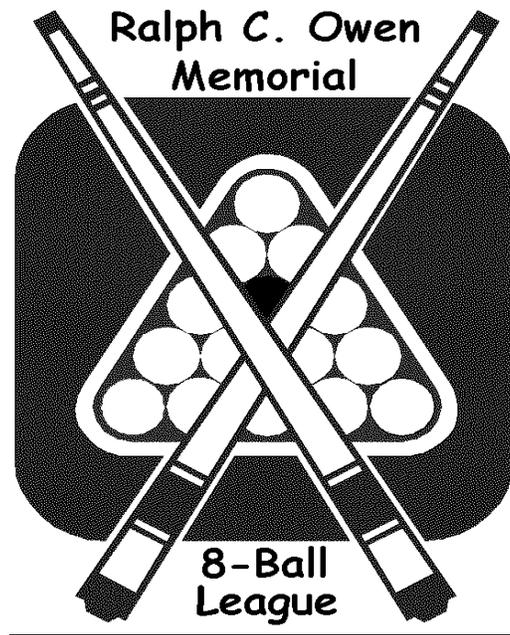


Ralph C. Owen Memorial
8-Ball League



Spring 2018 – Winter 2019
Bylaws, Participants
& Rules

35 Teams at 16 Participating Locations

Alibis – 3701 Andrew Ave., 32505- 434-0851

American Legion Post 240 – 8666 Gulf Beach Hwy. – 32507 – 456-9393

American Legion Post 340 – 8890 Ashland Ave. – 477-8094

Chancie’s – 610 E. Nine Mile Rd. – 477-9961

Chaser’s – 5104 North W. St., 32505 – 432-2611

Cordova Lanes – 2111 Airport Blvd., 32504 – 477-2300

D & R – 4680 Cerny Rd., 32526, 455-8227

Legend’s Billiards- 244 New Warrington Road – 458-8888

Lion’s Den - 4545 Lillian Hwy, Pensacola, FL 32506

Nine Mile Billiards – 5330 Mobile Hwy - 456-9765

Rocky’s –3703 Gulf Beach Hwy, Pensacola, FL 32507

Sam’s Lounge – 3404 Barrancas Ave., Pensacola Fl, 32507 – 458-0472

Sir Richard’s – 2719 E. Cervantes St., 32503, 434-9828

Whiskey Runner’s - 610 E. Nine Mile Rd., Pensacola, Fl. – 477-9961

Ticket’s 2 – 2115 W. Nine Mile Rd., - 476-6444

Ticket’s at University – 7333 N. Davis Hwy - 473-0717

Ralph C. Owen
Memorial 8-Ball League
By-Laws

*(PLEASE NOTE: All changes to bylaws effective as of 2018-2019 season are in **bold text**)*

- I. The Ralph Owens Memorial 8-Ball League is a not-for-profit, non-incorporated association of 8-Ball pool players, organized for their own enjoyment of their sport. In all actions this League shall be run by and for its members and sponsors, for their enjoyment and competition.

- II. A reorganization meeting will be held one week prior to each season of play at the locale of a participating sponsor. Every other season, the League members shall elect a President, Vice President and Secretary/Treasurer to manage the affairs of the League on their behalf. These officers shall serve as the Executive Committee along with one representative for each participating team. The Secretary/Treasurer shall prepare weekly status sheets and shall account for all monies collected. All league officers will hold office for two consecutive terms before the next election is held. Also, anyone who runs for league office must be an active member for at least two consecutive years to be eligible for nomination. The term Active league member being defined as a member who has played at least 75% of available games for each of the previous two consecutive seasons.

- III. All rules of play, regulations, eligibility of members, sponsors and by-laws are determined by majority vote of all members present at publicized meetings and reorganization meeting.

- IV. In all actions this League shall be run by and for its members and sponsors for their enjoyment and competition.

