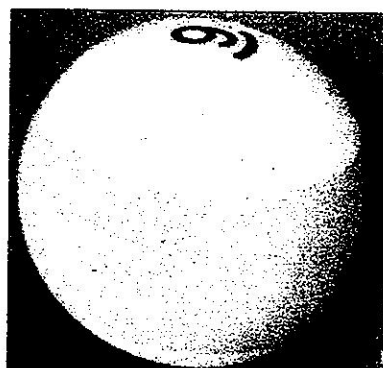


PACK & ROLLS IN-HOUSE 9-BALL LEAGUE



RULES

BY-LAWS

GENERAL PLAY INSTRUCTIONS

League Year 2017

OBJECTIVES OF THE GAME:

- **9-Ball** is played with a cue ball and nine object balls, numbered 1 through 9.
- 9-Ball is a rotation game. This means the balls are shot in numerical sequence, beginning with the lowest numbered ball (i.e., 1-ball or 2-ball, and so on) and progressing to the 9-Ball.
- The shooter must legally strike the lowest numbered ball on the table first. The game is over when the 9-ball is legally pocketed.
- A shooter retains his turn at the table as long as he legally strikes the lowest numbered ball first and legally pockets any object ball.
- The shooter need not pocket the lowest numbered ball to continue shooting. For example: the shooter shoots the 1-ball into the 4-ball, thus pocketing the 4-ball. If no foul(s) occur, the shooter would continue shooting and must, once again, strike the 1-ball first. If the shooter shoots the 1-ball into the 9-ball, and the 9-ball is pocketed without committing a foul, the game is won by the shooter.

BEFORE STARTING THE MATCH:

The HOME Team Captain will choose equipment to be used for all games in the Match.

For examples:

- The "Match Table" will be used for all official games in the matches.
- The "Practice Table" will be used for practice play only, unless both Team Captains agree to "double-up" and have two matches played simultaneously.
- Players on "Practice Tables" will always yield to the players on the "Match Tables" (the Table Courtesy Rules apply).
- The Cue Ball: Either the "Red Circle" (not the "Red Dot") cue ball, or the "Measles" cue ball will be used for all games and matches.
Reason: These two cue balls are of higher quality than the others. They are preferred and used in higher-level competition and International pool events everywhere. Also, this allows uniformity if every player used the same type of cue ball.
(Note: The "Red Circle" cue ball appears slightly beige-in-color, compared to the other white cue balls).

COMMENCEMENT OF GAMES AND MATCHES - AND TIME-CLOCK VIOLATIONS:

After the coin-flip between the two Team Captains (or Co-Captains) to determine who will put-up the first player, the Captain who won the coin-flip will indicate to the other Team Captain which player will begin the Match.

- The other Team Captain now has 15 minutes to put-up his player, and begin the game. Whichever Team does not begin play after those 15-minutes have elapsed, a forfeiture will be declared against the failing team.
- Thereafter, each next game must begin no later than 5-minutes. A forfeiture must be declared for each game not started on-time.

- The only exception to the above rules: If both Team Captains agree that they will postpone or make-up the missing game(s) within two days. Again, forfeiture rules will apply, and any Team Captain not fulfilling his commitment will forfeit the game(s).
- These rules apply to both the "Put-up" Team and the "Opposing" Team.

