



Policies and Procedures

I. The League

- A. The League name shall be “The Greater Houston Pocket Billiard League” (hereinafter to be called the League).
- B. Sponsor – Any establishment or business that wishes to be a sponsor will pay a flat \$80.00 sponsorship fee (effective Winter 2006) at season registration and will be recognized as an official sponsor of GHPBL and will be entitled to equitable match scheduling as defined in Sec. VIII, Part E.
 - 1. Each playing location will pay an \$80.00 venue fee each season and will be given equal consideration as a playing location (*rev. 09/20/06*);
 - 2. Each team is responsible for their team registration fee and season dues. (*rev. 8/30/01*)

II. Board of Trustees

- A. A Board of Trustees shall be comprised of President, Vice-President, Secretary, Treasurer and Sergeant At Arms as provided for in the By-Laws.

All non-stipend offices (President, Vice-President and Sergeant At Arms) will play during the regular season el-gratis (no dues will be charged) for the duration of their office. (*rev. 8/22/99*)

Duties of the Officers of the Board of Trustees:

- 1. President
 - a. The President shall be the principal executive officer of the League and shall in general supervise and manage all of the business and affairs of the league.
 - b. (S)he may preside at all meetings of the Board of Trustees and the Board of Directors.
 - c. (S)he may sign with any proper officer of the League any documents which have been authorized to be executed except where expressly prohibited by the By-Laws. (S)he shall perform all duties incident to the office of the President including but not limited committees, signing of checks, approval of payments, authorizing signatures on checks, payments in accordance with the By-Laws, and authorizing expenditures.
- 2. Vice-President
 - a. In the absence of the President or in the event of his/her inability or refusal to act, the Vice-President shall perform the duties of the President, and when doing so shall

- have all the powers and be subject to the limitations and restrictions of the President.
- b. The Vice-President shall assist the President in all functions requiring him/her to do so and shall act in other duties assigned by the President, Board of Trustees or the Board of Directors.
 - c. The Vice-President shall be in charge of organizing and running all league tournaments and may solicit assistance from any league member, if desired. **(rev. 9/21/03)**
 - d. The Vice-President with the assistance of the Secretary shall maintain the league website www.ghpbl.org, keeping the website updated with vital League information, such as contact numbers and current officers.
3. Secretary
- a. The Secretary shall keep minutes of all meetings of the Board of Trustees and the Board of Directors.
 - b. The Secretary will be responsible for maintaining and recording all statistics necessary for League operation including but not limited to: team and individual averages, standings and awards' standings.
 - c. The Secretary shall on a weekly basis have all information current and be responsible for dispensing such information to the team captain. Individuals may request league standings for a fee. **(rev. 8/30/01)**
 - d. The Secretary shall be compensated \$0.40 per player per week for this office as stipend. Compensation shall be made at meetings in which dues are collected and only for the weeks when the league is in play. **(rev. 10/12/05)**
 - e. Position rounds will be held at Slick Willie's in Montrose, starting in the winter of 2006 season and continuing each season there after as long as Slick Willie's in Montrose is a sponsor in the league. **(rev. 8/16/06)**
4. Treasurer
- a. The Treasurer shall have custody and shall be in charge of all funds of the League; (s)he shall receive and give receipts for moneys in the bank account as set up under the By-Laws.
 - b. The Treasurer along with the President shall have primary check signing powers.
 - c. The Treasurer shall be responsible for accurate records of each teams payment of weekly fees and sanction fees, and (s)he shall notify the Board of Directors and team captains when any team is default.
 - d. The Treasurer shall be responsible for submitting a budget to the general membership and will be responsible for conducting a bi-season audit to be submitted to the general membership.
 - e. The Treasurer shall be compensated \$0.15 per player per week for this office as stipend.
 - f. Compensation shall be made at meetings in which dues are collected and only for weeks when league is in play. **(rev. 10/12/05)**
5. Sergeant At Arms
- a. The Sergeant At Arms shall be responsible for maintaining conduct appropriate to

