



CPL HALTON LOCAL BYLAWS

**OFFICE HOURS:
MONDAY –FRIDAY 9:00 AM – 9:00PM
SATURDAY & SUNDAY CLOSED**

**Dennis McDonald (647) 241-5628
Email: cplhalton@cpaleagues.ca**

www.halton.cpaleagues.ca

*Official Team Manual and Bylaws... Please read and share them
with your
team members.*

*Become familiar with the rules. READ THE BYLAWS. They are
part of your rules. Bylaws can overrule or change some rules in
your Official Team Manual. Pay close attention to the section on
score keeping as this area is very important as not to let another
team try and manipulate the system. Read and pay attention to the
section in the Official Team Manual dealing with conduct.*

1. HANDLING OF SCORESHEETS, TEAM FEES & APPLICATIONS

Team Captains should collect all League fees, dues and membership applications from the players on their teams.

2. TEAMS FAILING TO APPEAR FOR A SCHEDULED MATCH

Any team failing to appear to play a scheduled match will be considered dropped from any League unless the League Office is notified by the next day, after the scheduled night of play. If a team fails to appear for a match and forfeits all five (5) matches, the team scheduled to play will receive eight (8) points in 8-Ball and 75 points in 9-Ball. If the same team fails to appear for a second match, the team will be dropped from the division and the team will become a bye or possibly eliminate a bye.

Should a team fail to appear during the final four (4) weeks of the regular session, each member listed on that team would not be able to resume play as CPA member until unpaid balance is paid in full.

3. MEMBERS BARRED FROM HOST LOCATIONS

If a team has a member on its roster who is barred from a Host Location, that member will only be allowed to play with the permission of the Host Location Owner or Manager.

4. RESCHEDULING & MAKE-UP MATCHES

Individual make-up matches are only allowed in the CPA Halton Region with the permission of the League Operator. Team make-up matches are allowed for the reasons listed below:

A. SEVERE WEATHER- If severe weather occurs; the Team Captains should re-schedule the match as soon as possible. ***PLEASE NOTIFY THE LEAGUE OFFICE IF/WHEN YOU ARE RE-SCHEDULING YOUR MATCH.***

B. HOLIDAYS- All matches scheduled on holidays can be re-scheduled and must be played **prior** to the original match date. ***PLEASE NOTIFY THE LEAGUE OFFICE IF YOU ARE RE-SCHEDULING YOUR MATCH.***

C. FILLING A BYE- If a BYE is filled in a division, make-up matches may be required. The CPA office will send the scoresheets to the Host Location for all matches that need to be made up due to filling a BYE.

D. WINNING TEAMS- Teams that are attending a Championship event and will be away during regular League play are allowed to do make-up matches prior to their scheduled night of play.

5. REPLAYS

If a team is short a player on a designated League night, their opponent must allow them to use the "Replay" rule. The "Replay" rule allows the team that is short a player can play a player twice in the same match. The following criteria must be followed when using the "replay" rule:

Teams must notify their opponent of the need to use/or potential need to use a "replay", prior to the start of the fourth (4th) individual match. If the team had a fifth (5th) player up prior to the start of the fifth (5th) match, that player is still entitled to play, even if a "replay" was requested.

The player that plays the fifth (5th) match when a "replay" is used is chosen by the opposing Team's Captains. The player that is chosen to play the "replay" should be notified by the opponent at the start of the fourth (4th) match (thus, other players can leave if not chosen).

The player chosen to play the "replay" match must still allow the team to comply with **23-Rule**.

Full team fees are still due if the "replay" rule is used in a team match (the "replay" match fees should be split between the players on the team that were present that night).

□ Teams are allowed to use two “replays” per League night. Each replay match counts as one, i.e. If you double play 2 players in one League night it counts as 2 matches against the 4 double play matches allowed per session.

□ The “replay” must be used during the last individual matches (i.e. 4th or 5th match). The “replay” may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match is the 4th & 5th individual matches that are being forfeited. Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up.

□ **“Replays” will NOT be allowed the last four (4) weeks of the session**, during playoffs, or during any Higher Level Tournament play (exception: replays are allowed in Masters throughout the entire session, but not in Higher Level Tournament play).

□ Both teams may utilize the “replay” rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to put up a player in the 5th match puts up first.

