

## Proposal for Changing the Start Time of League Play

### Current LBPL Rule Book states:

#### 3.2 PRACTICE TIME

The table should be made available to the visiting team for practice by 7:00 PM.

#### 3.3 STARTING TIME

Matches must start no later than 7:30 PM

### Proposal to change to (changes are in bold):

#### 3.2 PRACTICE TIME

The table should be made available to the visiting team for practice by **6:30**p.m.

#### 3.3 STARTING TIME

Matches must start no later than **7:00**p.m.

## **Proposal for Changing the Start Time of the Shot Clock for Slow Play**

Current LBPL Rule Book states:

### 5.20 SLOW PLAY

If, at 9:30 p.m. or anytime thereafter, it is in the opinion of either team captain that a team or player is impeding the progress of the match with consistently slow play, the team captain can impose a maximum 1-minute time limit that applies to both players between shots. That is, both players are put on a shot-clock. If a 1-minute time limit is imposed and the player exceeds that limit, a foul will be called and the incoming player is rewarded with cue ball in hand. A team captain cannot institute a shot-clock before 9:30 p.m., but may impose a time limit anytime thereafter. Once a time limit is instituted, all remaining games will be timed (all players are on a shot-clock for the remainder of the match).

During the player's inning, the shot-clock starts when the previous shot ends, and runs until tip-to-ball contact begins the next shot. The time while the shot is in progress is not counted. If the player begins with cue ball in hand, the shot clock begins when the shooter has control of the table (when the shooter begins to assess the table, not necessarily when he has possession of the cue ball). All racking or spotting must be finished before time is counted. If a legal conference is called, the shot-clock stops for duration of the conference. The clock continues where it left off as soon as conference has ended (that is, if 15 seconds were remaining on clock, that is the amount of time remaining for the shooter). A warning with the announcement of "time" or "ten" should be made ten seconds prior to the time limit being reached. If a shotclock is started late on a shot due to neglect or oversight of the timekeeper, or a ten second warning is not given, the player receives the benefit of the late start.

Each player may call for one (1) extension per rack. Extension period is identical to the time limit imposed. In the event of a tie score with only one game remaining, each player may utilize two extensions. The player must ensure that the referee/time- keeper is aware when an extension is called.

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