- the proper running of the league.
- b. (S)he shall be familiar with Robert's Rules of Order.
 - c. (S)he shall be in authority to dismiss for any on night of play any player acting in a manner deemed detrimental to the operations for the League or sponsoring establishment.
 - d. (S)he has the authority to maintain order at all Board of Directors meetings and to dismiss from the meeting any member at the request of the President or presiding officer that has displayed conduct deemed detrimental to the progress of the meeting.
 - e. If a person is disruptive during a meeting, then she/he will be fined \$5.00 to be paid before the next night of play deemed by the Sergeant At Arms. *(rev. 10/18/87)*
 - f. The Sergeant At Arms shall act as Parliamentarian and keep all meeting procedures in accordance with Robert's Rules of Order. A copy of Robert's Rules of Order will be furnished by the league.
 - g. (S)he shall act as liaison between the Board of Trustees and the Board of Directors at all meetings. *(rev. 10/23/94)*
 - h. No member of the Board of Trustees, Board of Directors, or any regular or substitute member shall represent this League in any other organization without winning a majority vote of approval at a regular or special meeting of the GHPBL general membership. Commitments of time, money, or use of the GHPBL name shall not be made by any member of the League unless supported by a majority of the members of the League at a regular or special meeting of the general membership of the League. *(rev. 9/21/03)*

III. The Board of Directors

- A. The Board of Directors shall be comprised of the team captains and/or their representatives as provided for in the By-Laws.
- B. Duties of the team captains:
 - 1. The team captain is responsible for the conduct of the team.
 - a. Any offensive behavior or conduct during play will result in an individual forfeit of a game of that individual as reviewed and determined by the Board of Trustees.
 - b. Any offensive behavior or conduct during league play may result in suspension, probation or if deemed necessary removal from the League if deemed necessary by the Board or by special committee. *(rev. 10/12/05)*
 - 2. The home team captain and/or their representative is responsible for team score sheets. The winning team captain and/or their representative must call scores into the Secretary by 8:00 p.m. the Thursday after play. Team scores along with individual scores must be called into the Secretary. If the scores are not reported by that time, the match will be forfeited to the opposing team. All score sheets must be turned into the Secretary at each of the monthly meetings by the home team captain and/or their representative, or a \$5.00 fee will be assessed.

- a. Scores may either be called in or e-mailed. However, e-mailed scores are at your own risk. In case of non-receipt by the Secretary, proof of sending e-mail will be accepted and any scores that need adjusting will be done, i.e., if scores were not received and your team was given zero games for that week, once proof is shown that the scores were e-mailed, the Secretary will go back and adjust the scores to reflect what your team won/lost during the week in question. *(rev. 9/25/02)*
3. The team captain is responsible for the collection and drop off of the players' sanction fees and weekly fees. Weekly fees must be turned in at the monthly meeting (Section VII, B).
4. The team captain is responsible for making the team roster of not more than three (3) regular players which is to be turned into the league secretary by the last day of registration for that season. *(rev. 10/12/05)*
5. The team captain is responsible for seeing that match play begins on time.
6. Team captains may be replaced by the members of the team at any time if it is deemed necessary.
7. Team captains can also be part of the Board of Trustees and can be the sole representative for their team at the meeting for voting purpose. If, at any time, a team captain who is also part of the Board of Rules and Regulations committee becomes involved in a protest, the President shall appoint a replacement for impartiality. *(rev. 10/12/97)*
8. It is the team captain's responsibility that match play proceeds at a reasonable pace. *(rev. 10/12/05)*
- C. The Board of Trustees may place any member under probation resulting from a previous season or current season if deemed necessary.
- D. Officers should attend at least 75% of the league functions while in office. *(rev. 10/18/87)*
- E. The Board of Trustees will have the right to question any bids for the league party that fail to adequately provide for the league members based on criteria that follows an itemized form.
- F. Any announcements made in the standings throughout the season not pertaining directly to league play, shall be reviewed by the entire board before being published. *(rev. 9/12/90)*

