

SARASOTA POOL LEAGUE

Monday Night
ACS 8-Ball League
2016-17 Handbook

For more information go to

www.sarasotapoolleague.com/acs-8ball-league

Please note that you may need to reference previous league minutes for rules and/or guidelines that may not be mentioned in this handbook.

League Officers

PRESIDENT

Jeff Brooks
941-539-8430

VICE PRESIDENT

Rob Kapes
941-822-1479

TREASURER

Don Dixon
941-735-7715

STATISTICIAN

Ralph Gibson
941-266-5868

League Locations

8-Ball Lounge

3527 Webber Street
941-922-8314

Hob Nob 57 Tavern

3355 17th Street
941-953-4111

Chester's Reef

6523 Gateway Ave
941-922-4066

Jager Tavern & Grill

1100 N Tuttle Ave
941-955-8235

Eagles #4424

501 N Beneva Road Suite 636
941-366-7828

Rendezvous Lounge

1570 Lockwood Ridge Road
941-366-9500

Entersection Bar & Grill

3655 Webber Street
941-923-4785

**Monday Night ACS 8-Ball League
2016-17 Teams Locations**

Team #	Team Name	Captain Name	Captain Phone	Location
1	Gimme a Break	Jaime Castoral	468-8277	Hob Nob 57 Tavern
2	8Up	Ralph Gibson	266-5868	Rendezvous
3	Pool Cats	Barron Moran	953-5339	Rendezvous
4	Who's Next	Danny Williams	320-9523	Rendezvous
5	Hard 8	Billy Friedman	822-6008	Rendezvous
6	Miscue Madness	Cindy Smith	400-6481	Rendezvous
7	Ball Breakers	Ernie Lohmann	808-8727	Rendezvous
8	Shoot or Die	Chris Jahr	237-9874	Eagles #4424
9	Dead Shots	Michael Koch		Eagles #4424
10	Screamin Eagles	Jodie Allan	228-9038	Eagles #4424
11	Circle Something	Jeff Brooks	539-8430	Eagles #4424
12	The Crew	Nancy Grant	306-6200	Eagles #4424
13	Nothing but Trouble	Deborah Kinney	321-3403	8-Ball Lounge
14	8-Ball Hustlers	Larry Wheeler	921-6913	8-Ball Lounge
15	Take Down	Rob Kinney	266-3302	8-Ball Lounge
16	Bar Box Hero's	Chase Elliot	587-1587	Chester's Reef
17	Sharks	David Wertheimer	374-0434	Entersection
18	Aim to Thrill	Don Dixon	735-7715	Entersection
19	Going Postal	Earl Curvin	266-2548	Entersection
20	Pool Junkies	Janie Amano	315-3900	Entersection
21	Cool Shots	Rob Kapes	822-1479	Moose Lodge
22	Moose 1	Bonnie Kerwin	302-7061	Moose Lodge

SPL ACS 8-Ball 2016-2017 Schedule

Home Teams Listed On Right

09/12/2016	Match Week #1	1@22	21@2	3@20	19@4	5@18	17@6	7@16	15@8	9@14	13@10	11@12
09/19/2016	Match Week #2	2@1	22@3	4@21	20@5	6@19	18@7	8@17	16@9	10@15	14@11	12@13
09/26/2016	Match Week #3	1@3	2@4	5@22	21@6	7@20	19@8	9@18	17@10	11@16	15@12	13@14
10/03/2016	Match Week #4	4@1	3@5	6@2	22@7	8@21	20@9	10@19	18@11	12@17	16@13	14@15
10/10/2016	Match Week #5	1@5	4@6	7@3	2@8	9@22	21@10	11@20	19@12	13@18	17@14	15@16
10/17/2016	Match Week #6	6@1	5@7	8@4	3@9	10@2	22@11	12@21	20@13	14@19	18@15	16@17
10/24/2016	Match Week #7	1@7	6@8	9@5	4@10	11@3	2@12	13@22	21@14	15@20	19@16	17@18
10/31/2016	HALLOWEEN	No Matches - We will hold a Halloween Pool Tournament - Location To Be Announced										
11/07/2016	Position Play	Matches and Locations will be provided on the corresponding cover sheet										
11/14/2016	Match Week #8	8@1	7@9	10@6	5@11	12@4	3@13	14@2	22@15	16@21	20@17	18@19
11/21/2016	Match Week #9	1@9	8@10	11@7	6@12	13@5	4@14	15@3	2@16	17@22	21@18	19@20
11/28/2016	Match Week #10	10@1	9@11	12@8	7@13	14@6	5@15	16@4	3@17	18@2	22@19	20@21
12/05/2016	Match Week #11	1@11	10@12	13@9	8@14	15@7	6@16	17@5	4@18	19@3	2@20	21@22
12/12/2016	Match Week #12	12@1	11@13	14@10	9@15	16@8	7@17	18@6	5@19	20@4	3@21	22@2
12/19/2016	Match Week #13	1@13	12@14	15@11	10@16	17@9	8@18	19@7	6@20	21@5	4@22	2@3
12/26/2016	CHRISTMAS	No Matches - We will hold our Holiday Bracketed Pool Tournaments - Bronze - Silver - Gold - Locations to be Announced										
01/02/2017	NEW YEARS	No Matches										
01/09/2017	Match Week #14	14@1	13@15	16@12	11@17	18@10	9@19	20@8	7@21	22@6	5@2	3@4
01/16/2017	Position Play	Matches and Locations will be provided on the corresponding cover sheet										
01/23/2017	Match Week #15	1@15	14@16	17@13	12@18	19@11	10@20	21@9	8@22	2@7	6@3	4@5
01/30/2017	Match Week #16	16@1	15@17	18@14	13@19	20@12	11@21	22@10	9@2	3@8	7@4	5@6
02/06/2017	Match Week #17	1@17	16@18	19@15	14@20	21@13	12@22	2@11	10@3	4@9	8@5	6@7
02/13/2017	Match Week #18	18@1	17@19	20@16	15@21	22@14	13@2	3@12	11@4	5@10	9@6	7@8
02/20/2017	Match Week #19	1@19	18@20	21@17	16@22	2@15	14@3	4@13	12@5	6@11	10@7	8@9
02/27/2017	Match Week #20	20@1	19@21	22@18	17@2	3@16	15@4	5@14	13@6	7@12	11@8	9@10
03/06/2017	Match Week #21	1@21	20@22	2@19	18@3	4@17	16@5	6@15	14@7	8@13	12@9	10@11
03/13/2017	Position Play	Matches and Locations will be provided on the corresponding cover sheet										