□ A team that has enough players present is not allowed to use the “replay” rule: they have to play a player that has not yet played in the match. The only exception to this rule is in the event that the team cannot comply with the 23-Rule with the five players present to play. The team may then request a “replay” from their opponent. The request must still be made by the start of the 4th individual match.

A team may not send home and/or made unavailable a player so that a team may request a “replay” from their opponent. Attempts to take advantage of the “replay” rule should be reported to the division representative and also to CPA by means of an official protest form or written on your scoresheet.

Any team that goes over the 4 time per session replay rule will lose any points won by the eligible player and will also lose the bonus points to be awarded for that night.

6. FORFEITS

A team may begin with one (1) player present. Once the first match is over, the team putting up next has two (2) minutes to name a player and then the opponent team has two (2) minutes to name a player. If the team does not have a player available, that entire match will be forfeited.

During the final three (3) weeks of regular session if a team forfeits two (2) or more matches, they may not be ineligible for playoffs and /or the wildcard draw or an auto-advance bid (if applicable). If any team forfeits eight (8) or more matches during regular session play, they will not be eligible for playoffs and/or the wildcard draw or an auto-advance bid (if applicable).

7. SURVIVAL RULES

After week six (6), if a team declares “survival” (due to a drop in team members forcing them to add players to their roster) they may not be eligible for the wildcard.

8. CELL PHONE

If a player answers a cell phone during a game, whether it is their turn at the table or not, it is considered a time out. If the player has already had their maximum timeouts, this will be considered a sportsmanship violation and repeated offenses can lead to a “loss of game” situation.

9. TABLE CHOICE

Home team will have table choice, unless tables are assigned by the Host Location.

10. LAGGING

The cue ball **IS NOT** to be used for lagging.

11. SIMULTANEOUS HIT

A simultaneous hit is considered a good hit.

12. CHANGING CUES/BREAKING DOWN CUES

A player can change cues during a game (break cue to playing cue or because of a maintenance issue). This is not a loss of game.

A player is **not allowed** to break down their cue (excluding their break cue), before the match is over (last ball has been made). Doing so before the match is over will result in the player **receiving a sportsmanship warning**. The opponent must call the infraction immediately at the time the breaking down of the cue occurs.

13. JUMP SHOTS

Jump shots are legal in CPA if executed correctly and host location allows it, (the player must strike the cue ball above the equator of the ball in a downward motion). Scooping the cue ball to jump it is **NOT** legal. You must use the cue with which you are shooting with during the match when attempting to execute a jump shot. You cannot break the cue down or add anything to the cue for the purpose of the shot. Short cues designed for jump shots are not allowed during regular league play (except in the Masters Division). All cues used must be standard length.

14. COACHING

Players with a skill level of three (3) or below receive two timeouts per game. All other players (skill levels four (4) and above) receive one timeout per game. Timeouts should not exceed one (1) minute.

Any member of the team can be the coach. The coach does not have to be designated until a timeout is called and a different coach can be designated for each timeout.

Any member of the shooting team may call for a timeout; but only the designated coach for that timeout can approach the player and the table during the timeout. Therefore, the coach for a timeout should be designated before any member of the team approaches the table. More than one member of the team approaching the table when a timeout is called is considered illegal coaching and will result in a ball in hand foul to the player's opponent.

The coach must completely leave the table and/or playing area before a player attempts their shot following a timeout. During this timeout, the opponent and his/her coach may also approach the table. However, they should do so briefly and then return to an area away from the table, as not to interfere with the shooting player's timeout.

Comments relating to the game, shot selection, past shots, etc. that are made to a player participating in a match are considered coaching, even if it is not the player's turn at the table. All of these comments should be reserved for timeouts and between racks.

Encouraging comments (i.e. - "you can do it", "good try", "good leave") and reminders (i.e.-"mark your pocket", "chalk up") are acceptable and not considered coaching.

15. ALTERING THE COURSE OF BALLS

When shooting on the 8-ball, if a player alters the course of the 8-ball or cue ball to stop the cue ball from scratching before it stops rolling, **it is a Ball in Hand Foul**. However, the 8-ball or the cue ball hitting the pocket marker is not a loss of game or foul.

