

# 2025 – 2026 Genesee County Straight Pool League Bylaws

## Table of Contents

Section	Title	Page Number
<b>1</b>	<b>Rules of Play</b>	<b>Page 2</b>
<b>2</b>	<b>League Commissioner</b>	<b>Page 2</b>
<b>3</b>	<b>Health</b>	<b>Page 3</b>
<b>4</b>	<b>Handicapping</b>	<b>Page 3</b>
<b>5</b>	<b>League Fees</b>	<b>Page 3</b>
<b>6</b>	<b>League Dropouts</b>	<b>Page 3</b>
<b>6.5</b>	<b>Pace of Play</b>	<b>Page 3</b>
<b>7</b>	<b>Scheduling</b>	<b>Page 4</b>
<b>8</b>	<b>Forfeits</b>	<b>Page 5</b>
<b>9</b>	<b>Scorekeeping</b>	<b>Page 5</b>
<b>10</b>	<b>Winning and Tie Breaking</b>	<b>Page 6</b>
<b>11</b>	<b>Prize Fund</b>	<b>Page 6</b>
<b>12 Addendum:</b>		
<b>1.</b>	<b>Determining the Length of Game</b>	<b>Page 7</b>
<b>2.</b>	<b>Determining an Average</b>	<b>Page 7</b>
<b>3.</b>	<b>Determining the Spot</b>	<b>Page 7</b>
<b>4.</b>	<b>League Games Precedence and Players Table Choice</b>	<b>Page 7</b>
<b>5.</b>	<b>Prize Fund Payout including Eight-man seeded playoff brackets</b>	<b>Page 8</b>

## 1) Rules of Play:

**A)** The Genesee County Straight Pool League uses the rules of play defined by the World Pool-Billiard Association (<https://wpapool.com/rules-of-play/>). Spend a few minutes and read the rules.

**B)** Straight in shots may, but do not need to be called. The final ball of any bank, kick or combination will have the ball and pocket called and acknowledged by the opponent; if you pocket a called ball in the wrong pocket, say so, spot it and walk away.

**C)** WPA Rules are all ball fouls. We play cue ball fouls only when the game is not refereed.

**D)** All games will start with both players lagging. Winner has the option to break or have his opponent break.

**E)** When the cue ball is pocketed, it will remain in the pocket until retrieved by the next shooter.

**F)** Length of the game is determined by the higher average.

Average	Play to	Average	Play to
$\geq 0$	25	$> 40$	120
$> 10$	50	$> 50$	135
$> 20$	75	$> 60$	150
$> 30$	100	$> 70$	175
		$> 80$	200

## 2) League Commissioner:

**A)** The League Commissioner's responsibility will be to modify the league bylaws based on input from current, playing, league members. Changes in the bylaws will be voted on at the beginning of the season. A simple majority of votes cast will be required for a change in the bylaws.

**B)** The League Commissioner will be responsible for creating score sheets, publishing league, and league players' averages and standings. He will also be responsible for collecting money, paying the house and administering the prize fund. The League Commissioner will allow an audit of the league's books with five days' notice.

**C)** The League Commissioner will be elected for a 1 (one) season period beginning the start of the season. Nominations may be made by, and for, any playing member of the league. A vote of plurality will be necessary for winning the position. If there is a tie for the position by the top vote getters there will be an election held for those with the highest tied votes.

**D)** If there is a question about the rules or their meaning, the rule(s) will be interpreted by the League Commissioner, the League Commissioner has the final say.

**E)** The League Commissioner will make a good faith effort to assist all players with scheduling.

**F)** The League Commissioner will receive compensation in the amount of \$250.

### **3) Health:**

**A)** If you are sick, or feel sick, STAY HOME. You have two weeks to do your makeup game. Additional time may be granted for an extended illness. Matches not completed by the end of the season will be forfeited.

### **4) Handicapping:**

**A)** New players will have their averages set after the first three weeks of play. This will mean that the winner of their first three games won't be known until after week three. Their average will change each week after that until they reach week 15. Then their oldest week will drop off, same as existing players. For all players innings with only a safety or foul will not count towards inning totals. The average will be based on a player's total games played (but not more than the players last 15 games). The previous season's final average will be carried over to the next season the player joins.

**B)** The spot (See Addendum 4) between two players will be 90% of the difference between the two players' averages. The spot will be given to the player with the lower average.

### **5) League Fees:**

**A)** The per person league fees are as follows: \$8 per match for the prize fund and **\$15 per match for table time. The last three games of the season will be paid in full (\$69).** These monies will be due at the initial pre-season meeting or the first week if you do not attend the meeting. These monies will be paid prior

to the beginning of the first week's game. Per Section 6A of these bylaws, fees are not refundable. League fees are still due for the forfeited games.

**B)** The League Commissioner will be exempt from paying into the prize fund. Length of the league will be determined at the start of each season.