- V. Captain's Responsibilities:
 - a. Insure good team conduct.
 - b. Insure proper playing conditions.
 - c. Insure adequate number of players to avoid forfeits.
 - d. Insure copy of rules posted at each play location.
 - e. Enter scores online and submit monies on time.
 - f. Attend and represent team at all meetings.
 - g. Monitor and resolve any disputes during play.

2018 - 2019 Executive Committee

(Elected for two term post with next election in March 2019)

President: Anne Marie Sport – (850) 512-2135
Vice President: Charlie Jones – (850) 982-5943
Secretary/Treasurer: Cindy Koklas – (850) 261-2548

RALPH C. OWEN
MEMORIAL 8-BALL LEAGUE
RULES OF PLAY
Spring 2018 – Winter 2019 Season

1. Play begins at 7:30 p.m. Wednesday (with 15 min. grace period given if Team member(s) not present. If player shows up after this, the opposing team captain can choose to play or call a forfeit.) However, since pool is a “gentlemen’s game,” please give consideration to waiting longer if the late team has called to say they are on their way.
2. League is open to anyone 21 years of age and older.
Any games played by under-age player will be forfeited. Also, if a player has a card designating him or her as a professional player they may not play in the league.
3. Team playing strength is 5 players. Maximum roster is 10 players. A minimum of 3 members may play with 2 “blinds.” Except for the first night of league play, new members must be on a team’s official roster for one week before eligible to play. Team captains may mutually agree to an exception to this rule in order to maximize playing time or to avoid forfeitures on the night of play. Team captains may agree to reschedule their play due to “emergency” conditions, and should provide 24-hour minimum notice to the President, Vice President, or Secretary and contact all parties concerned to confirm agreement of both captains to reschedule. In case of an unavoidable emergency, the 24-hour minimum notice rule will be waived. Teams must reschedule within two weeks. The location of the makeup game must be home/away as designated on the original schedule.

A player with permission of the team captain involved, may transfer from one team to another team only once during the season. Please note that the player will lose all games played to that point but will however, carry an established average (current average after 10 games of play) to the team they are transferring to (as has always been the case.) Please note however, that if the player has less than 10 games at the time of transfer to another team, and did not begin the season with an established average from the previous season of play, they will be considered to be a “new player” in regard to handicap and will use the “new player” handicap of 7.7 for a man, and 6.7 for a woman. If they do have an established average from the team they are leaving (played at least 10 games with that team before being dropped), or have an established average from the previous season of play before they move to another team; they will begin play with that average for the first 10 games. THIS WILL HOWEVER ONLY APPLY TO THE FIRST 10 GAMES. After the player has played 10 games with the team they moved to, their league average will adjust based on their current league play (total individual points earned divided by total games played) on that particular team. If, however, a player wants to transfer a second time (note that once you leave a team you can’t return to that team) he or she must obtain permission through a telephone poll of the team captains.

NOTE: A team cannot add a player to the team roster the last two weeks of play.

If an entire Team drops out of the League after completing the 1st half of play, their scores stand. If a team quits during a half of play and prior to the last two weeks, all games played for that half will be taken away. Each opposing team will receive a BYE for that week. Each opposing team will also receive credit for monies paid. However, if a team quits during the last two weeks of play in either half, games for those weeks will be counted as forfeits. All play prior to that, will stand as scored.

- 4) Scoring is based on a handicap point system. Winner of each game scores 10 points; loser scores 1 point for each ball pocketed. Individual Handicap is calculated on average points per game. The Average for league play to determine team handicap shall be rounded to the nearest one decimal. A handicap adjustment formula is used to make play more competitive. Each team adds up their handicap total, determines the difference between the two totals, then multiplies the difference by a multiplier of 1.75, or you may simply use the Handicap Conversion Chart posted on the League's Facebook page and at TopGunPool.com. The chart shows adjusted handicaps for all handicap ranges between 0.1 and 7.1. This handicap is added each round. Use of substitute(s) in any round requires recalculation of handicap for that round(s). Minimum average of 5 for all players. Maximum handicap difference between 2 teams is 12 points per round.
- 5) **Teams compete in 5 rounds of 5 games, scoring 1 point for each round won and ½ point for each team when the round ends in a tie.** A round win is decided by total points earned in a round, including handicap points. There are a total of five (5) possible round points.
- 6) Home team pays and racks for rounds 1-3-5. Visiting team pays and racks for rounds 2-4. Visiting team rotates players.
- 7) **As of the 2018-2019 season position rounds will no longer be included in the schedule.**

