

So You Want to be Home by 11:00 on League Night

Show up 30 minutes before league starts. Start on time & still don't finish until well after midnight. Late nights cause many players to give up leagues in the face of early morning work schedules. Can anything be done about this? Absolutely! These rules & guidelines are already in place but it's up to the teams & players to make it happen.

Still think your stuck with late nights when it's not possible to split tables right? You may be surprised to see how much time you save just by following the rules.

1) Time saver - Split tables (Rule: You must split tables if not in the 4th match 2 hours after the scheduled match time, unless no 2nd table available or both teams agree not to split). Time saved : as much as **1-2 hrs.**

2) Be ready to play (Rule: Continuous play) Eat, drink, potty, go outside, put cues together, practice, make calls etc... before you're called. Time saved: 5 min per match for 3 to 5 matches. Total time saved = **15 minutes.**

3) Put players up quickly. (Guideline: 2 min. to put up a player) There is no reason the team putting up 1st cant make that decision before the end of the previous match and saving an additional 2 min. per match. Total saved **20 min** (If each team takes 3 minutes, that's 2 extra minutes per match).

4) Go to the table when it's your turn. (Rule: Continuous play) 10 seconds may not seem like much, but 2 players get about 20 turns in an average match...that's 40 X 10 second savings for a total of 6 minutes per match. Total saved = **30 minutes.**

5) Timely shots (Guideline : 20 seconds per shot is the average) The winner of a 9 ball match needs 30 points, on average. We'll say 25 successful shots, plus 20 misses. The winner alone will take an extra 225 seconds, almost 6 minutes, by averaging just 5 seconds over the guideline. If the loser takes 1/2 as many shots at 5 seconds more than the guideline, each match is lasting 9 minutes longer. Total saved = **45 min.**

6) Limit time-outs to 1 min. (Guideline: Coaching/time-outs should not exceed 1 minute) Lets say you take 2 minutes per time-out. In each match, there are probably an average of 4 time-outs per player. That's 40 time outs. Total saved = **40 minutes.**

Now add up all the time you saved in 2-6 above.....**150 minutes or 2 1/2 hrs.** Instead of finishing league play at 1 AM, you'd be getting home by 11 PM.

Still think it's BS? Maybe your team only has 1 or 2 of the issues above? These estimates are conservative. Consider the effect of taking 40 sec. per shot or try calculating 5 minute time outs.

So if your frustrated over late nights, try simply following the rules & guidelines and cut 1-2 hours off your match time. Remember, once you & your team have decided on a course of action, practice makes perfect....like any other fundamental skill. Then it's up to you how long to stay out!