

NYGPL, Inc.
Match Rules
and
League Structure

Start of Season 2010-2011
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NEW YORK GAY POOL LEAGUE ("NYGPL"), INCORPORATED

Match Rules and League Structure

SECTION 1 - MISSION STATEMENT

New York Gay Pool League (NYGPL), Incorporated (the "NYGPL"), founded in 1984, is a not-for-profit corporation formed under New York law and is exempt from federal income tax under Section 501(c)(3) of the Internal Revenue Code of 1986, as it may be amended. The NYGPL's purpose is to provide relief to poor, distressed, underprivileged and indigent persons afflicted by the Human Immunodeficiency Virus (HIV) and Acquired Immunodeficiency Syndrome (AIDS) afflictions in the New York City area. In furtherance of this charitable purpose, the NYGPL disburses the funds it raises to other 501(c)(3) organizations which provide relief, support and services to the poor, distressed, underprivileged and indigent members of the HIV/AIDS-afflicted community in the New York City area. The NYGPL is not formed for and shall not be conducted nor operated for pecuniary profit or financial gain, and no part of its assets, income or profit shall be distributed to or inure to the benefit of any private individual or individuals. Through its season long schedule of pocket billiard matches held throughout the city, the NYGPL helps build a sense of community and friendship among its sponsors and members.

SECTION 2 - THE SEASON, PLAYOFFS AND POST-SEASON TOURNAMENTS

2.1 The Regular Season

2.1A - The regular season begins no earlier than the Monday after Labor Day and ends no later than the end of April.

2.1B - Teams play no more than one match a week during the regular season. Approximately half of the matches are home games and approximately half are away games. Each team picks Monday or Tuesday as its own home night.

2.1C - The specific scheduling format for a given season is dependent upon the number of teams participating in that season. The NYGPL may be divided into divisions or the season may be split into two half-seasons. In the event of divisional play, the Executive Committee will determine divisional assignment. Each season's specific format will be finalized at the pre-season Captains' Board meeting.

2.2 - The Playoffs

2.2A - The NYGPL championship is determined by a series of playoff contests.

2.2B - Contending teams are seeded by their regular season records.

2.2C - All playoff contests are decided by a best two out of three match series. Every good faith effort will be made to schedule the higher seed with home table for the first match and, if necessary, for the third match. The lower seeded team generally has home table for the second match.

2.2D - The two losing semi -finalists will each be awarded third place in the playoffs.

2.2E - Typically the first match is played on Monday night at the higher seeded bar, the second night is played on Tuesday night at the lower seed, and if necessary, on Wednesday night at the higher seeded bar. If the two captains agree to play on a different schedule, and no other teams are affected, the captains are free to play on any schedule as long as the match is completed by the end of the following Sunday. If there are conflicts in bar availability, multiple bar teams, the league President shall make a timely decision in the best interests of the league. The general scheduling guideline as

listed above will be the general guideline followed by the President or other officer acting in his place. While the higher seeded teams is given some scheduling advantages, these advantages are not guaranteed. The league will try its best to conform to normal scheduling but is not required to do so. The higher seeded teams do not have superior rights to the lower seeded team. The President will recuse himself when scheduling includes his or her team as governed by 5.1J

2.2F - Neutral referees will be assigned to all playoff matches, if available.

2.2G - Twelve teams shall participate in the Playoff Championship series. A "Last Call" tournament may be used to determine playoff qualifiers.

2.2H - The following tie-breakers are used first to establish division or half-season winners, then playoff qualifiers and then playoff seedings:

1. head-to-head match record;
2. head-to-head number of games won, with forfeits counting 15-0;
3. if within same division, division match record;
4. percentage of total games won, excluding forfeits;
5. percentage of matches won against teams with winning records;
6. percentage of games won against teams with winning records;
7. coin toss.

2.2I - If a half-season determination is to be made, tie-breakers are first measured by matches played within that half only. If tie-breakers 1-5 do not break a tie within a half, then tie-breakers are measured by matches played during the entire season.

2.2J: "When a team wins a playoff series but is disqualified from the playoffs or recuses itself from further competition in the playoffs for whatever reason, no team shall advance to the next round. In no case shall the team losing the playoff series be awarded the win and advance to the next round."

2.3 - Post-Season Tournaments

2.3A - There will be a one to two week break between the end of the regular season and the start of the playoffs.

2.3B The Captains Board Tournament will be scheduled by the Executive Committee, preferably not a bar in the playoffs. The tournament is a single elimination, randomly bracketed match.

2.3C The MVP Tournament, matching each team's Most Valuable Player, will be scheduled by the Executive Committee, preferably not a bar in the playoffs. The tournament is a single elimination, randomly bracketed match.