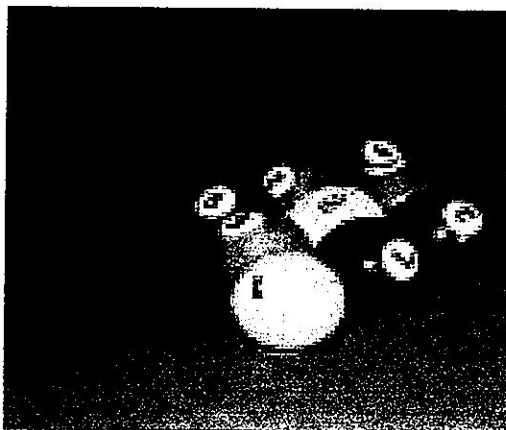
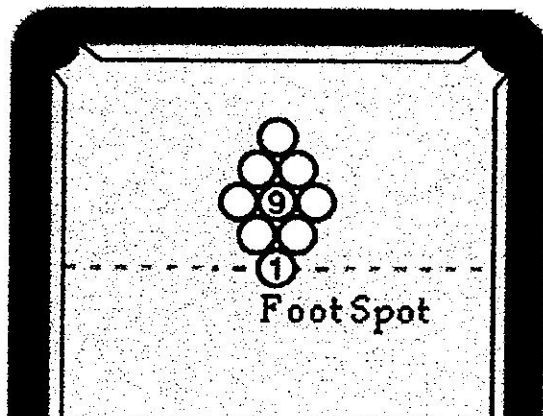
1. LAGGING:

- Players lag to see who wins the first break.
- If the lagged balls make contact during the lag, re-lag.
- The winner of the lag breaks in the first game. From that point on, the winner of each game breaks in the next game (unless "Rack Your Own" is agreed upon by the two Team Captains).
- Players cannot use the cue ball to do their lag. Insisting upon lagging with the cue ball is considered a sportsmanship violation. Team Captains should record and report this violation and ensure this rule is enforced.

2. RACKING:

- Nine balls are used and are racked in a diamond shape.
- The 1-ball is at the front of the rack and on the foot spot. The 9-ball is in the center and the rest of the object balls can be placed in any numerical order.
- All balls should be frozen (touching) as tightly as possible.
- The breaking player may request and receive a rerack if the balls are not frozen or the rack is angled crooked. The breaking player shall be responsible for ensuring a legal and solid rack.
- The loser of the lag and/or the loser of any subsequent game is the person who racks, unless both Team Captains agree to "Rack Your Own", meaning each breaking player (from both teams) shall be responsible for providing themselves a legal and solid rack.

Table Foot



3. **BREAKING:**

- To be a legal break, players must break from behind the head string.
- The head ball must be struck first, and at least four object balls must be driven to the rails, or a ball must be pocketed.
- The cue ball may not be shot into a rail before the rack.
- Failure to strike the 1-ball first does not result in a foul. If the break does not qualify as legal, the balls are reracked and broken by the same player.
- If the rack is struck, but the break does not qualify as legal (i.e., four balls don't hit a rail) and results in a scratch, then the balls are reracked and broken by the opponent player.
- **THE RACK MUST BE STRUCK BEFORE A FOUL CAN OCCUR.**
- Breaking safe or soft is not allowed. Team Captains must make sound and fair judgments and issue penalties to teams and players who are not breaking hard.
- Breaking just hard enough to comply with this rule is not a guarantee against penalties. Remember, *break as hard as you can with control.*

4. **AFTER THE BREAK:**

Various circumstances can occur upon completion of the break. They are:

- A ball or a number of balls are pocketed. It is still the breaker's turn and he shoots at the lowest numbered ball on the table.
- A foul on a legal break will result in ball-in-hand anywhere on the table for the breaker's opponent.
- Pocketed balls, if any, stay down (are not "spotted"), except the 9-ball.
- No balls are pocketed, and it is the other player's turn.
- The 9-ball is pocketed. This is a win - unless the player scratches. In this case, the 9-ball is spotted and the turn passes to his opponent.
- A player mistakenly shoots the wrong ball. Although it is sportsmanlike for the sitting player to remind the shooting player he is about to foul by shooting the wrong ball, he is not required to do so. Once the shooter has hit the wrong ball, the foul has occurred whether the ball is pocketed or not. If the ball is pocketed, it is permissible, though not recommended, that the sitting player allow the shooting player to continue shooting until he feels inclined to call the foul. Any balls pocketed prior to the foul being called will be marked as "dead balls." The shooting player can escape penalty by quietly realizing his error and returning to shoot the correct ball and striking it first on a shot prior to his opponent calling the foul. In other words, the sitting player must call the foul before the shooter has shot the correct ball.
- "Push" (or Push-out) is fairly standard, on the first shot immediately after a legal break, when there is no "direct line" to the next lowest ball on the table.
- One Foot on the Floor. At least one foot must be on the floor at all times while shooting.