IV. The Team

- A. Each team will consist of three (3) regular players. Each player and substitutes must be sanctioned by the GHPBL at least one (1) week prior to playing. This means that at no time after the first week of play can a substitute or player be added to a team unless they have a league sanctioned player number. Players can be added for 1/3 of the season. *(rev. 9/29/96)*
- B. Teams not represented, by team captains and/or their players, at scheduled league meetings will be fined \$5.00. *(rev. 9/12/90)* Payment of this \$5.00 fine is due and payable within 2 weeks of the missed meeting and it is the responsibility of the team to get the money to either the Treasurer or another board member within 2 weeks of the missed meeting. *(rev. 9/21/03)*

- C. A legal lineup must consist of at least one (1) regular player sanctioned under the team's official roster and be present by 8 p.m. *(rev. 9/21/03)* Two (2) substitutes can be used to satisfy a legal lineup. *(rev. 9/21/03)* All substitutes will have an "S" as their designated name along with a # (i.e., S01). *(rev. 8/22/99)* If only one regular player and no substitutes show up for a team at a match, that player will play and those wins and/or losses will count both for that person and the team *(rev. 10/12/97)*
- D. Permanent members may not play on another team if they should have the night off.
- E. Troubled team (definition) - a team that for whatever reasons, (death, quarrels, job status or no longer wishes to play), loses up to two or more of its regular members forcing the team to be dropped from the league because it cannot meet a "legal" line up after the league "cut-off" period has expired. The Board is to use its' discretion and either allow substitutes to join the team or combine the remaining players from two teams in order to keep the team or teams in the League. *(rev. 3/13/91)*
 - 1. A troubled team can petition the Board after the cut off period has expired to allow a player(s) from the sub list to become a regular team member. *(rev. 9/15/91)*
 - 2. If no subs or regular members can be found the remaining players may go to the sub list without losing his/her standings but will be ineligible for individual sub awards.
- F. Any member who is barred from a sponsoring establishment is required to either:
 - 1. work it out with the owner of the sponsoring establishment to allow them to play their match on the night(s) they are scheduled; or
 - 2. notify the team captain of the situation, as far in advance as possible, so the team may obtain a sub or the night(s) they are scheduled to play in that establishment.
- G. If a player or players become involved in a physical confrontation during league activities (i.e., weekly match, tournament, parties, etc.), they will be suspended for the remainder of the season and be put on probation for one year pending a hearing by the Board of Trustees. If during the probationary period a player or players again become involved in a physical confrontation, they may be banned from the League as deemed by the Board of Trustees.

V. Substitutes

- A. All substitutes will be published on an open sub list to be used by all teams.
- B. Any substitutes used by any team must come from the published sub list.
- C. Subs can be added to the roster for up to one-third (1/3) of the season.

VI. Sponsors

- A. Pool Area:
 - Table level, table well lit with lights over the center of the table, felt and cushions in good condition, no obstacles in playing area, a bridge available, pool room supplies (i.e., chalk, cues), no oversize cue balls unless that table requires it. *(rev. 9/21/03)*
- B. Bar:

Safe and secure for membership and their property adequate facilities for both men and women attitude conducive to both sexes. *(rev. 10/12/05)*

VII. Fees & Registration

A. Registration Fees

1. Registration fees for players will be \$10.00 per person per season or \$30.00 per team. *(rev. 10/12/97)*
2. Registration for substitute players will be \$20.00 per season.
3. Registration for sponsors will be \$80.00 per season. *(rev. 08/16/06)*
4. All fees are non-transferable and non-refundable.
5. A \$15.00 fee will be charged for each nsf check. after a second nsf check is received, only cash, money order or cashiers check will be accepted.
6. No post dated checks will be accepted. *(rev. 9/21/03)*

