

AIR CAP POOL LEAGUE NEWS

FINAL ROSTERS

FINAL PLAYER ROSTERS ARE SET. FOR THE REST OF THE SESSION, YOU MUST USE PLAYERS LISTED ON YOUR ROSTER. IN CASE OF AN EMERGENCY THE LEAGUE DIRECTOR WILL HAVE TO APPROVE ANY ADDITIONAL PLAYERS TO A TEAM'S ROSTER.

TEAM CAPTAINS - PLEASE NOTE: IF YOU LISTED A PLAYER THAT WAS INELIGIBLE (NO ESTABLISHED AVERAGE) OR ALREADY ON ANOTHER TEAM'S ROSTER IN YOUR DIVISION, THEY WERE NOT PLACED ON YOUR FINAL ROSTER.

LEAGUE POOL ETIQUETTE

We have some players that need reminded of league pool etiquette. Simply put **the shooter 'owns' the area around the table**. The opponent should not approach the table until it is their turn. That includes picking up chalk when you are not the shooter! You **should not stand beside** the table or in the line of the shooter. Teammates are **not to approach** the table when any player is shooting to just 'look at a shot'! Only when a time out is ACTUALLY called, is it appropriate for others to approach the table. (Or when a player requests a Referee to watch the hit.) Until then, there should be no communication of the game being played with the shooter, **including the opponent heckling (sharking) the shooter**. In general; **if you are not shooting, you should be at least 6 feet away from the table and not causing a distraction to the shooter.**

Team Captains it is your responsibility to make sure that your players conduct themselves in accordance with the sportsmanship and etiquette standards set by this league.

MATCHES RUNNING PAST 11 PM?

CAPTAINS IT IS UP TO YOU TO MAKE SURE YOUR PLAYERS ARE READY TO PLAY WHEN IT'S TIME FOR THEIR GAME. THERE IS **NO REASON** THAT A MATCH SHOULD RUN LATER THAN **11:00 PM**. THIS IS USUALLY CAUSED BY, QUITE HONESTLY, PLAYERS JACKING AROUND:

- BY NOT READY TO RACK WHEN IT'S THEIR TURN.
- BY NOT BEING READY TO PLAY WHEN IT'S THEIR TURN TO SHOOT.
- BY CONTINUALLY ENGAGING IN PROLONGED CONVERSATION PRIOR OR DURING GAME
- BY NOT GOING TO THE BATHROOM OR OUT TO SMOKE IN PLENTY OF TIME BEFORE THEIR GAME IS UP
- BY MULTIPLE TIMEOUTS LASTING OVER 2 MINUTES
- PLAYER NOWHERE TO BE FOUND! **NO ONE SHOULD HAVE TO GO LOOK FOR A PLAYER!**

IF A MATCH IS **RUNNING LATER** THAN NORMAL (**NOT IN THE 3RD ROUND BY 9 PM**) AND ANOTHER TABLE IS AVAILABLE, GO TO TWO TABLES (CLUB OWNER PERMITS). THE MAJORITY OF OUR PLAYERS HAVE TO GO TO WORK THE NEXT MORNING. EVERY COUPLE OF MINUTES OF DELAY ADDS 30 OR MORE MINUTES TO THE NIGHT. PLEASE BE RESPECTFUL OF EACH OTHER'S TIME. WE HAVE A SLOW PLAY RULE ON PAGES 13, 15 AND 19 IN THE RULEBOOK. BE ADVISED IF SLOW PLAY RULE IS INVOKED IT APPLIES TO ALL THE PLAYERS ON BOTH TEAMS.