



J & S Electronics Inc. Pool League Rules & Guidelines

Welcome to J&S Electronics Pool Leagues. J&S is working hard to bring new programs and streamline processes to give all our players a smoother and more fun league experience. The Pool League Rules are used by our leagues and/or persons affiliated with J&S Electronics Pool Leagues. All the rulings and decisions are in compliance with the Valley and BCA organizations. Thank you for your continued support in our leagues.

Team Captains Responsibilities:

1. Ensure that J&S Electronics League Department has current phone numbers and addresses for league questions and/or to receive their teams payout at the completion of the league.
2. Ensure that their team is on time and ready to play 15 mins prior to league starting.
3. Check the lineups and ensure players shoot in the correct order and/or under the correct name.
4. Ensure the online registration form is completed with team members including:
full name, address, phone numbers.
5. Ensure that score sheets are filled out completely and sent to jselectronicsleagues@gmail.com and/or the online scoring is completed and both captains have approved the scores. Although it is not a league requirement, we suggest only Home team captain enter scores, and Away team captain verify. Once league play is over and Home team finalizes score, the Away team captain must approve and accept.
6. It is the team captain's responsibility to see that team members conduct themselves properly and follow the J&S Electronics Pool League Rules and Guidelines. Failure to do so could result in team removal from the current league and/or future J&S leagues and events.
7. If your team quits, or is removed from the league before the completion of the current league, you forfeit any money paid in, trophies, and payout party privileges.
 - a. If your team wants to be added into future leagues your team will be required to pay 50% of the league fees prior to league starting.
 - b. If your team quits or is removed a second time, the team will face suspension from rejoining for up to one year. Reinstatement will require approval from the League Department along with full payment of the league fees prior to league starting.

Teams & Players:

1. Teams must play at the scheduled location unless pre-approved by the league department.
2. Teams consist of 8 players (10 for Putnam County.) New players may only be added through the first league schedule rotation or Nov 15, whichever is first.
 - a. J&S Electronics league department reserves the right to review every team and situation on a case by case scenario.
 - b. No players listed on a roster may play for another team in the same league, even if they are removed from the team. They may move to another league provided it falls in the approved time frame.
3. Players may not play under another persons' name during league matches. Those found doing so will forfeit all games for the match. A second occurrence will result in the player being removed from the league for the remainder of the season, and the team will forfeit the next 3 matches.
4. Any team walking out during a match, forfeits the remaining games left in the match.
5. Players are required to pay their sanctions the first night played. The exception is if players played and paid in the Summer session, or if there is a new player who has not played our leagues, or a player who has not played in the prior year.

Sub Rules & Requirements:

There are no subs. Teams are set up as full rosters, and only listed players may shoot.

1. After the first round of league, new players (ones who have not shot before on the team) are not allowed to be added to the roster, unless approved by the league department.
 - a. If a violation of this rule occurs, it must be reported to the J&S Electronics League Department within 24 hours.
 - b. Any games that the substitute participated in without approval will be marked as losses.
 - c. If you have a full roster, and a new player is added, you must remove one of the original players, and they may not shoot on another team, or come back to the original roster for the remainder of the season. They may go to a different league, provided it is within the allowable time frame.
2. Any new players in a handicap league that do not have an average, will use 8 for men and 7 for women until they have an established average after 3 weeks of play.
3. If a roster needs to be changed, the captain will need to call the J&S Electronics League Department at 419-394-7960 ext. 3 during business hours (9am-4:30pm Monday-Friday) **THIS WILL NOT BE DONE OUTSIDE OF BUSINESS HOURS!**
 - a. For weekend leagues, captains need to contact the league department 1 hour prior to the start of the match.
4. Full name, address, and phone number are required when a captain calls into the J&S Electronics League Department to add a player to their roster.

5. If you are listed on a team, you **MUST** play under your own name.
 - a. Players found playing under the incorrect name to maneuver around averages for handicaps, or for players to receive their nights played to qualify for events, will forfeit all games in that match.
 - b. A second occurrence may be cause for removal from the league, and teams will forfeit the following 3 matches.

