

Dallas VNEA Pool League Valley National 8-ball League

Captains & Players Manual

2025/2026 Las Vegas Season

Tuesdays

8-ball League

Starts Tue 09.30.2025

Weekly Stats, Schedules, etc., go to:

<https://compusport.ca/>

SPECIAL EVENTS

2024/2025 Top Gun Tournament \$20/player

Date: 09.21.2025

Thanksgiving Shootout, Scotch Doubles \$40/team

Date: 11.21.2025

Shamrock Shootout, Scotch Doubles \$40/team

Date: 03.15.2026

2025/2026 Top Gun Tournament \$25/player

Date: 05.03.2026

Jack-n-Jill, Scotch Doubles Tournament \$40/team

Date: 05.03.2026

Only sanctioned 2025/2026 Las Vegas Season
VNEA Players will be permitted to enter events.

www.dallasvneapool.com

General Guidelines & Rules

2025/2026 Las Vegas Season

Captain's Responsibilities

All matches start at 7:30PM

All lineups should be finished by 7:30pm and match started. Teams will have a 15-minute grace period. At 7:45pm, unless team has been previously notified, the forfeit rule will apply to the late team.

Player Lineups

- a. 25 game format – Home team Captain places lineup-up first.
- b. All League Players will begin using the CompuSport handicap established after Week 4. If a player hasn't played min 3 weeks, they will be assigned the highest handicap on the team. Substitutions are permitted before each round, provided the opposing Captain is notified.
- c. Home team average against Visiting team average in first round will determine the handicap for all rounds. **BUY DOWN** points are not available.
- d. Before the match begins, get current standings/handicap from CompuSport for each player.
- e. Regardless if the line-up is wrong, games played will stand as played.
- f. All matches will be played on 2 tables.
Exceptions: inclement weather conditions, long distance travelling teams, late play or permission of the manager at the location to use an additional table to speed play. Some locations only have two tables and four teams, therefore, only one table is available for each competition. Average time for team match should be approximately two to two-half hours.
- g. New Valley Cat cue balls are available for purchase @ \$47.00 from the league Director.

Player Handicaps

- a. 8-ball: all players will play without a handicap for their first four (4) weeks. After a player has played 15 games in 8-ball, a CS handicap will be established. A minimum of 3 players in 8-ball must be present for a match and the VNEA Handicap System to be used.
- b. All players' handicaps will be rounded UP in both leagues. Ex: 7.5 = 8
- c. Handicaps do not transfer from Tuesday League to Wednesday League, or vice versa.
- d. Player handicaps must be established separately in each league.
- e. A player may Sub during the regular season on any night except on **Position Week or Playoff Week**. A player can only Sub for one team in the other League and the player must have played 3 weeks in the league, on that team, to play on that team during either Position Week or Playoff Week for trophies.

Conclusion of Match

After the match is completed, both Captains are responsible for verifying the scores and approving in the CompuSport app. In the event a paper score sheet is used, the Home team Captain is responsible for getting a copy of the score sheet to the director for final approval.

There will be no revisions to scorecards after 7 days of the match to round wins or points. Each Captain has the responsibility to ensure all “8/9 on break”, “Table Run”, and “Break-n-Run” are marked properly before approving the scoresheet.

Match League Fees

Tuesdays - \$60.00 per team (\$12.00 per player)

Each person on team will play five opponents from the other team based on the handicap and guidelines of the score sheet;

\$1.25 table fee is split: breaker \$.75, opponent \$.50

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Gambling is NOT PERMITTED between players on opposing teams or between teams. If the League Office confirms this happened, the offender’s entire team is subject to being suspended from the league.

Collection of money

Home team Captain is responsible for collecting the money and making sure the correct amount is sent via ZELLE digital payment to the League Director via JohnPar Amusements, Inc.

(DallasVNEAPool@gmail.com) within 48hrs of match.

There will be absolutely no IOUs allowed. If a player doesn’t pay, the player doesn’t play. If a team is short, regardless of the amount, that team will automatically receive all round losses, and all personal points will not be entered.