Exception: Players shooting from a wheelchair must remain seated in their wheelchair while shooting. However, some players are able to stand up from their wheelchair to use a bridge or extend their cue stick while shooting.

- Combination Shots - Combination shots are legal and extremely common in 9-Ball. Just make sure to hit the lowest numbered ball on the table first.
- Knocking the cue ball off the playing surface is a foul.
- Knocking an object ball on the floor is not a foul. Object balls that get knocked off the playing surface will be immediately spotted on the foot spot. If the foot spot is taken, the ball will be placed on a line directly behind the foot spot, as close to the foot spot as possible. If two or more balls are knocked on the floor, they are placed in numerical order with the lowest numbered ball closest to the foot spot.
- "Spotted" balls are frozen to one another. It might occur that a player legally pockets a ball while simultaneously knocking some other ball(s) on the floor. In this situation, the ball(s) gets spotted and the player continues shooting until he misses or fouls.
- Spotting Balls - Other than the circumstances described in Knocking Balls on the Floor, above:
 - the only ball that will ever be spotted will be the 9-ball, when the shooter has pocketed the 9-ball and scratched or otherwise fouled.
 - If the shooter makes the 9-ball on the break and fouls or scratches, the 9-ball (and only the 9-ball) is spotted.
 - If the shooter is shooting the object ball and plays it into the 9-ball, and pockets the 9-ball, but scratches or otherwise fouls in the process, the 9-ball is spotted. The incoming player has ball-in-hand. The shooter will start with the lowest numbered ball on the table.
- Pocketed Balls - Balls must remain in a pocket to be legal. If a ball goes in a pocket but bounces back onto the playing surface, it is not considered pocketed. Players must make sure the pocket is not over-filled with "dead" balls, and that there is sufficient room for their shot to be made in the pocket before they take their shot. Overfilled pockets cannot be the reason a player did not pocket the shot.
- If a ball hangs at a pocket for more than a few seconds, then it suddenly falls in, place it back on the table where it was originally sitting. Once a ball has stopped all motion, it cannot move again without outside forces affecting it. So, if it falls in a pocket, it is to be placed back on the table where it was before it fell.
- Two balls may become jammed in a pocket on tables with small pockets. The balls are leaning over the edge of the slate to some degree. They are off the playing surface and they are considered pocketed. Drop them in the pocket, and resume playing the game, unless the pocketing ends the game.
- Marking the Table. Marking refers to a physical alteration in the appearance of the cloth on a pool table. No one is allowed to mark the cloth.

For example:

- a) Using chalk to draw a line, or wetting your finger to dampen the cloth, is not allowed.

- b) It is permissible to set a piece of chalk on the hard surface of the rail (not the green cloth of the rail). However, marking or placing chalk on the table rail will not be done during timeouts.

- **Fouls and Ball-in-Hand Rules:**

- The ball-in-hand rule penalizes a player for an error. Without this rule, a person can actually benefit by accidentally or purposely scratching or otherwise fouling.
- Make certain you have ball-in-hand before you touch the cue ball. Confirm it with your opponent before touching the cue ball. Ball-in-hand, and where to shoot the ball-in-hand from, might be new for many players, and therefore may warrant further explanation.
- Ball-in-hand means you get to put the cue ball anywhere on the table. A player exercising his rights under the ball-in-hand rule may place the cue ball on the table anywhere he desires.

Even after placing the cue ball on the table, a player may make further adjustments (if he is not satisfied with the initial placement) with his hand, cue stick (but not the cue tip), or any other reasonable piece of equipment.

