

# Craig BCA Pool League Local Bylaws

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The following rules will govern the play in the Craig BCA Pool League along with the *Official Rules of the BCA Pool League*.

To view additional stats and scores you may visit [www.playcsipool.com](http://www.playcsipool.com) select tab named 'BCAPL', go down to the bottom of the list and select 'LMS league stats'; from there select Colorado, then Craig, the appropriate year and league division you are interested in viewing. Here you will find all your league stats 24 hours a day.

Our local website will give you additional information on tournaments, events and rule updates. Visit [www.craigbca.weebly.com](http://www.craigbca.weebly.com)

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1. **Starting Time of Match**

Starting time of the match will be 5pm Sundays, 6pm Mondays. Teams will be ready to play promptly at start time.

2. **Sanctioning Fees & Membership Lookup**

All players' annual sanction fees must be paid on the first week of play (Prior to playing any match). Failure to do so will result in a match forfeit for any team with unsanctioned players. Players may check their membership status and membership ID number by going to [www.fargorate.com](http://www.fargorate.com) or using fargorate app on your smart phone. **\*If a new player has a FARGO rating & number from another area / league please indicate this on your membership form!\***

3. **Weekly Team Fees**

The team captain is responsible for collecting the entire team's player fees each week, regardless of absent players. Tardiness of weekly player fees that is persistent may lead to the suspension of that team's membership in the league. Suspension of a team will result in forfeiture of that team's right to any team or individual awards, prizes, prize money, or right to participate in the league playoffs or city tournament. Failure of a team to deposit all monies and score sheets at the designated location within 24 hours of the start time of the match will result in a match loss reflecting no awards of round points, or games won for that week's play. Before team plays another match they must have brought their balance due to the league to zero. **\*Captains, please change in small cash bills into large bills each week. No Coins!**

4. **Tables and Equipment Used**

Tables and pool balls used should be in "playable" condition. If deemed "unplayable" by the League Operator, the match may move to another table when available.

5. **Number of Tables Match is Played On**

Matches will be played on 1 table unless otherwise specified by the League Operator or if both team captains agree to extend play to an additional table due to time or circumstance. See rule #9.

6. **Setting Team Lineups**

No specific process for team line up established. Teams will fill out their player order then share.

7. **Substitute "Sub" Players**

\*updated 12/21/2020 – NOTE: Use of subs will now be allowed in the following format. Teams who are short a player and would normally have to forfeit is now allowed to play a shooter in two slots. The player MUST be selected by the opposing team. Team using this option should share the costs of this sub slot, so player is not paying \$14 to play that night. Handicap points / fargorate will apply. Player will receive credit for ONE week of play. Extra player points will not alter player stats, only team stats. This is an option, not a requirement. If you prefer to forfeit please see rule number 14 for scoring.

\*City Championships will allow subs per the guidelines set in place by CSI – Vegas regulations\*

8. **Replacing a Starting Lineup Player**

If player has not played and a change needs made it is ok to make a change prior to play. Inform other team of the change ASAP.

9. **Shooting Out Policy**

With prior approval of the League Operator and if both teams agree; one player on a team is allowed to "shoot out" or play all their games consecutively at the start of the match. This policy is not allowed at the BCAPL World Championship Event; however due to circumstances it may be needed in league play occasionally. It is the desire of the league to work together and allow this when circumstances are present. \*This includes shift workers, people with sick children or who are caregivers... etc. Working with them helps to keep the league populated with enough players to sanction and captains will have fewer forfeits. Thus, it helps keep the league healthy and alive.

10. **Time Limits to Report to the Table**

Each team will have two (2) minutes to have their player report to the table for their game. Even though there is a "late" policy in place, we encourage team captains to work with each other whenever possible. **Please be ready to play when it is your turn... try not to delay play.**

11. **Breaking**

Breaking will be determined on the score sheet by the "B" in the score box.

12. **Starting Ratings for New Players in 8-Ball**

All "new" players (players without an established rating from a prior session) will start their first week of play with a league operator determined rating based on skill level and/or rating comparison with other leagues (APA, VNEA, etc.).

b.) "Rolling Handicap" from a prior division - players with established ratings in a prior division will have their rating carry over into the first week of play in the new division.

13. **Bye Weeks**

Below are several different methods of use in the "scoring" of a bye week.