It is very important that the home team Captain correctly sends the ZELLE payment to:

- a) the correct receiver,
- b) the correct amount, and
- c) comment should read: **Week** [##], [Team1] – [Team2], **Tue VNEA Pool**

Exhibition Night & Sanctioning

- a. Captains are responsible on exhibition night (first night of play) for collecting league sanction fees: \$15.00 per person. All players and subs must complete the player membership agreement BEFORE they can participate.
- b. All players should fill out the Player agreement completely with date, full name, home address, email address and cell phone number.
- c. The player’s information will be filed with the National VNEA Office, will be issued a Sanction Card, and VNEA Patch.
NOTE: without this form completed a player will not be officially sanctioned and any points earned will not be entered.
- d. See VNEA Rule Book for a detailed list of rules of the game.

Regular Players

- a. A team can have more than five **Regular Players**. Simply placing a person on a team roster does not make that player a **Regular Player**. A **Regular Player** is defined as: a player with a minimum of 3 league nights of play with an established average on the team.

NOTE: any exceptions must be requested and approved prior to the match by the League Office.

- b. Qualifications for 46ths annual VNEA International Championships in 2026:
 - a. A player must play the **majority** of games played per night for that week to count towards the **Singles Events** for the VNEA Championships, held each year the last week of May in Las Vegas; i.e., 3 of 5 games of 8-ball
 - b. Provided the minimum requirements are met above, a player can use the Summer Session to count towards the requirement to play in **Singles Events** and **Team Events** in Las Vegas 2026
 - c. Questions? Contact the League Office.

Underage Players

It is the Captain's responsibility to call the League Office and announce their team has a player under the age of 21. If the League Office agrees to allow that player to play, the player's team Captain must request approval/permission from all host locations to allow their player to enter their establishment. If a host location does not allow the underage player, the team Captain should find a replacement or Sub for that night.

Substitute Player (Sub)

All Subs are required to pay the sanction fee and complete a Player Agreement their **first night** of play.

1. When a Sub can play?
 - a. Regular team members are expected to notify their Captain as soon as possible when they cannot play the next week and help locate or recommend a Sub.
 - b. Players cannot Sub in a league in which they are already **Regular Player**. For instance, a team has a make-up game; they cannot use a **Regular Player** from that league as a Sub.

2. Position of Sub

A team may Sub in a player at the beginning of a round only, and the opposing Captain must notify the Captain prior to the round starting.

3. Average of Sub

- a. A Sub with no established average will shoot against the highest average player of the opposing team, heads up (no HDCP used)
- b. All regular and Sub players will have no established handicap for the 1st three weeks of play.

League Office Is Not Responsible To Find Subs

It is the team's responsibility to find Subs. If the League Office is called to find a Sub, there is no guarantee a Sub can be found, especially on a last-minute notice. It is, also, up to the team either to cover the Subs fee or make the Sub pay the league fee per game.

Make up games

1. Emergency and Non-emergency situations
 - a. If a match has to be cancelled due to inclement weather, force majeure, etc., the Captain of the team cancelling must notify:
 - ✓ the League Office (Bobby Johnson, 214.772.9167)
 - ✓ the team they are playing against that night
 - ✓ the bar hosting the match night.
 - b. If there is a non-emergency situation, the League Office needs to know 5 days prior to the match.
2. How to schedule make-up match
 - a. A postponed match must be made up within **2 weeks** after the scheduled match. Let the League Office know when the make-up will occur.
 - b. If the teams cannot agree on a make-up date after the **2-week** period, the League Office shall set the date. Any teams not playing decided matched automatically forfeit.
 - c. If there are any postponed matches before POSITION night, the match must be made up at least **4 days** before POSITION night.
3. Matches not played will be a forfeit
Any make-up matches not played will result in a forfeit for both teams.
4. New team replacing defunct team
If a team quits the league and a new team is formed to take their place, they must play make-up games with teams that received a forfeit from previous defunct team.

Forfeits

1. Options if a team is late
 - a. If a team is >15min late, the opposing team Captain may call a forfeit. After the 15-minute grace period, the opposing team Captain has the following options:
 - i. Accepting the forfeiture
 - ii. Request the match be rescheduled
 - iii. Continue to wait for the tardy team
 - b. Any team short a player will forfeit 10 points per round. If the missing player arrives late, the player may continue play in the rounds where his/her position has not been passed. A team must have at least 3 regulars present for a 5-person team to start the competition that night.