- A foul may be called only if the player fouls the cue ball while actually stroking at the cue ball, meaning a double hit of the cue ball (sometimes called double clutching).
- Only the player or the Team Captain may officially call a foul, although anyone may suggest to the player or the Team Captain that a foul should be called. These are the only fouls resulting in ball-in-hand. All other violations are sportsmanship violations.
- Anytime during a shot, the cue ball goes in a pocket, on the floor, or otherwise ends up off the playing surface.
- If, during the course of a shot, the cue ball does not touch anything.
- Failure to hit a correct ball first (i.e., A player who is shooting contacts a ball out-of-sequence. For example: the 3-Ball is next in order, but the shooter contacts the 4-Ball, and so on).
- If you think your opponent is getting ready to shoot a shot that could possibly be a bad hit, stop him from shooting, and get an outside party to watch the shot. For example: In close-hit situations, the opponent should ask an outside party (someone not on either of the two dueling teams) to watch the hit. Potential bad hit situations are usually fairly obvious, and protests and disputes over these close situations can almost always be avoided if some outside party is asked to watch the shot. The outside party will make a judgment call of "Good Hit" or "Bad Hit".

If the outside party cannot determine which ball was struck first, such as a simultaneous hit, the call goes to the shooter.

Teams involved in repeatedly calling bad hits without outside party verification may be subject to penalties for disruptive unsportsmanlike behavior.

- Moving Ball: Shooting while any ball is moving or spinning is a ball-in-hand foul.

- Double Hit: If the cue tip strikes the cue ball twice on the same stroke, it is a ball-in-hand foul. In order to avoid a double hit, the cue ball must be struck at a minimum of a 45° angle whenever in contact with or riskily close (1/2 inch or closer) to the intended object ball.
- Failure to hit a rail after contact. A rail must be hit by either the cue ball or any other ball after the cue ball and the object ball make contact. A pocketed ball counts as a rail. Even if the ball bounces back onto the playing surface, it is considered to have hit a rail, as the pocket liner is part of the rail. ANY ball must go to a rail AFTER LEGAL contact. The object ball is frozen to a rail and the player is contemplating playing a safety. In order for the frozen ball rule to be in effect, the opponent must declare that the ball is frozen and the player should verify. Once it is agreed the ball is frozen, the player must drive the object ball to another rail (of course, it could hit another ball, which in turn hits a rail), or drive the cue ball to a rail after it touches the object ball. If the latter method of safety is chosen, then the player should take care that he quite obviously strikes the object ball first.
- If the cue ball strikes the rail first or appears to hit both the rail and ball simultaneously, then it would be a foul, unless either the cue ball or object ball went to some other rail, or object ball is pocketed.
- It is illegal, and therefore a foul, to jump a cue ball over another ball by scooping it up in the air, whether on purpose or by accidental miscue.
- Jump Shot: Any miscue on a jump shot is a ball-in-hand foul. A legal jump shot must be executed by stroking down through the cue ball (no scooping or miscues).
- Receiving illegal aid is coaching from person(s) other than the coach during the player's turn at the table. The coach is one person only. The coach is the only person who may interact with and instruct the shooter at the table. The time-out called for aid or coaching is not an opportunity for other team members to assemble at the table or coach the shooter from afar.
- Causing even the slightest movement or altering the course of the cue ball, even accidentally, is a foul. Even dropping the chalk on the cue ball is a foul.
- Any ball(s) moved accidentally during a shot must be replaced by the opponent before the shot is taken. If the shooter then touches or moves any ball(s) without conferring with the opposing shooter, it will be a foul. The cue ball will remain in place (not ball-in-hand), and the opposing shooter now shoots.
- If during the course of the shot, another ball stops in the position previously occupied by the accidentally moved ball, the opponent must place the accidentally moved ball, in an ethical manner, as close as possible to its original position. If it occurs before the shot, it must be replaced by the opponent before the next shot is taken.
Exception: If an accidentally moved ball comes in contact with the cue ball, creating a foul, no object ball will be replaced.
- Exercise caution when picking up or placing the cue ball in a ball-in-hand situation. The cue ball is always alive. If the cue ball, or the hand holding or

moving it, touches another ball, it is a cue ball foul and your opponent has ball-in-hand. Be especially careful when you are picking up or placing the cue ball in a tight spot.