League Dues:

1. League dues are required to be paid each night of league play. League fees are \$7.00 plus quarters (Standard League). 15 or 16 game formats. This money is the ONLY money to be put in league envelopes. No Sanctions, or event entries.
2. All teams/players will receive monies, and/or awards, and/or payout parties at the end of each season.
 - a. If your team quits or is removed from the league before the completion of the current league, you forfeit any money paid in, trophies, and payout party privileges.
 - b. If your team wants to be added into future leagues, your team will be required to pay 50% of the yearly league fees prior to league starting.
3. Quarters used for the match play are not refundable in any form.

Sanctions:

1. All players in Valley Leagues are required to be sanctioned through Valley. The \$20.00 per player Valley fee is due the first night of play, along with league play fees (\$7) for a total of \$27.00
2. All players in Dual (Valley/BCA) leagues are required to be sanctioned through BCA.
 - a. Fees can be paid online by requesting the link from the League Department prior to the first night of league.
 - b. BCA sanctions will be pulled from the leagues after Jan 1 of the current league year for all players and they will be sanctioned through Dec 31.
3. All sanctions will be collected by team captain, and a check may be written for total amount for all players. We will provide a self-addressed envelope to send to our office after all player sanctions are collected (by the 4th week.) We will also provide a page for EACH player to be completely filled out and will need ALL pages sent back in the same envelope.
4. League Fees will NOT be sent in the sanction envelope. They need to be put in the regular league envelopes and dropped in drop boxes (every location has one). Do not give to bartender, or leave in folder.
5. If a player has played for a different operator prior to their first night of league play with us, they need to fill out the sheet and advise us. We will follow up, and anyone found not to be cross-sanctioned will have their league fees deducted from the team payout.

Tables:

1. Any technical issues please contact our service department at 419-394-7960.(Sticker on equipment)
 - a. They will need to know the location you are at, a contact phone number, problem with the table and that you are starting the league. Calling the league administrator will cause a delay in getting service to your location.

Scheduling:

1. All league schedules are computer generated and every attempt will be made to equalize the teams schedule so that 50% are home and 50% are away.
2. League starts promptly at 7:00PM (Unless otherwise noted on the flier and/or league). There will be a fifteen (15) minute grace period in real time for teams to show for play. This may be extended if both team captains agree. **If the team is not there after 15 minutes and has not called or texted, let the J&S League Department know and follow the following instructions to start the following forfeit process.**
 - a. Take a picture of the scoresheet filled out with your team name, team member's name that showed and the team's name that didn't show, and send it to jselectronicsleagues@gmail.com. Put the score sheet and your team league fees in the league envelope. The forfeit is then entered by a member of the league department upon arrival of the league envelope.
 - b. Forfeit teams will have fees deducted from payout.
3. After two weeks in a row of **NO CALL NO SHOW**, the team will become a **BYE/DROPOUT** in the league.
4. J&S Electronics reserves the right to review each player's eligibility for the possibility of remaining in the league on another team.
 - a. The money will become property of the league and distributed as such.
5. Locations may only have 2 teams per table per night. League play **MUST** be on a pool table property of J&S Electronics.

Personal & Team Stats:

To locate your personal and/or team stats please use the website jselectronicsinc.com or you may find your information under your Compusport app. We have quick links in the Facebook group J&S Electronics Pool Leagues and Events Guides also for easier access.

Canceled and/or Make-up Games:

1. The canceling team **MUST** notify the other team **AND** J&S League Department 24 hours prior to time of play (exceptions are emergency situations.)
2. All canceled games are required to be made up **no later than 2 weeks** of the original match date
 - a. Any matches not completed within that time frame will result in **BOTH** teams receiving zeros.
 - b. **In the case of leagues with points rounds, all games scheduled before the points round must be completed no later than 1 week prior to the scheduled points round.**

- i. The home team must send a picture to jselectronicsleagues@gmail.com or use the online scoring feature.
 - c. We do still encourage all teams to reschedule their matches as quickly as possible. (Please keep the League Department informed of these. As long as you are communicating with us, we will work with you if you need a few extra days.)
3. Make-up games **MUST** be made up at the location of the original match that was scheduled.
4. J&S Electronics will not call matches on a league night due to inclement weather. This will be determined between team captains. The make up match must be played at the original scheduled location. We will not award forfeits for teams who do not feel safe traveling in severe weather conditions.