B. Weekly Fees

1. The weekly fees are \$4.00 per night of scheduled play or \$12.00 per team. The first half of the total season dues are payable at the first scheduled monthly meeting. The remaining half is to be paid at the monthly meeting following the final cut-off for roster changes.
2. Should there be a match forfeited, both teams are required to turn in players weekly fees.
3. If any fees are not turned into the league at the monthly meetings, a grace period of one (1) week will be allowed to collect the money. If, after this grace period, the money is still not turned in, the team will forfeit their next night of play. This will continue until all moneys, including forfeits, have been paid.
4. Paying for the game. A flip of a coin determines who has the first break of the match. The break alternates between the teams from that game forward. The person owning the break has the option to break or rack. Each player will pay for half of the game unless the cost is an unequal amount, in which case the designated (by the intial flip of the match) racker pays the extra \$0.25 cents. *(rev. 8/30/01)*
5. Each team is responsible for their own moneys.
6. No post dated checks will be accepted. *(rev. 9/21/03)*

C. Registration

1. There may be multiple registration days (based on the Board's discretion) held at varying times before each season begins. *(rev. 10/12/97)*
2. Team captains or their representatives that sign up an entire team and/or substitutes must present the completed registration forms along with the appropriate fees for that number of players. Team registrations must include completed registration forms for (3) individuals signing up as regular players on the same team in order to complete a team roster. No teams will be accepted without a full (3) person roster and no registration forms and money.
3. Each individual must sign his/her own completed registration form whether signing up

as a regular player, substitute or sponsor. Incomplete registration forms will not be accepted.

4. Individuals signing up as sponsors must complete their registration form and present it along with their sponsorship fee at season registration.
5. If a team captain or team member cannot attend a registration, arrangements with the Board of Trustees to register a team will be allowed. *(rev. 9/15/91)*
6. When an establishment registers as a sponsor they must be able to meet League guidelines before being accepted by the Board of Trustees as League sponsors (see Section VI).

VIII. The Match

- A. Starting Time: Each team match will start at 8:00 p.m. Teams not having one regular player present will forfeit the match. *(rev. 8/30/01)*
- B. Scoring: The score sheets provided by the League will be followed. Teams will consist of three (3) players each week. Each player will play each of three (3) opposing players once and will receive one (1) point for each game won and no points (0) for each loss.
 1. If players are mismatched accidentally, the game is void, and the two correct players will play the game according to the score sheet.
 2. When a three (3) person lineup is submitted to the opposing team, the game must be played in order. If a regular player is not there when their specific game is played but is present by 8:30 pm, a forfeit occurs for the first game, but games two and three may be played. A substitute may be added up to 8:30 pm but games must be played in order. However, at the discretion of the opposing team a player may be played around or played out. *(rev. 8/30/01)*
 3. If two teams have an equal number of players resulting in a match tie, the tie will be broken by a playoff game between players of team's choice. *(rev. 8/30/01)*
 4. If a regular player does not show up for the match and has not acquired a substitute, that player will forfeit all three (3) games of the match. If a substitute agrees to play and does not show up, the substitute will forfeit all three (3) games. *(rev. 8/30/01)*
- C. Referees: There are two (2) designated referees along with the players that may call fouls. The referees shall be one member from each participating team whose name is listed on the scoresheet and registered to play that night. Only the referees and the two players included in the game being played may call fouls, bad hits, etc.
 1. When a non-playing referee is provided, his decision shall be final unless a player cites rules that substantiates a rule in which a decision maybe reversed.
 2. The referee must pay attention and give acknowledgement. If the referee is not watching the table and a player calls a pocket and shoots the shot, the play stands. *(rev. 10/18/87)*
- D. Protest Procedures
 1. Any protest must be made during matches, tournaments, or play-offs by informing the opposing player and/or team captain or board member.

2. For a protest occurring during a game, play must cease and a protest called. "Protest" must be written across the top of the scoresheet. Once informed, the protest must stand before any other play resumes. A protest cannot be called after the game in question has concluded and another game is in progress.
3. A \$10.00 protest fee must be filed and turned into the League Treasurer prior to the day of the protest hearing.
4. In the event of a protest, the Board of Trustees will appoint an unbiased Protest Committee comprised of 5 individuals excluding the Board of Trustees to hear evidence.
5. The outcome of a match and/or game can be changed only if proper protest procedures are followed.(i.e., a Protest Committee decides in favor of a replay/rematch).
6. All teams involved in a protest should be notified 48 hours prior to the Protest Committee hearing.
7. If the protest is ruled in favor of the protester, the game is replayed and the protest fee is refunded to the protester. If the protest is ruled not in favor of the protester, the game stands.

