

VEBA Policies

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Introduction

This is a companion document to VEBA's Constitution and Bylaws. It is intended to help captains and teams understand VEBA rules of play and how the league operates. This is a living document that is updated when changes are made as a result of successful motions, either at AGMs or captains meetings.

All of the rules contained in the VEBA Policies document have either been adopted by captains and members at league meetings or were historical league rules that were just never documented.

If captains or league members want to change any of the rules documented here, please bring your proposed ideas to a captains meeting for discussion. Rules that are approved by a majority of captains will be implemented for the league and will be added to this document.

Rules of Play

VEBA follows **BCA rules**, with the following exceptions:

- Scratch off the break – cue ball can be placed anywhere on the table (not just the kitchen)
- Coaching is a foul – whether or not advice is requested, if other team members tell a player what to do while they are playing, this is coaching and it is a ball-in-hand foul (see Role of Captains for important exception)
- Un-sportsmanlike conduct – is a loss of game (see also Conduct)
- Push shot – the push shot rule **only** applies when you cannot put a chalk between two balls
 - You can avoid a push shot using a 45 degree angle or a draw shot
 - If the cue ball goes beyond the center of where the object ball was sitting when contact was made, it is a push shot
 - You **must** call a referee to watch and call push shots
- Spares **are** allowed to play in first round, but **must** be added **before** the round begins
- Spares cannot play on two different teams in the same evening
- ALL 8-balls **must** be called, regardless of whether they are “obvious” or not

Slow Play

To keep matches timely, VEBA has adopted the following policies around slow play:

- When slow play is observed, captain or player can warn an opponent about slow play
- Players should take the issue to their captains for captains to implement a shot clock
- Captains can use stopwatch lap function on their cell phone or shot timer apps, e.g., Cue Time
- Stopwatch starts when all motion on table stops
- Standard shot is 60 seconds, with 80 seconds for persons with disabilities who need more time
- One 20-second extension is allowed per player per game for difficult shots
- After the initial warning about slow play, a second shot that takes more than the allowable time is considered a foul
- Note that there is a 2-second grace period between lap times (both captains should time play)
- Captains do **not** need to implement the shot clock unless slow play is an issue
- The shot clock is active for the game in question only, unless slow play remains an issue

Scoring

At least one person per team must be identified as the CompuSport scorekeeper. Teams are also required to maintain **paper score sheets** as a backup, to be produced when / if required.

The league uses a **17-point handicap system**:

- New players whose skill level is unknown have a starting handicap of 7 (or 1400 CSR), with handicaps updated weekly
- There is a 2-point handicap penalty bonus for every 5-point difference between team handicaps (this works out to 1-point handicap for every 60-point difference in total CSRs)
- For **default** games:
 - Leave the player name BLANK in CompuSport (write DEFAULT on paper score sheets)
 - Default handicap = 10
 - Default score = 5
 - Non-default player score = 12
 - Default against default = both zero
- For **late** players:
 - If a player is late for a match, add a blank **default** player as a spare
 - If the late player does **not** arrive before their **next** game (the 2nd round), the **previous** game (the 1st round) is forfeit, and scored as per “For **default** games” above
- This scoring solution still gives 7 points net to the non-default player, but eliminates the need to manually update 7-0 scores in CompuSport
- Defaults don’t count for the individual player’s handicap, but they add to the team’s points.

How to score when the 8-ball is sunk out of turn:

- When the 8-ball is sunk out of turn, the player sinking the 8-ball loses
- The winner gets 10 points, **plus** 1 point for each of the losing player’s balls still on the table

CompuSport

VEBA uses CompuSport to track scoring for matches. However, captains are still encouraged to **maintain a paper score sheet** in the event of issues with CompuSport.

The *Spares* tab in CompuSport contains a list of VEBA’s floating spares, and their contact information for captains needing spares for a match.

The *Rules and Documents* tab in CompuSport contains the following key reference documents:

- Captains contact list
- The current schedule
- CCS rule book
- Scoresheet (for printing)

VEBA uses the CompuSport Rating or CSR for handicapping matches. Currently, CompuSport calculates the handicap based on the difference between the total CSRs for both teams, divided by 60.

Effective September 2026, new players should start with a handicap of 1,500 if their ability is unknown. This is the equivalent of a 7 average; there are no adjustments made for gender.

