

HILLSBORO RULE VARIATIONS
Major verbiage changes and proposals are shown in red
Last Updated 5/24/10

SCORING:

We have simplified the method of keeping track of a player's statistics as follows:

- Completions remains the same as before
- Innings (INN) replaces misses
- Made on Break (MOB) remains the same as before
- Defense (Def) and Left on Table (LOT) have been dropped
- All other match statistics remain the same

INNINGS:

An INNING is defined as a player's turn at the table *where that player attempts to make at least one skilled shot*- whether or not the turn ends in a safety. If a player goes to the table and plays only a non-pocketing safety, then that turn at the table is **NOT considered an inning**.

Essentially, an inning ends anytime the player retires from the table *unless they are playing only a non-pocketing defense or under certain unusual circumstances listed below*. For this reason, the player should always declare their desire to play a safety (defense) to ensure that the scorekeeper properly tracks the particular situation. Here are several variations that may be of use in determining the start of an inning:

PLAYER ACCOMPLISHES THIS	INNING?
1- Nothing on break	NO
2- EIGHT on break	NO
3- BREAK and RUN	NO
4- A legal defense only <i>that does not include the pocketing of any ball</i>	NO
5- Player hands over cue ball giving ball in hand to opponent (no balls pocketed)	NO
6- Anything on break even if the player scratches- <i>unless 8 or B&R</i>	STARTS
7- Willfully pockets <i>any</i> ball- <i>even if that shot is a defense</i>	YES
8- Pocketing of any number of balls followed by a defense to finish turn	YES
9- Pocketing any number of balls followed by a miss, scratch or foul	YES
10- Scratch or foul at <i>any time</i> even if during a defense only shot (except as in #5)	YES
11- End of match (<i>not game</i>) for player at the table- even if they never miss!	1 at end

Think of an inning as similar to a miss but more correctly as a turn at the table while attempting to accomplish a *skilled task* other than a pure non-pocketing safety. If the safety only shot results in a foul, then the player is penalized with an inning. The player that is error free during the entire set of games (match) will have a total inning count of one because only the match winner is scored an inning if they sink the 8 ball to win the entire match.

TRANSMISSION OF SCORESHEETS:

Score sheets should be transmitted to the party collecting the information via FAX to the number shown in RED near the top of the sheet. It is strongly recommended that these data be sent **NOT LATER THAN 24 HOURS** after a match has been completed in order to avoid potential scheduling conflicts that the party compiling the information and updating our website may be faced with. If score sheets are not received within a 48 hour period, the likelihood of a scheduling conflict increases dramatically.

It is completely understood that emergencies occur and in some cases, scores may not be received in a timely manner. However, the league must proceed and the fairest method to allow the league to proceed is to impact the least amount of players as possible. Therefore, in those cases where score sheets are either not received at all or received too late to post the results in time for a subsequent match—the following will occur:

1. The handicaps of the individuals within the score sheets actually received will be updated and posted. These values will be used for their next matches. These values can be found under both the link for **TEAM ROSTERS with Weekly Updated Handicaps** and the link for **Player Handicap Database- the data justifying the handicaps!**
2. The handicaps of the individuals within the score sheets that either have not been received or have been received too late—will be frozen at the last level known and posted (unchanged). These values will be used for their next matches. . These values can be found under both the link for **TEAM ROSTERS with Weekly Updated Handicaps** and the link for **Player Handicap Database- the data justifying the handicaps!**
3. The team standings will be frozen at the last known values and left on our website unchanged.
4. The Player Stats will be frozen at the last known values **and removed from our website** to avoid confusion as this table also includes player handicaps.
5. All other statistical data on our website will remain unchanged except the individual player charts will be updated with any new data received.
6. The above rule shall be in effect for a period not exceeding 10 days from the date of the match containing insufficient data. At the 10 day point, 2 weeks of player data will be “held out” and the League Director will call for an “emergency session” captains and players meeting to determine by “majority rule” how to fairly deal with the deteriorating situation of no scores being received.
7. As always, the best place to understand “What’s Happening” is to take a quick look at the “QUICKIE NEWS” link on our website. This is the vehicle we use to communicate near real-time news to the players in our league. It is the first place you should look when visiting our website and there is always an accurately updated “CHANGE POSTED DATE” right near the top to guide you as to whether continued reading is efficient.

