

Tulsa Pool ACS by-laws 2024-2025

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This league is affiliated with the National organization American Cue Sports (ACS) and as such there is a ethical code to abide by. Listed are categories where you might have questions and these by-laws are written to help you with those questions. If something comes up that is not covered please feel free to reach out to one of us
 Jason 918.850.1501
 Sandy 918.882.7059

Your schedules and stats are found
ON FACE BOOK
TULSA POOL ACS

Remember to text you're a picture of your score sheet to
 Jason 918.850.1501
 immediately after you match is done

FYI.
 PLAYERS ARE TO TURN IN LEAGUE FEES WEEKLY.
 ANY TEAM THAT IS BEHIND MORE THAN 2 WEEKS WILL NOT BE ALLOWED TO PLAY UNTIL MONEY IS CORRECT AND ANY MATCHES MISSED BECAUSE OF THIS WILL NOT BE ALLOWD TO BE MADE UP



1	THE LEAGUE: Tulsa Pool ACS is a Sanctioning body for American Cue Sports and offers upper level play
	for all members. Qualifying weeks of play.ACS Nationals 8 weeks / State 4 and 6 weeks
2	League Playoffs: ALL Sanctioned Tulsa Pool ACS members are eligible for these
	after they have 4 weeks of play in one session JANUARY TOURNAMENTS
3	THE CAPTAIN: Every team has a Captain and each Captain is VERY important to the team.
	Captains are given a folder that contains everything the team will need for the team to play
	If it is lost there is a \$20 charge to replace it
	Captains Obligations: To see that all players are present and start the match on time
	Score sheets are to be filled out completely & compared with other team before placing it and your money in
	and your envelope YOU MUST TEXT A PICTURE TO JASON 918-850-1501.
	.In the event of a discrepancy the HOME teams score sheet will be considered the official score sheet
	so it is important to compare each sheet making sure all feats are listed
	ERO's 8 on the break ETC.Then mail everything the next day
4	PLAYERS. You are 1 member of a team. It is important that when you commit to a team that you are present
	for your matches and if you have to miss a week then it is your responsibility to find your sub. You may ask
	the assistance of your team mates or League Rep but ultimately it is your responsibility to see that position
	filled and that your fees are covered REMEMBER a missing player costs your team games
5	PLAYING OUT: If a player is allowed to shoot out for emergency purposes they will pay for all remaining
	games but they will still retain their breaks. Once a player is finished they must leave within 10 minutes.
	If they remain after that they will forfeit all match games.
6	THE SCHEDULE: All schedules www.oklahomapool.com and stats are on TulsapoolACS.com
	teams play each other twice. Once at home, once away. Small league could play 3 times
7	RESCHEDULING: If you ask for a reschedual date on a match it must be done 24 hours
	of the time and date the other team designates.YOU HAVE UNTIL THE NEXT POSITION ROUND TO
	MAKE UP THE MATCH. You must inform this league office of the date and your sponsors are to be informed
	also of the date when the match is being played. Your score sheet will reflect the original scheduled date

8	POSITION ROUND: Halfway through a league session and at the end, our teams play a position round
	Any Matches not played by the P.R. will not be able to be made up and the attending team will be given 3/4
	of the match.The forfeiting team gets ZERO. Both teams will be responsible for weekly fees as the sponsor does
	not pay for Forfeits. By the position rounds all player fees and sanctions must be current
	NO NEW PLAYER CAN BE ADDED TO YOUR ROASTED ON THIS MATCH UNLESS you first contact
	this office::: If you fail to do that without consent THEIR GAMES WILL NOT COUNT
	We will assign a player who is current with their sanctions and who has a well established average.
	The players average or the teams highest average will be used ACCORDING TO THE STANDINGS
	the odd numbered teams will go to the even numbered teams Example: 1st place goes to 2nd place / 3rd place
	goes to 4th place etc. On the last P.R. if 2 teams are in the same position then the location reverses
	REFER TO 28 A,B& C FOR INDIVIDUAL FORFEIT RULES
9	MISSING PLAYER: A match cannot be played if a team is missing more that one player. Ghost is not allowed
	Scratch league forfeits missing player gets ZERO Attending player gets a 10
10	STARTING TIMES:: WEEK NIGHTS 7pm / Sunday Noon / 1pm & 5pm All matches are to start on time
	At least 2 players must be present and ready to play at match time.
GAME 1	IF A PLAYER IS NOT PRESENT FOR THEIR 1st GAME BUT THEY ARRIVE BEFORE THEIR 2nd
	GAME THEY MAY PLAY THEIR 1ST GAME. IF THEY ARRIVE AFTER THEIR 2ND GAME THEY WILL
	FORFEIT THEIR 1st GAME BUT CAN PLAY THE 2nd
GAME 2	IF A PLAYER IS NOT PRESENT FOR THEIR 2nd GAME BUT THEY ARRIVE BEFORE THEIR 3rd
	GAME THEY MAY PLAY THEIR 2nd GAME. IF THEY ARRIVE AFTER THEIR 3rd GAME THEY WILL
	FORFEIT THEIR 2nd GAME BUT CAN PLAY THE 3rd
GAME 3	IF A PLAYER IS NOT PRESENT FOR THEIR 3rd GAME BUT THEY ARRIVE BEFORE THEIR 4th
	GAME THEY MAY PLAY THEIR 3rd GAME. IF THEY ARRIVE AFTER THEIR 3rd GAME THEY WILL
	FORFEIT THEIR 3rd GAME BUT CAN PLAY THE 4th
11	THE SCORE SHEET: Each team will fill out their line up (first & last names required) then pass it to the other
	Captain. All writing must be legable and easy to read.Follow the player line up and breaking order
	Fill in ALL information. Failure can result in improper documentation.List break & runs / Rack & runs
	Rack & run must start with all 15 balls on the table and apply's only to the second players 1st turn to the table
	at the end of the match compare each others score sheets then text a picture to Jason 918.850.1501
12	COACHING IS NEVER ALLOWED: If it is suspected that a player is being coached by their team then their
	team captain should be approached about the situation and given a warning. It can be requested that the
	player sit away from their team. If that does not stop it then this is the order of fouls
	1: Ball in hand against the player 2: Lose of game against the player 3: loss of game / round against the team
	Any conversation about the game to the shooter during the game at any time can be called coaching.