When shooting on the 9-ball, if a player alters the course of the 9-ball or cue ball or stops the cue ball before it stops rolling, it is a Ball in Hand Foul.

16. AGE REQUIREMENT

The age requirement to participate in CPA Pool League is eighteen (18) years old. However, the Host Location/bar has the absolute voice on the age minimum to participate in CPA in their establishment. The Host Location/bar has the option to only allow players nineteen (19) years of age or older to participate in League in their establishment. If a team is found to have a player on their roster who is not eighteen (18) when he/she played, the team could lose their eligibility for any Higher Level Tournament. The player will also be dropped from the roster.

17. TEAM FEES

Open division (8-Ball) and 9-Ball division team fees are \$50.00 per team, per week. Masters & Super 30 division team fees are \$50.00 per team, per week. If a team participates in "Double Jeopardy" (playing both 8-Ball and 9-Ball on the same League night in the same location with the same team), team fees for the second division are \$45.00 per team, per week (a green fee for the second division is dependent upon the Host Location).

All matches are to be **paid in full** on the original night of play. **Full team fees are due regardless of how many players actually play (i.e.-there is a forfeit in a match).** Full team fees are to be paid during session playoffs. This is regardless of how many players actually play (i.e. – match is completed with only 3 players needing to play).

If a team owes any past due money to CPA, it must be paid prior to the **wild card draw** or the team **WILL NOT BE ELIGIBLE** for the draw. In addition, any team owing the League money **WILL NOT BE ELIGIBLE** to play in playoffs or any Higher Level Tournament.

18. BONUS POINT SYSTEM

Teams will receive bonus points each week of regular session for meeting the following two (2) requirements:

- Turning in correct and completed scoresheets (one error allowed).
- Turning in full League fees on the scheduled night of play. The team must also NOT have a past due balance left unpaid.

All requirements must be met in order for a team to earn Bonus Points. Bonus Points will be awarded on a weekly basis as follows:

- 8-Ball = 2 Bonus Points
- 9-Ball = 10 Bonus Points

Team Captains should ensure that **two bonus point system requirements** are met prior to turning in your scoresheet and League fees to CPA. Bonus Points will be used to determine division standings at the end of the session. Team Captains should notify the office if you feel your team did not receive its "earned" bonus points.

Mistakes in awarding Bonus Points by CPA will only be given to the team if CPA is notified within two (2) weeks of scheduled date of play in question.

19. POINTS AWARDED DURING 'BYE' WEEKS

Teams that have a 'Bye' during the session will receive eight (8) points in 8-Ball and fifty-five (55) points in 9-Ball, plus the standard bonus points. The points awarded for a 'Bye' at the local level are different from the value noted in the 'Official Team Manual' due to the 'Bonus Point System' that is in place at the local level.

20. ORDER OF PLAY

Once a player has been put up, he/she must play. You cannot change players once a player has been named for a match. The only exception to this rule is if a team puts up a player whose handicap will force them to break the "23"-Rule. The team has the right to change to another player on the team whose handicap will not violate the "23"-Rule. They must change the player before the balls are broken.

21. DIVISION WINNERS

Divisions of 4-5 teams, first place plays wild card the winner will advance to regionals. In divisions with 10 to 6 teams, first place, second place, third place, and wildcard teams advance to playoffs. The first place team plays the wildcard team and the second place team plays the 3rd place team in the first (1st) week of playoffs. The teams that win this week of playoffs receive a regional spot.

In divisions with 11 or more teams, the division winners receives an automatic regional spot. 2nd 3rd and 4th and wildcard go to the playoffs, 2nd vs wildcard, 3rd vs 4th all playoff winners receive a regional spot. Setup for session playoffs may vary session to session, and is at CPA discretion. Teams may sometimes gain automatic eligibility to the Regionals based on session qualification guidelines.

When a team earns a spot to the playoffs, they are required to participate in the playoffs. If the team chooses not to participate, the team is still responsible for paying the applicable team fees for session playoffs. The only situation in which a team may forfeit their playoff spot is in the event that the session playoffs for the division can be filled (4 teams willing and eligible to participate).