PLAYER HANDICAPS (General information):

Handicaps are, by design, ***most heavily weighted*** upon a Personal Performance Factor (PPF) that includes the most recent rolling ten match average balls per inning (B.P.I.) plus a “bonus factor” for every time a player accomplishes a break and run (a very skilled feat). This personal performance factor is very closely tied to the highly regarded T.A.P. Handicapping system so that a player ranked as a 5 in our system, should correlate nicely to a T.A.P. player ranked as a 5, based upon this factor alone. The data collected to confirm this correlation has been collected over many years and includes publicly available statistics published via the internet that have been (intermittently) available for a wide area of the United States and Canada. Therefore, consider the “Personal Performance Factor (PPF)” as a “trigger point” to establish the player’s **baseline** rating. The trigger points for each rating are published on our website near the bottom of the “Players Handicaps” link.

In addition to the personal performance factor, a “Match Bias Factor (MBF)” is added to a player’s rating based only upon their results of match wins and losses. ***This match bias factor (MBF) could actually be posted as a negative value or a zero if used to prevent a player from moving up two levels of handicap in a 1 week period. But this is an unusual case.*** The Match Bias Factor (MBF) can never exceed a range of +/- 1, effectively raising or lowering a player’s baseline rating by a maximum of one.

Therefore, the handicap assigned to any player is:

Player’s Handicap = PPF (trigger)* + MBF*

*Note: PPF and MBF are considered independent variables both subject to their unique set of rules. Although unlikely, working together, they could subject some players to a worst case handicap variation of +/- 2 dependent upon the results of a single match! ***To prevent this unusual situation, in some cases the MBF is adjusted so that any player can only move up or down a maximum of 1 handicap level per week.***

PLAYER HANDICAPS (Match Bias Correction Factors):

Match Bias Factors (MBF) are assigned to players to equalize the match wins and losses for all with a targeted goal of a near 50-50 chance for players of all levels to win. Match Bias Factors are non cumulative and will never exceed a range of +/- 1.

Should a player ranked 2 through 6 achieve 75% or greater Match Wins, a Match **Win** Bias factor of +1 will be assigned, effectively raising the player’s rating by one level. A minimum of three (3) matches, the earliest possible time it can be determined that a player would achieve 75% wins by their 4th match, are required in a session before a player may receive this bias and they will play at their new level on their following match. Once the Match Wins drop below 75%, the **WIN** bias will be removed immediately and reset to zero.

Match Win Bias will “carry over” into a subsequent session and last a minimum of 2 played matches or until the earliest possible time that it can be determined that the player carrying this bias into a new session cannot possibly achieve 75% of Match wins within the first four (4) played match period. Players already ranked at 7 will receive no Match **Win** Bias regardless of percentage of match wins.

The results of each session are constantly monitored to ensure a fair handicapping system for all. If changes are required, qualifying proposals will be placed on the agenda for a vote. Please refer to the table below and to the “*Click Here to see how well our handicaps are working*” link on our website for further information.

PLAYER STATUS	Wk1	Wk2	Wk3	Wk4	Wk5
Bias Carryover into a new session (Wk 1 & 2 losses)	+1	0	0	0	0
Bias Carryover into a new session (Wk 1 & 3 losses)	+1	+1	0	0	0
Bias Carryover into a new session (Wk 1 loss only)	+1	+1	+1	+1	?
Player with no carryover bias wins Weeks 1 – 3	0	0	+1	+1	+1
Player with no bias loses Week 1 & wins Weeks 2 – 4	0	0	0	+1	+1

The above table illustrates various conditions that might affect a player’s match WIN bias factor (+1), forcing their handicap to change. The values shown in RED indicate the soonest possible time that a player would actually be required to play under their updated handicap. This is always the week following the match night that triggers any change based upon the player stats received.