If Captains have issues with CompuSport, they are to contact VEBA Executive, **not** CompuSport. Direct contact may incur added fees, and Executive should be able to resolve most issues.

Team Membership

Players who wish to change teams must do so before December 31. After December 31 each year, players cannot transfer teams. However, teams can recruit **new** players at any time.

Conduct

League members are expected to conduct themselves in a sportsmanlike manner. To ensure a positive atmosphere for play, VEBA has adopted the following conduct policy:

- Aggressive or threatening behaviour is a conduct violation
- Aggressive or threatening behaviour is defined as yelling, making threats, or other behaviour that intimidates, or makes the target feel unsafe
- Targets include both other players and venue staff
 - 1st offense, player is expelled from the match
 - 2nd offense, player is suspended for one month
 - 3rd offense, player is suspended for the season
- Actual physical assault on other players or venue staff is automatic suspension for the season
- Players wishing to return to the league after suspension for the season must be voted on by Executive and Captains

Meetings

Captains meetings will be held at the call of VEBA Executive.

Captains **must** attend captains meetings and AGMs, or find a delegate from their team to attend on their behalf.

Failure to attend a captains meeting or AGM will result in a fine of \$25 per missed meeting (see Fines).

Meetings are run based on Roberts Rules of Order – if you wish to propose a change to how the league operates, you must bring a motion to a captains meeting or AGM to be voted on by the league.

Fines

Fines of \$25 per offense are levied for:

- Missing captains meetings or AGMs – every team in the league must be represented
- Failing to submit signed rosters with league fees by the deadline date for that season
- Failing to pay league dues by the deadline date
- Failing to pay fines within 1 month

When a team accrues 3 or more fines, the captain is required to step down and be replaced by another member of their team. When this happens, the team is still required to pay all fines.

If fines are not paid by playoffs, the team cannot participate in playoffs until the fines are paid.

Teams with outstanding fines cannot be registered, nor can any player on the team at the time of the fines. In that event, the fines are pro-rated for each player, who can pay their share of the fines and then register for league play. (E.g., a \$25 fine with 10 players would be \$2.50/player.)

Role of Captains

Captains are responsible for:

- Ensuring they have enough team members attend to play their matches
- Tracking the score for the match (unless the team has another designated scorekeeper)
 - Scores **should** be maintained on a paper score sheet **and**
 - Scores **must** be entered in CompuSport
- Clarifying rules for players if questions arise during match – **Note:** both captains should be consulted to ensure consensus on rule(s) that apply, and to ensure answer only clarifies rules, and does not provide advice on shot (coaching)
- Refereeing shots as needed – **Note:** both captains should be present at table to referee shots
- Attending captains meetings and AGMs
 - If captain is unable to attend, must identify a delegate to attend on their behalf
- Collecting league fees from their team members and submitting fees to the league Treasurer
- Getting team members to provide registration information, and to sign an annual roster
- Acting as liaison between the league and their team members (e.g., pass on information)

Key Dates

September – League generally starts in mid-September. Play is suspended for holidays (there is no play from mid-December to early January). Play is **not** suspended for tournaments – captains are expected to use spares, borrow players, or reschedule matches as needed if they are unable to field a team.

March / April – Playoffs will generally start in late March or early April, depending on the season schedule.

May – AGM will be held in May of each year.

May / June – End of season party will be held in late May or June, after the AGM each year.

June – Islands Tournament – teams of 10 players from each Island league compete for glory. VEBA pays the stick fees for a team to compete, but does **not** cover travel costs (travel costs are up to individual players). The League Liaison selects and organizes the team.

November – CCS Tournament – individuals, teams, and scotch doubles events. Individuals and teams pay their own fees to participate in CCS tournaments.

January / February – CCS Tournament – as above, players pay their own fees to participate.

Honour Roll

Honour Roll members are recognized on a perpetual trophy, maintained by the league. Honour Roll members are also listed in Appendix 1 to VEBA's Constitution and Bylaws.