- o The player or his coach (during a coaching time-out) may place the cue ball in a ball-in-hand situation. The same rule regarding placing the cue ball applies to the coach as applies to the player. If the player or coach fouls in the process of placing the cue ball, it will be ball-in-hand for the opponent. Therefore, it should be the player's choice if he wishes to place the cue ball or allow his coach to do so.

5. INTERFERENCE:

- While the shooting player is at the table, the non-shooting player and both team's players practicing on other tables, cannot disturb, make noises, move around or in-front of the shooter's field of vision on or near the table.
- All players must conduct themselves in a respectful manner, or a manner consistent with that of a professional (in other words: *be quiet; be invisible; be and courteous* to that player), or it may result in an "Official Warning" from the opposing Team Captain (or the Adjudicator, if the situation is so volatile that it cannot be diffused by the two Captains).
- Trash-talking, or causing distractions (sharking) in any way, to shooters at the table should not be done. Such actions are unprofessional, not funny, and will not be tolerated.
- A foul (ball-in-hand) will be called for interference.
- If "Practice Table" players become too loud, laughing or horseplaying, and fail to observe the right-of-way of the "Match Players", those actions may cause interference. If interference activities or poor conduct continue after two warnings, the "Practice Table" will be shutdown during match games to afford "peace" to the other match shooters.
- Extreme "table-and-space" courtesy is the best "practice" for all players in this League, regardless of all other thoughts or considerations.
- NOTE: During amateur league play, it is understood that the match is between the two players, and teammates are not permitted to instruct or interfere with their shooter while on the table, unless called upon by the shooting player for a Rules Clarification or Time Out (see paragraph 6, Coaching Assistance).

6. COACHING ASSISTANCE:

- During their inning, and only once per game (or twice per game for Level 2 and Level 3 players), shooters are allotted a "Time Out" that shall last no more than a ~~two~~ ^{one} (2) minute period. During this time, the player may receive instruction from only one available teammate while at-the-table. However, two teammates or coaches may confer away from the table about the player's next move.
- A player, while at the table, who receives "coaching" advice from any other teammate(s) is a foul. A foul may be called by the opposing team, and the opponent now shoots

(This may be called a ball-in-hand foul). And, if there is a second infraction during the same game, the opponent may be declared "Winner by fouls".

- **Calling a Time Out:** When the shooting player calls a "Time Out", he will select an available team member to immediately assist him without conferring with other parties. The coaching teammate is to arrive at the table and aid the shooting player, with nothing in hand.
- **NOTE To Team Captains:** This league was created so *players from everywhere could come and have fun and "shoot for the money"* (...but 4 Losses in-a-row is not fun. It hurts!). Perhaps, practice and training during non-League nights could help. Most importantly, make sure all your players are having fun, while being competitive, in this League.

7. PLAYER RESPONSIBILITIES:

It is the responsibility of each member to be aware of all rules, regulations, and schedules relating to his/her competition. The Team Captains will make every reasonable effort to make all league-play and league-playoffs information readily available to all players. However, the ultimate responsibility rests with each individual player. There is no recourse if a player does not obtain correct or complete information.

NOTE: Players may call for rule(s) clarification during league play. This is permissible and will not be counted as or considered a "Time Out", as long as nobody refers to the next play or ball position strategy on the table.

8. RESOLVING DISPUTES:

- Any disagreement between the players will be resolved by the Team Captains (or Co-Captains).
- If any situation escalates beyond the two Team Captains' ability to control, or other administrative matters arise beyond the scope of the two Captains, the Adjudicator will be notified to resolve the issue.

9. QUALIFYING FOR PLAYOFFS:

In order to qualify for active play in the Playoffs, or any tie-breaking matches nearing "the Finals", each member/player must have played and have recorded on the Weekly Game Sheets, the following amount of games played:

- If **15-Game** schedule: **5 Games** (or one-third of schedule);
- If **16+ Game** schedule: **6 Games**, at least.

