



Dear Captain,

PACS will be raising its weekly dues next session (Fall-Winter '19) to \$8 so that the players can get more value for their hard earned dollars. We have not had an increase in dues since 2013 (which is when dues were raised from \$6 to \$7, but the annual membership was also eliminated). Unfortunately it has become increasingly difficult to provide cost effective tournament venues while still maintaining the high payouts that PACS players have been accustomed to. **THIS INCREASE IN DUES IS BEING DONE TO PROVIDE BETTER VALUE TO THE PLAYERS, NOT TO INCREASE PROFITS FOR PACS.** For an average player who shoots 9 or 10 times in a session, this increase equates to about \$2/month. This is a small price to pay for the better tournament venues and higher payouts than the other leagues provide. Based on the team count that we had for the session just ending, this would raise approximately \$2500 additional to put towards a better venue and higher payouts. With this increase, it opens up possibilities for other tournament venues with the characteristics we are looking for such as location, size, air condition, and (HOPEFULLY) BYOB. Assuming that the league stays the same size as it is currently, we should also be able to provide significantly higher payouts. Unlike other leagues, PACS still does not charge an annual membership or charge paypal fees for weekly dues. Make no mistake about it, this is being done for the players and will only make this league better **FOR THE PLAYERS.** Unlike normal inflation where the cost of a box of cereal goes up but the customer receives nothing back for the increase, this cost increase is simply being done to provide better venues and higher payouts for the players. Thank you for your understanding and support.

Sincerely,

Ed Kearney

PACS League Operator

- 9:40 rule** If the 4th match is over early, the 5th match does not have to begin until 9:40 if one/both teams is still waiting for their 5th player to arrive. If the 4th match is finished and a team has a rostered player present who hasn't played yet that night but who will meet the "26.0 rule", the opposing team does not have to wait until 9:40 for the player who is "on their way".
- Forfeits** A team can forfeit any individual match at any time for any reason during the course of the night. Example.... A team has 5 players present but one of the players doesn't want to play because he is sick, arguing with his team, or any other reason. The team may forfeit at any time and does not have to wait until the 5th match to forfeit. A team that is the beneficiary of a forfeit gets .7 points of a win and .3 points of a loss and does not have to pay for that match. The opposing team that forfeits is still responsible to pay for that match and will get 0 wins and 1 loss for a forfeit loss. A team that forfeits often will be hurting its good standing in the league.
- Recycling** A team can recycle up to 3 times during the session but never more than once in a given night. The recycled player must be a 4.5 or lower and comply with the 26.0 rule. The opposing team gets to choose the player to be recycled and it MUST BE THE 5TH MATCH. NO EXCEPTIONS TO THIS. Players may not be recycled in the last 2 weeks of the session. Once a team sends an eligible recyclable player home, the opposing team is under no obligation to let the team recycle. The exception is if the opposing team notifies the "recycling team" ahead of time of which player they'd wish to have recycled.
- E-mail notifications** All teams should have at least 1 person on the team subscribed to receive e-mail notifications (preferably the captain) for new posts on the PACS website. Knowledge is power. If a team is in the dark about what is happening, they are being put at a disadvantage by the captain.
- Timeouts** A timeout can be called by the player, their coach, or the acting captain for that night. If a timeout is called, it will be charged regardless if it is used or not. The exception for this is if the player shoots simultaneous to the timeout being called. Timeouts are not to exceed 1 minute. A coach can be changed 1 time during an individual match but the "new coach" is the coach for the rest of that individual match. A timeout begins when it is called although the coach can still converse with another teammate before discussing with the player at the table. (example. Jerry is playing and calls a timeout. Sally is Jerry's coach. Sally discusses with Efran for 20 seconds before approaching the table. The timeout started when Sally started discussing with Efran.)
- New Players** A team should give ample time if possible to the league office if it intends on adding a player so that the office can attempt to screen the player and bring them in at a suitable handicap. Depending on the timing of the add, an unknown player may come into the league higher than if they were added earlier in the session (to prevent shenanigans by a "bubble team" late in the session). New players may not be added in the last 3 weeks of the session.