In a travel division, the second place team and wildcard team will play the first week of playoffs at the second place team's home location. The third place team and the fourth place team will play the first week of playoffs at the third place team's home location. ***The League Operator has the right to designate playoff locations if there is a scheduling conflict.***

22. HIGHER LEVEL TOURNAMENT SKILL LEVEL

All players must enter Higher Level Tournaments at their highest session ending skill level. This rule is the same for 8-Ball and 9-Ball; however, 8-Ball and 9-Ball handicaps do not affect each other.

23. HANDICAPS

The lowest skill level in 8-Ball is a two 2.

The lowest skill level in 9-Ball is a one 1 (female only) & 2 for male.

There will not be a two skill level difference allowed between 8 & 9-Ball.

NUMBER OF MATCHES NEEDED TO PARTICIPATE IN PLAYOFFS

In order for an established player (an established player is a player that has at least 10 matches in the system in the format that is being played) to participate in the session playoffs, he/she must have played **at least four (4) matches** with the team during the session, prior to playoffs beginning.

New players (& returning players absent for more than one calendar year) playing their first season or their first session in a new format must play at least six (6) matches during the session (six (6) matches in 8 & 9-Ball), prior to the beginning of the playoffs to be eligible to participate in playoffs (six (6) matches on each team if playing on two teams in the same format in the same session). New players must have played ten (10) times (in the last session if he/she started in the spring session) to be eligible to participate in the Regionals. Please exercise caution and remember that 8-Ball and 9-Ball have one week of playoffs, unless otherwise noted.

Forfeits do not count as a match played!!!

24. COMPLAINTS

Sportsmanship complaints, handicap complaints and official protests must be submitted in writing, the night of play or within twenty-four (24) hours of play. Complaints should be submitted on the appropriate form or written on the score sheets. No fee shall be required to issue a complaint or to file an official protest.

REGIONALS

Based on seventy-five (75) 8-Ball teams there will be three (3) Championship trips and based on thirty-eight (38) 9-Ball teams there will be two (2) Championship trips. ***This is based on a yearly average!!!***

To be eligible to play in the Regionals, you must play in the current session of which the

Regionals are held.

Players must have a minimum of ten (10) lifetime matches and must have four (4) matches in the Spring session.

25. ADDING PLAYERS TO THE ROSTER OF A QUALIFIED TEAM

Once a team has gained eligibility to Regionals, in the Spring Session the team can only add (with League Operator Approval) players to the roster that have a minimum of ten (10) actual matched scores in the format the team is competing. Brand new players or players new to a format are allowed to be added to the rosters of teams that are qualified for upcoming Regionals only if:

A) They must have at least 10 lifetime scores with that team.

B) The Tam Captain must let the office know what that players lowest obtainable handicap is.

***Please note, after the captain verifies the lowest obtainable handicap and if that players jumps 2 skill levels after the fact the team will automatically be disqualified for higher tournament play.**

THESE ARE THE Championship REQUIREMENTS:

CPL Halton must have a minimum of seventy-five (75) teams each session for three (3) 8-Ball slots to the World Pool Championships. (Based on a yearly average)

CPL Halton must have a minimum of thirty-eight (38) teams each session for two (2) 9-Ball slots to the World Pool Championships. (Based on a yearly average)

A minimum of sixteen (16) teams must participate in the Regionals.

NO OPTION –All established players (old players) must have a minimum of four (4) actual matches each session.

Once a team qualifies for Las Vegas, each player must have a minimum of four (4) matches on that team in all following sessions of that League year to remain eligible.

FORFEITS & BYES DO NOT COUNT FOR THE MINIMUM MATCHES REQUIRED.

Only League Operator Approved players may be added to a qualified team.

Once a team has won a slot to Las Vegas for the World Pool Championship, that team MUST play in the Summer Session.

All players must be on a active roster to be able to participate in any Championship or League tournaments

26. REGIONALS PRIZE MONEY AND TRAVELLING FUNDS

Each 8-Ball Team (3 team slots per League year) winning a Regional for the World Pool Championships in Las Vegas will receive eight (8) air fares paid and four (4)

Rooms (one room per two players), to maximum of \$5,500.00 for travel assistance. Each 9-Ball team (2 team slots per League year) winning a Regional Tournament that qualify for the World Pool Championships in Las Vegas, will receive eight (8) air fares and four (4) rooms (one room per two players), to a maximum of \$5,000.00 for travel assistance. In addition, each winning team will receive a team World Pool Qualifier Trophy and/or individual trophies for each player. (Note: Ladies Division, Masters & Doubles payouts vary due to earned slots to Championships on a yearly basis and team count). **Should a team elect not to go to the World Pool Championships; the team will forfeit all awards and monies** for travel assistance.

