



# 2019 -2020

## Constitution & By-Laws



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GIBSONBURG AREA POOL LEAGUE  
**CONSTITUTION and BY-LAWS** 2019-2020 Season (Updated March 10, 2019)

**Article 1 - League Name**

The name of this association shall be called Gibsonburg Area Pool League.

**Article 2 - Objective of League**

The objective of this league is to provide an opportunity for persons to participate socially in pocket billiards and to gain experience while finding recreation in pocket billiards. We shall promote a greater interest in pocket billiards by conducting ourselves in a most sportsmanlike manner.

**Article 3 - Teams**

The number of teams is unlimited with no more than 2 teams per table of a sponsored bar.

**Article 4 - Membership**

**Section 1:** Membership shall be open to all persons 18 years or older with the approval of league officers. Age limit waivers may be applied by a vote of the captains. Each player will sign a league contract and pay a contract fee of \$10 per player. Any team that allows a person to play without paying will receive zero (0) points for the week or weeks involved.

**Section 2:** All members shall consider themselves honor bound to study and abide by the rules.

**Article 5 - League Officers**

**Section 1:** The officers of this league shall be President, Vice President and Secretary/Treasurer.

**Section 2:** Officer Pay (as follows): President: \$300  
Vice President: \$100  
Secretary/Treasurer: \$600

Changes are to be approved by league membership.

**Section 3:** Nominations for officer positions are accepted throughout the season until the last night of regular scheduled season play. All officers shall be elected by ballot at the annual banquet and shall remain in office until the next banquet. Write-in votes are accepted at the end-of-season banquet ONLY if there is, or will be, a vacancy in the office and no nominee has been added to the ballot by the deadline.

**Section 4:** Vacancies in office shall be filled by appointment by the officers, subject to the approval of a majority of the captains.

**Section 5:** League officers and league captains will review rules.

**Section 6:** Officers and captains will hear protests and recommend settlement for captains to vote on. Protests will be written on back of score sheets and score sheets will be left unsigned. The officers will investigate the issue and send report to captains to determine what action, if any, is to be carried out. This includes game play disputes and behavioral issues with player(s). The issue may be reported via email in lieu of a meeting, as appropriate.

**Section 7:** Conflicts: Officers may be called upon to make decisions regarding conflicts with the interpretation of rules.

### **Article 6 - Meetings**

Captain's meetings will be held at different sponsors' bars providing they have a place where outside interference shall not interfere with the business at hand. The president may call special meetings.

### **Article 7 - Quorum**

One half of captains or representatives shall constitute a quorum at any meeting but at no time shall the lack of a quorum at any meeting prevent those present from proceeding with the program of the meeting.

### **Article 8 - Amendments**

**Section 1:** Rules may be amended at the RULES MEETING held prior to the start of a season.

**Section 2:** Rules may not be amended during season, except if in an emergency.

## **BY-LAWS**

### **Article 1 - Study**

The general subject of study and plan of work shall be decided by a majority vote of captains.

### **Article 2 - Duties of Officers**

**Section 1:** The duties of the officers shall be such as are implied by respective titles and such as are specified by the by-laws.

**Section 2:** The President shall appoint all standing committees to approval of team captains and be ex officio member of the same without the right to vote except to break a dead lock. He/or she will be the presiding officer at all meetings.

**Section 3:** The Secretary/Treasurer shall keep an accurate list of all membership contracts, record the minutes of the meetings, and handle all correspondence, disputes or problems will be directed to the Secretary for documentation and follow up on issues. The Secretary/Treasurer shall keep weekly score sheets up to date and entered in the Erostats database as they are available. The Secretary/Treasurer shall receive all monies due the league. The Secretary/Treasurer shall publish a financial statement at each meeting and shall collect all fines. The secretary will keep records of all meetings.

**Section 4:** The Secretary/Treasurer will submit financials for audit at the midpoint of the season and after all banquet transactions are concluded. The audit will be conducted by the President and one other member of the league.

Distribution of payouts monies at the end of season will be withdrawn, handled and witnessed by **both** the Secretary/Treasurer and the President.

All team and individual payouts will be itemized, recorded and copies made available for inspection by the membership at the end of season.

The Secretary/Treasurer shall be bonded; at the discretion of the league.

