

# Diablo Valley Pool League

## MINUTES OF PLAYERS MEETING

### 2026 SESSION

Player's meeting: May 20, 2026

Start May 27, 2026

TEAM STANDINGS as of		4/1/26
	<u>TEAM</u>	<u>POINTS</u>
1ST	#10-VINNIE'S-ALMOST DOESN'T COUNT	84.0
2ND	#12-ARTIE'S EAST BAY STROKES	84.0
3RD	#03-CHAMPION SNOOKER-STICK IT!	72.5
4TH	#06-VINNIE'S-8 BALLZ OF FIRE	72.0
5TH	#04-CHAMPION SNOOKER - D'BILYARISTAS	71.0
6TH	#08-OFFICE-OFFICE CUETIES	68.5
7TH	#09-FARRINGTON'S - SHARP SHOOTING DIVAS	64.0
8TH	#11-CLAYTON BOWL-CHALK IS CHEAP	62.0
9TH	#07-CLAYTON BOWL-A GREAT RACK	58.5
10TH	#14-CUE N BREW - CHIX WITH STIX	56.0
11TH	#13-OFFICE-FOUR CUES	55.5
12TH	#01-ARTIE'S-BENADRYLLING BALLS	54.0
13TH	#05-PADDOCK BOWL-STROKES & ANGELS	36.0

<u>TOP SHOOTERS</u>		
1ST	DONNA MAE	9.91
2ND	SHAWN MODELO	9.40

<u>MOST IMPROVED</u>		
1ST	CONY MENDOZA	
2ND	ANNA FOX	
3RD	ASHLEY DAVIDSON	

(2) ROUND SESSION

	A	B	C	D	E	F	G	
					13 teams x 26 matches x \$40/ match =	\$13,520		
					+ bar sponsorship fee =	\$1,300		
					+ Seasonal fee =	\$700		
					+ Unsportsmanlike fee =	\$200		
					<b>Total Income =</b>	<b>\$15,720</b>		
					- \$525 expenses =	(\$600)		
					<b>Total Payout =</b>	<b>\$15,120</b>		
					Top Shooter/Most Improved \$\$\$ Payout =	(\$350)		
					Team Tourney \$\$\$ Payout =	(\$300)		
					Position \$\$\$ Payout =	\$14,470		
<b>PAYOUT</b>							<b>TOP SHOOTERS</b>	
1ST	\$1,825				#10-VINNIE'S-ALMOST DOESN'T COUNT (Kacie)	\$75	DONNA MAE	
2ND	\$1,825				#12-ARTIE'S EAST BAY STROKES (Cony)	\$50	SHAWN MODELO	
3RD	\$1,450				#03-CHAMPION SNOOKER-STICK IT! (Tina)			
4TH	\$1,285				#06-VINNIE'S-8 BALLZ OF FIRE (Fawn)			
5TH	\$1,160				#04-CHAMPION SNOOKER - D'BILYARISTAS (Grace)		<b>MOST IMPROVED</b>	
6TH	\$1,050				#08-OFFICE-OFFICE CUETIES (Shannon)	\$100	CONY MENDOZA	
7TH	\$975				#09-FARRINGTON'S - SHARP SHOOTING DIVAS (Miria)	\$75	ANNA FOX	
8TH	\$900				#11-CLAYTON BOWL-CHALK IS CHEAP (Lori)	\$50	ASHLEY DAVIDSON	
9TH	\$850				#07-CLAYTON BOWL-A GREAT RACK (Sue)			
10TH	\$820				#14-CUE N BREW - CHIX WITH STIX (Estelle)			
11TH	\$800				#13-OFFICE-FOUR CUES (Carmen)			
12TH	\$780				#01-ARTIE'S-BENADRYLLING BALLS (Kristen)			
13TH	\$750				#05-PADDOCK BOWL-STROKES & ANGELS (Andrea)			
	<b>\$14,470</b>							

## ITEMS TO DISCUSS

1. Captain to provide name and contact information for your Co-Captain so we can add the information to the captain's list.
2. The round gap between 1<sup>st</sup> and 13<sup>th</sup> place was 48 rounds (6.5 more than last session). **Handicap has changed to 140%, with a max Cap of 12 balls.**
3. 7 single blinds, 2 double blinds total. It seems as if only two teams needed to use the allowed and more. **No Changes**