E. Scheduling

1. The Board of Trustees shall be responsible for the pairings of teams for match play each season. An organizational meeting will be held prior to the commencement of the season to distribute the schedule.
2. Team captains will not reschedule matches. This will only be done by the Board of Trustees within one week of the originally scheduled match. If a match is rescheduled without authorization, both teams will receive a forfeit.
3. Matches may be scheduled on one table per match per sponsoring establishment providing their facilities provide adequate accommodations for league play as determined by the Board of Trustees to be in the best interest of the League. Any usage of additional tables will be assigned, by the Board of Trustees, according to overflow. **(rev. 11/11/90)**
 - a. All teams play an equal number of time in all establishments whenever possible.
 - b. All teams are "Home/Visitor" an equal number of times with no more than two (2) consecutive weeks as one or the other, if feasible. **(rev. 10/3/93)**
4. Each team will be scheduled to play each other at least once during a season whenever possible.
5. The "Home Team" in each match will be determined by the team listed first on the scheduled night of play.
6. Should a sponsor drop from the League, for whatever reasons, matches scheduled there will be rescheduled, by the Board of Trustees, according to overflow.
7. If a match has to be moved due to unsuitable playing conditions, temporary or permanent closing of the original play location, the two team captains must agree on the new site. If the two team captains cannot agree, the location will be decided by one of the Board of Trustees. The new site will be an off bar if applicable. **(rev. 8/30/01)** Unsuitable playing conditions are defined as poor table conditions, poor or unsafe

location conditions. This does not include a desire to play at a different location. *(rev. 9/21/03)*

8. Before the actual scheduling begins, all complaints registered by the general membership about a particular known sponsor area of play and/or playing conditions must be resolved. If after a number of complaints have been voiced by the membership and
 - a. the Board of Trustees has attempted to work out a viable solution with the sponsor,
 - b. the sponsor refuses to resolve the issue no matches will be scheduled in that location.
9. The Board of Trustees shall make use of a bowling schedule for the appropriate number of teams (weeks) to determine the numerical match ups.
10. When there are more available locations than there are scheduled matches, which result in the “closing” of an establishment(s), to close will be rotated so that by the end of the season, all will have been closed an equal number of times whenever possible. Whenever possible, the Board of Trustees should not schedule to close a bar in close succession to the last time the bar was scheduled to be closed. (i.e., never on consecutive weeks or 2 out of 3 weeks, etc.)
11. Teams and sponsor shall be assigned a number by draw before scheduling begins.
12. Rules and Regulations meeting will be held every 2 years (4 seasons), which will be in odd years and before the winter season begins. *(rev. 10/12/97)*

F. Position Round

1. Position Round, when used, will be an extra night of play that will be odd numbered teams matched against even numbered teams according to the most current standings. Example: Team # 1 plays Team # 2, etc.
2. Odd numbered teams will be considered the home team; even numbered teams will be the visitor.
3. Position Rounds will be held at Slick Willie's in Montrose starting in the winter 2006 season and continuing each season there after as long as Slick Willie's in Montrose is part of the League. *(rev. 8/16/06)*

IX. The League Game

- A. The League game will be Eight Ball (8-ball).
- B. Billiard Congress of America rules will be used as a guideline.
- C. The word “referee” as defined above (VIII. C) will apply unless a tournament is being played, and a tournament director and official referee is appointed.
- D. Forfeits
 1. Should a team not have one (1) regular player representing the team at starting time, the team will forfeit the match. *(rev. 8/22/99)*
 2. A team forfeiting two (2) no show matches will be subject to being dropped from the League as reviewed by the Board of Trustees.
 3. A team winning or losing a match by forfeit must turn in a score sheet and weekly fees.