	Any secret codes or signals to the player will be considered coaching
	SPECTATORS that advise, coach or harass a player during competition will be asked not to interfere and if that persists then the bartender or sponsor should be informed and they should be asked to leave the area
13	ROSTERS: Tulsa Pool ACS leagues run open rosters. However subs cannot exceed the original team count Example 3 player teams-3subs / 4player teams-4 subs etc. All subs must be sanctioned on their 3rd week of play. Any player on your roster with 2 or more matches that is not sanctioned will have their sanction fee deducted from their winnings. Any fees that are not paid will be deducted from team winnings. If a team uses more than the allowed subs the player with lowest rank will be eliminated along with their scores
14 A	LAST TWO WEEKS OF PLAY: YOUR ROSTER IS CLOSED THE LAST 2 WEEKS OF PLAY (in extreme emergencies call this office for special approval_
B	Any team or player that does not show up the last 2 weeks of play will forfeit all prizes and money (Exception:: If a player contacts their captain and makes arrangement for their qualified sub to play
15	SUBSTITUTION RULE: A team may sub players in and out of a match if the following criteria is met 1-you must inform the opposing team captain before the start of the next round which player is coming out and who is to be put in. If a player is returning they must go back in their original position
16	SPLIT MATCHES: A split match will NOT count toward you qualifying weeks and in handicapp matches the player with the highest average is used
17	AVERAGE CALCULATIONS (handicap leagues) All regular players carry over their averages from the last session for 3 weeks For new players: if a team does not have 3 players with an average, the new players starts as a 7 Teams having 3 players with averages use their combined average for the new player Week 3 they will use whatever the stats show No player can play less than a 6 This office may also assign a new player an average based on know ability
18	BREAKING TIES 1st team GIVING POINTS/ 2nd team with the most 10's in that round / 3rd team with the most 10' at the end 4th team with the most points at the end. Still Tied pick one player from each team and have them play one game. Round goes to the winner. No scores will be given for this game. It is simply a tie breaker TEAM PLAYING WITH NO HANDICAPS START AT #2
19	PLAYED THE WRONG PLAYER: If the game is completed then the scores will be placed in the proper place on the score sheet, If the game is NOT completed stop the game and restart with the proper players
20	QUESTIONABLE SHOT: it is always best to ask for a Ref on a close call. This should be someone who is