There will be no exceptions to this rule.

10. ROSTER CHANGES & NEW JOINS:

- Team Captains may submit roster changes, when and if needed, up to the fifth week after the session begins.

- There will be no "new joins" after the fifth week.
- The current number of players per team is eight (8) maximum.
- "New Joins":
 - Players who are not registered with Rack & Rolls' Tuesday or Sunday leagues will begin league play at: S/L 5 for Men. S/L 4 for Women.
 - Players already registered with Rack & Rolls' Tuesday or Sunday leagues will begin league play at their current or last-recorded S/L.
- All roster changes must be submitted immediately to the Chief Administrator to become official. No player can begin active games play until he/she is officially recorded on the Weekly Game Sheet.

11. SUBSTITUTIONS (BORROWING PLAYERS):

"No Borrow Rule" is in effect. In other words, teams may not "borrow" any players, for any games or matches, at any time, for any reason.

12. FORMULA FOR COMPUTING PLAYER'S S/L:

While there may not be any scientific or definitive way to explain any player's physical performance from game-to-game and week-to-week, Brad, a Chief Administrator, designed a Algorithm computer program that makes adjustments to each player's S/L, periodically, and reports on certain schedules.

Each player's S/L rating may be higher or lower or unchanged after several weeks, then whenever the Algorithm program is designed to report (based on each player's win/loss ratio), and periodically, during the League's session.

13. FORMULA FOR ASSEMBLING MATCH PLAY AND PLAYER S/L NUMBERS:

Each week, except for bye weeks, two teams are scheduled to play each other in a five-match scenario. Occasionally, due to varying circumstances, five matches may not be possible. Sometimes, only three or four matches will be played. Other times, matches that cannot be played as scheduled will be postponed, for no longer than 2 days, or forfeited. Regardless of the situation:

- **24-Point S/L total may not be exceeded.**
- Four players may total 24 S/L points, but the fifth match will be a forfeiture.
- If the "4/19 Rule" is enforced, then the 4 players' S/L total may not exceed 19.

14. POSTPONEMENT OF GAMES (OR MAKE-UP GAMES):

- Games or matches may be postponed or rescheduled by Team Captains (or Co-Captains). If any player(s) is unavailable, for any reason(s), *those games may be played within two days or they will be forfeit as a loss, and counted as a win(s) for the opposing team.* Both Team Captains must agree upon postponements and make-up games.

15. **ADDENDUMS.** From time to time, there may be addendums issued by the League Adjudicator and/or Chief Administrators. It is the Team Captain's, and ultimately, each individual player's responsibility to keep current of changes and schedules.
16. **MONTHLY MEETINGS.** Monthly meetings will be held on the last Sunday of every month beginning January 29, 2017.

17. FORFEITURES & PAYMENTS:

- Any team that forfeits a match(es) will pay the House. The House (Rack & Rolls) will not pay or be responsible to pay those forfeiture funds to the League for whatever the team's reason(s) for forfeiture(s).
- The team forfeiting will receive one Loss for each match forfeited.
- The Opposing team will receive credit for each forfeit as a match win. However, no individual player will receive points (under M/P) because nobody actually played the match(es).
- Both Team Captains are responsible to pay for forfeited matches, at the current rate of \$10.00 per match, even though forfeited matches are not physically played by anybody.
- A sample of how to show "Forfeiture" on Weekly Score Sheets, below:
(In this scenario, the HOME team won the match because the AWAY team forfeited). Since nobody actually played the match, no player's name will be annotated, and no individual player will be given credit for the match win.

S/L	Player's Name			<input type="radio"/>		<input type="radio"/>	
	FORFEIT			<input type="radio"/>		<input type="radio"/>	
				<input type="radio"/>		<input type="radio"/>	

HOME: ☒

AWAY: _____

- 18. BYES.** Each team that receives a BYE based on scheduling requirements will be awarded 3 Points (not 5 Points) even though the BYE team(s) actually played no matches.
- 19. TIES.** Playoffs will determine winners for first-place and second-place ties, if teams are tied at the end of the session.