In the event a qualified team decides not to participate in the World Pool Championship, the team that finishes second in the Regionals will advance to the World Pool Championships.

World Pool Championships.

Any individual who wins a **Championship trip** and cannot go will have the right to:

A. **Sell their trip (airfare & portion of room) to a team member or person approved by the League Operator.**

B. **Receive cost of airfare minus the cash penalty the airline charges, (if applicable).**

8-BALL SCORE KEEPING

When keeping score in 8-Ball, please note all errors that occur when a player is shooting on the 8-Ball.

If a player is shooting on the 8-Ball and scratches, mark **S8** in the block of the

game the error occurred.

.□ If a player incorrectly hits in the 8-Ball in a game (before legally pocketing their category of balls), mark **E8** in the block of the game the error occurred.

27. MEMBERSHIP FEES TO CPA

Membership fees for all CPA players are **\$25.00 per year plus HST**. All members annual dues should be paid the first night they play, or the latest by week four (4) of the session (whichever comes first) or they will be dropped from the team roster. New members should fill out a membership application as to following the guidelines established for new members. Teams will not earn bonus points if playing a player whose membership's fees have not been paid and for members not filling out membership forms within the appropriate time frame.

28. ROSTER CHANGES

Teams have until the end of the 6th week of play to make changes to their roster (i.e. – adding/dropping players). No changes will be allowed following week six of the session without CPA approval. Players added to roster after week six without CPA approval will count as a forfeit for the team to which they were added if they play a match and they will be dropped from the roster. All players on the roster will play on or before week 7 of the session or the player will be dropped from the roster.

Teams that have qualified for the regionals, have until the 4th week of play in the Spring session to make changes to their roster (i.e. – adding/dropping players). Teams adding players to a qualified team's roster following the 4th week of play will not be eligible for Higher Level Tournament play at the Championship Level.

29. SPLITTING MATCHES DURING WEEKLY LEAGUE PLAY

On occasion, team matches may be lengthy making it logical to split matches to speed up play and completion of the team match. Therefore, if the fourth individual match of a team match has not started by **official League time plus two (2) hours**, the match must be split to a second table (if a table is available). If the fifth individual match of a team match has not started by **official League time plus three (3) hours**, the match must be split to a second table (if a table is available). Either Team Captain may ask their opponent to split tables based on this timeframe. The match must be split if one team wants to do so. If both teams agree, play can continue on one (1) table.

30. VIOLATING THE 23-RULE

Any team that violates the 23-Rule forfeits the points earned during the last match that caused the infraction of the team going over the 23-Rule, ***whether their opponent calls the violation or not.***

31. PLAYING A PLAYER AT A SKILL LEVEL LOWER THAN APPROPRIATE

If team plays a player at Skill Level that is lower than their actual skill level, the team will forfeit that individual match to their opponent. Therefore, all Team Captains please ensure that you verify with CPA the correct skill level of a player that is not listed on your roster prior to playing them.

32. MARKING THE POCKET IN 8-BALL

When marking the pocket in 8-Ball, the marker must be placed on the railing next to the pocket the 8-Ball is intended to enter.

33. TEAM AND PLAYER BOUNTY

A) Player bounty-When a player is the bounty the player must be present and play. The bounty is non-transferable. If the bounty player wins the match the bounty player will not have to pay his/her League fees (up to a maximum of \$10). If the bounty player loses

the opponent would not have to pay his/her League fee. Winner must fill out the coupon and put it in the envelope.

B) Team Bounty-On Divisions of 12 more teams excluding byes there will be a weekly team bounty. If your team has the bounty and win your team doesn't have to pay 8-Ball team fee. Maximum \$50 for regular 8-Ball \$45 for double jeopardy. If the team that has the bounty loses then the credit will go to the opponent. If a team forfeits their match there is no bounty.

34. REFUSAL TO DO BUSINESS

At any time, at the sole discretion of the League Operator, Dennis McDonald of CPA Halton Region can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.