Sarasota Pool League
2016 – 17 Organizational Meeting
August 1, 2016

1. Update on Last Season – Jeff Brooks provided an update on last season. We started with 23 teams and ended with 23 teams in 8-Ball. We started with 8 teams and finished with 8 teams in 9-ball.
2. Update on 2016 Sunshine State ACS Florida State Championships – Jeff Brooks provided an update on the State Championships. There were 29 teams that competed. Overall it was a great event.
3. Bank Balances – Jeff Brooks provided end of season bank balances on both 8-Ball and 9-Ball.
4. Election of Officers - A motion was made and seconded to keep the same officer team for the 2016-17 season. The motion passed. Our officers will be:
 - a. Jeff Brooks – President
 - b. Rob Kapes – Vice-President
 - c. Don Dixon – Treasurer
 - d. Ralph Gibson – Statistician
5. Banquet Coordinator Position – Jeff Brooks asked for this position to remain open so that he can discuss the roll and duties of the position to potential Banquet Coordinators.
6. Important Dates
 - a. August 22 – 7pm at Eagles Club - Rosters, Sanction Fees, and Locations Fees Due
 - b. September 5th – 6pm – Location to be Announced – Captains packet handed out. League kickoff tournament at 7:30pm
 - c. September 12th – First night of League Play 7:30pm start time
7. Weekly Fees – There has been some discussions that our weekly fees at \$10 per night are too high. It was also discussed that we may not need the big banquet at Sun – N – Fun and different trophies. Jeff provided proposed budgets based on various match fees. Jeff will put together a survey and send it to all captains and players and will proceed with input from the survey. Survey results are located at the end of the captain's packet
8. Rules Discussion
 - a. Adding Player to Roster - Giving 24 hour notice that a player is being added will guarantee the player will be able to play. Less than 24 hours notice of adding a player will be determined by the President and Captain.
 - b. Open
9. Open Floor Discussions
 - a. A Steering Committee was created. Members include:
 - i. Dion Gyorkos
 - ii. David McClanahan
 - iii. Larry Viergiever
 - iv. Gary Drilling
 - v. David Wertheimer
10. Adjournment

Nightly Player Fee		\$ 8.50	\$ 9.00	\$ 9.50	\$ 10.00
Amount in Match Envelope	\$	70.00	\$ 75.00	\$ 80.00	\$ 85.00
Teams*		24	24	24	24
Total Rounds for Season**		1200	1200	1200	1200
Total Match Fee \$ (add)	\$	25,500.00	\$ 27,000.00	\$ 28,500.00	\$ 30,000.00
Table Fee (subtract)	\$	4,500.00	\$ 4,500.00	\$ 4,500.00	\$ 4,500.00
Banquet Fund (subtract)***	\$	6,000.00	\$ 6,000.00	\$ 6,000.00	\$ 6,000.00
Total Location Fees (Add)	\$	1,200.00	\$ 1,200.00	\$ 1,200.00	\$ 1,200.00
Player Sanction Fee (\$16)**** (Add)	\$	2,688.00	\$ 2,688.00	\$ 2,688.00	\$ 2,688.00
ACS National/State Sanction (\$15) (subtract)	\$	2,520.00	\$ 2,520.00	\$ 2,520.00	\$ 2,520.00
Officer Stipends (subtract)	\$	2,300.00	\$ 2,300.00	\$ 2,300.00	\$ 2,300.00
Misc Printing and other Fees (subtract)		\$400	\$400	\$400	\$400
Beginning Bank Balance (Add)		\$840	\$840	\$840	\$840
Total Net \$ left for Round Points	\$	14,508.00	\$ 16,008.00	\$ 17,508.00	\$ 19,008.00
\$ per round point	\$	12.09	\$ 13.34	\$ 14.59	\$ 15.84

* Teams is just an estimate

**Total Rounds for Season includes two position nights or 25 weeks of play

***Banquet Fund is \$2 per player per match.

****Player Sanction Fee is \$16 (\$10 for National, \$5 for State, \$1 for league)

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STARTING AVERAGES ARE LOCATED AT THE BACK OF THIS HANDBOOK.

I. INTENT

The intent of the Sarasota Pool League's (SPL) Monday Night ACS 8-Ball League is to provide an organized system for men and women to compete in the sport of pocket billiards, specifically the game of 8-ball. This system is designed to include and promote competitive and fair play, good sportsmanship, and rewards for Individual and Team play. SPL follows the leadership of, and is fully sanctioned by, American CueSports (ACS)

II. SANCTIONING

Every Player of the Sarasota Pool League's Monday Night ACS 8-Ball League will be American CueSports (ACS) Sanctioned.

The ACS Sanction is valid from June 1st through May 31st, and entitles the Sanctioned Player to participate in any ACS-Sanctioned events, including the 8-Ball & 9-Ball National Tournaments (upon completion of any ACS prerequisites.) Learn more at www.americancuesports.org

III. GENERAL RULES

Sarasota Pool League follows the rules specifically outlined by the ACS Player Handbook, except as modified herein.

SPL assumes that Players within the League have a basic understanding of pocket billiards, and knowledge of the terms related to the Game(s). Therefore, no attempt is made within this document to define the Game, and/or terms of pocket billiards, except where necessary. If a Player or Team has any questions regarding the terms or rules, please feel free to contact a SPL Officer.

IV. RULES AND/OR POLICY CHANGE

To change any League rule, policy and/or an officer: IT REQUIRES A CAPTAIN OR LEAGUE MEMBERS VOTE. For the change to take place, it must have a majority of the Captains or membership vote in favor of the change.

V. SPORTSMANSHIP

Sarasota Pool League reserves the right to disallow an Individual or Team to participate in League activities. An Individual, or Team, who does not abide by the intent of this League, does not pay their dues or sanction fee, becomes abusive toward other Individuals or Teams, or exhibits any behavior deemed detrimental to the League, its Members, or its Locations, may be asked to withdraw their participation in the League. In the event that an Individual or Team is asked to withdraw, or if they withdraw voluntarily, before the season has completed, it is the policy of SPL to not refund any fees collected during said season.

The guidelines for Sportsmanship in League Play can be found American CueSports (ACS) League Player Rule/Handbook. Any unsportsmanlike play or activities should be reported to a League Officers immediately.