**Section 5:** If using checks, shall be 2 party checks written by the treasurer. Signed by the Secretary/Treasurer and/or the president. It is recommended that checks be used for all transactions where possible for accurate accounting.

**Section 6:** The Vice President shall conduct the meetings in the absence of the president and assist the president in any other matters when requested to do so. The Vice President will manage all league sponsored tournaments |

**Section 7:** All officers upon retiring from the office shall deliver to the league; records, books, papers or other property belonging to the league. The president shall deliver these articles to the next president.

### **Article 3 - Meetings**

**Section 1:** Any meeting called shall proceed through **Robert's Rules of Parliamentary Procedure.**

**Section 2:** The procedure shall be:

1. Call to order
2. Special order/roll calls
3. Reading of the minutes
4. Report of the treasurer
5. Report of committees
6. Unfinished business
7. Miscellaneous business
8. Program of the Day
9. Address of the president
10. Election of officers
11. Adjournment

**Section 3:** A member may not speak more than 3 times on any debatable motion.

**Section 4:** The president shall determine in which manner to vote, i.e., by yeas or nays, or balloting.

**Section 5:** One representative per team will vote for the team. The officers shall cast one vote on each issue.

**Section 6:** Any motion ending in a tie shall be considered as defeated if the president does not use a breaking ballot, always present with **Robert's Rules of Parliamentary Procedure.**

### **Article 4 - Sponsors**

**Section 1:** If a sponsor is closed for any reason, the sponsor is responsible for notifying either team captains or opponent's bar one day in advance of scheduled night's play.

**Section 2:** A sponsor's table must have adequate lighting, they must keep their tables in satisfactory playing condition, and are subject to approval of league officers.

**Section 3:** Sponsor will open the table(s) 1 hour prior to the start of the games to permit warm ups for league members.

**Section 4:** Any sponsor who agrees to host a tournament for the league, agrees to avoid booking any conflicting event and to notify the officers if any other event has been booked to the facility and give the league at least 14 days' notice to find another sponsor/venue to host the tournament.

**Section 5:** Sponsors will pay a fee for each team to enter the association of the Gibsonburg Area Pool League.

- Fees are as such:
- For one (1) team, sponsor(s) will have a fee of \$30;
- For two (2) teams, sponsor(s) will have a fee of \$25 each
- For three (3) or more teams, sponsors will have a fee of \$20 each.

**Section 6:** New Sponsors/Teams: Must be approved by the vote of the captains at the Sign-Up meeting at the beginning of the season.

## **RULES OF PLAY**

### **Article 1 - Teams & Players**

**Section 1: Teams** Each team will consist of up to 10 players.

- A.** For actual play, 5 persons will equal team play. A team may play with 4 players using the 4-man rule (Ghost player); however, if 5 players are present the roster will have all five players.
- B.** If the 4-man rule is used, the Ghost player's fees must be paid with the regular fees.
- C.** The Ghost player must be listed as the 5th player in the lineup.
- D.** The Ghost player will carry a handicap that is equal to the **average of the team handicap of those playing that match +1.**
- E.** The Ghost player may be used up to six times per season. Those must be done so as not to have more than 3 times in consecutive matches.
- F.** Any prior league members will use last year's ending handicap to start the season, unless he/she had played less than 25 games, which will result in establishing new handicaps.
- G.** The maximum handicap given to opposing team will be 10 points.
- H.** A new player's average will be figured on games played the first night, excluding forfeits.
- I.** Each night of play will cost the player \$7.00.
- J.** Players may be added to the roster at any time during the season by submitting a signed contract and paying the sign-up fee of \$10.
- K.** There is a maximum of ten (10) players on any team. To add a new player, a player's contract must be voided. They must start with the last place team to ask for an opening. If there is no opening, then they work up the list from there.
- L.** Teams must have 3 players present by 7:15 in order to start a match with the remainder of the players to be present by no later than 8:30. Any player not present by 8:30 shall forfeit any games not played up to this point. Play must be continuous once a match has started. If games of the 3 mandatory players has been completed and continuous play cannot be achieved remaining games shall be forfeited regardless of time, there shall be a 5-minute grace period between last game played and time of forfeit. This rule is subject to waiver on a per case basis to be decided upon by opposing captains!
- M.** If a team has a player that needs to shoot out, that captain shall make opposing captain aware of this at the beginning of the night. Players playing out must arrive on time. When possible, try to play a game in-between the games of the player shooting out so as to not be shooting continuously, by no means should any player be late or miss work for lack of cooperation with this matter. Captains make sure your player that shoots out does not loiter after shooting out!
- N.** The visiting team will be allowed 15 minutes of practice before start provided; they are there by 6:45 p.m.
- O.** Each team will elect a team captain; however, any team member may represent the team for all occasions with team captain absent.
- P.** To participate in any league sponsored tournaments, a player must have played a minimum of 25 games.