MATCH START TIME and FORMAT:

6:00 PM Start time with a maximum of a 15 minute delay permitted. If there are 4 or 6 teams then *4 singles matches are played per team*. If there are 5 teams and BYEs then *5 singles matches are played per team*.

DUES:

\$6.00 per player (\$24 or \$30 per team depending on required number of matches) per match night. \$20 or \$25 per team goes to our prize fund and \$4 or \$5 (depending on required number of matches) per team pays for table time, deposited the evening of the match. The final disposition to be determined on a per session basis, subject to captains approval. Payable to Bob when you meet him for a scheduled match as per the table posted on the last page of our QUICKIE NEWS BULLETIN. You will receive a hand receipt as proof of payment.

MAXIMUM NUMBER OF PLAYERS PER TEAM:

A maximum of 7 players per team roster are allowed.

FROZEN ROSTERS:

For a typical 15 week session, team’s rosters are frozen after the 9th week of play and may be modified only via the vote of all team captains after that time. *Teams are respectfully requested to minimize roster changes as they result in a significant amount of extra work for those keeping and posting scores and stats.*

NEW PLAYER- TWO MATCH MAX:

A new player may be brought into a team at a handicap to be decided by the team captain. The player may continue to play at this handicap, unless the captain decides differently, for a period not to exceed a total of two matches. After this time, the player’s handicap will be subject to change and totally dependent upon their personal statistics. A special location, at the bottom of the handicap sheet, has been designed to allow a view of actual player ratings even though their temporarily assigned handicap may be different.

BURN-OUT/ INSUFFICIENT NUMBER OF PLAYERS & FORFEITS:

When two teams meet for a match, the expectations are that the players of both teams will play their matches and enjoy an evening of competition. Forcing forfeits without playing out matches destroys this concept. However, there are certain rules that may have no alternative but to force a forfeit and for good reason.

As much as practical, all matches will have the ability to be completed, without forfeit, regardless of the number of players that show up. ***There will be no burn-outs at any time except during playoffs or unless a team exceeds the “25 Rule” limits.*** Any individual may play as many times as required to complete a particular match, provided that the maximum of the handicaps does not exceed the limits of the “25 Rule”. ***The choice as to which player from the opposing team will play- WILL BE GRANTED TO THE TEAM WITH THE MOST PLAYERS AVAILABLE AT THE TIME OF THE GIVEN MATCH. However, an opposing player may NOT be purposely chosen that has a handicap that will cause their team to exceed the “25 Rule”, forcing a forfeit, unless no other player is available. Under this condition, the team with the most players will have the option of allowing such a player to play without forfeit but this is entirely optional and recommended to be allowed only under the most unusual circumstances. Should this occur, the team player receiving this “favor” will be required to win one EXTRA GAME over their usual grid race requirement- to win the match. Remember, it is an entire team’s responsibility to show up for the matches and field their players properly. Circumventing the rules is a practice that sets a precedent that should be avoided if at all possible.***

Should forfeits be required, it will remain the decision of both team representatives to negotiate a solution. If at all possible, a rain date should be considered the preferred solution if it is known in advance that any team may fail to provide sufficient players to complete a scheduled match. In case of conflict, the decision of the board shall prevail.

Note: We have adopted the above rules because they were necessary. However, “hard-line” policies by captains pressing for forfeits during regular play should be avoided if at all possible. Why? There are two reasons: First of all- the only benefits reaped during regular play would be preventing some players from attaining MVP/ MIP status or gaining home table advantage. So there is little or no pressure for a team to win during pre-playoff sessions. Secondly- If you force a forfeit by the opposing team, it means that one of your players will not be able to play and in addition, if your player doesn’t play- THEY MAY NOT QUALIFY TO PLAY IN THE PLAYOFFS. Remember, that they attend the matches to play and not sit! So all things considered, it is best to take advantage of this rule only during playoffs when your team is playing for \$\$\$. Think about it- It’s all about the players!