To Be Determined if there are bye weeks in the schedule.... depends on number of teams.

1) If there is an "Even" schedule (where all teams have the exact same number of "Bye" weeks) then the League Operator could simply leave the "Bye" week score sheets blank and it will have the same effect on every team at the end of the year.

2) The team receiving the "Bye" will get the maximum number of points allowed (determined by the league operator).

3) When all possible BYE weeks will be avoided.

14. **Scoring Forfeited Games / Matches / League Fees**

Teams who need to forfeit matches or receive forfeited matches must pay regular weekly fees. How the fees are paid is up to the captain; fee can be paid by the captain, team or by using 'scratch' jar funds, or reimbursed by the forfeited player. Each team should decide this process at the beginning of session. Please see #7 for alternative methods to reduce forfeits.

a.) Team Scoring -

Players playing a 'Forfeited' slot on the score sheet will receive the maximum number of points for each game played. These scores will have a "WF" (win by forfeit) on your score sheet. These entered into LMS as WF so that it will not affect a player's rating. Forfeited player receives -0-'s. Entered as "F" (forfeit) on your score sheet.

b.) Rating a forfeited Player

If a team is short a player who is on the roster the captain will write indicate who is forfeiting and their FargoRate in the name field.

15. **Rescheduling Matches due to an emergency**

In the case of an emergency (example: player or players receive a call with an emergency and have to leave due to a death in the family, illness or an accident) and if play has begun then the team captains will need to determine if they both agree to reschedule the remaining matches. If both team captains agree to reschedule a match, it must also receive approval by the League Operator and host location. Match must be played prior to the next scheduled match. Regular rules apply to turning in score sheets and team weekly fees. Must be scheduled in advance!!

***This will not be used due to teams not having enough players! Forfeits will be used in that situation. This is ONLY for emergencies. Please contact the league operator if this situation arises.***

16. **Drop Out Teams**

Teams that drop out during the course of a session can create problems within the league. It can have an uneven or unfair effect on the division standings and reduce the prize money for the other teams.

All players on a team that drop out of the league will forfeit all team prize money they may have won in that session.

The League Operator will try to find a "replacement" team to fill the vacant spot, but if that is not possible the League Operator will try to find the most equitable and fair way to adjust the league's team standings. This may include averaging points by a team for the session and applying that number of points to a forfeited match, or a similar method of points averaging. League operator also may need to revise to the prize money for that session if another team is not established.

17. **Suspending Teams from League Play**

Any team that forfeits two consecutive weeks (all members) or any three weeks in a league session will be suspended the session. All fees, dues and prize money is forfeited, not be refunded. Suspended teams must bring their balance due to the league back to zero before allowed back into the league and have league operator approval. This includes fees for past (forfeited) weeks.

18. **Eligibility for Playoffs / City Championships Tournaments**

To be eligible for local playoffs and city championships you must have a minimum of 8 full, scheduled weeks of league play completed. This must be with one team in a single division of a single session and your team must complete the session.

19. **Eligibility for World Championships at the Rio All-Suite Hotel & Casino in Las Vegas**

Players who have played a minimum of 8 full regularly scheduled BCAPL league matches in the same division during a single sanctioned session and are deemed an active player by the League Operator, are eligible to play in the BCAPL World Championships. Teams "original" players must play 8 weeks on the same team in a single session.

20. **Coaching**

There is **no** coaching at the World Championships in Las Vegas allowed when it is your turn at the table. Your turn at the table starts when your opponent misses, fouls, or pushes out (in 9-ball) and the balls stop rolling. See official rules for clarification.

Local league play however, does allow **one** time out / coaching during each game. Please try to limited to 30-60 seconds. Time outs allowed from any member of your team. \*City Championships, **no time outs**.

21. **Team Roster Limit**

The maximum number of players on a roster is 8 players on 8-Ball and 5 players on 9-Ball. However, with league operator approval, you may add players due to extenuating circumstances: players moving or leaving the league. Please gain prior approval from the league operator.

22. **Roster Changes / Adding New Players**

Players will not be added to the roster if there is less than 8 weeks of play remaining in the session unless it is for the survival of the team.

The League Operator will determine "Survival" guidelines. For example, players move away and the team will suffer the remainder of the session.

**23. Team Handicap Rules**

We will use the FargoRate calculator to determine round handicaps.