2.3D - If any tie-breaker matches are to be played before the playoffs begin, they will be played during the break.

SECTION 3 - AWARDS

3.1 - Team/Sponsor Awards

Each season, the NYGPL shall give the following team/sponsor awards: NYGPL championship, NYGPL championship traveling plaque, playoff runner-up award, playoff third place awards, regular season division or half-season championship awards, sponsorship plaques to all bars in the NYGPL, a

traveling plaque to the bar which causes the most money to be contributed towards NYGPL charities and the following:

THE ROBERT ADER SPONSOR AWARD is annually awarded by vote of the Captains' Board to the outstanding sponsor of the season who has done the most in support of the NYGPL during the season. It is awarded in memory of Robert Ader, who was the owner of the Candle, Crossroads and Tunnel bars. His sponsorship of three teams for the first eight seasons of the NYGPL's existence was a major factor in the establishment of the NYGPL. His work and charitable donations to the gay community and AIDS organizations were immeasurable.

3.2 - Individual Awards

Each season, the NYGPL shall give the following individual awards:

A TEAM MVP AWARD is given to each team's Most Valuable Player as selected by the individual teams by the captain's designation, tournament or team vote.

THE GORDON STOCK CAPTAINS' BOARD TOURNAMENT AWARD is presented to the winner of the Captains' Board tournament. It is awarded in memory of Gordon Stock, who was the first captain of the Candle Bar team and the second president of the NYGPL. Gordon's leadership abilities and sense of fairness enabled the NYGPL to establish credibility as a fair and viable organization.

THE KEN MILLER MVP TOURNAMENT AWARD is annually awarded to the winner of the MVP tournament. It is awarded in memory of Ken Miller, who was one of the fiercest, toughest and most feared competitors who ever wielded a cue stick in the NYGPL. Ken played out the game of life with the same courage and passion.

THE NYGPL LEADERSHIP AWARD is awarded at the discretion of the Captains' Board to a member of the NYGPL who, through the years, has displayed outstanding leadership qualities to the NYGPL, whose accomplishments have helped to better and improve the NYGPL, and who helped in the raising of funds for AIDS charities.

THE L.A.M.B.I. AWARD (LEAGUE AWARD TO THE MOST BENEVOLENT INDIVIDUAL) is awarded at the discretion of the Captains' Board to that unique individual who has not only displayed outstanding service to the NYGPL, but has displayed exemplary service and commitment to the gay/lesbian community and AIDS organizations.

THE NYGPL HUMANITARIAN AWARD is awarded at the discretion of the Executive Committee to that NYGPL member who independently functions as a compassionate human being, without expectation of reward or recognition, in the noble cause of AIDS relief, justifiably becoming an inspiration to us all. Any NYGPL member may nominate a fellow member by bringing his noble deeds, or even a single act of human kindness or spiritual comfort, to the attention of the Executive Committee in a written submission anytime during the season. All nominations will be kept in the strictest of confidence to preserve the integrity of the selection process.

SECTION 4 - SPONSOR OBLIGATIONS AND FEE STRUCTURE

4.1 - Sponsor Fees and Obligations

4.1A - Each sponsor must pay a \$200 fee to enter a team in the NYGPL, which is due by November 1st of the season.

4.1B - Established sponsors are encouraged to support additional teams. The sponsor fee is reduced to \$100 for each additional team entered by the same sponsor, from the same or different bars.

4.1C - Each sponsor must provide free games during the match.

4.1D - While not required, it is traditional that the host sponsor buys each team member one drink.

4.2 - Member Fees

Each member of the NYGPL is required to pay a \$45 membership fee before playing his first match.

4.3 - Missed Meeting and Results Fines

4.3A - A captain is fined \$10 if he misses a Captains' Board meeting and does not send a substitute from his team.

4.3B - A captain is fined \$5 if he fails to call in match results by the designated deadline.

4.4 - Forfeited Matches Fines

The captain of a team which forfeits a match is fined \$10. This includes a forfeiture of a regular season match and a playoff match.

SECTION 5 - NYGPL STRUCTURE

5.1 Captains' Board, Executive Committee and Officers

5.1A - The Captains' Board concomitantly functions as the NYGPL's Board of Directors and is the collective authority for the operation of the NYGPL. Democratic vote by the Captains' Board is the ultimate authority for all matters concerning the NYGPL. As per section 5.1G, the Executive Committee has full operating authority for the management of the NYGPL. 35% of the captains may call for a vote at any time to confirm, reverse, or modify any action of the Executive Committee.

5.1B - The Captains' Board is comprised of each team's captain, the four NYGPL officers and any outside directors.