Forfeited Match Scoring:

The non-forfeiting team will receive wins based on the following:

- a. On a 4 person roster, teams will be awarded 5 rounds and 160 points.
 - b. On a 5 person roster, teams will be awarded 4 rounds and 150 points.
 - c. On a 1, 2 or 3 person roster, teams will be awarded rounds/points based on format.
2. Only wins will be given to the non-forfeiting team. No losses will be given. The forfeiting team will receive zeros.
3. Individual stats/ games and/or nights played will not count for either team in a forfeited match.

Playing For More Than One Operator:

1. Games, weeks and/or stats cannot be combined between multiple operator's leagues in order to qualify for any tournament.
2. Games, weeks and/or stats from another operator **WILL NOT** be used for any J&S sponsored event.
3. If a player plays for more than one operator and has a known ability, J&S Electronics' board/committee reserves the right to contact the other operator(s) and determine skill level for tournament purposes.
4. If a player has played for a different operator prior to their first night of league play with us, they need to fill out the sheet and advise us. We will follow up, and anyone found not to be cross-sanctioned will have their league fees deducted from the team payout.

Sportsmanship:

1. Bad or inappropriate behavior will not be tolerated. This includes verbal and/or physical abuse to other players, location owners, location patrons, location property, and/or J&S Electronics equipment. Nor is any unwanted sexual advances or comments to others allowable. If you or someone on your team is found to be in violation of this rule, the responsible player and/or team could be removed for the rest of the league and/or future J&S Electronics leagues & events for up to 1 year. Excessive violations may cause to be removed from our leagues indefinitely.
2. Cheating will not be tolerated. If found guilty of cheating, you and/or your team will lose the game and/or match depending on the severity.

- a. After your 1st offense a J&S Electronics League Department team member has reviewed the evidence collected and it has been determined that the player and/or team has cheated, you and/or your team will receive a warning on the violation via social media message, text, and/or phone call.
 - b. After your 2nd offense you and/or your team will receive a warning letter on the 2nd violation via mail.
 - c. After your 3rd offense you and/or your team will be removed from the remainder of the league and/or future J&S Electronics Leagues & Events for up to 1 year.
3. Players will be respectful to equipment, players, and other patrons of the establishment.
 4. Any damage to tables due to player's actions, will be the responsibility of the player and/or players that are at fault. If there are no "at fault" admissions, the teams playing on the table will split the cost of repairs and/or replacement.

Fouls:

1. A foul may lead to; loss of turn, loss of game, loss of match, removal from current and/or future leagues and events. The following constitute as fouls -
 - a. Failure to make a legal shot. (see the VNEA official rules)
 - b. Shooting the cue ball into a pocket or off the table.
 - c. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives the cue ball in hand behind the headstring.
 - d. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
 - e. Shooting without one foot touching the floor.
 - f. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting. Coaching is telling a player what to do at the table, calling them to the team seating area to advise them between shots, or when other player is shooting.
 - g. Picking up or shooting the cue ball while any balls are in motion is a foul.
 - h. Double hits will be considered a foul.
 - i. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.
 - j. When the slow play rule is enforced, taking longer than one minute between shots is considered a foul.
 - k. Jumping object balls off the table.
 - l. After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul .
 - m. If your opponent commits a foul and you do not receive his or her acknowledgement of such foul prior to touching the cue ball you have committed a foul. (exception: scratching)
 - n. Illegal jumping of ball.
 - o. Distracting behavior by opponents while a player is shooting is not allowed.

- p. Any abuse of equipment, poor sportsmanship, or unethical conduct by a player and/or team will be considered a foul by the league department and may result in loss of game or match.
- q. Any player and/or team that commits three fouls will forfeit the match.
- r. Disregarding any rules brought to a player's attention will constitute a ball in hand foul.
- s. Any player that has been suspended from a league who has played on a team's roster is considered a foul and the team will forfeit that match and receive a warning letter on the players suspension of the league.
- t. If a player or team does not follow the player lineup after being alerted of the mistake it is considered a foul.