TEAM	SINGLE								DOUBLE
	1	2	3	4	5	6	7	8	1
#01-ARTIE'S-BENDRYLLING BALLS	11/19	12/3							
#03-CHAMPION SNOOKER-STICK IT!	10/8	1/7							
#04-CHAMPION SNOOKER - D'BILYARISTAS	12/10	2/4	3/18						
#05-PADDOCK BOWL-STROKES & ANGELS	10/8	10/22	10/29	12/10	1/28	2/4	2/11	3/24	
#06-VINNIE'S-8 BALLZ OF FIRE	2/18								
#07-CLAYTON BOWL-A GREAT RACK	9/3	10/8	3/18	3/24					
#08-OFFICE-OFFICE CUETIES	10/22	11/12	2/4	2/18	3/24				
#09-FARRINGTON'S - SHARP SHOOTING DIVAS	10/1	11/12	1/28	2/4	2/18	3/11			
#10-VINNIE'S-ALMOST DOESN'T COUNT	10/8								
#11-CLAYTON BOWL-CHALK IS CHEAP	2/11								
#12-PADDOCK BOWL-EAST BAY STROKES									
#13-OFFICE-FOUR CUES	1/7								
#14-MASSES - CHIX WITH STIX	3/4								
	single (7)								
	double (1)								
	penalty								

4. League starts **May 27, 2026**
5. After many years of the same fees, we are finally increasing fees as follows:
  - a) **No changes**, (Weekly fee will continue to be \$10)
  - b) Scorekeeper Fee will now be **\$25/player**
  - c) This session of the women's league will be sanctioned with ACS (\$15).
  - d) We will also have an 8-week qualifier in October for the players that plan to go to Nationals next February (**BCA**) and May (**ACS**) 2027
6. Captains to maintain a max of \$80 balance owed at mid-season to avoid a penalty point.
7. **All sponsors will now be required to pay \$125**
8. Paddock Bowl will no longer carry a women's team as they did not pay for last session's team.
9. **Cue 'N Brew will continue to sponsor one team.**
10. Masse's Bar has closed its doors.
11. Position Rounds - We are currently using 2 position rounds per season. The team LEADING in the standings will get the home bar advantage. Handicap applies, fees apply and standings are affected.

12. We will continue to use a rolling average. If a player has an established average from a previous season, that average will be used, and the current stats will be added to it for the current average. However, the Most Improved and Top Shooter averages will be the current season only.
13. The Most Improved and Top Shooter category will continue to receive both prizes if the player earns it.
14. Per ACS when the cue ball scratches on the break it must be placed in the kitchen.
15. The visiting team should fill out the scoresheet with their players first on league night, then the home team puts down their players. Does home team fill the sheet first. YES
16. We pay top 2 shooters (\$75, \$50), top 3 Most Improved (\$100, \$75, \$50) and every single team. No change
17. New/ unknown players will begin with an average of 6.00 for 3 weeks and for known top players, we will assign a higher handicap (8-9). No change. The average for women players is about 7.30.
18. No new players are allowed on position round. Any alternate player must have played two (2) matches in the current session. A (1) round penalty applies to any team who breaks this rule.
19. The following is the way ties between teams are resolved. Position round matches are not used in resolving ties.
  - a. Tie breaker #1 - Whichever team won the most round points when they played against each other during the regularly scheduled match/matches.
  - b. Tie breaker #2 – To only be used if Tie Breaker #1 didn't resolve the tie. Count the number of games won between the two teams from the match/matches when they played against each other
  - c. Tie breaker #3 – To only be used if Tie Breaker #1 & #2 didn't resolve the tie. Count the total number of games won by the teams that are tied for the entire season.
20. Should we include position rounds when breaking ties? NO
21. We encourage communication among captains, alternates and with the DVPL group so we all know what the arrangements are.
22. Captains and alternate players must have clear communications from the start to avoid misunderstandings.
23. For an alternate to get paid, they need to play and pay for 4 weeks minimum in addition to the fees. If the fees are not paid, they will be taken out of any payout first.
24. Zero tolerance for unsportsmanlike behavior. Failing to treat our sponsors or each other with respect will not be allowed.

25. When a ball is accidentally dropped into a pocket or spontaneously falls into a pocket, the ball stays down and it is NOT a foul. Play resumes with the current shooter.
26. When a ball other than the cue ball is moved while shooting or aiming or if a ball or multiple balls are moved by a bridge, clothing or other equipment, it is NOT a foul. The opponent has the option to move the balls back or leave them as-is.
27. No one is to take over any team without full communications and authorization with DVPL team. Issues with captains/players need to be addressed to us and we will work to support the effort to keep the team going without affecting the players involved and committed to a team.
28. We will continue to issue a proposed payout, if anyone has a suggestion, we will look at it and if the League sees fit to make any changes that benefit all players, we will do so. The time to talk about payouts is when we issue the "Projected Payout" not the week of final payouts. Anyone with suggestions must communicate them to us via e-mail via the captain so we can study them and decide if it benefits the entire group, not only just one team.
29. Unsportsmanlike financial consequence for a repeat offender: If anyone has more than a single warning, we will expect a payment of \$100 which will go towards the pot. This Penalty Fee must be payable upon transgression before next game day. No payment, no playing. Player may be banned for a Session or a full year of League playing if the fee is not paid. If there is another offense, the fee will be raised to \$200.
30. Everyone will be looking out for unsportsmanlike behavior. No one should ever become a threat to any of the participants, physically or verbally. Keep your hands to yourself please.
31. Immediately after the match is over when the two players shake hands, remind each other to count balls and note on score sheet before both players walk away from table.
32. No one is to e-mail the captains on their own. If there is something anyone wants to share it must go to league directors first.
33. We welcome new and returning players to join us at any time during the league session except on position rounds.
34. Time-out rule: Applying the time-out rule is a cordial agreement between players. 60 seconds will serve as the time-out limit. A single time out per game is allowed; the following are the guidelines:
  - a) Time-out to be called by the shooter at the table only.
  - b) Shooter should address your opponent and let them know you are calling a time-out before consulting a teammate.

