

Craig BCAPL Local Bylaws

League Officers:

President: Jolene Walls

Vice-President: Steve Walls

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.leaguesys.net/craig Here you will find all your league stats 24 hours a day. Stats such as team standings, MVP / top shooter, schedules, score sheets, player histories and much more are available at this web site. Our local website will give you additional information on tournaments, events and rule updates. Visit www.craigbca.weebly.com

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1. **Starting Time of Match**

Starting time of the match will be 5pm Sundays, 6pm Mondays.

2. **Sanctioning Fees & Membership Lookup**

All players' annual sanction fees must be paid on the first week of play (Prior to even playing one match is recommended). 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.playbca.com, selecting the "Leagues" tab, then clicking on "Membership Lookup". Any player can enter the first two letters of their first and last name (or their entire name), then click on "Search." The player's membership status and membership ID number will be displayed.

3. **Weekly Team Fees**

The team captain is responsible for the entire team's player fees each week, regardless of absent players. Tardiness in the payment of weekly player fees may lead to the suspension of that team's membership in the league, and 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 that team plays another match, they must have brought their balance due to the league to zero. *Captains, please change in small cash bills and coins to large bills each week.

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 be moved 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 captains agree.

6. **Setting Team Lineups**

The visiting team captain will set the lineup on the score sheet first, and then give it to the home team captain to do the same.

7. **Substitute "Sub" Players**

By local rule, we do not play with subs.

8. **Replacing a Starting Lineup Player**

No subs used.

9. **Shooting Out Policy**

With prior approval of the League Operator and both captains, 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 National Championship Event.

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. Remember, this is a pool league where the idea is to have good clean competition **AND TO HAVE FUN!!!**

11. **Breaking**

Breaking will be determined by the score sheet unless otherwise specified by the League Operator.

12. **Starting Ratings for New Players in 8-Ball / 9-Ball Divisions**

All "new" players (players without an established rating from a prior session) will start their first week of play with a "0" rating. At the end of the night, the player's rating will be determined by dividing the points scored by the number of games played. This newly established rating number will then be entered into LeagueSys for their starting rating for their first week of play. This will basically make every match in the first week a very closely contested match.

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 that can be used 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). When the score sheets are entered into LeagueSys, the League Operator will put a "WF" (Win by Forfeit) in front of each game score so that it will have no effect on a player's rating.

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

Teams who need to forfeit matches or receive forfeited matches must pay regular weekly fees. Fee can be paid by the team, captain or by using 'scratch' jar funds to pay for forfeits. This should be decided by each team at the beginning of session.

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 will be entered into Leaguesys 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.

a.) Forfeit Guidelines –Applies to 8-Ball only at this time. Guidelines for 9-Ball have not been established at this time.

Team without enough players should use this guideline:
If you have:

4 players present your team handicap must not exceed 36 (of those playing).

3 players present your team handicap must not exceed 27 (of those playing).

2 players present your team handicap must not exceed 20 (of those playing).

You will then enter a player's name to fill in the forfeited match(s), with this player you must not exceed 43 team points.

15. Rescheduling Matches

If both team captains agree to reschedule a match, it must also be approved by the League Operator and location owner, and played prior to the next scheduled match. Regular rules apply to turning in score sheets and team weekly fees. Must be scheduled in advance!!

16. Rating a forfeited Player

If a team is short a player they will enter "No Player" in the appropriate name slot. The rating of this player will be the lowest rating of a player on the team roster that is NOT playing in the match and who is an established player with three weeks of play entered into the system.

17. 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 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 make revisions to the prize money for that session.

18. Suspending Teams From League Play

Any team that forfeits two consecutive weeks or any three weeks in a league session will be automatically suspended from any and all further league competition. Any and all sanction monies, fees / dues and prize money shall be forfeited. Suspended teams must bring their balance due to the league back to zero before being allowed back into the league. This would include fees for past weeks even though they were not participating.

19. Eligibility for Playoffs / City Championships Tournaments

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

20. Eligibility for National 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 National Championships. Team "original" players must play 8 weeks on the same team in a single session.

21. Coaching

There is ***no*** coaching at the National 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. When it is your opponents turn at the table, you can talk to anyone, including your teammates, about any aspect of the game.

Local league play however, does allow one time out / coaching during each match. Limited to 30 seconds. Time out may be given from any member of your team.

22. 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 players moving or leaving the league. Players who leave the team will remain on roster throughout the session because if they have played they have given your team points. To remove them would remove their points given.

23. Roster Changes / Adding New Players

Players cannot be added to the roster after week 6 of play 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.

24. Team Handicap Limits / "43 Rule". Applies only to 8-Ball. 9-Ball has not been established.

The total team handicap limit is 43. Teams going over that average will have point penalties as follows:

44pts = 2pt penalty

45pts = 4pt penalty

46pts = 6pt penalty

Anything over 47 points will have a 10 point penalty.

This is in addition to the handicap points given for the difference. For example; If your team has 44 points and your opponents team has 38 points you will give them a total of 8 points per round. (6 points for the difference and 2 points for the penalty = 8 points per round).

25. 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.

26. Unsportsmanlike Conduct

The guidelines for unsportsmanlike conduct are 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.

27. Penalties for Unsportsmanlike Conduct

Exact penalties will be determined by the League Operator. These penalties may range from a warning to suspension / expulsion from the league, disqualification from a tournament or playoff, 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. Unsportsmanlike conduct will not be tolerated! First violation will receive a written letter of violation, another offense will result in suspension from the leagues; time frame will be determined by League Operator and Secretary of the league.

28. 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 manually 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. A player may be warned by the League Operator if they are suspected of sandbagging, and repeated offenses may result in suspension or expulsion from the league.

29. Right of Appeal

Any player or team will have the right of appeal before a committee of neutral league members of the local league; such a committee has been formed. 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.

30. Slow Play

We encourage people to have fun, play at a reasonable pace, and enjoy league pool. However, 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 or 45 second clock at the League Operator's discretion. A warning will precede ruling and be monitored closely.

31. City / Regional Championships

Local City Championships will be a modified single elimination format. 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 that are not viewed by a referee go to the shooter.

Las Vegas information will be provided during the league session and dates will be communicated as early as possible.

32. Prize Fund Distribution

Prize Fund Distribution information will be reviewed with the league at the beginning of each session. How and when prize funds will be disbursed will also be communicated. 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. 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 in May. 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 decide to. Winning team will be required to attend a post tournament meeting to review all National 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 National Championship travel.