## **6) League Dropouts:**

**A)** If a player is dropped from or drops from the league at any time after paying initial league fees, the player forfeits all league fees and prize money. All games played against a player who has been dropped from the league are kept for won/loss records and position. Any average changes and/or high runs during the games played against the dropped player will be retained. If a new player takes over the vacancy during the season, they will receive a payout for the games they have won and position they have earned.

## **6.5) Pace of Play**

**A)** Pace of play being important to good play each player will have two five-minute breaks available during a match. Play should be continuous the rest of the match.

**B)** After a match has exceeded three hours, either player may ask for a shot clock. Each player will have 60 seconds to analyze and play their shot. Should this time be exceeded, it is a foul. Each player will have one, one-minute extension per rack. The five-minute breaks are no longer available when on a shot clock. The shot clock will continue to be used until the end of the match.

## **7) Scheduling:**

**A)** Matches are scheduled for 6:00 pm, the first 30 minutes may be used for practice. If a schedule change is needed, you will contact and receive a reply from your opponent. Several of our players **do not** have E-mail or text. You and your opponent may agree to play at a different time, but you will notify the League Commissioner. Your match must be completed no more than one week before or two weeks after its originally scheduled date. All results must be sent to the League Commissioner, via the tablet after the game. It is the winner's responsibility to submit the results.

**B)** If the tablet is not available you can use a score sheet they will be available at the desk or from the League Commissioner. Averages and

the spot may be obtained from the League Commissioner or from the weekly sheet.

**C)** The Commissioner will contact you by text and/or phone call by the end of July. Failure to contact the Commissioner by August 7<sup>th</sup> in the year the league starts will have you dropped from the league. You may contact the Commissioner any time during the month of July.

## **8) Forfeits:**

**A)** If a rescheduled match is not played within a two-week period after the scheduled date, the League Commissioner will call the players to find out why the game has not been made up. The Commissioner will determine fault and assign the forfeit. If no fault can be determined a forfeit (0-1) will be added to both players involved.

**B)** Any player that has two no-show forfeits will be warned that an additional no-show forfeit will require he be dropped from the league. Players who have three no-show forfeits will be dropped from the league. The no-show forfeit count resets at the beginning of the next season.

**C)** In the event of a health emergency or an extended absence, an appeal may be submitted to the League Commissioner to be exempt from this rule.

**D)** Any player who has not shown up within 60 minutes of a scheduled match (7:00pm) or does not notify his opponent of the need to reschedule before 3:00 pm the day of the match will forfeit the match. This forfeit will result in a forfeit score (0-1) for the no-show and a win score (1-0) for the player who was present. Averages will not change because of the forfeit.

**E)** The player forfeiting will be responsible for both players' league fees for the forfeited match.

**F)** All games must be completed by the end of the season. Matches scheduled for the last week of competition will have a grace period of that Friday and Saturday to complete the game.

## **9) Score Keeping:**

**A)** Scores will be kept on the provided tablets. At the end of the match, they will be sent to the Commissioner. Be sure to send the correct match.

**B)** In the event of the tablet(s) not working paper score sheets will be available from the counterman. Each player will initial the score sheets. This indicates that the score sheets are correct.

**C)** If necessary the rack score will be kept on the inside table counters. The game score will be kept on the outside table counters. Score keeping on the table counters will be done by the player. The score will also be kept on the paper sheets. The opponents will keep score for each other on the paper sheets. The higher average will be kept on the left set of counters.

#### **10) Winning and Tie breaking:**

**A.** The in-season match play is the tie breaker for the end of season first place tie breaker. This does not include Position Rounds. If places other than first are tied in wins, prize monies for those places will be combined and split among the tied players equally.

**B.** If places other than first are tied in wins, prize monies for those places will be combined and split among the tied players equally.

#### **11) Prize Fund: (See Addendum 4)**

**A)** Every player will receive prize money at the end of the season. The player's position in the standings will determine the prize payouts.

**B)** Money for these prizes will come from league fees collected at the beginning of each match. First place will be at least \$250; last place will be at least \$20. This will include at least one dollar for each win a player has recorded.

**C)** A High Run prize may be awarded at the end of the season for the top, middle and bottom third of the standings. A minimum of 44 balls must be pocketed to qualify for the high run award for the top third of the standings. A minimum of 30 balls must be pocketed to qualify for the high run award for the middle third of the standings. A minimum of 16 balls must be pocketed to qualify for the high run award for the bottom third of the standings. A high run will be allowed to continue despite the official "end" of a match. The player will be allowed to continue until he misses, and that final count will be recorded in the high-run category.

**D)** A prize will be awarded for the highest average in the top, middle and bottom thirds of the standings.

**E)** An additional prize for most improved average during the season will be awarded. This will be based on the first week's average compared to the last week's average by percentage increase. A new player to the league during the current season will not be eligible for this prize.