Winning team must call in the scores.

4. A team winning a match by forfeit will receive nine (9) wins and no (0) losses. The forfeiting team will receive nine (9) losses if no members of the team are present.
5. A team winning a match by no show forfeit will receive three (3) wins per player to be placed in the individual standings and the opposing team will receive three (3) losses per player.
6. In a no-call forfeit, individuals receive credit for games played.
7. If any teams drop out during the season, all of their previous standings should be erased from the current standings thus showing a Bye from the beginning of the season.
8. In the event that a substitute player makes a commitment to play for a team on a given match night and fails to show, the substitute player will be obligated to take the “no show” losses for games not played.
9. In the event of a no show forfeit, the regular players will take all losses and any subs that are scheduled to play take no losses.

X. Standings

A. Team Standings

1. Team standings will be determined by percentage of matches won.
2. Should there be a tie on percentage of matches won, standings will be determined by percentage of total games won.
3. In the event that a team captain, league officer, or individual player provides the League with a valid e-mail address, the standings will therefore be e-mailed to the said individual in lieu of using courier such as the U.S. Postal Service. *(rev. 9/10/00)*

B. Individual Standings

1. Individual standings will be determined by percentage of games won by player.
2. Trophies and/or plaques will be determined by the Awards Committee.
3. Individual standings will be published once a week to team captains starting after the third week of play.
4. A regular player must have played at least three-fourths ($\frac{3}{4}$) of the season to qualify for an individual award.
5. A substitute player must have played at least one third ($\frac{1}{3}$) of the season to qualify for an award. *(rev. 10/12/05)*

XI. Awards

A. Prizes and awards will be given at the end of each season.

1. The number of team awards presented each season will be determined by the Board of Trustees and will be based on the total membership and the availability of funds. In no season shall awards be given to less than the top one-third ($\frac{1}{3}$) of the total registered teams. If team jackets are included as an option, to maximize number of team awards

- that can be presented, only the top three (3) teams will be offered jackets. If any of those teams elect to receive trophies or plaques instead, then the next highest finishing team in the standings will be offered and opportunity to receive a jacket.
2. In accordance with the provisions of Section X. B4, the qualified top twenty percent (20%) of regular players with maximum of 10 will be awarded individual trophies. *(rev. 11/03/96)*
 3. The top three substitute players who have played at least one-third (1/3) of the season will qualify for an individual award. *(rev. 8/22/99)*
- B. Suggestions for awards and prizes will be presented to the League by the third monthly meeting of the season.
- C. Criteria for Sportsmanship Award
1. Awarded in the winter season only.
 2. Awarded to teams only.
 3. Should be members in good standing.
 4. Should display courteous and graciousness, even in losing.
 5. Does not unnecessarily provoke or disturbs other players by either words or gestures that are purposely designed to distract or interfere with play.
 6. Has shown leniency, sound judgment and fairness in the application of the league rules.
 7. Has not been involved in any disputes during the season.
 8. Is a team you thoroughly enjoy playing whether you win or lose.
 9. A preliminary vote will be taken of this vote, the top 3 teams will have a run-off for the sportsmanship award.
- D. Criteria for Most Improved Player
1. Most improved should be awarded only when applicable.
 2. Candidate's current playing ability (if the person has been a solid player for 2 or more seasons, then regardless of the amount of improvement in the past, that person should not be considered).
 3. Candidate's statistical performance over the past 2–3 seasons.
 4. Candidate's overall performance, i.e., improvement in stance, stroke, conceptual understanding of how the game is played, shot selection, execution, etc.
 5. Candidate's dedication to self-improvement and therefore to team's and league's improvement.
- E. Criteria for Lifetime Achievement Award
1. Awarded each season.
 2. Will be based on games won as a league player in good standing.
 3. Reaches 225 wins for Lifetime Achievement, 500 wins for the 500 Club and 1000 wins for the Millennium Club. *(rev. 9/21/03)*
 4. If a player drops out for 2 consecutive seasons, previous record of wins and losses are void. Statistics are then started anew once the player returns to the League. *(rev. 9/21/03)*
 5. Awards will be given commemorating achievements. *(rev. 9/21/03)*
- F. Criteria for Rookie of the Year

1. Rookie of the Year should be awarded only when applicable.
2. Only eligible the first year the player enters the League as a regular player.
3. Will be based on highest point average at the end of the season.