5.1C - The Captains' Board may choose to elect up to three outside directors to serve as members of the Captains' Board. These individuals may or may not be members of the NYGPL.

5.1D - The one year term of office for all Captains' Board members shall coincide with the fiscal year, which is July 1 through June 30.

5.1E - The Captains' Board shall meet at such times as the Executive Committee or a majority of the Captains' Board may elect, but at minimum twice (at season opening and at season closing).

5.1F - A quorum must be present at a meeting to vote on any matters. A quorum is 50% of the number of teams in the NYGPL. Except as otherwise provided, a majority of the teams permitted to vote and present at a Captains' Board meeting must vote in the affirmative to take any action requiring a vote.

5.1G - The Executive Committee of the Captains' Board is composed of the four NYGPL officers: President, Vice-President, Treasurer and Secretary. The Executive Committee may choose to elect a Chairman of the Finance Committee, who is authorized to represent the NYGPL in external financial matters. The Executive Committee has full operating authority for the management of the league. This authority includes rules, dispute resolution, disciplinary action, etc. This authority is only limited in that actions of the Executive Committee cannot represent a fundamental change, must be published as soon as possible, and are subject to Captains' Board review as per section 5.1a.

5.1H - Officers for the following season are elected by vote of the captains at the final scheduled Captains' Board meeting of the season. Nominations may be made at such meeting and the meeting immediately before. No individual may serve more than two consecutive years as President. The elections for the four offices will be held one at a time in the following order: President, Vice President, Secretary, and Treasurer. Nominations for each office remain open until the election for that office takes place. To be elected to any office, a candidate must receive votes from 50% or more of teams present and voting. In the event that no candidate receives at least 50% of the votes, a runoff election will be held between the two candidates receiving the greatest number of votes.

5.1I - Officers and outside directors may not vote at a Captains' Board meeting, subject to the following:

1. The Secretary, Treasurer and Vice President (unless the Vice-President is serving as acting-President) may vote if also a captain.
2. If the President or the Vice-President (if the Vice-President is serving as acting-President) is also a captain, his team has no vote at a Captains' Board meeting, unless such officer appoints someone else from his team to represent the team.
3. Notwithstanding the foregoing, the President may vote to break a tie at a Captains' Board meeting, except as provided in Section 9.3. 5.1J. If an officer resigns in the midst of their term, the remaining members of the Executive Committee will make an interim appointment to fill the vacated position. An election will be held at the first Captains' Board meeting after such appointment to fill the vacated position for the remainder of the term of office.

5.1J - An Officer must recuse him or herself from the processes of investigation, deliberation and recommendation when a conflict or dispute involves his or her team or any member(s) of his or her team. An Officer who is also a team Captain may continue to speak for his or her team in a Captain's role. An Officer may also offer testimony if he or she is a witness to the incident.

5.2 The President

The President chairs all Captains' Board meetings, handles sponsor communication and relations, solicits new bars for NYGPL membership, ensures that permanent committees and officers are fulfilling their responsibilities, handles disciplinary and other problems between Captains' Board meetings, informs the Captains' Board as to any problems, prepares the Captains' Board agendas, enforces these Guidelines and Rules of Play and presides at all NYGPL affairs.

5.3 The Vice-President

The Vice-President serves as acting-President in the temporary absence of the President, in the case of resignation or removal of the President, serves as acting-President until such time as the Captains' Board elects a new President, and assists the President in all functions.

5.4 The Treasurer

The Treasurer collects all funds, monitors all disbursements, reconciles bank statements, reports to the President any team arrears and prepares monthly and annual statements.

5.5 The Secretary

The Secretary prepares and publishes the match schedules, Captains' Board minutes, NYGPL standings and team rosters.

5.6 Permanent Committees

5.6A - Chairmen and committee members are appointed by the President during the first Captains-Board meeting of the season. If specific committees are not appointed, the members of the Executive Committee shall also serve as the sole membership of each committee. Each committee will make a progress report at every subsequent Captains' Board meeting.

5.6B - The Rules Committee resolves any questions of rule interpretation, proposes new rules to the Captains' Board and is responsible for maintaining correct and current rules documentation.

5.6C - The Charity Committee is responsible for researching local 501(c)(3) organizations and, at the end of the season, recommending to the Captains' Board which charities should receive donations.

5.6D - A significant portion of our funds for AIDS charities comes from raffles. The dedicated and conscientious performance of the Raffle Committee is essential to our success. Its responsibilities include soliciting donated prizes, printing and issuing raffle ticket booklets, controlling booklet distribution, collecting funds for sold tickets, monitoring and reporting on individual team performance, keeping track of unsold tickets, transferring collected funds to the Treasurer, and selling 50-50 raffle tickets at all NYGPL gatherings. Our mission is to raise funds for AIDS charities. It is the responsibility of every team and every individual member to fully support all fund raising activities. Each individual and team is morally obligated to help aggressively with ticket sales.

