



South Austin BCAPL Bylaws "a fun BCAPL Sanctioned League"

League Officers:

Co-League Operator: Vincent Villalva

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The following rules will govern play in the South Austin BCA Pool League. Along with these rules, the *Official Rules of CueSports International* will be used. Please ask your League Operator for the Internal League page to view your league stats at any time. Stats such as team standings, schedules, score sheets, player histories, and much more will be available on this page.

Fargo Rating Site - <https://www.fargorate.com/>

1. **Starting Time of Match/ Season Structure/ Handicapping**

Starting time of all matches will be 7:30pm every league night. As long as 1 of your opponents' members is there on time, the match can begin. If no members from the opponent are there by 7:30, the team will be given a 15 min grace period to have someone show up or to have reasonable communication from the opponent if there was an emergency situation delaying their arrival. Beyond that, the forfeit rule (#14 in bylaws below) will immediately go into effect.

Each league season will be approximately 17 weeks(including postseason). The standings will produce the top teams eligible for the playoffs and 1-2 wild card teams each season as well. **All league play** will be handicapped with the Fargo Rate system. League operators will assign new ratings to "New" players. Handicapping will help act as an equalizer system. This system is explained in Section 6 below.

2. **Sanctioning Fees & Membership Lookup/ Fargo Lookup**

All players must pay their annual BCA sanctioning fees on the first week they play. 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 on the "Membership Lookup" page. You can also see Fargo Rating on Fargo app. Once a player is sanctioned they will be eligible to play in any BCAPL Sanctioned Tournaments (Texas State championships, Vegas National championships, etc)

3. **Weekly Team Fees**

The dues per player will be \$10 per week played
(\$50 due each week per 8ball team or \$30 for 9ball(or 3 person team play)).

Sanctioning annual dues are \$20 per player and also must be paid on the first week of play each season or they should not be allowed to play. **This is the responsibility of each team captain. (Please Refer to Rule 2)**

Dues must be paid via Venmo by one team member each week.

NO PARTIAL PAYMENTS

ELECTRONIC PAYMENT MUST BE RECEIVED by 12pm the following day

The team captain is responsible for the entire team's fees each week, regardless of absent players. Tardiness in the payment of weekly player fees will 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 postseason play. Failure of a team to deposit all monies and score sheets at the designated location the night of the match will result in loss of points. Before that team plays another match, they must have brought their balance to zero.

In 8ball, a (20) point weekly penalty will be assigned to a team score that has incomplete dues paid for a match.

In 9ball, a (5) point weekly penalty will be assigned to a team score that has incomplete dues paid for a match.

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 venue. The pool balls, including the cue ball used, may be chosen by the home team unless otherwise specified by the league.

*Teams may use a "MagicRack" if agreed upon.

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

Matches will be played on 2 tables unless otherwise specified by the League Operators.

6. **Setting Team Lineups w/ Fargo Rate System**

League scoring app will produce the match handicap total for the player lineup. The Fargo rankings have proven to be the best rating method if used accurately by BCA league operators.

a. **The 100% Fargo rule is implemented for ALL matchups.**

b. **The handicap shall not exceed:**

i. **8Ball - 85 points**

ii. **9Ball - 10 points**

iii. **Grand format- 45 pts**

7. **Substitute "Sub" Players**

- A. A team may put a substitute (sub) player (only from their own roster) into the lineup anytime before the start of a round. The captain of the team putting the sub in must notify the opposing team captain prior to the start of the round. Adding a sub may alter the handicap on the final point total on the app.
- B. Once a player in the starting lineup is replaced by a sub they cannot go back into the lineup.
- C. If a player plays on a team at any point in the season, they're not allowed to play on another team for the remainder of the season. *League operators can make exceptions in extreme situations*
- D. If a player leaves your roster, he/she can be brought back onto the roster during the season with league operator approval

8. **"Doubling-up" - when you are missing one (1) player on the roster**

- A. If a team is unable to field a full roster, the opponent may pick any of the available players to fill that empty spot on the roster (double-up).
- B. If a player arrives to play the empty/double-up spot, they can be subbed in. (Rule 7)
- C. The Double-up player will play at their listed Fargo rating.
- D. This can only happen for one empty roster spot a week. Any more empty roster spots would be handled as a forfeit (see Rule 16).
- E. *Double ups are NOT ALLOWED in the postseason or playoffs. All roster spots that cannot be filled will follow the forfeit rules (Rule 16)*

9. **Shooting Out Policy**

With approval of the opposing team, 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 Championships.

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 scoring app.

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

New players (players without any Fargo rating in our system) will start their first week of play with a "500" rating for men and "400" for women. Fargo ratings will adjust on a weekly basis. League operators also have discretion to alter a rating that appears to be entered without proper information. Operators will convert players accordingly that are visible in the system from other official leagues.