SOME WAYS TO WIN:

- You have won the game because you pocketed enough balls (ranging from two balls for S/L 2 to eight balls for S/L 8), and now you're on the 9-Ball. *Make the 9, without scratching or fouling - and You Win!*
- Your opponent screwed up again!
 - This game, your opponent missed the 9-Ball for the third time in-a-row, leaving you a "duck", and *you make it!*
 - Last game, your opponent scratched on the 9-Ball and gave the table back to you. You made your numbers – now *you make the 9-Ball.*
 - Next week, your opponent will miss the bus. AWOL again! Forfeiture to your Team; and your Team wins the match – and *you didn't even have to shoot any balls!*
- Forfeiture of a game or match due to Misconduct by the opponent.
- Opponents max-out the allotted S/L totals (currently 24) in less than 5 matches; and they cannot play match(es) 4 and/or 5. This constitutes a forfeiture of the match(es) by the opponents, and your Team gets credit for the "win(s)".

SOME WAYS TO LOSE:

- Your opponent pockets his/her required numbers on balls, then legally pockets the 9-ball.
- You alter the course of the 9-ball or the cue ball in a game-losing situation.
- The Team Captain declares a forfeiture (of a game or a match) due to issues outside the billiards room; or a player's absence; or a player's misconduct.
- The Team Captain declares forfeiture (of a game or a match) against the opponents due to their absence, lateness, refusal to play, or misconduct.
- Your Team maxes-out the allotted S/L totals (currently 24) in less than 5 games and cannot play game 4 and/or 5. This constitutes a forfeiture of the game(s) or match(es) and Your Team loses.
- Conceding a Game or Match: Conceding a game or a match in League play is never encouraged. The shooting player must finish his/her inning(s), or the result shall be a loss of game(s) or match for the conceding player.



"Thank You" to the Team Captains and Members who made themselves available on January 15 and 17, 2017, to help organize this Master Plan.

Job Well Done!

Your knowledge, input, and guidance were monumental – now cast in iron and stone!

They are:

Robert; Stan "Watson"; Chuck D; Kim (Queen Bee) & Doug; Brad; Dave McK; Vance; Ashley; Dee S. (Queen Bee 2) & Dylan; Tom E.; Russell; Dee L. & Boyd; and those few who may not be listed (because we did not take a group photo).

RACK & ROLLS

- Owner • Chief Organizer • League Adjudicator: Robert Searcy**
- Chief Administrators: Sharon Paul and Brad Teller**
- Phone: (336) 227-6800**

Rack & Rolls In-House League Membership Application

Full Name _____

Address _____

City _____ State _____ Zip Code _____

Phone Number (____) _____ - _____ HOME CELL WORK *please circle which one*

Email Address _____

I hereby agree to abide by the rules of the Rack & Rolls In-House League and state that the above information is correct.

Signature _____ Date _____

Rack & Rolls In-House League Membership Application

Full Name _____

Address _____

City _____ State _____ Zip Code _____

Phone Number (____) _____ - _____ HOME CELL WORK *please circle which one*

Email Address _____

I hereby agree to abide by the rules of the Rack & Rolls In-House League and state that the above information is correct.

Signature _____ Date _____

BENEFICIAL SUGGESTIONS

FOR RACK & ROLLS IN-HOUSE 9-BALL LEAGUE

On January 15 and January 17, 2017, by proclamation of the Owner of Rack & Rolls, and by unanimous approval from the In-House 8-Ball League and the In-House 9-Ball League Team Captains, it was decided there will be a Monthly Meeting, on the last Sunday of every month, beginning January 29, 2017, for the In-House 9-Ball League.

The meetings will be held to discuss the League's state of affairs; issues pertaining to the League and the players; suggestions on how to better the League and its operations; and any other comments or ideas that may benefit the League.

Copy this page; fill in your comments; and bring it to the meeting. (It's easier than trying to remember everything).

[illegible]