5.6E – The Sportsmanship Committee’s mission is to administer the rules and guidelines set out by the NYGPL to build a sense of community and friendship among its sponsors and members. Among the guiding principles reflecting that spirit are the NYGPL’s commitment to diversity, sportsmanship and fair play as it pertains to its members, sponsors and charities. The committee shall also be stewards for communicating issues and suggestions from members to the Captains’ Board and monitoring and recommending action as appropriate regarding issues affecting pool play.

1. The Committee shall consist of a Chairperson, a member of the Executive Committee, no more than 3 other Captains and no more than 2 non-Captain players. No two members of the Committee shall be from the same team unless approved by the Captains’ Board.
2. The Committee’s primary purpose is to improve the everyday experience of the league members by soliciting, discussing, and responding to their complaints, commendations and reports of incidents involving sportsmanship (good and bad) and reporting their work to the Captains’ Board. It shall serve as a clearinghouse for ideas and communications on what we’re doing right and what we’re doing that can be made better. While the committee will at times deal with problem or conflict resolution, that is not its primary mission.
3. A Committee member must recuse him or herself from the processes of investigation, deliberation and recommendation when a conflict or dispute involves his or her team or any member(s) of his or her team. A Committee member who is also a team Captain may continue to speak for his or her team in a Captain’s role. A Committee member may also offer testimony if he or she is a witness to the incident.
4. The Committee is responsible for investigating disputes arising between two or more teams and/or members of the league, when such disputes cannot be resolved by the parties involved. The Committee will compile factual and relevant information regarding the dispute, draft recommendations for actions, which may include disciplinary action, based on appropriate information and present these recommendations to the Captains’ Board.

SECTION 6 - TEAM CAPTAIN RESPONSIBILITIES

6.1 Roster and Fees

The captain turns in his or her team's opening roster and player fees at the first Captains' Board meeting after the season starts. No player may play in any match the week immediately following the first Captains Board Meeting (when initial rosters are submitted), without having first paid their annual membership fee. Subsequently, players maybe added as per Section 8. There is no grace period for turning in any owed money. Any team in arrears will forfeit all future matches until paid in full. Payments are usually made only to the Treasurer; to avoid forfeiture, payment can be made to any officer.

6.2 Match Supervision

The captain assigns players to games, assigns referees, names that evening's coach and monitors rule compliance. It is the captain's responsibility to avoid embarrassing his sponsor by making sure that the team has enough players present so as not to forfeit. Repeated forfeitures can result in NYGPL action to inform the sponsor.

6.3 Guidelines and Rules of Play

The captain gives a copy of these Guidelines and Rules of Play to each team member, makes sure that all members fully know the Guidelines and Rules of Play and brings a copy to each match.

6.4 Hospitality

The captain maintains a cordial atmosphere for the match. It is traditional for the sponsor to offer free food and a drink to both teams. In gratitude for the host's hospitality, it is appropriate that each team member purchase at least one beverage from the sponsor.

6.5 Sportsmanship

The captain monitors and controls the behavior of his team. All sportsmanship guidelines detailed in Section 7 must be strictly adhered to. In the case of any controversy during the match, only the captain may speak for his team. In addition, the captain is responsible for ensuring a safe and friendly environment for the match. While the captain is not responsible for the actions of bar patrons, it is the responsibility of the captain to ensure that the visiting team feels that they are in a safe environment. The visiting captain has the responsibility to communicate any and all concerns to the host captain before any situation gets out-of-hand. If there is a disturbance or disruption of the match, the match shall not resume until the home captain has received specific assurances from the visiting team that the situation has been resolved and that they are good with resuming the match.

6.6 NYGPL Activities

The captain informs all team members of all NYGPL activities. Parties and social functions should be supported by all members of the NYGPL.

6.7 Weekly Result Reporting

Results of matches are called in to the phone number which appears at the bottom of the score sheet by both the winning and losing captain by 4:00 a.m. of the morning following the evening the game started.

6.8 - Score Sheets

The captain fills out score sheets during each match and maintains a complete set of copies throughout the season.

6.9 Captains' Board Meetings

The captain attends all Captains' Board meetings. If he cannot attend a meeting, an alternate member of the team must be sent as a replacement. If the team is not represented at two consecutive meetings, the sponsor will be notified.

SECTION 7 - SPORTSMANSHIP

7.1 Sportsmanship

All Captains and Officers are required to put the interests of the league ahead of any parochial team interest.