VI. OFFICERS

The Board Officers will be comprised of the President, Vice President, Treasurer, and Statistician. The President, Vice President, treasurer and statistician have been voted on and approved by the Captains. They may be removed from office by one of the following means: (1) resign from office; (2) 25% of the captain's request a captain's vote and 65% of the captains agree to the removal.

A. ROLES AND DUTIES OF ALL OFFICERS:

1. Officers will carry out the objectives and goals of the league as set forth in the official handbook. The objectives of the League are:
 - a. To promote sportsmanship, goodwill and unity among players of the game of pool.
 - b. To offer rules, methods and procedures to enhance the sportsmanship of the game so it may be played in an organized, competitive manner.
 - c. To safeguard League funds through security regulations, including appointing a League Treasurer and President to control disbursement of funds.
 - d. To promote business and goodwill for the locations.
2. The Board will resolve any disputes or sportsmanship issues by majority vote. They will present their results in a professional and unified manner.
3. The Board of Officers will decide on the agenda and all matters to be brought before the captains at league meetings.
4. The Board of Officers will not have the power to make decisions on those issues (#3 above)
5. Officers will attend the rules meeting and take the rules test.
6. Attend all League and Board meetings.
7. Officers will uphold the rules and guidelines of the league and the American CueSports.
8. Officers will perform their duties to the best of their abilities.

C. PRESIDENT:

1. Oversee all League operations.
2. Be responsible for all other officers and ensure that they are adequately performing their appointed duties.
3. Organize and chair all League meetings.
4. Maintain the relationship between the League and any national organization with whom the league associates. Ensure that all necessary registration paperwork and sanction fees are sent to the national organization.
5. Oversee the initial organization of the league each season. This includes verifying that all bar owners are aware that their locations and equipment meet league standards, assisting captains to ensure proper player registration, and preparing the season schedule.
6. Serve as the liaison between bar owners and the Board of Officers.
7. Communicate information to all officers. This includes making sure pertinent information is given to the statistician with enough lead-time to be printed on the cover sheet and calling the Vice-President so he or she can contact the Captains.
8. Provide the Captains with League packets – to include bylaws, rule books, estimated budget, schedule matches, appropriate forms, score sheets and envelopes.
9. Resolve formal protests according to the guidelines set forth in the official rulebook.
10. Handle all disputes and questions which may arise in a professionally and timely manner.
11. Serve as the final authority on any rules questions.
12. Organize the end-of-the-year party as per the League vote and order all awards.

D. VICE-PRESIDENT:

1. Serve as the liaison between their Captains and the Board of Officers.
2. Responsible for personally notifying the captains of all League business, meetings, etc.
3. Be available on league nights to answer any rules questions that may arise during matches.
4. Assist the Treasurer in securing missing funds from teams in their section.
5. Assist the Treasurer in distributing supplies – score sheets, envelopes, etc.
6. Maintain an accurate list of names and phone numbers for the bars and players in their section and give a copy to the Statistician, Treasurer, and President.
7. Assist with the end of year banquet as needed.

E. STATISTICIAN:

1. Audit all score sheets for completeness and accuracy.
2. Maintain records of all matches and players' statistics.
3. Print and deliver weekly stat sheets including the cover sheet. The cover sheet shall contain general weekly information such as shortages, missing envelopes, meetings and other League announcements.
4. Assist with the end of year banquet as needed.

F. TREASURER:

1. Maintain all official League documents – minutes, by-laws, membership data, and financial information.
2. Record and prepare the minutes of all meetings.
3. Collect, audit, verify and deposit the weekly money.
4. Maintain accurate financial records.
5. Prepare financial reports.
6. Collect and document receipts. Present them to the League Operator for disbursement of funds by the Charter Holder.
7. Verify financial records with the League Operator monthly.
8. Maintain and distribute supplies.
9. Assist with the end of year banquet as needed.

VII. LOCATIONS

Locations are the bars or venues that wish to host teams for league play. Locations are limited to being located in or around the City of Sarasota. Locations outside of this area must petition the league for inclusion. The League President must approval all locations. Prior to each season, our officers will provide a list of Establishments that are interested in hosting Teams. If a Team has a particular location that they wish to play at, the Team Captain is to notify SPL's Officers of the location's name, and provide contact information.

Locations must provide facilities where league matches may be played. Each Location shall pay a non-refundable fee of \$50.00 per team prior to the beginning of each season, which will be retained by the Treasurer of the league to be used to offset expenses and/or be included in the end-of-season payouts.

Locations retain the right to remove players from the location (whether from their own team or the opponent's). After a location has paid the sanction fee for a team, that team may not relocate to another

location during that season without the approval from the location and the President. By hosting one or more teams in our league, a Location can expect to see increased business and revenues on league night. Along with these increased business opportunities, the sponsor accepts the following primary responsibilities:

A. Quality Playing Environment:

The Location will provide at least one (1) quality pool table per two teams hosted, and will dedicate them to the league players for the evening of play. League practice starts 30 minutes prior to match start time. The Location will endeavor to render the playing area as free from distractions as possible and create an atmosphere conducive to competitive pool. In addition, it is the Location's responsibility to ensure that their patrons do not distract, interrupt, or interfere with league play.

B. Promote Team Involvement:

The Location will encourage team participation in the league, and will strive to keep teams active in the league for the duration of the season. In the event that a team drops out, the Location will inform the league and strive to find new players so that the team can continue to participate.

C. Collaboration with Team Captains:

The Location should identify and work with team captains of all teams based in their establishment. In the event that a team captain drops out, the Location will assist the remaining members of the team in finding a new team captain.

VIII. LOCATION FEES

Location Fees will be set at \$50 per each team a location hosts per season. It is the responsibility of the Sarasota Pool League's Officers to solicit Locations Fees from participating bars. Prior to each Season, our officers will provide a list of Establishments that are interested in hosting Teams.

Teams will make their own and separate concessions with the bar owner with respect to team perks such as shirts, sanction fees or free team drinks. What a Location Owner will or will not due per team is up to the Location Owner

IX. TEAM CAPTAINS

Each Team will select a Team Captain. Responsibilities of the Team Captain, or Acting Team Captain, include, but are not limited to:

1. Organize and maintain a team of up to 10 players.
2. Collecting and submitting registration information for ALL Roster and Substitute Players, including, but not limited to, completed Player Registration Card, applicable Sanction Fee, and Weekly Dues.
3. Having an understanding and knowledge of both Sarasota Pool League and ACS rules and guidelines. Captains must be aware of the Games in progress, and be prepared to resolve minor rule disputes and interpretations with the Opposing Team's Captain.
4. The communication of rules, procedures, and all other information passed on to him or her by the Officers of Sarasota Pool League to each of the Players on the Team
5. Communicate relevant League information to the location owner/manager.
6. Reviewing and signing Score Sheets, collecting and documenting Team dues, ensuring proper Score keeping of Matches, and ensuring that the completed Packets are given to the

Establishment at the conclusion of League play.