## Article 2 - Responsibilities of Captains

1. The team captains or league members shall verify accuracy and sign the final scoresheet at the end of the night. The Home Team captain is responsible for submitting money to the Secretary/Treasurer via a mailed check, PayPal transfer or dropping off the money at the designated sites. PayPal transactions are made to [gapl.ohio@gmail.com](mailto:gapl.ohio@gmail.com) email address.
2. The Home team captain will make sure that a **clear, legible photo** of the scoresheet is sent to the Secretary/Treasurer via email at the end of the night. New contracts must also be photographed, emailed and a hard copy turned in to the Secretary as soon as possible.
3. Scoresheets are **NOT** to be turned in with the nightly fees UNLESS there is a dispute. In that case the sheet is to be left unsigned pending a resolution of the issue. The dispute should be legibly written on the back of the sheet. This scoresheet should be sent to the Secretary/Treasurer at one of the drop off sites and a photo of the complaint sent via email.
4. The treasurer will notify the team if the money is short. It must be paid by the next week or they forfeit all points for the week they were short.
5. Home team captain is responsible for money collected and to email a copy of the score sheet secretary as directed.
6. For the 2019-2020 season of play there will be two drop-off points for local teams to turn in money. They are Pub 400 (Fremont) and Madison Street Tavern (Gibsonburg).
7. Late paper work/scores/money not received by Saturday morning at 9 AM following a week's play.  
**1<sup>st</sup> Offense: Fine of \$10. 2<sup>nd</sup> Offense or more: Fine \$10 + Loss of 5 games** to be subtracted from the team's prize money.
8. Captains or a team representative will attend meetings. Missed meetings will result in a \$10 fine for the team. **Captains will keep their teams advised on information from meetings and from erostats memos.**
9. **Captains** will advise **league secretary** of any questions arising from the team, such as protests, etc.
10. Any team forfeiting 25 games per night, twice in season play; will be dropped from the league. Teams will forfeit any monies or awards due them. Any team dropped or resigning from the league will have their entire record stricken from the league records. Any team having played them will not be credited with wins or losses. Players on the team may be barred from the league for the remainder of the season at the discretion of the captains.
11. No gambling will be allowed.
12. Intoxicated, unruly, unsportsmanlike conduct, or unnecessarily noisy players may be suspended or expelled from the league and will forfeit all monies and awards due them.
  - First violation will be a written warning by either captain witnessing the behavior. The league officers will investigate, and the captains will be notified of the complaint. The captains will recommend the actions to be taken.
  - A second violation within one year, to the date, of a written warning may result in expulsion from the league.
  - There will be a ZERO tolerance policy for any violent, physical contact, property damage or threats of physical harm. PENALTY- Immediate Expulsion.

13. Any persons suspended or expelled must be voted back in by majority vote of the captains.
14. Each player is subject to approval by the voting membership. The captains, officers and sponsors constitute the voting membership.
15. Captains may substitute a player after play starts. That player position must use the higher of the two player averages for all 5 games. Example: player A plays 2 games and has a 7 average, player B is substituted for player A and plays the last 3 games. Player B has a 9 average; a 9 average is used for both players for the 5 games. Furthermore - player "A" gets credit for only 2 games of play, player "B" gets credit for only 3 games of play.

