



Captains Meeting for Spring – Summer '21

4/20/21

**Wearing of masks...** The enforcement of mask wearing will be up to the establishment ONLY. If a player is told that they must wear a mask BY AN EMPLOYEE OF THE ESTABLISHMENT and they don't, they will forfeit their match. A player should always have a mask with them in case the establishment requires it. Just because the establishment "did not require a mask last week" does not necessarily mean "they won't require it this week"

**Tournament....** Due to the pandemic, PACS will not have as many players / teams as we once did....at least in the near term. My hope is that we will eventually be able to build up the league to a size that it makes sense to have end of session tournaments ("Invitationals") like we used to have. Until that time, we will still have payouts for the division winners and will have generous payouts for teams that "would have qualified for the Invitational". I will likely pay more for teams with higher win percentages that "would have qualified for the Invitational" so that there is a premium and incentive to "keep the foot on the gas".

**Captains** are expected to act like captains ( "leaders" ) and not simply be players with "CPTN" next to their name on the roster. They are ultimately responsible for making sure

1. Timely payments are made (regardless of whether their players owe them money or not)
2. Legible scoresheets are completed accurately and submitted as soon as the match is over (that night).
3. They have adequate rosters to avoid having to forfeit.
4. Exhibiting proper sportsmanship and requiring it of their players.
5. Their players understand the rules.

6. Communicating important “announcements” (change in schedule, match postponements, etc) to their players.

Captains are ultimately responsible for assembling and maintaining a team of responsible players who can play an entire session, play within the rules, and exhibit good “adult” behavior. Captains who can’t do this are not being effective captains and will not be in good standing with the league.

### **Changes to the Recycle Rule**

There will be some changes for the upcoming 8 and 9 ball sessions regarding the recycle rule. These changes are being made to provide more flexibility (or a “lifeline”) to teams that are short on players or have an unexpected “surprise” on league night. First, I will explain the rule going forward. Then I will explain in detail why these changes are being made and why it is better for the league as a whole. I will always make decisions that I think will benefit the league as a whole.

The rule will be as follows..

1. The recycling team may recycle up to **4** times during the session, but not in the last two weeks of the session.
2. The recycling team **DOES NOT HAVE TO NOTIFY** the other team that it may recycle.
3. The **recycling team** gets to choose the player it wishes to recycle.
4. The recycled player may **NOT** be a “7.5” skill level.
5. The recycled player may be recycled for **ANY REASON WHATSOEVER**. For example, a team can have 9 players there the entire night and still choose to use the recycle rule.
6. The recycling player can play in back to back matches. For example, a team could choose to recycle a player in Match #1 and Match #2 if it wishes.
7. The recycling team must meet the “26.0” Rule. For example, if a team chooses to recycle their “7.0”, the other three players who shoot for the team that night would not be able to exceed ( 26.0 – 7.0 – 7.0 ) 12.0 for the total of their Skill levels.

## Why the changes??

In short, it is meant as a way for teams that may be short on players or have unexpected surprises (such as the player who gets sick or has a family emergency). There will undoubtedly be teams that try to use the rule to their benefit (even though they could have easily fielded a lineup of 5 different players). That's fine and completely permissible. The good news is that every team has the same ability to use the rule to their benefit which means that it is "fair". I don't like the idea that teams or players are trying to be the arbiter on whether "Kasey left so they could recycle their star player" or whether "Kasey left because she was legitimately getting a migraine headache". By changing the rules as outlined, there will never be that need for someone to be the "arbiter" in these matters. It's cut and dry.

We currently allow for teams to carry up to 9 players on their roster. While I am not forcing teams to "break up", I'd like to see more teams carrying "only" 8 players. This new rule makes it easier for teams to confidently roster only 8 players if it chooses which may free up players for other teams or perhaps spur growth in new teams to the league. The other leagues with similar formats as PACS only allow for a maximum of 8 players on a roster.

I understand that some teams have the luxury of always being able to field a roster of 5 different players and they may feel that the new rule puts them at a relative disadvantage compared to the "old" recycle rule. I think of it differently. I think of it that under the "old" rule, some teams were put at a disadvantage for having shared players (players who play on more than one team on a particular league night) or players whose availability is more limited. These teams are also more likely to quit during the session or to not come back the following session.

My advice to teams would be to not use all of your recycles in the early part of the session because you may really need them later. Ration accordingly.

**As a final note, teams should always keep in mind that the opposing team may recycle for any reason (even if they have all 9 players present) and without advance notice. The rule is the same for all teams so it is fair and I believe will benefit the league as a whole which will always be my main priority.**