7. Collect players and bar fees and submit them within the required time period to the appropriate location.
8. Be present or send an acting captain to all League meetings. Any team not represented at the League meeting forfeits voting rights at that meeting.
9. Be present or send a team representative to the mandatory rules meeting and complete the rules test. Any team not represented will forfeit round point money until this requirement is fulfilled.
10. Instruct his/her players as to all League rules and requirements.
11. Verify weekly score sheets for names, player's numbers, handicaps, scores and totals. Sign the score sheet and envelope.
12. Inform the League President of any roster changes at least 24 hours prior to the scheduled match.

X. PLAYERS

To ensure the fairness of play, and to maintain consistency Players are identified as follows:

A. Roster Players

Roster Players are those Players who participate on a *single* Team during a single Season.

B. New Players

Players who are not on a roster and who have not yet played within the current season, and therefore, have not been assigned to a team.

C. League Subs

League Subs are Substitute Players who participate on multiple Teams during a single season. A Roster Player cannot substitute for another team.

NOTE: A Roster Player on a single team may not be a League Sub.

D. PLAYER RESPONSIBILITIES

1. Elect a team captain and co-captain.
2. Learn the official rules.
3. Read and sign the Player's Agreement.
4. Maintain an attitude of good sportsmanship, at all times (win or lose).
5. Be at the scheduled match location on time, ready to play, dressed in proper attire (make sure your attire meets the location's dress code) and have all money due the league ready to give your captain (don't make your captain ask for the money).
6. Read the weekly standing sheet's cover page.

XI. TEAMS and ROSTERS

The guidelines for each 8-Ball Team are described below.

1. Consist of five (5) Players
2. Team Rosters must not exceed ten (10) Active Players at any time during the Season
3. Teams must have a Captain and a Co-Captain

Players may be added to Team Rosters at any time during the first twenty-one (21) weeks of the current season. No new Players can be added to a roster during the final eight (8) weeks of the current season.

To add a Player to the Roster, team captains must contact the league President or Vice President and notify them that a player will be added to the roster. No player can be denied being added to the roster when at least 24-hours advanced notice of the new player's first night of play is given. Players being added to a roster with less than 24-hours' notice must be approved by the President and Vice-President. Players must complete a Player Registration Sheet (can be found on our website) for the new Player on their first night of play. Return the completed sheet, along with their sixteen-dollar (\$17 dollars after January 1st) Sanction Fee (See Section XII), if applicable, in the Match's Envelope provided by SPL. Circle all new players on the score sheet.

XII. SANCTIONING FEES

Every Player of Sarasota Pool League will pay a Sanction Fee of \$16. The \$16 sanction fee covers the \$10 ACS Sanction fee, \$5 Sunshine State ACS Sanction fee (if applicable), and \$1 SPL Sanction fee. Players already sanctioned by ACS through SPL's Monday Night 8-Ball League only need to pay a \$6 sanction fee. Sanction Fees paid after January 1, 2017 are increased to \$17.

Initial Team Sanction Fees are to be paid prior to the first night of league play on the date provided for the season startup. Teams will not be allowed to play if their initial Sanction Fees are not paid. In short, a sanction fee must be paid for all players on a team's initial roster.

A. New Player Sanction Fees (when adding players to rosters)

If a *non-sanctioned* New Player substitutes on a Team, that Player's Sanction Fee ***MUST*** be paid, even if it is only a one-time occurrence. Every Player of Sarasota Pool League will be ACS Sanctioned. The \$16 sanction fee covers the \$10 ACS Sanction fee, \$5 Sunshine State ACS Sanction fee (if applicable), and \$1 SPL Sanction fee. Players already sanctioned by ACS through SPL's Monday Night 8-Ball League only need to pay a \$6 sanction fee. Sanction Fees paid after January 1, 2017 are increased to \$17.

B. Late New Player Sanction Fees

Sanction fees must be paid on or before the match they compete in is played.

XIII. WEEKLY FEES

Each player is required to pay ten dollars (\$10) per match played. One dollar and fifty cents (\$1.50) will be used for table fees. The remaining seven dollars (\$8.50) is the weekly SPL player fee.

Weekly Team Fees are a total of forty-two dollars and fifty cents (\$42.50) per match per team or seven dollars (\$8.50) per Player. This amount is due regardless of the number of Players who play in a given Match or if one team forfeits. Weekly Fees must be placed in the match's envelope along with the match's score sheet. Please do not include quarters in the match's envelopes.

Each Team is responsible for the Weekly Fee when utilizing one of the League's Substitute Players for a match. Teams may use the following payment options:

1. The Substitute Player may pay for his or her own Sanction Fee
2. The Sanction Fee of the Substitute Player may be paid entirely by the Missing Player
3. The entire Team may contribute to the payment of the Sanction Fee of the Substitute Player

XIV. LEAGUE PLAY

Matches will be played on Monday nights. The starting time will be 7:30pm. Stats will be distributed

on our website at www.sarasotapoolleague.com. Captains will need to download the weekly cover sheet, team stats, and player stats so that they are available for the players on their team during their match.

Pool tables will be available for practice at each location a half an hour prior to the start of League Play.

XV. LEGAL LINEUP FOR 8-BALL

A Legal Lineup consists of a minimum of three (3) Players for a five (5) person Team.

Players will be placed The Lineup to be played with the lowest average being listed first and the highest average being listed last on the Score Sheet. If a Game is started out of sequence, and it is found that they are not in sequence during the said Game, the Captains may decide whether or not to continue that Game. Captains may agree, before a Game begins, to play out of sequence.

If a Team does not have a Legal Lineup by the time League Play is scheduled to begin, the following options are available:

Sarasota Pool League realizes that occasional unexpected delays are unavoidable; however, please make every effort to be on time, and begin playing Matches as scheduled.

A team with less than three (3) players forfeits the match and the players will not get credit for the match or games. The winning team will receive 4 round points, credit for 15 wins and each player will receive their average for each game and credit for 3 wins. Both teams are still responsible for the weekly match fees.