**F)** No player will win more than one additional prize. Any additional prize that cannot be awarded to a player who has received an additional prize will be awarded to the next eligible player. If there is a difference in value of two prizes the initial player will be awarded the higher value prize.

**G)** There will be an end of season Tournament. It will be the responsibility of the League Commissioner to promulgate the length, cash value and rules of the Tournament.

**H)** Money for the end of season party will be a minimum of \$2.00 at the discretion of the League Commissioner.

## **12) Addendum:**

*All calculations are done automatically with the Weekly Handout.*

### **1. Determining the Length of Game Adjustment:**

Multiply the higher average by three. Divide the length of the game by the higher average. This is the Length of Game Adjustment.

### **2. Determining an Average:**

Take the number of balls pocketed and divide by the number of innings. Then multiply that quotient by 15. Multiply that product by the Length of Game Adjustment. This is the average for determining the spot for the game. This process is reversed for the recorded handicap.

**3. Determining the Spot:** Take the higher average and subtract the lower average. Multiply the difference by 0.9. This is then multiplied by the Length of Game Adjustment; this product is the spot given to the player with the lower average.

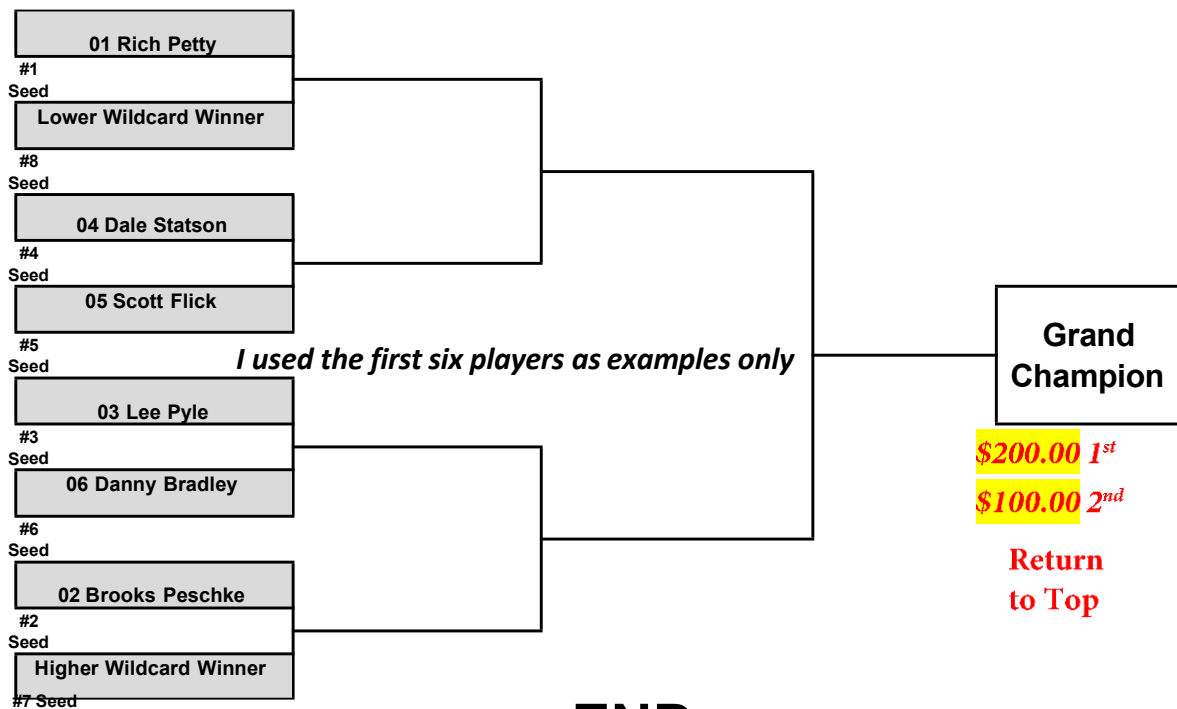
**4. League games** will have priority over makeup matches during league nights. This includes table selection. The choice of table will be a random draw.

## 5. Proposed Prize Fund Payout (Based on 23 paying players):

[Return to Top](#)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th
\$275	\$260	\$235	\$210	\$185	\$165	\$160	\$155	\$150	\$140	\$130	\$120
13th	14th	15th	16th	17th	18th	19th	20th	21st	22nd	23rd	24th
\$106	\$96	\$88	\$79	\$69	\$59	\$54	\$47	\$36	\$30	\$25	

Bonus Prizes	
\$75	High Run Upper Third
\$50	High Run Middle Third
\$25	High Run Lower Third
\$75	High Average Upper Third
\$50	High Average Middle Third
\$25	High Average Lower Third
\$30	Most Improved Average



[Return to Top](#)

**END**