

# AIR CAP POOL LEAGUE NEWS

## MATCHES RUNNING PAST 11 PM?

CAPTAINS IT IS UP TO YOU TO MAKE SURE YOUR **PLAYERS ARE READY TO PLAY** WHEN IT'S TIME FOR THEIR GAME. THERE IS **NO REASON** THAT A MATCH SHOULD RUN LATER THAN **11:00 PM**. THIS IS USUALLY CAUSED BY, QUITE HONESTLY, PLAYERS JACKING AROUND:

- BY NOT READY TO RACK WHEN IT'S THEIR TURN.
- BY NOT BEING READY TO PLAY WHEN IT'S THEIR TURN TO SHOOT.
- BY CONTINUALLY ENGAGING IN PROLONGED CONVERSATION PRIOR OR DURING GAME
- BY NOT GOING TO THE BATHROOM OR OUT TO SMOKE IN PLENTY OF TIME BEFORE THEIR GAME IS UP.
- BY MULTIPLE TIMEOUTS LASTING OVER 2 MINUTES.
- PLAYER NOWHERE TO BE FOUND! **NO ONE SHOULD HAVE TO GO LOOK FOR A PLAYER!**

**IF A MATCH IS RUNNING LATER THAN NORMAL (NOT IN THE 3RD ROUND BY 9 PM) AND ANOTHER TABLE IS AVAILABLE, GO TO TWO TABLES (CLUB OWNER PERMITS). IF A TEAM REFUSES, CONTACT ME IMMEDIATELY TO RESOLVE.** THE MAJORITY OF OUR PLAYERS HAVE TO GO TO WORK THE NEXT MORNING. EVERY COUPLE OF MINUTES OF DELAY ADDS 30 OR MORE MINUTES TO THE NIGHT. PLEASE BE RESPECTFUL OF EACH OTHER'S TIME. WE HAVE A SLOW PLAY RULE ON PAGES 13, 15 AND 19 IN THE RULEBOOK. BE ADVISED IF SLOW PLAY RULE IS INVOKED IT APPLIES TO ALL THE PLAYERS ON BOTH TEAMS.

## MAKE-UP MATCHES

FREQUENTLY I RECEIVE QUESTIONS WHY THE ROUNDS WIN/LOSS FOR THE MAKE-UP MATCH IS NOT WHAT IS ON THE STATS FOR THE LAST MATCH PLAYED. WHEN A MAKE-UP MATCH IS INPUT IN LEAGUE CENTRAL THE DATE/WEEK THAT THE MATCH WAS ORIGINALLY SCHEDULED IS WHAT THE SYSTEM USES. THE STATS PAGE WILL ALWAYS SHOW THE MATCH FOR THE LAST **SCHEDULED WEEK**. (EXAMPLE-LAST WEEK, TEAM PLAYED MAKE-UP FOR WEEK 3, LAST SCHEDULED WEEK WAS WEEK 9. STATS WILL SHOW THE RESULTS FOR WEEK 9.)

ONLY ONE MAKE-UP MATCH STILL NEEDS PLAYED, SHOOTERS – LLOYD vs. CHAMPS 316 – DRUE; THIS MATCH WILL BE PLAYED NO LATER THAN 11/20/23.

## ROSTERS

ROSTERS WILL BE SET ON **WEEK 14**. DURING THE LAST 4 WEEKS OF THE SESSION, ONLY PLAYERS ON YOUR ROSTER ARE PERMITTED TO PLAY ON YOUR TEAM. THIS IS TO PREVENT STACKING A TEAM ON THE LAST FEW WEEKS IN AN EFFORT TO GAIN A SCORING ADVANTAGE. ROSTERS WILL HAVE A MAXIMUM OF 7 PLAYERS AND **MUST MEET DIVISION GUIDELINES WITH ESTABLISHED AVERAGES**.