ONE PLAYER PLAYING MULTIPLE MATCHES IN ONE EVENING:

A player playing multiple matches in a single evening shall receive one (1) MVP/MIP qualifying point for each match played. ***However, only one (1) Playoff Qualifying Point is the maximum permitted per match night regardless of the number of matches played.***

BYES:

In those cases where byes are required, byes must always be distributed equally to all teams during each session. A team receiving a bye will not be required to play and due to this fact, will receive zero (0) for Match wins and losses and Game wins and losses. There are no match fees due if a team receives a bye.

TEAM DROP OUT (PROPOSED):

Should a team drop out of league play during a session, *all previous results against that team will be nulled out* and the schedule readjusted. In some cases, this may require readjustment of the distribution of byes. Any re-distribution of byes will always ensure that all remaining teams will receive an identical amount. *League dues paid for any previously completed matches are non-refundable.*

SCORING MULTIPLE BALLS MADE IN A SINGLE STROKE:

Our system of scoring is different and more simplified than TAP. This is by design so as to not overly burden the folks keeping track of completes, innings, etc. That being said, here's our local H.I.P.L. rule variation from the present TAP rules regarding this matter:

Should a player pocket multiple balls in a single stroke while calling and making their called shot, any and all balls *from that player's group ONLY* that are pocketed shall also count as completes. Balls pocketed from the *opponent's group* are *NOT* to be included in that particular tally of completes during that single stroke. This means that if a player with stripes calls the nine and pockets (four total balls) the nine, ten, eleven (3 stripes) and four (a solid) then misses: they are credited with only the 3 completes from their own group in that one inning. *Note that the 8-Ball must always be call-pocketed, alone during a separate and independent stroke otherwise it is loss of game (E-8)!*

AWARDS:

The top players in rankings of 2-3, 4-5 and 6-7 will receive an MVP award after each session. The stats for this award are frozen at the value achieved just prior to the start of the playoffs. MVP awards are based first on highest Match Win Percentage and second on highest Game Win percentage in case of a tie.

The Most Improved Player award will be issued to the player achieving the greatest differential in percent between their starting and ending BPIs. New players will be "baselined" at the average of their first two matches for their starting BPI. The ending BPI is the average of *all matches played, including the finals rather than the 10 match rolling average used to determine a handicap*. This award will favor the lower handicapped players.

To qualify for MVP or MIP awards, a player must have completed at least six matches during a given session.

The Most Effective Break award will be issued to the individual achieving the highest percentage of made on break, as per the formula shown on the Player Stats summary sheet, for the entire session. *There is a 4 match minimum to qualify for this particular award.*

The type of awards for the above achievements will be determined at the appropriate time and may be trophies, plaques, etc. In addition, patches will be awarded for each break and run and eight on the break regardless of the number of matches played.

PLAYER PLAYOFF QUALIFICATION:

For a typical session, in order to qualify to play in the playoffs- a player must have played a minimum of **five (5)** matches (**on 5 separate match nights**) in the session for which the playoffs are being held.

PLAYOFF FORMAT:

Up to 5 Singles matches (max) per team. Lowest seed versus highest seed with home table advange to highest seed. Example: Seed 4 at Seed 1. Seed 3 at Seed 2. First team to win 3 matches- wins. Stats should be kept as handicaps are monitored and may change. Note that the final playoff round schedules are posted on our website and subject to change, depending upon the number of teams. Example, for a 5 team playoff- the 5th place seeded team will not qualify to ply in the playoffs.

PLAYOFF PAYOUTS:

The amount and method of playoff payout distribution will be determined during each session. In some cases, a percentage may be held back (*if voted to do so*) to build up the kitty for subsequent sessions or for a banquet, etc. Expenses to run the league are always held to a minimum and donations to offset these expenses are accepted and appreciated. There are no league management fees. The goal is always to return as much of the available funds back to the players as possible. *For a typical session, expect payouts to be \$650 to 1st Place and \$350 to 2nd place. If there are 6 teams or more, there will be an additional payout of \$200 to the 3rd place team.*