- c) If any other player from the team of the shooter suggests a time-out it will be considered a coaching foul and a ball in hand will be awarded to the other player. Please share this with friends and teammates as they will cost you a foul if they are not aware of the rule.
  - d) When you call for a time out only ONE player should exchange information with you - not an entire team.
  - e) The non-shooting player is NOT allowed to engage in conversation with teammates while an opponent's time-out is in progress.
  - f) If the opponent is timing your time-out will give you a 10 second warning. Thereafter, if you do not complete your time-out within the 60 second rule it is now a foul and your opponent shall get ball in hand.
  - g) Anyone from your team, even if they are not playing that night, may be called upon for the time-out.
  - h) Some players do not time their opponent's time-out. Please advise your opponent if you will be timing them.
35. There can be a time limit imposed on slow players. 60 seconds will serve as a guideline for individual shots. If it is observed that a player is playing slow, the captain of the opposing team may go to the captain of the slow player and notify them. The captain of the slow player is to tell his/her player to speed up his/her play OR a shot clock of 60 seconds may be applied to BOTH PLAYERS for the REMAINDER of their GAME. Once a shot clock is invoked in a game, it must apply to both players for the rest of the game, if it's going to be considered fair.
36. All teams will be charged fees for a minimum of 4 players whether they all have 4 weeks played or not.
37. We will draw numbers for teams.
38. Folders will be distributed in the second week of play.
39. We promote league playing, new players, new sponsors, new clinics, new leagues, new tours etc.
40. We do NOT promise the same sponsors to anyone, especially if you take a break during the year and other teams do not. If a team takes a season off, their home bar is up for grabs.
41. We reserve the right to move your matches as needed to cover our sponsors.
42. Fees will be due in the middle of the session at the latest. After this date we reserve the right to penalize teams.
43. For the end of the league tourney, we will do a blind draw for this final event, handicap applies, and each player will pay \$10.
44. When a ball goes off the table, the ball gets spotted, it is a loss of turn, and it is not a ball in hand. Excluding the 8 ball.
45. Start time for all matches is 7:30. If there is not a full team by 7:45 blinds are to be used. At 8:00 if there still are not enough players to play the match the match is considered a forfeit unless there has been any kind of communication with the other team or league representatives. If there has been communication, please try

to work it out and avoid forfeits. Remember we all come from work and are trying to make it to pool and sometimes life happens.

46. Sponsor conversations: we want to encourage the captains to engage with your sponsors so that they continue to contribute to our payouts.
47. When we hit an early 8 Ball and we have not made a solid or a stripe, It Is a loss of game and you get the most balls made added to your score (i.e. if one solid and two stripes go in, the score is 13-2)
48. Players attending ACS or BCA Nationals in Las Vegas shall reimburse the league within 4 weeks of notification.
49. If a player walks out on a team and a first round has been played, we will keep the score, and the remaining matches will be played as a blind.

# Diablo Valley Pool League

## Teams Participating:

1. Kirsten – Artie’s – Wrecking Balls (Confirmed)
2. Jessica – Cue n Brew (Confirmed)
3. Sue – Clayton Valley Bowl – A Great Rack (Confirmed)
4. Kacie - Vinnie’s – Almost Doesn’t Count (Confirmed)
5. Fawn – Vinnie’s – 8 Ballz of Fire (Confirmed)
6. Donna – Champion Snooker – D’Bilyaristas (Confirmed)
7. Lori - Clayton Valley Bowl – Chalk is Cheap (Confirmed)
8. Carmen – The Office – Four Cues (Confirmed)
9. Tina M – Champion Snooker – Stick It (Confirmed)
10. Miriam – Farrington’s – Sharp Shooting Divas (Confirmed)
11. Shannon – The Office – Office Cuties (Confirmed)
12. Cony - Artie’s – The Right Mix (Confirmed)

Estelle and Andrea are taking the session off and might be interested in alternating.

**DVPL reserves the right to refuse participation to anybody that we believe has poor sportsmanlike behavior or owes money. Warnings will remain in effect for 1 year from the warning date. We have established rules. Refer to master rules if needed, however the minutes take precedence.**