

LOCAL BYLAWS

CHAMPAIGN & PIATT COUNTIES

1) Two teams per division will be qualified for the LTC(City Tournament).

The team that finishes first in the division and the winner of the playoffs.

2) Trophies: The team that finishes first in the division will receive a slot to the City Tournament and individual trophies.

The winner of the playoffs will receive a slot to the city and individual session qualifier pins.

3) No male 2's are allowed until they have been established(ten scores recorded).

4) Wildcard draw: Draw will be conducted as follows; each team eligible for the wildcard draw will draw from a deck of cards. High card gets the wildcard. In addition, if a team does not have a representative of their team present, they are not allowed in the wildcard draw.

5) Breaking down the cue stick concedes the match. "Breaking down" is defined as the cue stick in two pieces.

6) Players on multiple teams in the LTC(City Tournament) must choose which team they want to play for if the two teams meet. If a player chose the team that lost they can continue to play with the winning team for the remainder of the LTC.

7) Unless an agreement between the two teams for a make up date has been scheduled, a team will receive 3 forfeit points for 8-ball and 60 forfeit points for 9-ball when the opposing team doesn't show for that week. All make up matches must be completed two weeks before the last week of play. All bye points will be scored 3 points for 8-ball and 60 points for 9-ball.

8) Survival Rule: No player may join the team after the 4th week of play. No player may play without a handicap after the 7th week. Player may be added to the team after the 4th week, but only with prior approval from the league office. Additions must be approved by the league operator prior to play. Example of guidelines for implementing the Survival rule: death of a family member or player, serious illness of a family member or player, more than three forfeits accumulated in a single session, or extensive personal problems causing most of the team to drop. Each situation will be evaluated by the league operator prior to approval.

9) Once you choose a player to play for a match you cannot change your mind unless there is a risk of breaking 23.