7.2 Poor Sportsmanship

Incidents of poor sportsmanship will not be tolerated by the NYGPL. It is the responsibility of the captain to report the details of any such incident to the Captains' Board in the form of a written report or protest.

7.3 Sanctuary

For the duration of any NYGPL match or activity, the host bar shall be considered a sanctuary. Such conduct as airing old or new disagreements, trying to serve legal papers, trying to sell insurance, etc. cannot be permitted to intrude on the sanctity of the match. While the NYGPL will attempt to discuss banned individuals with a sponsor, the sponsor has final and absolute authority over its premises.

7.4 Physical Violence

Anyone who resorts to physical violence during a match will be automatically suspended from NYGPL play by the President and is subject to being permanently expelled from the NYGPL by the Captains' Board.

7.5 - Verbal Abuse

Verbal abuse is defined as racial comments, threats, insults, name-calling, cursing, taunting, yelling, or shouting.

7.5A In recognition that verbal abuse often leads to physical violence, and to conditions under which the match cannot be played fairly, anyone who resorts to verbal abuse is subject to the following penalties:

7.5A.1 First offense of verbal abuse during a match by any member of a team against any member of the opposing team which the referee can verify or hears shall command a warning for the player on the opposing team.

7.5A.2 Second offense of verbal abuse during a match by any member of a team against any member of the opposing team shall constitute a ball-in-hand foul for the player on the opposing team.

7.5A.3 Third offense of verbal abuse during a match by any member of a team against any member of the opposing team shall result in loss of the game in progress, or of the next game in the case in which a game has just been completed.

7.5A.4 Fourth offense of verbal abuse during a match by any member of a team against any member of the opposing team shall result in suspension of the offending player for the remainder of the match.

7.5B All reported incidents of verbal abuse are subject to suspension at the President's discretion until the Captains' Board can discuss the circumstances of the incident, determine its seriousness and take any action.

7.5C On July 1st, 2010, rule 7.5A.1 will no longer apply, and rules 7.5A.2, 7.5A.3, and 7.5A.4 will be re-numbered and re-worded accordingly, with the stiffer penalties applicable. Rule 7.5C will also be struck at the same time.

7.6 - Referee's Position Is Unassailable

In any disagreement involving a referee's decision, the NYGPL cannot emphasize enough that the referee's position is unassailable. The referee is protected by the integrity of these Guidelines and Rules of Play and the NYGPL cannot tolerate anyone making him/her a target of verbal or physical abuse. The referee's decision on a shot during the game is final and irreversible. The only exception to this is found in section 12.3: "A referee's decision can be overturned when *both captains* are in agreement of a different outcome."

7.7 - Spectators

Members of non-participating teams may not interfere or get involved with any other match in progress.

7.8 - Headphones

The use of headphones for music playing devices, cell-phone devices, and the like, while playing a match is prohibited.

7.9 - No Warnings

Disciplinary action, including forfeiture of games and matches, suspensions and NYGPL expulsion may be taken by the Captains' Board (with or without the recommendation of the Disciplinary Committee) without the issuance of any specific prior warning to an individual or team.

7.10 - Spirit of these Guidelines and Rules of Play

Unwillingness to adhere to the spirit of these Guidelines and Rules of Play shall be considered by the NYGPL as a manifestation of unsportsmanlike conduct and will be dealt with severely by the NYGPL.

SECTION 8 - TEAM ROSTERS

8.1 Roster Size and Registration

8.1A Team roster is 6 to 15 players at any given time.

8.1B The Secretary will maintain a master roster and will periodically publish the entire roster. The master roster will be brought to every Captains' Board meeting. It is the individual captain's responsibility to confirm the accuracy of his roster.

8.1C To add a player who is new to the NYGPL, the captain must inform the NYGPL office at least 24 hours before the first match that the new member will participate in.

8.1D No player can be added to a roster after the deadline which is established at the start of each season by the Executive Committee. Under special circumstances, a team may petition the Executive Committee for exemption from this restriction.

8.1E In order to be eligible to participate in the playoffs, a player must attend a minimum of five matches in the regular season.

8.1F Initial team rosters are due at the first Captains' Board meeting after the start of the season. Up until that time captains are free to include players who do not ultimately appear on their rosters.

8.1G A player can only appear on one team roster at a time.

8.1H A player may only play on one team per week.

8.2 - Changing Teams

8.2A - A player may change teams once during the course of the season. After December 1st, a player may only change to a team with a winning percentage of less than 50%. The new captain must notify the former captain and the NYGPL office.

8.2B - The player will not be allowed to play in the new team's next scheduled match, based on the date which the NYGPL office receives the notice of change.

8.2C - Members of a team that leaves the NYGPL during the season shall be considered new members for purposes of this Section 8.