*THE GAMES PLAYED CREDIT WILL AFFECT GAMES NEEDED FOR PLAY-OFFS; IF ANY, AND TOURNAMENT ELIGIBILITY.*

16. **Cancellations/Rescheduling:** In case of foul weather the league will be cancelled whenever there is a Level 2 snow emergency in ANY of the counties involved. (Ottawa, Sandusky, Wood)  
For any other act of god, etc. all requests to reschedule games and dates of games must be decided upon by the officers to determine the legitimacy of the need to reschedule. The notice to reschedule must be made to the league Secretary no later than 4 PM on the day of the match.  
The Secretary will notify the sponsor bar by 5 PM. If the need to cancel is not deemed legitimate by the Officers, the team who requests to cancel will forfeit all games and the opponent will be awarded all of the rounds. If it is deemed to be a legitimate issue, the date will be set to replay the match. The Secretary and the captains involved will determine the date/place, either team not showing for the make-up game will forfeit all points.
17. Any person or persons endangering permit holders license during league shall be subject to ejection from the league and shall forfeit all money and awards. Sponsor's policies are to be followed – if you are barred then you are BARRED.
18. If a sponsor is closed due to a state violation or for other any other reasons and games cannot be played there; games may be played at another bar agreed upon by captains.
19. The lowest handicap for any player will be a one (1).

## **GAMES WHILE IN PLAY**

### **Article 1 - Rules**

#### **Section 1:**

- A. Breaking safe or soft is not allowed. When breaking the rack at least 4 balls must hit a rail or a ball must be pocketed in two attempts. Player forfeits second try if cue ball scratches (pocketed) or leaves the table.  
If player breaking the rack is unsuccessful in two tries the balls are re-racked and broken by opposing player.
- B. Pocketing the 8-ball on the break is an automatic win. Pocketing the 8-ball on the break and scratching (pocketing the cue ball) is an automatic loss.
- C. 8-ball is a neutral ball until choice (stripes or solid) is made.

- D.** Combination shots of high and low balls are allowed on open table only. Thereafter, your ball must be struck first. When high or low balls are made on the break the table is considered open till the next ball is pocketed. A scratch on the break shot and the opponent will have ball in hand. There is no head string.
- E.** Any object ball leaving the table shall be spotted. (except the 8-ball which is loss of game.
- F.** When shooting the 8-ball the pocket **must** be called by the shooter and the shooter must get acknowledgment from the opposing player or opposing team member.
- G.** Calling the 8-ball with the last ball is not allowed.
- H.** If the 8-ball is knocked or bumped into any pocket while the shooting player is addressing a ball, shooting a ball, or withdrawing from the table after shooting, it is loss of game.
- I.** Any balls moved accidentally will be replaced by opposing player after balls have stopped, immediately following the shot.
- J.** Shooter may replace the ball(s) with opponents' approval – no foul. At least one foot must remain on the floor while shooting.
- K.** If there is any unnecessary action i.e., jumping, stomping, etc., game will be forfeited.
- L.** If a dispute cannot be settled by players and captains, game must be replayed and however written, rule will always govern.
- M.** Jumping another ball will be allowed (bar rules govern) as long as the top half of the cue ball is struck. There will be no scooping of cue ball (striking the bottom half of the cue ball.) **Penalty** is ball in hand.
- N.** All teams must use a Red Dot Cue ball for play, provided by the league. Home team is to assure that IF bar cue balls are not Red Dot balls, they are removed from the tables prior to the start of the night's play.
- O.** All table runs are to be acknowledged by both captains immediately after each game.

## **Article 2 - Playoffs and Annual Tournament**

### **Section 1:**

- A.** The usual fee of \$7 is waived during playoffs & annual tournament (banquet). Each player's average will remain the same during playoffs and tournaments.
- B.** A player must have 25 games played by the end of the season to play in the league year end tournament.
- C.** In determining placement in th
- D.** e playoffs (if there are playoffs) based on the event of a tie, the tie will be broken based on total points for the season. This tie breaker is implemented only if the teams in question tied head-to-head matchup, or if there is more than a two-way tie and head-to-head matchups do not result in a clear outcome. This same rule applies to all tournaments.
- D.** There is no 4-man rule during playoffs. Teams can and may play with 4 players; however, a team who wishes to play with 4 players, the 5<sup>th</sup> player will forfeit game with a 10-zip victory to the other team. The missing player carries 0 (zero) handicap.