Any team with only 3 or 4 players available for the match will receive zero points for the forfeited game. The player named "FORFEIT" has a zero average therefore it shoots first. FORFEIT opponent's average is not used in calculating the team handicap points.

XVI. MAKEUP MATCHES

Makeup Matches are allowed in the following situations:

- A. If a Team or Teams are added to the Monday Night ACS 8-Ball League by SPL Officers after the official start of the current Season. The newly added Team(s) will be allowed to make up the weeks that they missed before they joined the league. All Makeup Matches must be played prior to the fourth week of the Current Season. No team will be added to a season after the first two weeks of play have been completed.
- B. If the Opposing Team agrees and the SPL President (or Vice President if captains are unable to reach the President) is notified. A Makeup Match can take place. The Makeup Match is to take place in the location of the originally scheduled Match, at a time agreed upon by both Teams, and must occur within one weeks of the originally scheduled Match. The captains will contact the location to ensure that tables will be available during the time the makeup Match is to occur. If no tables are available, then the match can take place at the location of the visiting team. If neither location is available, then SPL's President will notify both Teams of the location the Makeup Match is to take place.
- C. If one of the Teams Forfeit, the Opposing Team may offer to schedule a Makeup Match. Please note, the fielded team's Captain is not required to offer a makeup match.

Matches not played as scheduled, and that are not rescheduled, will be deemed as a Team Forfeit (Section XVII) for the Team that is unable to play.

XVII. TEAM FORFEIT

A Team Forfeit may occur when a Team does not have a Legal Lineup, as described in Section XI. There are two options available to the “Fielded Team” scheduled to play the “Forfeiting Team”:

- Option 1: The “Fielded Team” may offer to schedule a Makeup Match per the rules described in Section XIII, Makeup Matches. Please note, the fielded team’s Captain is not required to offer a makeup match

- Option 2: The “Fielded Team” may accept a Forfeit. Although the overall Match will be scored with the “Forfeiting Team” receiving a zero (0), and the “Fielded Team” receiving their current Team Point Average, the Recap Sheet must be completed as follows:
 1. Complete the “Team Name” fields
 2. Write the word “FORFEIT” next to the Team Name of the “Forfeiting Team.”
 3. Enter the Names of all attending Players, and the dues paid by each player.
 4. Collect dues from both Teams and sign the Recap (Score) sheet.

IMPORTANT:

- ALL “Fielded Team” Players must be present.
- ALL Fees, Dues, and completed Score sheet must be returned in Team Packet for the “Fielded Team” to receive the Forfeit Score!
- Scores will be calculated into the overall Team Point Average by a SPL Officers.

- ALL dues owed by the “Forfeiting Team” must be paid for the week of play that has been forfeited.

XVIII. SCORE SHEETS and MATCH ENVELOPES

Score Sheets are to be filled out by both playing Teams, prior to the start of play. The designated Home Team Captain will complete their portion of the Score Sheet first, filling in the fields for Player Avg/HCP, and persons playing that week’s Match. When it has been completely filled out, the entire Score Sheet is passed on to the Visiting Team Captain to be completed.

IMPORTANT: FIRST and LAST names of players **MUST** be included for each Player on EVERY weekly Score Sheet. (This will drastically decrease confusion for the SPL Officers when entering Player information into statistics database.)

After both Teams have completed their respective sections of the Score Sheet, the PINK copy is given to the Visiting Team, and the Home Team retains the WHITE and YELLOW copies, to be completed during Match Play. It is strongly recommended that the Visiting Team also keep track of the scoring on the Pink copy of the Score Sheet to compare it with the White copy at the end of Match Play. *Captains are encouraged to verify points with the opposing team after each round to ensure accuracy of points.*

At the end of each scheduled Match Play, the Captains of both the Home and Visiting Teams are to review the Score Sheet for accuracy, and sign the WHITE copy. The WHITE Score Sheet, and all monies

collected, are to be placed in the provided Match Envelope. The outside of the envelope should be completed and signed by both Team Captains and sealed.

IMPORTANT: All information is to be completed, and all dues are to be paid and submitted, even if a Match is not played!

A. MATCH ENVELOPE DROP OFF POINT

1. Home Team Captains are responsible for delivering the match's envelope. Please note Home Team Captains will be responsible for any missing envelopes regardless of who they give the envelope to for delivery. Therefore, it is recommended that the Home Team Captain deliver and place the Match Envelope in the safe.
2. The drop off point for match envelopes is the Enterseccion Bar & Grill. Envelopes need to be at the Enterseccion no later than 6 pm on the immediate Wednesday following the night the match was played.

All Weekly Dues are to be paid by players at the time of the scheduled match, and may be in the form of cash or check. If paying by check, please make it out to SARASOTA POOL LEAGUE. However, be advised that the SPL charges a twenty-five dollar (\$25) fee, in addition to any bank charges, for returned checks. Checks cannot be written for more than the amount owed by the team. In most cases, that is \$42 per match.

B. LATE ENVELOPES

The penalty for late envelopes shall be \$25 for the first offense and \$25 PLUS one round point for all subsequent offenses. Loss of all round points if the sheet is not turned in by the following week's deadline (defined as Wed. @ 6:00pm)

C. MISSING EVELOPES

An envelope will be considered missing if it has not been turned in by the following week's deadline (Wednesday at 6:00pm). The President will notify the captain and one or more of the team members of any missing envelope. On or before the next night of play, if the offending team does not remit all match monies due to the league, that team will be dropped from the league and forfeit all round point money. (If the money is remitted, it will be given to the opposing team captain and placed in the envelope.) Late fees still apply to missing envelopes.

XIX. GAME PLAY

A. 8-Ball League Play:

Each Player plays one round against three (3) Players on the Opposing Team. When a Player faces an Opponent in a single Round, they play one game of eight ball. Therefore, a 5-person Team will play a total fifteen (15) Games in a single Match. Refer to Section XVII (Scoring) for instructions on how to score 8-Ball Matches.

B. Determining Who Breaks

The designated Home Team Player RACKS and BREAKS each game for the first round of play. The designated Visiting Team RACKS and BREAKS each game for the second round of play. Players will alternate RACKS/BREAKS on the third round as designated on the score sheet.

C. The Rack

Players rack their own breaks. The fifteen object balls are racked as tightly as possible in a

triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven (solids and stripes) will be placed in the triangle without purposeful or intentional pattern. Refer to ACS RULE 3.2 for a diagram.