G. Break and Run Awards

1. Any player who successfully executes a Break & Run during any regular schedule match, play-off or post-season tournament (Turkey, Turkette, & Gobbler Shoots) will receive an award for their achievement during that season's party.
2. Awards are limited to one per person per season with special recognition (to be determined by the board) for those members who achieve more than one break & run in a season.

H. Rack and Run Awards

1. Any player who successfully executes a run of the table (7 balls of the chosen suit) upon their first approach of the table during any regularly scheduled match, play-off or post-season tournament (Turkey, Turkette and Gobbler Shoots) will receive an award for their achievement during that season's party. *(rev. 8/22/99)*
2. Awards are limited to one person per season with special recognition (to be determined by the Board) for those members who have achieve more than one Rack and Run in a season. *(rev. 8/22/99)*

I. Party

The Board of Trustees will use its discretion in determining the type of awards party to be held at the end of each season depending on the budget available. Each member is allowed to bring one guest to the party. Guests are to be announced or accompanied by the member at the door. Any additional guests must pay \$20.00 for entrance to the party.

XII. Tournaments and Play-Offs

A. The League may sponsor tournaments to be open to all members of the League. The Board of Trustees shall act as coordinators of the tournaments and the League President may enlist aid to set up special committees to execute and supervise all phases to tournament direction and operation. The Board of Trustees may choose to open one or more of the league sponsored tournaments, or create an additional one, to members of the HMBL and IBL leagues at their discretion or open it up to members and their guests. If they choose to do so, this fact must be noted in the GHPBL Dates To Remember schedule distributed to the general membership of GHPBL at the Organizational Meeting for the ensuing season. This can be a cash tournament with no trophies awarded. *(rev. 9/21/06)*

1. Alan Gillespie Holiday Tournament (Christmas tournament)
Format (race to 1,2 or 3 double elimination) to be determined by the tournament director at the time of the tournament, depending on the number of participants. *(rev. 10/05/05)* League rules apply.
2. Mardi Gras Tournament
Format (race to 1,2 or 3 double elimination) to be determined by the tournament director at the time of the tournament, depending on the number of participants.

- League rules apply. *(rev. 9/21/03)*
3. 4th of July Tournament

Format (race to 1,2 or 3, double elimination) to be determined by the tournament director at the time of the tournament, depending on the number of participants.

League rules apply. *(rev. 9/21/03)*
 4. Special Tournaments
 - a. A pre-determined fee will be charged to participate in these tournaments.
 - b. Awards to be given out will be determined by the Board of Trustees (cash, trophies, etc.). *(rev. 9/21/03)*
 5. Presidents Cup Tournament

Annual charitable tournament between the current board of GHPBL and HMBL, usually held during the month of August. Prior to the tournament, the two boards will decide on the charity, date, location, and format pending acceptance by HMBL. *(rev. 9/21/03)*
 6. Inter-League Very Blind Scotch Doubles Tournament