SECTION 9 - PROTESTS

9.1 - Protests

A captain may file a protest over any conflict that occurs during a match. The issue may be rule interpretation, unsportsmanlike conduct, bar conditions, etc. On all judgment calls, the referee's decision is final and cannot be appealed.

9.2 Procedure

9.2A - Prior to the next Captains' Board meeting, the President must be notified of the team's intention to file a protest so that it may be placed on the meeting agenda. The President cannot refuse to place a protest on the agenda. Prior notice of intention to file a protest must be given to the opposing captain by the President.

9.2B The protest must be presented in writing by the captain filing the protest with enough copies for each member of the Captains' Board.

9.3 - Responsibility of the President

It is the responsibility of the President to uphold the integrity of these Guidelines and Rules of Play and to act constructively in his leadership role by demonstrating impartiality, discriminating judgment and wisdom in the resolution of protests. The President may not vote on matters relating to protests involving his own team.

SECTION 10 - MATCH RULES AND STRUCTURE

10.1 - Rounds

Each match consists of three rounds of play.

10.2 - Games

Each round consists of four singles games followed by one doubles game.

10.3 - Players

10.3A - A minimum of 6 players to a maximum of 12 players may compete. To play all 15 games in a match, a minimum of 6 players must compete.

10.3B - All players must be on the official roster kept by the NYGPL office after the first Captains' Board meeting after the season starts.

10.4 - Playing Restrictions

10.4A - No player can play in more than three games in a match; either two singles and one doubles or one singles and two doubles. Under no circumstance can a player shoot in three singles or three doubles in a match.

10.4B - A player may not shoot all three of his games in one round. A player may shoot up to twice in a round.

10.5 - Alternate Break

The visiting team breaks in the odd-numbered games, and the home team breaks in the even-numbered games.

10.6 - Line-ups

Each captain independently prepares his or her lineup. Once the two captains meet for the purpose of exchanging lineups prior to the start of each round, no changes may be made except when a player has been inadvertently scheduled in violation of rule 10.4 –Playing Restrictions. If a player has inadvertently been scheduled to play more than the maximum allowed (and the error is caught *before* the extra game is played) then the line-up may be corrected. However, to ensure that the offending team does not gain any advantage from the mistake, the opposing captain shall choose any eligible player in attendance from the other team to play that game. If no eligible player is available, it is a loss of game for the offending team.

10.7 - Match Forfeiture

10.7A - A match is forfeited when not one player from a team is present at the scheduled start time of the match. The team not forfeiting will be awarded a match win but no game wins.

10.7B - Rescheduling of matches will not be permitted. The Executive Committee understands that from time to time special circumstances (such as severe weather) will present themselves, and the Executive Committee will act accordingly to reschedule matches on a case-by-case basis.

10.7C - If neither team has six players, as many games as can be legally scheduled will be played. If one team can play more games than the other team, those games are forfeit wins for the team with more players. In the case of a tie in the number of games won, an additional tie-breaking singles

game is played, suspending Section 10.4 for such game. The final score for the match is based on the actual number of games played, plus games forfeited plus the tie-breaking game (if played).

10.7D - If a team withdraws from the league prior to the first Captains' Board meeting after the start of the season, all matches played by that team thus far will be removed from the season statistics, and all future scheduled matches will be treated as "no game this week". If a team withdraws after the first Captains' Board meeting after the start of the season, prior match results will stand and all future matches will be reported as forfeits with the team not forfeiting being awarded a match win but no game wins.

10.8 - Game Forfeiture

10.8A - A game is forfeited when the player whose name is on the line-up for that game cannot be found within two minutes of the start of the game. (This does not stand for players who are using the restroom, or whose location within the match venue is known.).

10.8B - A game is forfeited when no player can legally shoot that game because of Section 10.4.

10.9 - Starting Time

10.9A - The match shall start no later than 7:30 p.m. If both captains concur, the match may start before 7:30 p.m., however no team can be compelled to start before 7:30 p.m.

10.9B - With the cooperation of the sponsor, the table shall be reserved for the exclusive use of NYGPL players from 6:30 p.m. to 7:30 p.m. In the interest of fairness, table access should alternate between members of the two teams.

10.10 - Controlling Length of Match

10.10A - A player has one minute to shoot. If a coach is called during this 1 minute, the player's time to shoot will be increased to 2 minutes. The referee must give a 30 second and a 15 second warning. If the shooter is not in a shooting stance by the end of the allotted time or if he or she comes out of a shooting stance without taking a shot after the allotted time has expired, the shooter has committed a foul.

10.10B - The table must be immediately racked upon the conclusion of a game. The table does not have to be racked by the game's referee.