**24. Proof of Identity**

All players must be able to provide proof of their identity prior to the start of a match if requested by league operator or opponent (Las Vegas). Additionally, you must have government issued photo ID and your membership information available digitally on your person during World Championship events in Las Vegas.

**25. Unsportsmanlike Conduct**

The guidelines for unsportsmanlike conduct outlined in the *Official Rules of the BCA Pool League* on page 93. This includes but is not limited to actions that are embarrassing, disruptive, or detrimental to other players, spectators, event officials, or the sport in general. If you are having any issues with conduct, please see the league operator to discuss your concerns immediately.

**26. Penalties for Unsportsmanlike Conduct**

The League Operator will determine penalties for unsportsmanlike conduct! These penalties may range from a verbal or written warning to suspension or expulsion from the league, disqualification from a tournament, playoff, city championships, and forfeiture of prize money won during the regular or post session. In addition, the host location (bar owner) also has the right to remove players from the league as well as their establishment without notice to the league operator. Unsportsmanlike conduct will be on case-by-case bases! The league operator will determine the severity of the violation and execute a decision immediately if needed (without violation letters). Otherwise, if severity is determined is not detrimental the first violation letter will be sent to the player. A second offense will result in suspension from the league (and the player will be informed in writing), with period determined by League Operator. Third violations will result in expulsion from the league and all future sessions; and a letter sent to the player. All discipline letters provided to CSI for documentation.

**27. Sandbagging Policies**

This league will not tolerate "sandbagging" (playing at a skill level below a player's true ability in order to manipulate and gain an unfair advantage) of any kind. The League Operator reserves the right to adjust any player's rating at any time if sandbagging is suspected. If the League Operator chooses they may use a panel or committee to review player ratings or make necessary rating changes. The League Operator or league secretary may warn a player if they suspected of sandbagging, and repeated offenses may result in suspension or expulsion from the league. See unsportsmanlike conduct procedure above.

**28. Right of Appeal**

Any player or team has the right to appeal before a committee of neutral league members should an occurrence seem to need discussed further. The League Operator may form and govern an appeals committee made up of league players, team captains, and/or division representatives. If a committee member is on the roster of a team filing an appeal, this committee member will not be allowed to vote or sit in on the proceedings.

### 29. **Slow Play**

We encourage people to have fun but play at a reasonable pace. Unfortunately, there may be a rare occasion when the League Operator will have to rule on slow play. Either player or both players may be put on either a 30-second shot clock at the League Operator's discretion. A warning will precede ruling and be monitored closely. **At no time will the teams manage or implement the shot clock, league operator or secretary only!!** First step to remedy this is to agree to play on a second table. If this does not fix the issue then contact the league operator or representative.

### 30. **City Championships**

Local City Championships will be a double elimination format with NO time out opportunities. All players will be required to read and sign off on the guidelines prior to playing in the City Championships. All players must have qualified with 8 weeks of play during session. It is the player's responsibility to ask for a referee during matches if you would like a shot watched. Shots not reviewed by a referee go to the shooter.

8-Ball championships will use a race format.

0-2 difference = race to 11

3-4 difference = race to 10

5-6 difference = race to 9

7 or more difference = race to 9

9-Ball championships will be played to 11 wins with no time out opportunities.

### 31. **Prize Fund Distribution**

Prize Fund Distribution information will be communicated with the league at the beginning of each session by way of these bylaws.

Total Prize Money is based on all teams finishing the league session. If any teams drop out of the session, the prize money will be adjusted. If the team winning the Las Vegas spot is unable to go to Vegas the registration fees will not be paid to them, rather the second-place team will be allowed the opportunity to have their team go to Vegas and registration fees paid. If no team travels to Vegas that registration fee money will roll into the next sessions funds. Distribution of prize money will be at the City Championship Tournament. Each qualifying player will receive their own winnings at the end of the event. Teams may choose to combine their winnings after distribution if they desire. Winning team will be required to attend a post tournament meeting to review all World Championship rules and information. This meeting will be arranged with the captain and the league operator at the end of City Championships but prior to World Championship registration. Usually, this meeting will occur within a week of City Championships.

**\*As of 12/2020 we will no longer be giving trophies per the survey results that players prefer to have the cash winnings increased instead. \*\*Effective 2021**