D. Legal Break Shot

The following rules apply to the break shot:

1. The cue ball begins in hand behind the head string;
2. If the breaker pockets a ball and does not foul, they continue at the table, and the table remains open.
3. If no ball is pocketed, at least four object balls must be driven to one or more rails, or the shot is a foul. The incoming player can choose to play the rack as it is or re-rack and break.

E. Open Table / Choosing Groups after the Break

Before groups are determined the table is said to be “open” and before each shot, the shooter must call his/her intended ball. If the shooter legally pockets his/her called ball, the corresponding group becomes his/hers and his/her opponent is assigned the other group. If the shooter fails to legally pocket a called ball, the table remains open and play passes to the other player. When the table is “open” any object ball may be struck first except the eight ball.

F. Call All Eight Ball Shots

The pocket in which a player intends to shoot the eight ball must be clearly called. Players should ensure their opponent knows the intended pocket for the eight ball especially if it is not obvious.

G. Player shoots at and pockets a ball of their opponent’s group.

If the groups have been determined and the player mistakenly shoots at and pockets a ball of the opponents group, the foul must be called before the shooter takes their next shot. If no foul is called when the player shoots at and pockets their opponent’s first ball and upon recognition by either player or captains that the groups have been reversed, the rack will be halted and will be replayed with the original player executing the break shot.

Basically, you have one chance to call a foul on your opponent when they start shooting your group of balls. That is after the first ball they shoot at and pocket. Waiting until any subsequent ball results in a re-rack. Captains can call a re-rack only after a foul isn’t called and the player shoots at the opponents group of balls for the second time. Captains cannot call the foul!

If no player or captain determines the groups had been switched and the 8-Ball is either legally pocketed for a win or pocketed early for a loss, the game is considered played and cannot be replayed. The player that wins the game will be awarded a 10 and the losing player will get the ball count of the switched grouping.

G. Coaching and Time-Outs

Coaching and Time-Outs are NOT permitted during Match Play. If a shooting Player has a rules-oriented question, then they should ask their opponent. If there is still a question, then the players should ask the captains or Acting Captains, of BOTH Teams for clarification of the rule in question. Captains can contact the President or Vice President for rule questions.

A Player may quietly converse with a Teammate (in a non- distracting manner) during a game when it is not their turn to shoot.

It is NOT permissible for a Teammate of an Incoming Shooter to inform said incoming shooter that he or she has “ball-in-hand” prior to them shooting.

All coaching violations will result in a “cue-ball-in-hand” foul.

H. Raking Foul

Raking balls in an active Game, results in a Loss of Game foul. This is intended to address the unsportsmanlike conduct of a Player that may move the balls on the table with equipment or by hand in disgust.

If a raking foul occurs, it will be scored as follows:

1. If accurate ball count can be determined, the Player committing the foul will receive a point for each of their pocketed object balls. The Opposing Player will receive a ten (10) for the win.
2. If accurate ball count cannot be determined, the score will be a default of ten (10) to zero (0), in favor of the Opposing Player

I. Touched Balls

Touching or moving any ball other than the cue ball is not a foul unless it changes the outcome of the shot by either touching another ball or having any ball, including the cue ball, going through the area originally occupied by the moved ball.

1. If a ball is touched or moved, then the opposing player must be given the option of either leaving the ball where it lies or replacing the ball as near as possible to its original position to the agreement of both players.
2. If a player shoots without giving his opponent the option to replace, it will be a foul resulting in cue ball in hand for the opponent.

J. Protests

Protests are discouraged. All disputes are to be resolved at the time of the dispute, and play will continue. If the Players cannot resolve their dispute, then the issue is to be referred to the Team Captains. If an impasse still exists, the Game is to be re-played with the original participants racking and breaking in the original order.

To minimize the occurrence of disputes, it is advisable to have at least one non-playing member of each Team watch each Game in play.

XX. SCORING

Scoring for 8-Ball is as follows:

1. The game is won when a player legally pockets his objects balls and then legally pockets the 8-ball.
2. A player loses if they (a) foul when pocketing the eight ball; (b) pockets the eight ball

- before their object balls are cleared; (c) pockets the eight ball in an uncalled pocket; or (d) drives the eight ball off the table. (These do not apply to the break shot)
3. A win is worth 10 points. Therefore, a player who legally pockets the 8-ball or wins the game is automatically awarded 10 points
 4. Object balls numbered 1 through 8 are worth 1 point each. The losing player is awarded 1 point for every legally pocketed object ball.
 5. A "10" is entered in the corresponding "Round" and "Game" fields for the Player who won the Game within the Round. Any points earned are placed in the corresponding "Round" and "Game" field for the Player who has lost the Game within the Round.
 6. At the end of each Round, total all points earned by a team and enter the result onto the Score Sheet in the corresponding "Total" field for that round.
 7. At the end of the Match, total all points for each Player, and enter the result in the Player's corresponding "Total" field on the Score Sheet.
 8. The sum of all Player Points should equal the sum of all Round Points.
 9. There are four (4) round points that can be won each match: Round 1, Round 2, Round 3, and Total. The team with the most points in a round (including spotted points) will win that round.
 10. Rounds that end in a points tie will be decided by wins. The team with the most wins in a round that ends in a points tie will win the round.

XXI. SCORING ANOMOLIES

- A. Making the 8-Ball on Break is not a win or a loss.
Pocketing the eight ball on a legal break shot is not a foul. If the eight ball is pocketed, the breaker has the option of (1) re-spotting the eight ball and accepting the balls in position, or (2) re-breaking. If the breaker pockets the eight ball and scratches or committing a foul, the opponent has the option of (1) re-spotting the eight ball and accepting the balls in position, or (2) re-breaking.
- B. Shots that are not obvious are required to be called. All 8-ball shots must be clearly called prior to shooting the eight ball. There is no longer a patched used to mark the pocket that is being called for the eight ball.
- C. Pocketing the 8-ball before making all your object balls is a loss.
- D. Driving the 8-Ball off the table at any time, except for the break, during the game is a loss.
- E. Pocketing the 8-ball while the table is "open" is a loss. The player pocketing the 8-Ball while the table is "open" is given a zero (0). Therefore, the game is scored as a 10-0.
- F. Committing a foul (including scratching) while attempting to pocket the 8-ball is not loss of game as long as the 8-ball is NOT pocketed or driven off the table. Play passes to the opponent with cue ball in hand.
- G. Any ball driven off the table results in a foul. If the eight ball is pocketed or driven off the table on the break, it will be spotted or the balls re-racked. No other object ball is ever spotted
- H. ERO – An ERO is defined as a player running out all their object balls and the 8-ball without

missing or committing a foul on their first turn at the table with all 15 balls on the table. A break shot is considered a player's first turn at the table.