10.11 Photography and Videotaping

No photographing or video taping of match play is allowed without the specific approval of all players and teams involved and the consent of the host bar.

SECTION 11 - COACHING

11.1 - Designation of Coach

11.1A - The captain will designate one player to be the coach at the start of each round of play.

11.1B - The captain may designate himself as the coach.

11.1C - When the coach is shooting, he may designate one other player to serve as his coach for that round.

11.2 - Limits on Coaching

11.2A - No coaching is allowed except by the designated coach.

11.2B - Each player may have a brief strategy conference with the captain and coach before the start of his game.

11.2C - There are no limits on player-coach conversations when it is not the player's turn to shoot.

11.2D - When it is his turn to shoot, the shooter must advise the referee of his desire to speak to the coach, up to three times in a game. The referee will summon the coach to the table.

11.2E - The referee will keep track of the number of coach visits in a game and should advise the player when there is only one coach call remaining.

11.2F - If a team's coach is refereeing a match, that team loses the right to any coaching during that game (but can still call coach for time extension as per 11.2G below). If a captain accidentally designates a coach to begin refereeing a game, this is a correctable mistake and the team providing the referee may replace the referee to allow coaching to proceed. However, the team may not switch coaches during a round for any reason (except as provided by 11.1C, when the coach is shooting he may designate on other player to serve as his coach for that round).

11.2G - Extension. If the coach is not available (or if there is no coach), the shooter may still call and use a "coach call" for the purpose of getting an unassisted "extension" on that shot.

11.3 - Illegal Coaching

11.3A - Illegal coaching will cause the loss of the game in progress.

11.3B - Illegal coaching defined:

1. When it is the player's turn to shoot, the coach may not offer unsolicited advice. The coach can only offer advice when so requested by the shooter and brought to the table by the referee.
2. A player other than the designated coach may not coach or offer advice during the course of the game. Advice such as "chalk up" or "take your time" shall not be considered illegal coaching.
3. Players can talk to team members when it is not their turn to shoot. Only the coach may suggest shots or strategies. To avoid any conflicts or misunderstandings, team members are advised to say nothing to the players.

11.4 - Doubles Coaching

11.4A - Doubles partners are unrestricted in speaking with each other.

11.4B - A total of three coach calls are permitted for both players combined.

SECTION 12 - REFEREE FUNCTION AND RESPONSIBILITY

12.1 - Assignment to Game

12.1A - Teams alternate in refereeing games. The referee for each game comes from the team which is not breaking.

12.1B - Only those players who are thoroughly familiar with these Guidelines and Rules of Play may be assigned as a referee.

12.2 - Fairness

The referee must conduct himself in a fair and impartial manner. He may not cheer or coach his teammate, may not be distracting to any of the players, must concentrate on the game being played and

may not impede the line of sight of the shooter. If a captain feels that a referee is not performing acceptably, the captain should quietly request a time-out and PRIVATELY discuss the situation with the opposing captain (this is not to be a battle of both teams). The opposing captain should use his best judgment on how to handle, but does have the obligation to do the right thing for the match to minimize conflict, which ranges from talking to the referee, immediately replacing the referee in the game in progress, or not selecting that individual to referee any subsequent games that evening.

12.3 - Judgment Calls

12.3A - A judgment call by the referee should be given full deference and should be considered final with the following exception. A referee's decision can be overturned when both captains are in agreement of a different outcome.

12.3B - Both captains should come to a mutual decision when the referee is unsure of the call or did not see the action in question. When an agreed outcome can not be achieved, Section 12.4C governs.

12.4 - Disputed Calls

12.4A - The captain, coach or player may politely question the referee concerning a ruling based upon these Guidelines and Rules of Play.

12.4B - A captain, coach or player's request to halt play while the application of these Guidelines and Rules of Play is questioned must be honored.

12.4C - During the match, the referee decision is governed by 12.3A. A captain may file a protest with the Captains' Board if he feels that these Guidelines and Rules of Play have not been adhered to. The protesting captain should mark his score sheet "disputed game".

12.5 - Alleged Fouls

If a captain, coach or player feels that there has been a foul on a shot which was not called, they must bring the question to the referee prior to the next shot being taken. Quiet civil behavior is required under the sportsmanship guidelines detailed in Section 7.

12.6 - Time Limits

The time to shoot rule 10.10A should be adhered as closely as possible, especially during a coach call. The referee must use a timing device or is therefore disqualified as a referee.

12.7 - Interference

When a player's shot is physically interfered with by someone not involved in the game, it is the responsibility of the referee, in consultation with both captains, to devise a fair solution, if that interference created an unfair situation. Such solutions include leaving the table as is, the referee's restoring the table to its position before the interference as closely as possible, or replaying the game with the same player breaking.