To be voted onto the VEBA Honour Roll, VEBA members must meet the following criteria:

- They have served as a team captain
- They have served on the Executive for a full term (two years, voted in at an AGM)
- They have played on a VEBA tournament team
- They are a league member in good standing
- They have made a significant contribution to the league and are nominated for the Honour Roll
- They are voted on by a majority of league members to join the Honour Roll at a league banquet

VEBA members who are voted onto the Honour Roll do not pay individual player fees (\$10/player).

All VEBA members are required to pay non-refundable party fees, including Honour Roll members. If Honour Roll members are not active in the league, they may only attend the banquet as a guest.

League Finances

The Treasurer maintains the league's finances, subject to the following rules:

- The Treasurer, President and Vice President all have signing authority
- All cheques require at least two signatures
- The league **does not accept cash** but does accept eTransfer (or cheque) for incoming funds
- eTransfer to Treasurer@veba.ca is preferred for payment of league fees, fines, etc.
- The league must keep a contingency amount of at least \$4,000 in the VEBA bank account
- Any new expenses over \$500 require approval by league captains
- League funds may **not** be used to fund cash prizes for league tournaments
- Executive members are provided with \$125/person for an annual Executive dinner – this includes all league Executive members, our Webmaster, and our CompuSport Liaison
- The league supports the annual Santa's Anonymous tournament with a \$200 liquor store gift card, and approximately \$50 in CompuSport fees to administer the tournament
- **Note:** Santa's Anonymous donation **cannot** be made from gaming proceeds, and must be made from VEBA funds as Santa's Anonymous is not currently a registered charity

Playoffs

To qualify for playoffs, players must have played in 30% of total possible games for the season matches.

Spares are allowed to participate in playoffs, under the following conditions:

- Spares must have played in 30% of matches on any one team or combination of teams
- Spares are allowed in playoffs only where the team would otherwise be playing shorthanded
- The spare's average must be 8.5 or less

Per information provided by Bill Unwin, playoff winners are decided as follows:

- Overall Points is the winner
- If overall Points are tied, the team with the most Rounds won is the match winner
- If Round points are tied, the team with the most games won is the Round winner

Home advantage goes to the higher ranked team in a match. When a team beats a higher ranked team, they take over the opponent's rank. The single knock-out playoff chart is not changed.

Banquet

After each year's AGM, the league will hold an end-of-season banquet to celebrate. Each team will identify a representative to help plan the party.

Guests are not eligible for banquet door prizes: door prize tickets are for VEBA members only.

To qualify for VEBA member banquet price, spares must meet playoff qualifications. Spares who do not meet playoff qualifications are welcome to attend, but must pay the guest price for the banquet.

Trophies

To qualify for trophies, players must have played in 60% of total possible games for the season. The league provides trophies for the following achievements:

- 1st place team – individual keeper trophy for each team member (who qualified for playoffs)
- Most improved (two trophies: Men's, Ladies) – based on start of season handicap vs. end of season handicap – not available to new players, as player must have *actual* season handicap for both start and end of season, not just *new player* handicap; also, player must qualify for trophies (60% of total possible games) in **both** seasons
- High average overall (two trophies: Men's, Ladies)
- Rookie of the Year – new player to the league with the highest handicap – not available to returning players
- Rookie is defined as someone who has never played in VEBA before

VEBA Tournament Teams

Criteria for participation on VEBA's tournament teams were established to allow more VEBA members to get tournament experience. These criteria are also intended to encourage VEBA members who want tournament experience to run for the League Liaison role.

Criteria for Islands tournament team members are as follows:

- 10-member team, generally with 1 or more spares
- Based on pre-playoff standings
- 6-8 high average players (defined as > 9.5 average)
- 4-5 mid-range players (defined as 7.5 to 9.5 average)
- At least 3 female players (required by tournament)

- League Liaison is a team member by right – shares a spot with a mid-range player, unless Liaison qualifies as a high average player, or is needed as a full spare
- Willing to pay own travel costs
- Preference to players previously on the VEBA team, who are reliable
- League members in good standing
- Must have qualified for playoffs
- Recent Executive service a consideration

Resources

Roberts Rules Cheat Sheet - <https://www.boardeffect.com/blog/roberts-rules-of-order-cheat-sheet/>

Roberts Rules on Elections - https://westsidetoastmasters.com/resources/roberts_rules/chap12.html

Other?

What else would be important for new league members to know? If you have suggestions for content, please provide your input to Secretary@VEBA.ca.