



Stettler Pool League 2025-2026 League Rules & Awards

League Standings for team play:

Round wins determine teams' standings. Each night of league play has the potential to earn a team up to 5 points. A round win is awarded for the team that has the most points after each round, if a round ends with the same number of points for each team, each team is awarded a ½ point. A fifth point is awarded to the team with the highest points at the end of the match. In the event of a tie in points after the match is complete, game wins are used as a tie breaker.

For league standings, if tied in Round Wins, total team points are used as the tie breaker.

Handicap:

Every player begins with a 10 for their first match. After a week of play, their total points divided by number of games played equals their average. A maximum of 12 points is allowed to be given as a handicap per round.

Year End Awards:

Top Shooter, Male/Female.

-Top shooter will be awarded to the player who has the highest average, carried to two decimal points, at the end of the season. In order to be eligible for this award, the players are only allowed to miss 2 weeks of league play, if a third week is missed, that person is ineligible to win Top Shooter. Top Shooter for Male and Female will have their names put on the league plaque, as well as receive a monetary prize from the Stettler Pool League.

VNEA Awards:

VNEA awards will earn a pin of recognition for both Male & Female players that earn the following:

- Most Consecutive Wins
- Most Eight Ball Runouts(ERO's)
- Most 10-0's
- Most 8 on the break

VNEA Fees:

VNEA fees of \$45 are to be paid by any player or spare who has played 2 weeks (8 games) of League play. If a player plays a 3rd week without contacting a board member to arrange payment of VNEA fees, they will be scored 0 for every game played, and their opponent will be awarded a 10.

Slow Play Rule:

A maximum of 3 minutes between games, but please be ready to play your next game as soon as possible to keep play moving. If the 3-minute limit is hit, the opposing player may choose to bump the game down one in the order so the next game may be played. In the event that the offending player

reaches the 3-minute limit a second time during the match, the opposing player may choose to take 10 points, with the offending player receiving 0. 3rd & 4th offenses during the match can have the same result at the opponent's discretion. We understand that some delays are unavoidable and understandable, so please do not abuse this rule. We also understand that some delays are just unacceptable. Remember, this is a fun league, so be courteous to your fellow players by being ready for your games.