13. **Bye Weeks**

1. 8ball - 200 points will be the score received for any teams in the case of a bye week.
2. 9ball - 17 points will be the score received for any teams in the case of a bye week.

14. **Scoring**

- A. 8-ball - Scoring will be based on 10 pt per game system. Each ball pocketed is worth 1 point. The 8 ball is worth 3 points.
 - a. **Maximum total points will not exceed 250.**
- B. 9-ball - Scoring is based on 1 point per game system. Each win is worth 1 point.
 - a. **Maximum total points will not exceed 27**
- C. **Grand- Scoring Max will not exceed 180.**

15. **Rescheduling/ Make-Up Matches**

Matches must be played on a regularly scheduled night- unless approved by league operators.

16. **Forfeits**

- A. The rating of this slot for handicapping reasons, will default to your player closest to a 500 fargo.
- B. Forfeited games will be indicated with a **"WF"** as the score on the scoresheet.
- C. Opponents in the "WF" game on the score sheet will receive the maximum number of points (8-ball - 10; 9-ball - 1). "WF" games will not impact a player's Fargo rating.
- D. Forfeited team matches will count **the same as a bye week.**
 - a. If a team does not show up to play their match in 8ball, it is scored like a bye and the opponent will receive 200 points.
 - b. If a team arrives and breaks to start a match and then refuses to play. Any matches not played will be scored 10-0 for the opponent (max 25-0 or 250 total points)
 - c. Max points awarded for a forfeit are 210 in the final two weeks of the season- no matter the situation.
- E. Both teams are still responsible for paying their entire weekly dues.
 - a. To receive points for a forfeited match, the non-forfeiting team must pay their regular weekly dues.
 - b. The forfeiting team will not be eligible for any post season awards, drawings, or continued play if they are not brought current and paid in full.

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 drops out of the league will forfeit all prize money potentially won in that session. A team that has started a session and has played FOUR (4) weeks is responsible for the full session's fees. The captain of a team that has dropped out will not be allowed to play on future league teams until **all** owed fees are paid. All other team members must be current on their individual dues *before being allowed to rejoin the league with any other team.*

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 schedule. Match scores will be calculated according to the forfeit rule.

The dues must all be paid in full for the entire season by the final regular season league night.

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 South Austin BCA League Playoffs / Postseason Play / Contests**

To be eligible for local singles tournaments, team playoffs, or any post session play you must have **minimum of 4 full** scheduled weeks of league play in the current session, on one team in one division, and your team must complete the session and/or be paid in full.

a. Contests

- i. Players must have a minimum of **50%** of the weeks (or the equivalent of at least 50% weeks played in the case of someone who has doubled up for their team- IE: In a 17 week season, a player would have to have played 43+ total games) of the season to be eligible for winning any contests
- ii. 8-ball - **BR** (Break and runs), **MVP** (top win%), **PM** (perfect matches), Top Male pts, Top Female pts;
- iii. 9-ball - **BR**, **WZ** (cheese wins), **TR** (3 foul rule victories; must get a watch from an opponent & make your opponent aware they are on 2 fouls) ,**WB** (9 ball win on the snap),**PM**, MVP
- iv. **BBD**- (9ball league ONLY) Betsys Big bad dude **OR** LLL- Lain's lucky lady (Besides MVP, make all the award categories before anyone else does...only 1 person (M or F) can be awarded each season). Post season play stats do **NOT** contribute to these awards
- v. **BBD & LLL** - Minimum 2 (two) seasons consecutively played is required to win 100% of the pot.
 1. First one to accomplish is awarded BUT If multiple players win on the **same night**, the pot will be split evenly.

20. **Coaching**

There is one (1) coaching timeout per game when it is your turn at the table and the shooting player must call the timeout. Timeouts are limited to 2 minutes. **TIMEOUTS FOR PLAYERS UNDER 500 FARGORATE CAN BE CALLED BY TEAMMATE playing on the roster that week.** Your turn at the table starts when your opponent misses, fouls, or pushes out (in 9-ball) and the balls stop rolling. The player must wait to shoot until after the coach has left the table. When it is your opponent's turn at the table, you can talk to anyone, including your teammates, about any aspect of the game.

21. **Team Roster Limit (no subs from other teams)**

- A. 8ball - The maximum number of players on any league roster is 8, with only 5 players starting each week of play. **NO SUBS FROM OTHER TEAMS or leagues will be permitted at any time.** They must be on your official 8 player roster in that division.
- B. 9ball - The maximum number of players on any league roster is 6, with only 3 players starting each week of play. **NO SUBS FROM OTHER TEAMS or leagues will be permitted at any time.** They must be on your official 6 player roster in that division.