8) Game procedures: World Standardized Rules (1997)

The following World Standardized 8-Ball rules have been adopted, and are in italics. All non-italicized words are League modifications and have been made to facilitate team play. PLEASE NOTE----ANY PLAYER WHO BREAKS DOWN HIS STICK BEFORE THE GAME IS OVER WILL FORFEIT THE GAME.

- a. ***OBJECT OF THE GAME.*** Eight ball is a call pocket and call pocket game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes.) **THE PLAYER LEGALLY POCKETING THE 8-BALL ON THE BREAK, OR POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.**
- b. ***CALL POCKET.*** In call pocket, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots, combination shots, caroms, and kisses are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. Failure to call a non-obvious shot results in loss of turn. When calling the pocket, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called pocket." Any player performing a break shot in 8-ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.
- c. ***DEFLECTING THE CUE BALL ON THE GAME'S OPENING BREAK.*** On the break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is considered a foul and loss of turn. The opponent has the option of receiving cue ball in hand behind the head string or passing the cue ball in hand behind the head string back to the offending player.
- d. ***RACKING THE BALLS.*** The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the footspot.
- e. ***ALTERNATING BREAK.*** During team competition, players will alternate breaking on each subsequent game, with the visiting team breaking on rounds 1, 3 and 5, and the home team breaking on rounds 2 and 4.

- f. **JUMP AND MASSE SHOT FOUL.** While “cue ball fouls only” is the rule of play, a player should be aware that it will be considered a cue ball foul if during an attempt to curve or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow – through or bridge.) Intentional jump shots are not allowed. A masse shot is legal according to the league as long as it is not a jump shot and you keep the stick gripped under the armpit. However, if that sponsoring bar has a sign posted disallowing this option at their establishment to prevent damage to equipment, it is the responsibility of the team captains to clarify the allowance or disallowance of a masse shot before play begins. Team members shall be notified of this prior to the start of play. Any damage caused by a masse shot or other flagrant action is the responsibility of the offending player, the team, and the team sponsor.
- g. **BALLS MOVING SPONTANEOUSLY.** If a ball shifts, settles, turns, or otherwise moves by itself, the ball shall remain in the position it assumes and play continues. A hanging ball that falls into a pocket by itself after being motionless for 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue. If an object ball drops into a pocket by itself as a player shoots at it, so that the cue ball passed over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions before the shooter replays.
- h. **FOULS BY DOUBLE HITS.** If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is a foul.
- i. **PUSH SHOT FOULS.** It is NO LONGER a foul if the cue ball is pushed by the cue tip.
- j. **LEGAL BREAK SHOT.** (defined) To execute a legal break, the breaker (with the cue ball behind the headstring) must either (1) pocket a ball, or (2) drive at least three numbered balls to the rail. If he fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls reracked and having the option of shooting the opening break himself or allowing the offending player to rebreak. If a miscue occurs on the break and you do not strike the rack, try again. Players may not interfere with the cue ball once struck by cue. If the cue ball is redirected once struck, it is a foul and results in loss of break.
- k. **SCRATCH ON A LEGAL BREAK.** If a player scratches on a legal break shot. (1) all balls pocketed remain pocketed, (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the headstring and may not shoot an object ball that is behind the headstring unless he first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball.
- l. **OBJECT BALLS JUMPED OFF THE TABLE ON THE BREAK.** If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the headstring and shooting.
- m. **8-BALL POCKETED ON THE BREAK.** If the 8-ball is pocketed on the break, it is a win and scores 10-0. If the breaker scratches or otherwise fouls while pocketing the 8-ball on the break, it is a loss and scores 0 to 10.