	agreed upon by both players and who is knowledgeable of the game and if possible a non participating player.
	If none are available then the 2 Captains will fill the job. Once a ref. is chosen their call is FINAL
	If there is no ref the shot goes to the shooter
21	PLAY ON MORE THAN TEAM IN THE ON THE SAME NITE: A player cannot arbitrarily play on 2 teams on the same night of play but under special circumstances it may be deemed to switch team with the consent from the Captain on the team you are leaving and it is up to the discretion of the League Director to make the final decision. If this infraction is committed the second team will have to forfeit those games
22	CONCEDING THE GAME; Breaking your cue down while you opponent is shooting will result in loss of game for you if your opponent calls it. That is considered a concession
23	PLAYERS FEES; The Captain is responsible for collecting all fees. Weekly fees are \$6 a player \$5 to the pay out. \$1 to the L.O. If your sponsor does not play all off it then the players are to pay the rest. If you write a check it is returned there is a \$20 fee. Can't cover the check DON'T WRITE IT
24	MATCH FORFEITS A match forfeit is penalized with a \$50 fee to the attending team A second forfeit by the same team is penalized with leaving the league and all monies forfeited
25	AWARDS TOURNAMENT: Following season's end, on announced dates, all teams will go to the 1st place teams bar where they will be given awards and money. All sanctioned players with 3 or more matches will be eligible to play in a FREE tournament. At this celebration teams will bring a dish or snacks We will have a gift swap party and just have a night of competition and enjoying each others company.
26	AWARDS LOCATION; In order to host this event your sponsor must have at least 2 tables and ample seating for all the players. If these qualifications cannot be met then the 1st place team will pick the location from within the league sponsors
27	MARKING YOUR 8BALL POCKET: This league does NOT require that you mark your 8ball pocket, however you must make sure that your opponent is aware of where you are playing the 8
28-A	TEAM FORFEITS-SCRATCH Team present wins 100% opponent gets zero
28- B	HANDICAP Present team gets 3/4 of the match opponent gets zero
28- C	PLAYER FORFEIT- SCRATCH- Present player -10 points & one game win Absent player gets zero HANDICAP Present player gets 10 points absent player gets their average minus 3 points
29	GAME PROTESTS :: THERE ARE NONE Can't come to an agreement play the game over

30	CELL PHONES: Answering a cell phone or talking on a cell phone during a game is a ball in hand foul
31	SLOW PLAY:45 seconds is a long time to execute a shot.Any player holding up the match can be put on a shot clock.However when this is called both players will put on the clock.If long wait still occur both teams can placed on a clock. YOUR TIME ON CLOCK IS 45 SECOND AND IT STARTS WHEN THE BALLS STOP ROLLING
	THIS LEAGUE IS CONTINUANCE PLAY. SO BE AWARE OF WHEN IT IS YOUR TURN
	HAVE YOUR QUARTERS READY, GO TO THE BATHROOM HAVE YOUR CUES READY ETC.
	THERE MAY BE A TIME WHEN A SHOT IS REALLY DIFFICULT AND IT MAY TAKE A LITTLE LONGER TO FIGURE OUT SO BE A LITTLE MORE PATIENT IN THAT CASE
	IF A SHOOTER IS NOWHERE TO BE FOUND AT THE START OF THEIR TURN ,
	THEY HAVE 5 MINUTES TO GET TO THE TABLE OR THEY FORFEIT THEIR GAME SO BE READY TO PLAY
32	TWO TABLE PLAY: WOMEN ONLY Any time the home team wants to go to 2 tables then do so.
	WOMEN ONLY BY 8pm IF EITHER TEAM WANTS TO GO TO TWO TABLES YOU MUST DO SO.
	MIXED LEAGUES 4 PLAYERS - 2 TABLE PLAY IS OPTIONAL AT 9pm AND MANTITORY AT 10pm
33	SANCTION FEES:
	YOUR SANCTION FEE IS \$20 AND MUST BE PAID BY THE 3rd WEEK OF PLAY
34	WHEN THE CUE BALL IS FROZEN TO THE OBJECT BALL, IT IS NOT A PUSH TO HIT IT HEAD ON AS LONG AS YOU HAVE A GOOD EVEN STROKE
35	DURING A MATCH IF A PLAYER LEAVES THE BUILDING AND THEY CANNOT BE FOUND THEY HAVE 5 MINUTES STARTING FROM WHEN THEY WERE UP TO GET BACK AND RACK THE TABLE
36	IF A PLAYER IS ASKED TO LEAVE A TEAM THAT DECISSION IS BETWEEN THEM AND THE TEAM THIS OFFICE HAS NO SAY IN THE MATTER NORE ARE THEY RESPONSIBLE FOR ANY LOST MONEY
37	FIGHTING IS NOT TOLERATED IN THIS LEAGUE
	ALSO THERE IS NEVER A REASON TO USE NASTY VULGAR VERBAL NAME CALLING
	DURING A GAME, IF THERE IS A HEATED DISCUSSION THEN THE TEAM CAPTAINS CAN GET INVOLVED TO RESOLVE THE SITUATION.
	IF THE PLAYERS AND CAPTAINS CANNOT RESOLVE THE ISSUE THAN A PHONE CALL NEEDS TO BE MADE TO EITHER
	JASON MILLER 918-850-1501 OR SANDY CHAMBERLAIN 918-882.7959
	BUT REMEMBER PLEASE WE RUN THIS LEAGUE SO YOU CAN HAVE A FUN NIGHT
	OUT WITH YOUR FRIENDS AND PLAY SOME GAMES IN THE SPORT WE ALL LOVE
	IF ANYONE ELSE FROM EITHER TEAM GETS INVOLVED
	THEY FORFEIT THEIR GAMES FOR THAT NIGHT

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