

Craig BCAPL Local Bylaws

League Officers:

President: Jolene Walls

Vice-President: Roy Butler

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.playcspool.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

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1. **Starting Time of Match**

Starting time of the match will be 5pm Sundays, 6pm Mondays and 6:30 Thursdays in Oak Creek. 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.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. *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 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 that 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 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 both team captains agree to extend play to an additional table due to time or circumstance.

6. **Setting Team Lineups**

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

7. **Substitute "Sub" Players**

By local rule, we do not play with subs.

8. **Replacing a Starting Lineup Player**

No subs used in local play.

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 World Championship Event; however due to circumstances it may be needed in league play occasionally. Both captains must approve prior to play.

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's your turn... try not to delay play.**

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**

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 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 the League Management System, 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 captain, team 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.

b.) Forfeit Guidelines –Applies to 8-Ball only.

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).

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.

c.) Rating a forfeited Player

If a team is short a player (meaning they do not have enough players on the team) they will enter "No Player" in the appropriate name slot.

If a team is short a player who is on the roster the captain will write down who is forfeiting and their handicap 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, death, 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 be approved by the League Operator and host 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!!

This will not be used due to teams not having enough players! Forfeits are to be used in that situation. This is ONLY for emergency situations. Please contact Jolene or Roy 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 make revisions to the prize money for that session.

17. 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. No refunds will be given to those players. Suspended teams must bring their balance due to the league back to zero before being allowed back into the league. 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. Team "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 match. Limited to 30 seconds. Time out may be given from any member of your team. *Note change for 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 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.

23. Team Handicap Limits / "43 Rule". Applies only to 8-Ball.

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).

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. Additionally you must have ID and your membership card on your person during World Championship events in Las Vegas.

25. 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. If you are having any issues with conduct please see the league operator to discuss your concerns immediately.

26. Penalties for Unsportsmanlike Conduct

Penalties will be determined by the League Operator. 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. Unsportsmanlike conduct will not be tolerated! 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 to not be 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), the time frame will be determined by League Operator. A third violations will result in expulsion from the league and all future sessions; a letter will also be sent to the player. All discipline letters will be shared with 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 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 or league secretary if they are 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 the shot clock, but rather an outside individual such as operator or secretary.** First step to remedy this is to agree to play on a second table. If this doesn't 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 outs 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 that are not viewed by a referee go to the shooter.

8-Ball championships will use a race format.

0-2 difference = race to 13

3-4 difference = race to 11

5-6 difference = race to 10

7 or more difference = race to 9

43 Handicap LIMIT rule will be enforced.

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.