2. Scoring a forfeit

- a. In scoring forfeits, the forfeiting team receives all losses and no wins. The team receiving the forfeit receives 4 round wins; except when a forfeit is taken during the last 3 weeks in any half. Then, the team receiving the forfeit will receive their average round wins and losses.
- b. Individuals will receive their average points in a game, based on the standings of the previous week. Teams receiving forfeits in the first 3 weeks of the season will have their points held for that match so averages can be established.
- c. When leading 1st place team loses due to receiving a forfeit and only getting their average round wins, in the last half of any half, the two 1st place teams will play a playoff match.
- d. If a team plays a match with only 3 players in 8-ball and pays the full team match fee (\$60.00), the vacant player spot is scored 5 points per game in 8-ball. This will be reflected on the standings sheet as a New Player on the Team Roster called Buy Points; i.e. an absent player cannot **BUY DOWN** their handicap.

3. How to pay for a forfeit

A team receiving a forfeit must pay that night for a forfeit. Failure to do so will result in a forfeit against both teams. In order to receive forfeit points, the opponent's team must pay the regular weekly team fee.

4. Continuous forfeiting

If a team forfeits 3 consecutive weeks or 4 times during the season, they will be subject to forfeit all end of season payout.

5. Team drops out of the league

- a. If a team drops out of the league within the first 3 weeks of a season, the forfeiting team will receive end of season pay out. If a team drops out after 3 weeks into a season, they also forfeit their end of season payout.
- b. If a team is replaced with a new team, see **Make Up Games** section.

Position Night / Playoff Night

1. BYEs on Position Night

If there is a BYE in a league, on POSITION night, the last place team will have the BYE.

2. Teams tied after POSITION night

If 2 or more teams are tied with round wins for first place after a POSITION night, a playoff match being played will determine 1st place.

3. Sub on POSITION night

Sub must have played a minimum of 3 weeks in the league system and average cannot exceed that of a player they are replacing. A sub must be of the same ranking or lower (AAA, AA, A, or B) of the person they are subbing for. The Sub must use the average of the missing **Regular Player**.

4. Sub on PLAYOFF night

If there is an emergency situation and a **Regular Player** cannot play, contact the League Office.
A Sub may be allowed to play but must be cleared and approved by the League Office.

5. Being in 1st or 2nd place due to a forfeit before a POSITION night

In the week before a POSITION night that ends a half, if the 1st or 2nd place team are positioned due to having received a forfeit earlier in the season, then in the forfeited match, the score sheet will be adjusted to show only **average** round wins.

6. Format for PLAYOFF night, 8-ball league

- a. Team with highest team round percentage will be designated HOME team. The HOME team may select a substitute match location provided it is an established League Host Location.
- b. Handicap system will be used
- c. Winner will be determined by team with **most points** at the end of the match, not round wins.
- d. If point total is tied at end of match, the whole last round will be played again.

7. Schedule

- a. 1st vs. 2nd
- b. 3rd vs. 4th
- c. 5th vs. 6th
- d. 7th vs. 8th
- e. 9th vs. 10th

Protest Procedure

1. Initiate the protest:
 - a. The Captain of the team initiates the protest
 - b. Do not sign or Approve the score sheet
 - c. Scan, photo, txt scoresheet to Bobby Johnson, DallasVNEAPool@gmail.com
 - d. Call Bobby Johnson (214.772.9167) relay verbally, or voicemail, the nature of the protest.
2. How to protest?
 - a. Protest must be in writing and be presented to the League Office within forty-eight (48) hours after the game by email to Bobby Johnson, DallasVNEAPool@gmail.com
 - b. Protest shall include a ten-dollar (\$10.00) deposit. If the protest is lost, the Protester loses the deposit; it is placed in the league fund. If the protester wins, the deposit is returned. The League Office will review the protest and confirm with the other Captain involved, then render a decision. The League Office has the authority to disregard any protest not properly presented in writing.

The League Director, may appoint two Captains to a Protest Board, which will hear the protest from the teams involved in the protest. Neither one of the Captains selected for the board can be from either team involved in the protest. Each Captain involved in the protest must be present, as well as the players protesting. Each team will first state their case without the other team present. The board's decision will be final and made available in writing to all Captains in the league.

***Bobby Johnson
League Director
214.772.9167***

DallasVNEAPool@gmail.com