12.8 - Legal Shot Call

The referee should inform the player if a called shot is not legal. This rule includes shooting the 8-ball when it is not the player's last ball on the table.

12.9 - Maintaining Order and Sportsmanship

12.9A - The referee is responsible to make sure that each game is played according to these Guidelines and Rules of Play.

12.9B - No one may interfere with the game by heckling, name calling, whistling, loud or boisterous behavior, or doing anything else to distract a player.

12.9C - Acts of poor sportsmanship will not be tolerated and it is the referee's responsibility to enforce this prohibition.

12.9D - If incidents of unsportsmanlike behavior are brought to the referee's attention without satisfaction, they can be brought to the NYGPL's attention in accordance with Section 9.

SECTION 13 - CHANGING OF THESE GUIDELINES AND RULES OF PLAY

13.1 - These "Guidelines and Rules of Play" concurrently serve as the NYGPL's by-laws.

13.2 - General Conditions

13.2A - Any proposed change must be given to the captains two weeks in advance of any vote.

13.2B - Approval of 75% of all teams in the NYGPL is required to waive the two week notice rule.

13.3 - Changes to Sections 1 – 13

13.3A - Changes to Sections 1-13 must be approved by a majority of all teams in the NYGPL.

13.3B - The effective date for changes to Sections 1 - 13 is at the discretion of a majority of teams permitted to vote and present.

13.4 - Changes to Section 14, "Rules of Play"

13.4A - To be effective at the start of the next season, changes to Section 14 must be approved by a majority of all teams in the NYGPL.

13.4B - For changes to Section 14 to be effective immediately, a second vote is required with 75% of all teams in the NYGPL voting for immediate implementation.

13.4C - The NYGPL has adopted the Billiard Congress of America's Rules of Play as its own rules of play with certain minor modifications. All B.C.A. rule changes are automatically adopted effective with the start of the next season unless the requirements of Section 13.4A-B are met to create additional modifications or to change the effective date.

SECTION 14 - RULES OF PLAY

14.1 - Modifications to B.C.A. Rules

The League has adopted the B.C.A. rules except for these modifications to the 8 Ball Rules:

14.1A - RULE 4.2 CALL SHOT: All balls and pockets are clearly indicated to the referee.

14.1B - RULE 4.4 ALTERNATING BREAK: Breaker is determined pursuant to Section 10.5.

14.1C - RULE 4.14 FOUL PENALTY: After a foul in which the cue ball either remains on the table OR is pocketed, it is the job of the referee to indicate to the appropriate (incoming) player that a foul has been committed. After such indication the incoming player may place the cue ball on the table without the cue ball having to be handed to him/her by the referee.

14.1D - RULE 4.18 JUMP AND MASSE SHOT FOUL: Jump shots are not allowed.

14.1E - RULE 3.21 FOULS BY TOUCHING BALLS: Unintentional touching of numbered billiard balls (with hair, clothing etc.) will not result in a foul. It is the responsibility of the referee to move the ball(s) back to their original position(s) to the best of his/her ability. It is still a foul to make any contact with the cue ball whatsoever while it is in play, except for the normal tip-to-ball contact during a shot or when the incoming player has ball in hand and is positioning the cue ball prior to the shot, except that inadvertent touching of the cue ball during a coach call is not a foul. If necessary, the referee shall restore the cue ball to its original position if it's been moved..

14.2 - Clarification and Enforcement of BCA rules

The Standard Rules of Pool expressly forbid the following and apply to NYGPL matches:

14.2A - PUSH SHOTS: The cue stick may only be in contact with the cue ball for the instant of striking the shot. Prolonged cue stick to cue ball contact is a "push shot" and is a foul.

14.2B - DOUBLE HIT: When a player strikes the cue ball it is a foul if the cue tip strikes the cue ball twice or the cue tip is still in contact with the cue ball when it strikes the object ball (push shot). To avoid a double hit or push shot, whenever the object ball is less than one-half of a square of chalk width from the cue ball,(or frozen against the object ball):

1. If the direction of the shot would take the cue stick through the center of the object ball (ie, shooting straight on), the back of the cue stick must be elevated at least 30 degrees. (The cue ball should draw or stop and not cross the line where it makes contact with the object ball. If the cue ball follows the object ball at all, a push or double-hit had to have happened and a foul should be called.)
2. If the direction of the shot takes the cue stick at least 30% to the left or to the right of the center of the object ball, the back of the cue stick need not be elevated. (The cue ball should roll away in another direction rather than following the object ball.)
3. If the shooter plays away from a frozen ball (so that the "frozen" ball does not move), the cue ball will be deemed not to have made contact with it and the shooter may proceed with a normal stroke and shot.