Protests:

1. The J&S Pool League Rules and Guidelines is intended to resolve problems during the course of a league. If the problem cannot be resolved with the help of the rules and guidelines, or between team captains, a protest can be filed with the J&S League Department.
 - a. All protests must be submitted immediately after the completion of the match that is being protested. The protest must be written or typed out and sent to the league department along with a \$40.00 protest fee.
 - b. Failure to send a written or typed out protest along with the protest fee, will result in the League Department considering the matter closed.
 - c. The protest fee will be refunded to the protesting team if the final decision is found in favor of the protesting team.
 - d. If the final decision is found to be against the protesting team, the protesting fee will be placed in the league payout fund and will be dispersed in the league payout.
2. Prior to any protest being filed with the league department, both captains should calmly discuss the issue privately and try to come to a mutual understanding and/or agreement.
 - a. Any team captain that does not allow the other team captain the opportunity to discuss the matter will lose any protest filed against them.

Violation Of The Rules:

1. Each incident will be reviewed on a case by case scenario by the league department.
2. If you are found guilty of violating the rules, the following consequences may apply:
 - a. Loss of wins, payout money, league fees, awards, and/or other items associated with the league.
 - b. 1st offense: A member of the league department will contact you and alert your and/or your team about the rule violation.
 - i. This will be done by a social media message, text message, email and/or phone call.
 - c. 2nd offense: A warning letter will be sent to you discussing the details of the rule violation and the action the league department has previously taken, and/or the verification of the violation if needed.

- d. 3rd offense: The removal from the league and/or banned from playing in future J&S Electronics leagues & events for up to one year, or indefinitely based on severity of violation.
- e. A copy of the warning letter will be kept in the league department office along with other verification and/or paperwork regarding the rule violation.

Tournament Qualifications Player Eligibility Guidelines:

All players need to have the correct number of games played per the tournament qualifications. You may be asked to present your picture identification or your Valley or BCA digital ID at State or National sponsored tournaments.

1. Ohio State Valley Pool Tournament -

- a. Requires that players play a minimum of 9 separate weeks of league play on one team, or 12 weeks in two sessions of league play. 9 Ball leagues qualify for 8 ball events.
- b. **MUST** have played on J&S tables during the approved league season.
- c. More information and online sign-ups are on our website under the Player area for Pool.

2. ALL State BCA Tournaments (MI/OH/WI/OK/) and Atlantic City/Caribbean -

- a. Requires 4 separate weeks to play in one session in current calendar year.
- b. Requires Play on J&S tables.
- c. More information and online sign-ups are on our website under the Player area for Pool.

3. Indiana State Pool Tournament -

- a. Requires that you have played a minimum of 36 games of league play in a league that is a minimum of 10 weeks long. 9 Ball leagues qualify for 8 ball events.
- b. **MUST** have played 12 separate weeks of league play by the end of January.
- c. Games **MUST** be played on J&S Electronics equipment during the approved league season.
- d. All players must be Valley and IAMOA Sanctioned.
- e. More information and online sign-ups are on our website under the Player area for Pool.

4. J&S Appreciation Pool Tournament -

- a. **MUST** have played at least 4 weeks of league play from May 1st through the tournament deadline in the current year.
- b. Tournament is held at the J&S Electronics facility.
- c. More information and online sign-ups are on our website under the Player area for Pool.

5. Great Lakes Divisional Tournament -

- a. **MUST** have played at least 9 separate weeks of league play.
- b. Tournament is held at the J&S Electronics facility.
- c. More information and online sign-ups are on our website under the Player area for Pool.

6. **Valley - Vegas Pool Tournament -**

- a. **MUST** have 12 weeks played in league format by Mar 15. 9 ball leagues qualify for 8 Ball events
- b. 3 Original Members and 2 others from the same charter.
- c. More information and online sign-ups are on our website under the Player area for Pool.

7. **BCA - Vegas Pool Tournament -**

- a. **MUST** have 8 weeks in one session January 1st through December 31st.
- b. More information and online sign-ups are on our website under the Player area for Pool.

J&S Electronics League Department and staff strive to keep integrity in all our leagues, that depends on **YOU**. We have some great events coming up this year and look forward to a very exciting league season with your team! Good Luck!

If you have any questions or concerns please call the J&S Electronics League Department at 419-394-7960 ext. 3 or email us at jselectronicsleagues@gmail.com and a member of the team will be happy to discuss any questions or concerns you may have.

Thank you for playing J&S Electronics!