XXII. AVERAGES and HANDICAPS

A. Individual Averages:

1. Assigned Averages

SPL will assign averages to players at the beginning of the season. Player Averages are derived from last season's Monday Night ACS 8-Ball league stats. If a player did not play in the Monday Night ACS 8-Ball League last season then the player average is established in one of the following ways:

- If there were three or more players on the team with established averages then all new players use the average of those established players as a starting average.
- If two or less players on the team have established averages then new male players start as a 7.5 and new female players start as a 6.5.
- An established league or tournament player can be assigned a starting average based on playing ability.

2. Individual Average Calculation:

Individual Averages are determined for each Roster and Substitute Player by dividing the total number of points earned during Match Play by the total number of Games played. Averages are based on the Players' cumulative points and Games. All Averages will be computed by the League, and will be included in weekly Packets. Averages will be rounded and reported to the nearest hundredths (x.xx) place.

3. Averages for 5 weeks of play

Player's starting average will be used for five weeks of actual play. Starting on the sixth week of play until the end of the season use the actual average located in the weekly player stats sheets. If you have any questions on averages please contact your President or Vice President before filling out the nightly score sheet.

4. Substitutes Averages

Substitutes Players' Averages will be determined by overall game play for a single Season, regardless of the number of Teams they have participated on within that Division.

B. Handicaps:

Player averages are their handicaps. Players will use their “assigned average” for the first five (5) weeks of play or eighteen (15) games played.

For each subsequent week of the Season, Handicaps are determined by rounding the Individual Players’ cumulative Average to the nearest whole or half number. This will be calculated by the League Officers, and will be listed on the Individual and Team Standings Sheet included in weekly Team Packets.

Example:

2.75 thru 3.24 = 3.0
3.25 thru 3.74 = 3.5
3.75 thru 4.24 = 4.0
4.25 thru 4.74 = 4.5
4.75 thru 5.24 = 5.0
5.25 thru 5.74 = 5.5
5.75 thru 6.24 = 6.0
6.25 thru 6.74 = 6.5
6.75 thru 7.24 = 7.0
7.25 thru 7.74 = 7.5
7.75 thru 8.24 = 8.0
8.25 thru 8.74 = 8.5
8.75 thru 9.24 = 9.0
9.25 thru 9.74 = 9.5
9.75 and up = 10

Team Handicaps are determined by summing the Individual Handicaps of Players on both Teams that are either participating in Match Play.

The Team with the lower Team Handicap will receive Handicap Points per Round of play. The total number of Handicap Points given to a Team per Round is determined by taking the Difference between both Teams' Team Handicap. The total Match Handicap is determined by multiplying the Difference by the three (3), which is the number of rounds in the Match.

Individual Handicaps are entered onto the Score Sheet in each Player's respective "AVE" column. The Team Handicaps are then totaled and entered into the appropriate "Total AVE" field.

The difference between the team with the higher handicap and the team with the lower handicap is the "Team Handicap" given to the team with the highest handicap. The Team Handicap is entered into "Team Handicap" field of the team with the highest handicap for each round. The total Match Handicap is entered into the "Total" column, and is included when determining the Match Total.

NOTE: Occasionally, errors are noticed by the SPL Officers as scores are entered into the statistics database. The Team Captains of both Teams will be notified of any corrections that have been made.

XXIII. TEAM and INDIVIDUAL STANDINGS

1. Team Standings

Determination of overall Team Standings is based on the total rounds a team accumulated over the course of the scheduled Season.

If, after all Season Matches have been completed, there is a tie between two Teams Standings Placement will be determined in the following order:

1. Total points accumulated over the course of the scheduled Season.
2. Total number of wins accumulated over the course of the scheduled season

2. Individuals – League MVP Point System

Determination of the League MVP is based on the Player's overall points earned in multiple categories. The following are the points players can accumulate to become the League's Male or Female MVP: (Players must have played at least 65% of the season to collect points in the highest average category.)

Attendance:

- Perfect – 50 points
- Misses One (1) night – 30 points
- Misses Two (2) nights – 20 points
- Misses three (3) nights – 10 points

Most Points - Most Wins - Most ERO's - Most 10-Zips
Most Consecutive Wins - Highest Average

Points are awarded for each of the previous categories.

1st Place – 100 Points

2nd Place – 75 Points

3rd Place – 50 Points

4th Place – 25 Points

5th Place – 10 points

Each 30-Zip is worth 50 points

Five Times 8-Ball on the Break is worth 50 points

At the end of the season, the League Player that has scored the most points (figured from the above system) will be the League MVP (one female and one male). Each MVP will also get \$50.00 extra from the prize fund. In case of a tie for the League MVP, each player who has tied will play all other players who tied, five games each. Whoever scores the most points, from all games played, will be the League MVP. If there is another tie, all who tie, will repeat the five game format until there is a winner.

XXIV. REGULAR SEASON PURSE

All monies collected during the season, less expenses, will be returned to the teams at the end of the year. It will be distributed proportionally based on round points. Expenses include printing costs, officer stipends, banquet costs, awards costs, and other miscellaneous expenses approved by the captains. After all expenses have been paid, monies due to teams will be given to the Captain of each team at the end of season banquet. Teams will determine how to divide their team money between the players.

There is no cost charged directly to any player for the end of season banquet. The only direct costs would be for tournament fees, drinks, and raffles at the banquet itself.

XXV. POST-SEASON TEAM TOURNAMENT

There is no post-season team tournament for Monday ACS 8-Ball League

XXVI. ELIGIBILITY FOR SEASON ENDING AWARDS

The following criteria must be met for any Player to be eligible for Individual Awards at the end of the current Season:

- A. A Player, either Roster or Substitute, must compete in at least eight (8) weeks of the scheduled Games to be eligible for Individual Player awards. Substitute's Total Games played is totaled from all the different Teams that they played on during the Season. Games that have not been played (i.e. missing Player) will not be included in this calculation.
- B. Any Team or Individual that drops, or is dropped, from The League is not eligible for any Season-Ending Awards or Prizes.

NOTE: Monetary Awards will be readjusted, based on the total number of current Teams.

- C. Any Team who has any unpaid sanction fees or dues at the end of the Season shall have those fees deducted from any Team awards prior to being paid any balance.