- n. OPEN TABLE.** (Defined) The table is “open” when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe in the process of pocketing the called stripe or solid. On an open table, all illegally pocketed balls remain pocketed. The 8-Ball is not considered neutral, therefore may/cannot be struck first.
- o. CHOICE OF GROUP.** The choice of striped or solids are not determined on the break, even if balls are made from only one or both groups. **THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT.** The choice of group is determined only when a player legally pockets a called object ball after the break shot.
- p. LEGAL SHOT.** (Defined) For all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail.
- PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul. If you hit the ball at the bottom or scoop it, it is an illegal jump shot and a foul.
- q. SAFETY SHOT.”** For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a “safety” to his opponent. If this is NOT done, and one of the shooter’s object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.
- r. JAWED BALLS.** If two or more balls are locked between the jaws or sides of the pocket, with one or more suspended in air, the two team captains shall inspect the balls in position and follow this procedure: he shall visually (or physically if he desires) project each ball directly downward from its locked position; any ball that in his judgment would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee’s assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.
- s. OBJECT BALL FROZEN TO CUSHION OR CUE BALL.** This rule applies to any shot where the cue ball’s first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen object ball, the shot must result in either:
- a) A ball being pocketed, or;
 - b) The cue ball contacting a cushion, or;
 - c) The frozen ball being caused to contact a cushion
Attached to a separate rail, or;
 - d) Another object ball being caused to contact a cushion with which it was not already in contact. Failure to satisfy one of those four requirements is a foul. A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced by one of the players prior to that object ball being involved in a shot.

- t. **SCORING.** A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed his entire group of balls, he shoots to pocket the 8-ball.
- u. **FOUL PENALTY.** Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break.) This rule prevents a player from making intentional fouls, which would put his opponent at a disadvantage. With “cue ball in hand,” the player may use his hand or any part of his cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
- v. **COMBINATION SHOTS.** Combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination even when the table is open.
- w. **ILLEGALLY POCKETED BALLS.** An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed.
- x. **OBJECT BALLS JUMPED OFF THE TABLE.** If any object ball is jumped off the table, it is a foul and loss of turn unless it is the 8-ball, which is a loss of game. All jumped balls belonging to the opponent are pocketed, jumped balls belonging to the shooter are pocketed or spotted at the option of the opponent.
- y. **PLAYING THE 8-BALL.** When shooting at the 8-ball you must call the 8-ball. When shooting at the 8-Ball, a scratch is loss of game. If a foul is committed and the 8-ball is not pocketed or jumped from the table, then the incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball.
- z. **LOSS OF GAME.** A player loses the game if he commits any of the following infractions:
 1. Fouls when pocketing the 8-ball.
 2. Pockets the 8-ball on the same stroke as the last of his group of balls.
 3. Jump the 8-ball off the table at any time.
 4. Pockets the 8-ball in a pocket other than the one designated.
 5. Pockets the 8-ball when it is not the legal object ball.
 Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.
- AA. **STALEMATED GAME.** If, after 3 consecutive turns at the table by each player (6 turns total), both players agree that attempting to pocket or move an object ball will result in loss of game. The balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be used when there is at least one object ball and the 8-ball remaining on the table. PLEASE NOTE: Three consecutive fouls by one player are not a loss of game.

8b. **Other General Rules:**

- a) Any touching of the cue ball by the shooting player, with any object, whether or not the contact causes the cue ball to move, is a foul. Hitting the cue ball twice (double clutching), during an attempt to make a legal shot is a foul. Accidental touching of any other single ball is not a foul. The shooter should tell the opposing player that he moved it and ask if he wants you to move it back or if they prefer to move it. NOTE: If you pick it up and move it without asking the other player, it is a foul. The opponent may choose to replace the ball in as close to its original position as possible or let it lie where it stopped. Although, it is not your responsibility to tell your opponent you moved the ball if they do not see it

happen, it is the gentlemanly thing to do to tell him or her. If MORE than 2 balls are moved, a foul has occurred.