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

Players cannot be added to the roster after week 3 of play unless it is for the survival of the team or approved by league operators. The League Operator will determine "Survival" guidelines. Teams can be added after Week 1 with operator's approval but no later than the start of Week 3. After 3 weeks are completed, teams should not be added.

23. **Team Rating Limits**

The total team rating is unlimited at this time. You may have any Fargo ratings playing together on a team but all weekly matches (and post season matches) are handicapped based on these Fargo ratings.

24. **Proof of Identity**
All players may be asked to provide proof of their identity prior to the start of a match.
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. League operators will exercise discretion on such behavior.
26. **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.
27. **Sandbagging Policies**
This league will not tolerate "sandbagging" (playing at a skill level below a player's true ability in order to manipulate a player's FargoRate handicap 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. The player or a team 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 and forfeit of **any and all prize money**. League operators can accelerate the penalties on a case by case basis.
28. **Right of Appeal**
Any player or team will have the right of appeal before a committee of neutral league members (captains of all league teams), if such a committee has been formed. The League Operator may form and govern an appeals committee made up of the team captains. 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, 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 a 45 second clock at the League Operator's discretion.
30. **Post season/Playoff Structure**

The playoff format will be determined based on the number of teams on the third week of the season.

The qualifying procedures and the dates of any League Championships will be posted before the postseason/playoffs. The post season will consist of the top performing teams in the standings and WildCard teams based on the number of teams that season. The playoffs will be played in the same handicapped points method as the regular season. Teams with the most net points (match + handicap) in each match will advance.

*Below are ONLY some examples of potential selection/playoff formats. League operators may modify and inform the teams beforehand.

- If there are 6-7 teams, the top 2 auto-qualify for playoffs, plus 1 wild card team drawn at season's end. 1st place from the season standings will receive a bye and the other two teams will face off in a semi-final for the right to go to the finals and face the 1st place regular season team.

- If there are 8-11 teams, the top 3 auto-qualify for playoffs, plus 1 wild card team drawn at season's end. The post season would have 1st place vs Wild Card & 2nd place facing off vs 3rd place.
- If there are 12-16 teams, the **top 6 auto-qualify for playoffs, plus 2 wild card team drawn at season's end**. The #1 seed plays the lowest ranked Wild Card team(from the season standings) & #2 seed plays the Higher ranked_WC (also from standings). 3 vs 6 & 4 vs 5. Then all winners advance to the 2nd round of playoffs where the remaining 4 teams play two matches each to determine 1st through 4th places.
- If there are 17+ teams we may sometimes divide teams into separate conferences and combine them for postseason play. Usually a total of at least 8 teams (including usually two wild card selections) would make the playoffs (plus occasionally play-in games too).
- Consolation Round: This round will always be played the first week of playoffs with non-playoff teams getting a chance to compete for cash prizes per matchup.
- **IN ALL POST SEASON MATCHES**, MATCHES WILL BE STOPPED ONCE OPPONENT IS MATHEMATICALLY ELIMINATED. NOT ALL GAMES HAVE TO BE COMPLETED. TEAMS SHOULD DOUBLE CHECK THE SCORE SHEETS AND LEAGUE OPERATORS SHOULD CONFIRM BEFORE TEAMS LEAVE AS WELL.
- **Practicing during playoffs**: Players currently active on the scoresheet are **not allowed** to practice in the playoffs.
 - If this occurs, and the opposing team is shooting, they must inform the team that was practicing and will immediately receive the ball in hand
 - If a teammate is at the table shooting, the opponent must ask the player to stop shooting. The player's turn is over and the opponent whose team was not practicing will be given the ball in hand.
 - **THIS IS FOR ALL MATCH TABLES BEING PLAYED BETWEEN THE TWO TEAMS.**
- **Postseason qualifying procedures**: The teams with the top points at the end of the season will qualify for the playoffs.
 - In the event of a tie during qualifying:
 - First, ties will be decided by totalling the season's head to head points between the tied teams
 - Second, if teams are still tied, teams will be decided by number of weeks won during the season
 - Finally, if there is still a tie, a spot shot will be set up by the league operator and one player from each team will shoot the shot until one player makes the shot and the other player misses (can swap players if it goes to multiple rounds)
- **Ties during post season matches**: Winner of the match is determined by total games won in the match

31. **Prize Fund Distribution**

Prize Fund Distribution will take place at the conclusion of each season and playoffs.

***ALL Sanctioned teams also have the opportunity to pay their own way (or use their winnings if they choose) to play in the BCAPL National Championships AND/OR Texas State Championships should they choose.*

****Stay tuned for Team/Individual 8ball/9ball tournaments as well throughout the season.**

ALL ABOVE BYLAWS ABOVE ARE SUBJECT TO CHANGE FOR FUTURE SEASONS IF DEEMED NECESSARY BY LEAGUE OPERATORS TO MAINTAIN FUN & FAIR PLAY.

