

RULES AMENDMENTS

2.1 TIMEOUTS

All players are entitled to one time-out per game, regardless of ratings. During this time out, the person who was called to be the coach, may not place the cue ball on the table. This person may point to a place on the table to indicate where the ball is to be placed but is not permitted to place it. We will allow 2 minutes for each time out.

2.1a – If a player is down on a shot and a team mate asks him if they want a time out and the shooter declines the time out but changes their shot, that will count as a Time Out.

2.2 BLINDS & FORFEITS

2.2a Forfeits - If a team member is going to be late, they must be present before the last game of the 1st match begins. If a player is listed on the score sheet and they are not present before the last game of the first match, then a forfeit will be scored unless team captains have made other arrangements. For 8-Ball, use the FargoRate of the player is not present. For 9-Ball, use a 10 as the average. All forfeits will be scored as a 10-0. Use the WF in the scoring application.

2.2b Blind - If a player is not present, then the Blind rule will apply. The Blind player will always be the last player on that teams score sheet. ~~A Team with a BLIND player will put the Fargo Rating as a 600.~~ When your player encounters the BLIND player, you will play the player on that team corresponding to the match number. The Fargo Rating will be that of the player playing as the BLIND. The fifth player chooses who they wish to play. The BLIND player ALWAYS goes in the **LAST** Position of the Team Score Sheet.

2.2c Blind & Forfeit - If a team is short two players, one may be a BLIND and the other will be a FORFEIT where the team who is short will receive 0 points and the opposing team will receive 10. Use the WF in the scoring application.

2.3 DEFLECTING THE CUE BALL ON THE OPENING BREAK

If, during the break, the cue ball is deflected by any object other than any numbered object ball, it is considered a foul. If a miscue occurs on the break, allow the balls to roll to a complete stop and then determine if 4 ball have hit a rail.

2.4 ADDING NEW PLAYERS

New players may be added on up to the 6th week of play. If a team loses players and is not able to produce 5 players on their roster, than they may add players to bring them to the minimum of 5 players for their roster. This may be done only once per session per team.

2.4a - Any Military or Civilian personal coming back from overseas duty may be added on at any time during the league if the team has available room on their Roster.

2.4b - Any team may invoke the Team Survivability Rule only ONCE per session. The Team Survivability Rule allows a team to Drop players below 5 and add players to bring them back to five.

2.4c - If a member of your team dies during a session, you are permitted to add a player at that time.

2.5 POSTPONEMENTS

The league does not get involved in postponements unless we announce that a change to the schedule will occur. A team who postpones their match will be held accountable to ensure that the match is played. The team that postponed the match must be flexible to the opposing teams scheduling needs. If the team requesting the postponement is not able to complete the match by the end of the session, then they forfeit that week. A team can only have one postponed match active and any time during a session.

2.6 DUES

The Annual Dues must be paid prior to a player playing their first week. If annual dues are not paid by the players 2nd week of play, we will withhold weekly dues to pay for that player annual dues and show your team short.

Weekly dues are due weekly. A team is fined \$10 for not turning in their packets in by 5:00 PM on Friday. If some reason this is not possible, the team captain must contact the league secretary prior to playing that night.

2.7 DIVISIONAL STRUCTURE

We will schedule the division so that each team plays every team an equal number of plays. For BCAPL, if the schedule runs past December 31, we will have to end that session and finish it on the next fiscal year. This is something that we received down from BCAPL about ending sessions before the fiscal year ends.

2.8 TIE BREAKERS

During league play, if a round is tied, the tie breaker is the team with the most wins. If the match points are tied, the tie breaker is the team who won the most games.

For the End of Session, and there is a tie:

We look at the head to head matches between the tied teams/players

1. We look at rounds/games won between the tied teams/players
2. If that is a tie, we look at the games won between the tied teams/players

3. If that is a tie, we look at the points won between the tied teams/players
4. If that is a tie, then the teams/players are tied and all monies earned will be split evenly

2.9 START TIME

Matches will start at 7:30 PM with a 15-minute grace period. If a team is not able to start within the grace period, forfeits will be awarded.

2.10 TEAM CAPTAIN RESPONSIBILITIES

- Submit to the other team their player roster for the matches.
- Score accurately, verify the team scores at the end of each game, record all B&R's and R&R's and sign the score sheets.
- Collect all dues owed.
- Insure all players are familiar with the rules and abide by them.
- Control the temperament of their team.

2.11 BREAKS

The visiting team will break on matches 1,3 and 3 games of the 5th match. The player that racks pays for the game. If the tables are open, then the cost of the match is split between both teams.

2.12 CALL SHOT

(Defined) Call Shot allows a player to call an object ball to a specific pocket. ALL BANKS, KICKS AND COMBINATIONS NEEDS TO BE CALLED.

2.13 POINT SYSTEM

10 points will be awarded to the winner of the game for 8-Ball and Cove 9-Ball. The opposing player will gain a point for every ball of their group pocketed, regardless how it was pocketed.

2.14 MARKING 8-BALL

Marking the pocket in which the 8-Ball is called is not required.

2.15 SPORTSMANSHIP RULE

If a player intentionally pockets the 8-Ball to manipulate an average, then that players average becomes an 10 for that night and the score remains un-changed.

2.16 PAYOFFS

Payoffs will occur on the Night of Play following the last week of the session, unless otherwise noted in your packet.

2.17 HEADSETS

The use of headsets will be permitted during LEAGUE play as long as any part of the headset does not interfere with the match and the players can still communicate.

2.18 ILLEGAL PLAYER

If an illegal player plays during a match, the individual scores will be counted but the team will receive 0 Wins for that match.

2.19 PACKETS

Each team is responsible for their packets, picking up and dropping off. A \$10 fine will be charged each week to the teams who fail to turn their packets in by Friday at 5:00 PM.

2.20 MAKE UP MATCHES

A team may only have ONE Make Up Match Pending.

2.21 SHOT CLOCKS

If a player on the opposing team is shooting slow, you can put them on a clock. You must let this person know that you are putting them on the clock and one of your players must use a digital device and **announce** when there is 15 seconds remaining.

- 1 Minute – 1st time to the table – Warning at 45 seconds.
- 30 Seconds – Any subsequent shot afterwards – Warning at 15 seconds
- 2 Minutes – Time Outs – Warning at 1:45 minutes

A player may have one extension per game. The extension will be for the amount of time for that shot. First violation would be a verbal warning. Second Violation would be a ball in hand foul.

2.22 9-BALL SCORE KEEPING

During the match, each team will be responsible for keeping score on a specific table. A point will be awarded for all legal shots where a ball is pocketed, while also tracking dead balls. A dead ball is where balls are pocketed on a non-legal shot. During each rack, the person responsible for scoring the match on that table will announce the score before the balls are broke. The score keeper will also announce once a player is on the hill.

2.30 JUMP AND MASSE SHOTS

Jumps and Masse shots are not permitted if the club has it clearly displayed. If the club is going to allow league players to jump or masse, it must be announced before the match starts. We consider a Masse shot if the cue is elevated greater than 45 degrees.