### Article 3 - Pay Back

- A. Games won pay back for the 2019-2020 season will be **\$4** per game won. The team placing first in the season standings will be paid **\$200**, the team placing second will be paid **\$100**, and the team placing third will be paid **\$50**, in addition to the rounds won pay back. Pay back for team tournament will vary depending on how many teams are in the tournament.
- B. Player awards: Individual awards for 8-balls and table runs will be **\$2** per 8-ball or TR up to a maximum of **\$20**, if Money is selected on the player's contract form.
- C. If Trophy is selected on the player's contract form the player will get a trophy only, listing the 8-balls and TR's that they scored, and no money.
- D. The player recognized as MVP will get a trophy and **\$20**.
- E. A person who plays every game during the season will be recognized as an Ironman and will be awarded a trophy or \$10 depending on the choice made on their contract.
- F. All league tournament prize monies will be paid out at the end of the year at the annual banquet. If a player is removed from the league for conduct issues or is found ineligible to compete in a tournament, the money will be forfeited and awarded to the person next in order of placement.

### Article 4 - Coaching

#### Section 1:

- A. Players will be allowed two coaches per game. During regular season and playoffs.
- B. Players are allowed 2 minutes per shot – this includes coaching time. *See Article 5- Fouls & Ball in Hand*
- C. Coaching may be done by **any** current GAPL player on the teams' roster.
- D. Player must request a coach, coach may not volunteer.
- E. Player must inform opposing player or team member that they are calling a coach, **Penalty- ball in hand.**
- F. Coach must step away from table before player shoots- **Penalty-ball in hand.**
- G. **Captain or any team player** may remind player of ball in hand **before** player goes to table.
- H. During playoffs and tournament coaching will be allowed.

## Article 5 - Fouls & Ball in Hand

### Section 1:

- A. Any time cue ball scratches, failure to hit your ball first or simultaneous hits are a foul.
- B. Any time the cue ball leaves the table or failure to drive a ball to the rail or pocket.
- C. Receiving illegal aid, no one should say anything to the player once they approach the table, unless the player asks which constitutes a coach.
- D. Double hitting the cue ball, whether you are shooting a shot or breaking the rack.
- E. Causing even the slightest movement of the cue ball, even accidentally in any way, a player moving a ball and it touches the cue ball, dropping chalk on the cue ball, these are all fouls.
- F. Anytime a ball is hit off the table during a shot, it is to be “spotted” and the opponent has the cue ball in hand for his next shot. Excluding the 8 ball that is loss of game.
- G. If the object ball is frozen to a rail, cue ball must strike object ball, and then any ball – including cue ball must be driven to another rail. Failure to do this is a foul-however a frozen ball must be called by opposing player before ball is struck.
- H. Cue ball must be positioned by either hand, or any part of the cue, except the tip. Player may position the cue ball as many times as desired, but only the player may position the cue ball.
- J. After three (3) consecutive fouls by the same player in the same game – the opposing player may choose to re-rack and start the game over (not mandatory).
- K. Players must attempt a shot; you may not pick up the cue ball and hand it to the opposing player calling it a foul, if this happens, it’s an automatic **loss of game**.
- L. A player shooting out of place (wrong line up) – **Re-rack** the balls with correct player from the line up; **or** continue game if these 2 players have not already played each other. This is both team captains’ choice. There is no foul or forfeit of game.
- M. Taking more than 2 minutes on a shot after being warned to speed up the time taken between shots, including coaching will result in **ball in hand** to the opponent. The opponent’s Captain is to communicate to the shooter’s Captain if there is an issue with a player abusing the time to take their shot. No other player is to call out the complaint. **No Foul** is to be called once the player is down on the shot. PENALTY- Ball in hand to the shooter
- N. Scooping of cue ball while attempting a jump shot. See Article I - Games while in Play, M.

**Article 6 - Loss of Game Penalties**

**Section 1:**

- A.** Committing a foul while pocketing the 8-ball
- B.** Failure to “call” the 8 ball to a pocket.
- C.** 8-ball pocketed out of turn.
- D.** Jumping 8-ball off the table.
- E.** Pocketing cue ball while shooting 8-ball.
- F.** Pocketing the 8-ball on the break while simultaneously scratching the cue ball.
- G.** **A shooter must attempt a shot**; shooter may not just pick up the cue ball and call “foul”.
- H.** Accidentally knocking the 8 ball into a pocket while preparing to shoot or setting the cue ball on the table with ball in hand.