- b) Asking for or receiving coaching, advice, aid or assistance during a game in process, except rule interpretation from anyone associated with your team, is a foul. The second offense in the same game is a loss of game.
- c) Break and run-out scores 10 to 0 even if one or more of the opponent's balls are pocketed during the run.
- d) Intentionally altering the direction of any ball in play, excluding the cue ball during the break, which is loss of break, is a loss of game.

9. Host bar must make one of the tables to be used for league play available for visiting team practice at 7:00 p.m. If Bar says no children are allowed in their establishment, then league Members may not have their children present during league play. Host bar must insure a good playing environment, including at least two coin-operated "bar-size" tables in competitive condition. A copy of this rulebook must be available for use at each play location.

10. In case of a dispute over a foul or any other rule of play, players involved in that game and team captains must settle the dispute or question on the spot or re-rack and replay. No protests allowed.

11. *Late players, no shows and forfeits:*

- a.) A 15 minute grace period is allowed for match start time. However, since pool is a "gentlemen's game," please give consideration to waiting longer if the late team has called to say they are on their way.
- b.) A late player may not make up a game once a round is completed, but may participate in the current round being played or any subsequent round. (Each play has a 5-minute grace period.)
- c.) When a team plays with less than 5 players (but at least 3) then the absent player or players with the most games played are used as "blinds." Use their handicap only. Game score is 0 to 10. Indicate "blind" on the score sheet as the player's name.
- c.) If a team cannot field the minimum of 3 players or does not show up to play, "forfeited to" team score is 5 to 0 and 250 points are awarded. Forfeiting team's score is 0 - 5 and they receive 0 points.

12. *Score sheets, money and standings:*

- a) The drop-off points are Legend's, American Legion 340, Nine Mile Billiards and Cordova Lanes. ALWAYS sign the drop-off sheet when delivering you envelope. A drop box, or safe, will be in place for envelopes at each drop off location. In addition to signing the drop-off sheet next to your team name, record how much money you have enclosed in your team envelope. NOTE: It is the drop off Locations responsibility to sign-off on the sheet to confirm receipt of each team's envelope. Any envelopes missing at time of pickup are the responsibility of the management at the drop off location.
- b) **Team scores for current week of play will be posted by the team captain (or captain's designee) to TopGunPool.com by Friday at 5:00 of that week of play and each team's money envelope must be turned in by the Friday following play by 5:00 p.m. No exceptions. No Score sheet, no money = no points.** We have adopted a ZERO TOLERANCE policy for late turn-ins. Any team that fails to turn in money or post their scores will be penalized 3 round wins. Any team that fails to post scores or turn in money 2 weeks in a row will be subject to being dropped from the League and will forfeit all prize money and privileges. If a team drops or is dropped, the sponsoring bar will be responsible for the dues of that team, and the team will forfeit all prize money and privileges.
- c) There are no fees for a scheduled "Bye." No points will be awarded to teams or individuals for a scheduled "Bye."

- d) Sponsorship fee: \$25.00 per half (\$50 total.)
Team Weekly fee \$25.00 (no personal checks accepted for weekly team dues. Checks are only accepted for sponsor dues)
- e) The team weekly fees and the sponsorship fees are the basis of the team and individual payout. All funds, less donations to the American Cancer Society, tournament, secretarial fees (\$2.50 per team/per week), and expenses such as estimated \$50 for envelopes, \$350 gas to pickup envelopes weekly, \$100 halftime tournament contribution, \$100 end of season tournament contribution, \$1000 donation to the American Cancer Society and \$25 bank balance will be paid back to League members. Funds will be returned to each team based on their final standing as determined by their total number of rounds won. Individual team member award allocation is based on the percentage of games played. In instances where one team player has paid for another to play, however, the team Captain will keep track of all money paid on behalf of another player and will be responsible for reimbursing the payer out of the payee's winnings at the End of Season award payout. NOTE: The Captain, not the League Secretary, is solely responsible for keeping track of the total reimbursement owed to a team member who has paid for another team member to play. Also, you must have shot 25% of available games during season play to play in the end-of-season tournament.