XXVII. TOURNAMENTS

- A. Any Tournaments before, during, or after a League Season are held at the sole discretion of SPL. Location, format, prize funds and all other matters related to any Tournament will be decided expressly by the SPL Officers, and there is no consideration given to place of finish or participation in scheduled League Play. Tournaments have no effect on a Player's Individual Average or Standings. It is possible for a Tournament to be held at a location that did not have any Team representation throughout the scheduled League Season.
- B. If your Establishment would like to host a tournament, SPL uses the following criteria for determining viability of the establishment.
 - 1. Number and quality of tables (location must have a minimum of 4 tables to be considered as a tournament site).
 - 2. Space available for Players and Spectators
 - 3. Willingness to contribute to prize funds
 - 4. Provide finger foods
 - 5. Establishment location, and any other factor which the PPL feels would contribute to a better playing environment for the participants
 - 6. Availability of the Establishment on the desired Tournament date.

For information on ACS-Sanction Events, please visit the ACS website at www.americancuesports.org/

Sarasota Pool League

Monday Night ACS 8-Ball League

2016-17 Starting Averages

<u>Gimme a Break</u>	7.0	<u>Ball Breakers</u>	7.0	<u>The Crew</u>	7.0
Jaime Castral	7.5	Ernie Lohmann	7.0	Nancy Grant	6.5
Brian Elzinga	7.0	Steve Smith	7.5	Jeff Grant	9.0
Jose Rodriguez	6.5	Joe Kowaz	7.0	Christy Meszaros	5.5
Oscar Ibarra	7.0	Linda Vrba	7.5	Shannon Meszaros	7.0
Ben Sharpe	6.0	Andrea Gallo	7.5	Frank Barrett	7.5
		Terrie Verna	6.0	Kendra Barrett	5.5
		Frank Yuengling	6.5		
<u>8Up</u>	8.5	<u>Shoot or Die</u>	8.0	<u>Nothing but Trouble</u>	7.0
Ralph Gibson	9.0	Chris Jahr	8.0	Deborah Kinney	7.0
Bill Bloom	9.0	Michael Gormley	7.5	Barb Phillips	7.0
Jeff Tedford	8.0	Jim Smith	8.0	Jeanne Wheeler	6.5
Mike Hawkins	8.0	Jorge Torres	8.0	Geri Strobel	6.5
Bill Pierpont	8.5	Tyson Marx	8.0	Oscar Lima	7.5
Robin Allday	8.0	Ed Okin	8.5	Jessica Lee	7.5
<u>Pool Cats</u>	7.0	<u>Dead Shots</u>	7.5	<u>8-Ball Hustlers</u>	8.5
Barron Moran	8.0	Michael Koch	7.5	Larry Wheeler	8.5
Sandy Kennedy	6.5	Bill Rose	8.5	Bob Newcomer	7.5
Bob Page	7.5	Mac Bean	7.5	Mike Destefano	8.5
Carlos Bartona	7.0	Jon Melendy	7.5	Angelo Negron	8.0
Lin Morse	7.0	Dion Gyokos	7.5	Mike Calomeris	7.5
		Steve Breymeir	8.0	Jeff Adams	9.0
<u>Who's Next</u>	8.0	<u>Screamin Eagles</u>	6.0	<u>Takedown</u>	8.0
Danny Williams	8.0	Jodie Allan	6.0	Rob Kinney	7.5
Mike Wilson	8.5	Daniel Allan	6.0	Guy Jones	8.5
Jack Robinson	8.0	Rod Hays	6.0	Lucky Grenier	8.0
Colin Skinner	8.5	Patrick Schulte	6.5	Rick Meehan	7.5
Floyd Warren	7.5	Dean Nguyen	6.0	Frank Herbold	8.5
Dave Riding	8.0	Pattie Ward	6.0		
		Gregg Ellis	7.5	<u>Bar Box Hero's</u>	7.5
<u>Hard 8</u>	8.0	<u>Circle Something</u>	8.0	Chase Elliott	8.0
Billy Friedman	8.0	Jeff Brooks	8.0	Hunter Anderson	7.5
Jason Fuller	8.5	Paul Trill	8.0	Frank Hopkin	8.5
Tim Bell	8.0	Brad Koteles	8.0	Kevin Schreier	7.5
Joe Golembeski	8.0	Tim Krone	8.0	Scott Catalano	7.5
Jim Harvey	8.0	Eduardo Miranda	8.5	Tracy Colpe	7.5
Corey Skruggs	8.0	Frank Welsh	7.5	Oscar Mora	7.5
		Mike Pierrri	8.0	Blake Lyons	8.0
<u>Miscue Madness</u>	7.0	Marty Devoursney	8.0		
Cindy Smith	6.5	Gary Drilling	8.5		
Mike Crossman	6.5				
Johnny Miller	7.0				
Kevin Williams	6.5				
John Hall	7.5				
Ronnie Allen	7.5				

Sarasota Pool League
Monday Night ACS 8-Ball League
2016-17 Starting Averages

<u>Sharks</u>	<u>8.0</u>
David Wertheimer	8.0
Dan O'Rourke	8.0
Jack Birkner	8.0
Nick Martelli	8.0
Jose Rodriguez	8.5

<u>Moose 1</u>	<u>6.5</u>
Bonnie Kerwin	5.0
Rob Kerwin	7.0
Kathleen Fisher	7.0
Mike Wehr	7.0
Glen ???	6.5
Craig Pontlitz	6.5

<u>Aim to Thrill</u>	<u>7.0</u>
Don Dixon	7.0
Hassan Chokr	8.0
Ryan Muldoon	7.5
Will Woodsmall	7.0
Ronald Koski	7.0

<u>Going Postal</u>	<u>7.5</u>
Earl Curvin	6.5
Stephen Warden	8.0
Troy Esmond	6.5
Michael Duffy	7.5
Steve Bigelow	8.0
George Webster	8.0

<u>Pool Junkies</u>	<u>7.5</u>
Janie Amano	6.5
Dennis Banks	7.5
Diana Defonzo	6.5
Anthony Gilbert	7.5
Sean Gilbert	7.5
Trey Jankowski	8.0
Tim Kopfle	8.0
Kevin Smith	7.5
Scott Sullivan	8.0

<u>Cool Shots</u>	<u>7.5</u>
Rob Kapes	7.0
Terry Cross	7.0
Clayton Lindgren	8.0
Scott Jorgenson	7.5
Dave Parker	6.5
Will Smith	8.0