An annual tournament between GHPBL, HMBL and IBL league members. GHPBL will contribute 2 persons to an interleague committee that will be in charge of this tournament, pending approval by HMBL and IBL. *(rev. 9/21/03)*
- B. Turkey Shoot
1. The Turkey Shoot tournament will be held at the end of the winter season if there are 18 or more regular players. Those eligible will be any regular players placing in the top third percentage range of the standings, and who has played at least one-half ($\frac{1}{2}$) of the season and any substitute player falling into the top third range of the standings, who has played at least one-fourth ($\frac{1}{4}$) of the season. These percentages (based on individual game averages) will be determined by the Board of Trustees three-fourths ($\frac{3}{4}$) of the way through the season. *(rev. 10/12/05)*
 2. Tournament play will consist of the best 2 out of 3 games, double elimination.
 3. Awards will be given on a ratio of one trophy per three players participating in the tournament. *(rev. 10/12/05)*
 4. An entry fee will not be charged to participate in the tournament.
- C. Gobbler Shoot
1. The Gobbler Shoot tournament will be held at the end of winter season if there are 18 or more regular players. Those eligible will be regular players placing in the middle third percentage range of the standings, and who has played at least one-half ($\frac{1}{2}$) of the season, and any substitute player falling into the middle third percentage range of the standings, and who has played at least one-fourth ($\frac{1}{4}$) of the season. These percentages (based on individual game averages) will be determined by the Board of Trustees three-fourth ($\frac{3}{4}$) of the way through the season. *(rev. 10/12/05)*
 2. Tournament play will consist of the best 2 out of 3 games double elimination.
 3. Awards will be given on a ratio of one trophy per three players participating in the tournament. *(rev. 10/12/05)*
 4. An entry fee will not be charged to participate in the tournament.
- D. Turkette Shoot

1. The Turkette Shoot tournament will be held at the end of the winter season if there are 18 or more regular players. Eligible will be any regular players placing in the lower third percentage range of the standings, and who has played at least one-half ($\frac{1}{2}$) of the season, and any substitute player falling into the lower third range of the standings, who has played at least one-fourth ($\frac{1}{4}$) of the season. These percentages (based on individual game averages) will be determined by the Board of Trustees three-fourths ($\frac{3}{4}$) of the way through the season. *(rev. 10/12/05)*
 2. Tournament play will consist of the best 2 out of 3 games, double elimination.
 3. Awards will be given on a ratio of one trophy per three players participating in the tournament. *(rev. 10/12/05)*
 4. An entry fee will not be charged to participate in the tournament.
- E. 500 and Over / 499 and Under
- At the end of every season, except the winter season unless there are less than 18 regular players in the season, then there will be two (2) tournaments. One being for players with a .499 and below season ending average and one for those with a season ending average of .500 and above. All current players, regular and substitute, who are currently in good standing with the league, are eligible to play in these tournaments regardless the number of games played during the season. *(rev. 10/12/05)*
- F. Play-Offs
1. Should there be an individual tie, a play-off of the best 3 out of 5 games will be used to determine the winner, played at a neutral location.
 2. Should there be more than a two-way individual tie, a play-off between all tied players will be held at a neutral location. Each player will play a best two out of three game match against every other player with the winner being determined as the player winning the most matches. If there is a tie in matches, the player with the most total games won will be the winner. In the event of a tie in matches and games, the tied players will begin another play-off of a best two out of three game match until a winner can be determined.
 3. Should there be a team tie, a play-off of one match (9 games) will be used to determine the winner, played at a neutral location.
 4. Paying for the rack will be the responsibility of the participants as it is in regular league play.

XIII. Committees

- A. Rules and Regulations Committee will be formed to review rules, policies and procedures, the By-Laws, and the schedule, this committee will be compromised of one representative from each team and will be held at the beginning of every other winter season. The Board of Trustees may represent their teams.
- B. A committee will be appointed by the Board of Trustees to review protests should they occur.
- C. Whatever changes in the rules and regulations are made and presented to the League are

final for the entire year of play unless just cause can be shown to change a rule.

XIV. Policies and Procedures

These Policies and Procedures may be amended, changed, altered, repealed, corrected or made additions to in accordance with the provisions allowed in the By-Laws of The Greater Houston Pocket Billiard League.

XV. Miscellaneous

- A. With the death of a league member, the League will make a \$100 donation to the charity of their choice if it is known. If it is not known, then the decision will be voted upon by the league.
- B. If the Board of Trustees feel they cannot make a decision on a problem that may contain a "grey area" the Board may present the problem to the general membership for a vote.

-- end --