13a. Team Playoffs.

League play will be two half seasons. However, as of the 2018-2019 season the first place team at halftime will not automatically secure a spot in the divisional playoff. Instead, at the conclusion of regular season play the top three teams from each division with the highest overall wins will participate in three rounds of playoffs. The first round of playoffs will be at 7:00 p.m. on the Wednesday after the last week of season play with the first place team in each division receiving a Bye and the second and third place teams in each division playing one another. The second round of playoffs will be at 7:00 p.m. the following Wednesday night with the first place team in each division playing the winner of the first playoff round. The Wednesday after that the first place finishers in each division will play one another for league champion. PLEASE NOTE: An Individual must have played a minimum of 20 games to be eligible to shoot in the team playoffs.

Each week the team playoff will be at the establishment of the team with the most season wins. The format will be a 2 match format. Ties will be broken as follows: 1) In the event of a 5-5 tie, teams will play one additional sudden death match which will be a race to 3 out of 5 games (no points), with coin toss determining who breaks.

13b. Overall Individual fund.

Players individual standing will be the position you are in after the last week of play. Award is for top 10 Men and top 10 Women in each division.

- 14. Questions regarding eligibility of sponsors and individual players will be decided by a majority vote of league members.
- 15. Any player that competed in 10 or more games in the R.C.O. league last season will begin the new season at last season's average for their first 10 games. New players will begin at the league's designated average for their first 10 games.

6.7 -----Female

7.7-----Male

Estimated Prize Fund for the 2018-2019 season
35 teams/2 divisions/34 week season (1 Bye per week)

Revenue: Total revenue from sponsor fees: \$1,750
 Total from weekly dues (34 teams for 34 wks.) \$28,900
 Total revenue before expenses.....\$30,650

Expenses:
 Secretary dues: (2,890)
 Gas to pickup envelopes (50 miles round trip) (350)
 Envelopes (estimated 29 boxes) (50)
 Halftime Tournament Fund (100)
 End of Season Tournament fund (100)
 Donation to the American Cancer Society: (1,000)
Account balance for next season (25)
Est. Bal. to be paid out to teams and individuals: \$26,135
 (NOTE: team monies allocated based on rounds won)

Bonus Payouts to League Members:

Bonuses for teams: 1st Place (Division) \$250
 2nd Place (Division) \$125
 3rd Place (Division) \$75
 1st Place (Overall) \$250

Total payout for Top 10 Individual Men and Ladies Awards in each division: \$1,460
 (***)In the event there are less than 10 qualifying individuals, being individuals who have played 75% of available games, the unpaid position money will be added to the team payout.)

Individual Top 10 Money in each division is allocated as follows:

10th place -- \$10, 9th place -- \$15, 8th place -- \$18, 7th place -- \$20, 6th place -- \$22, 5th place -- \$25, 4th place -- \$30, 3rd place, \$50, 2nd place -- \$75 and 1st place -- \$100.

Individual Awards Bonuses:

Most Break & Runs: \$100
 Most 8-on-breaks: \$100
 Most 5/50s: \$100

NOTE: An individual player is not eligible to receive an individual award bonus in more than one category. When an individual has the highest total in one or more categories they will choose a single category for which they will receive \$25. If the person with the next highest qualifying B&Rs, 8-on-breaks, or 5/50s does not have 75% of games played, then it will go to the third person in line if there is a third place qualifier. If no winner for a category, the money is added to the team payout total.