

Rollers Pool League

GLADIATORS DIVISION

Information Document

Revision History

Date	Version	Author	Notes
Feb 23, 2022	1.0	Jeffrey S.	Initial draft
Mar 28, 2022	1.1	Jeffrey S.	Repaired error in round labels for 2 and 3 player arenas
Apr 1, 2022	1.2	Jeffrey S.	Added reference to BCAPL rules
Apr 4, 2022	1.3	Jeffrey S.	Added lag-for-break rule for tiebreakers, clarified no golden breaks for 9-ball
Sept 14, 2022	2.0	Jeffrey S.	Removed points from 8-ball scoring, rewrote examples, fee adjustments including BCAPL sanctioning
Jan 28, 2023	2.1	Jeffrey S.	Added section about using the BCAPL Scoring App
Feb 8, 2023	2.2	Jeffrey S.	Added instructions to find BCAPL Membership ID which might be needed for logging into Scoring App for the first time
Mar 8, 2023	2.3	Jeffrey S.	Added specific rule about the usage of template racks
Apr 26, 2023	2.4	Jeffrey S.	Changed payment calculation details to reflect a 12-week season
May 4, 2023	2.5	Jeffrey S.	Added 10-ball for top two Tiers of play, modified shootout rules to add a set of three as the initial round, updated instructions on using BCAPL app
May 16, 2023	2.6	Jeffrey S.	Clarified that tiebreakers are not counted towards Fargo
Sep 6, 2023	2.7	Jeffrey S.	Changed shootout rules to 8-ball break-and-run, refined rules around prelim matches
Jul 28, 2024	2.8	Jeffrey S.	Updated BCAPL fee from \$27 to \$30
Jan 11, 2025	2.9	Jeffrey S.	Changed "Fargo" to "skill" in prelim section, moved alternate tie-breaker info to bottom of section, clarified 10-ball rule exception, added note to inform league admin if player is missing a match, even if they have arranged their own spare
Apr 23, 2025	2.10	Jeffrey S.	Corrected an error in the sample match images, clarified spare restrictions
Dec 13, 2025	2.11	Jeffrey S.	Added rule specification that 9-balls must be

			racked with the 9 on the foot spot
May 8, 2026	2.12	Jeffrey S.	Updated email address for scoresheet submission to support@rollerspool.com
May 26, 2026	2.13	Jeffrey S.	Cleaned up some wording

Quick Navigation

[What is the Gladiators Division?](#)

[How does a match get played?](#)

[How do players move between Arenas?](#)

[How are the Arenas initially populated?](#)

[What games are played?](#)

[How do you break ties in a match?](#)

[Which set of rules is used?](#)

[How do I enter my scores into the BCAPL Scoring App?](#)

[How does payment work?](#)

[How are prizes distributed?](#)

[What happens if I need to miss a week?](#)

[How do I join?](#)

What is the Gladiators Division?

Gladiators is a division of the Rollers Pool League that offers a unique and novel format for singles 8-ball, 9-ball, and 10-ball competition. Two of its key features are that it offers weekly cash prizes and it does not use artificial handicaps.

Players are organized into groups called Arenas, each one between 3-5 people. The Arenas are organized into Tiers, and if you win in your Arena one week you will be promoted to another Arena in the next Tier up the following week. However if you don't win, you risk being dropped to an Arena in the next Tier down. Higher-tier Arenas offer more lucrative prizes, but also have a higher fee.

Arena matches are played in a round-robin format, with winners being determined by total number of wins. Two-way ties are broken by a sudden death game. Three-way or larger ties are broken by a 8-ball break-and-run contest (detailed later in this document).

How does a match get played?

Let's say, for example, there is a match being played by four players.

1. Annabelle
2. Brian
3. Carly
4. Dominic

Using the Gladiators scoresheet, the players would add themselves to the appropriate section based upon the size of the Arena. Two-player Arenas are possible in the event someone in a Three-player Arena misses a week and does not arrange a spare, but they are never planned during the regular season.

The players begin their match by playing the first round. Players with white squares in the same Round play each other, and the same for the shaded squares.

ROLLERSPOOL.COM																		
Gladiators Division																		
Arena: E																		
# Players in Arena	Name	8-ball						8-ball Wins	9-ball or 10-ball						Total Wins (8 & 9/10)	Tie-break (if needed)	Match Result	Player Initial
		Round 1	Round 2	Round 3	Round 4	Round 5	Round 6		Round 7	Round 8	Round 9	Round 10	Round 11	Round 12				
2	1																	
	2	B		B		B			B		B		B					
3	1																	
	2	B				B			B				B					
	3																	
4	1 Annabelle	B	L		L	B	W	1			B							
	2 Brian	B	L	B	W		L	1					B					
	3 Carly		W	B	W		L	2	B				B					
	4 Dominic		W		L	B	W	2	B		B							
5	1	B		B						B		B						
	2		B			B			B		B							
	3				B	B			B	B								
	4	B			B						B		B					
	5		B	B								B	B					
Use the rows corresponding to the # players in your Arena Play Rounds from left to right in numerical order Players with white squares play each other in a round Players with shaded squares play each other in a round Players with black squares sit out that round B in lower left corner indicates breaker		8-ball - Mark wins with "W" - Mark losses with "L"						Half Time	9-ball - Mark wins with "W" - Mark losses with "L"						Rank results: - first by Total Wins - then by 8-ball Points - then by a sudden-death 9/10-ball game - 3-way (or larger) ties settled by 8-ball runoff			

The match continues and we reach Half Time. Annabelle and Brian both only have one game each, where Carly and Dominic both have two. It's still anyone's match.

# Players in Arena	Name	8-ball						8-ball Wins	9-ball or 10-ball						Total Wins (8 & 9/10)	Tie-break (if needed)	Match Result	Player Initial	All players initial final scores
		Round 1	Round 2	Round 3	Round 4	Round 5	Round 6		Round 7	Round 8	Round 9	Round 10	Round 11	Round 12					
2	1																		
	2	B		B		B			B		B		B						
3	1																		
	2	B				B			B			B		B					
	3		B		B					B		B							
4	1 Annabelle	B	L		L	B	W	1	W	B	W		W		4				
	2 Brian	B	L	B	W		L	1	L		L	B	L		1				
	3 Carly		W	B	W		L	2	B	W		L	B	W	4				
	4 Dominic		W		L	B	W	2	B	L	B	W		L	3				
5	1																		
	2	B		B						B		B							
	3		B			B			B		B								
	4				B	B			B	B									
	5	B			B						B		B						
Use the rows corresponding to the # players in your Arena Play Rounds from left to right in numerical order Players with white squares play each other in a round Players with shaded squares play each other in a round Players with black squares sit out that round B in lower left corner indicates breaker		8-ball - Mark wins with 'W' - Mark losses with 'L'						Half Time	9-ball - Mark wins with 'W' - Mark losses with 'L'						Rank results: - first by Total Wins - then by 8-ball Points - then by a sudden-death 9/10-ball game - 3-way (or larger) ties settled by 8-ball runoff				

In the second half, we see some dramatic shifts as we change the game type. Depending on the tier of play, the type of game can be 9-ball or 10-ball.

Annabelle has won all her games, but Brian has not fared so well and has come in last. Carly manages to hang onto a tie for first place with two wins. Dominic secures third place.

Annabelle and Carly must now play a single sudden-death 9 or 10-ball game to break the tie. Which one they play depends on what they've been playing for the second half of the match. They lag for break, unless both players agree to flip.

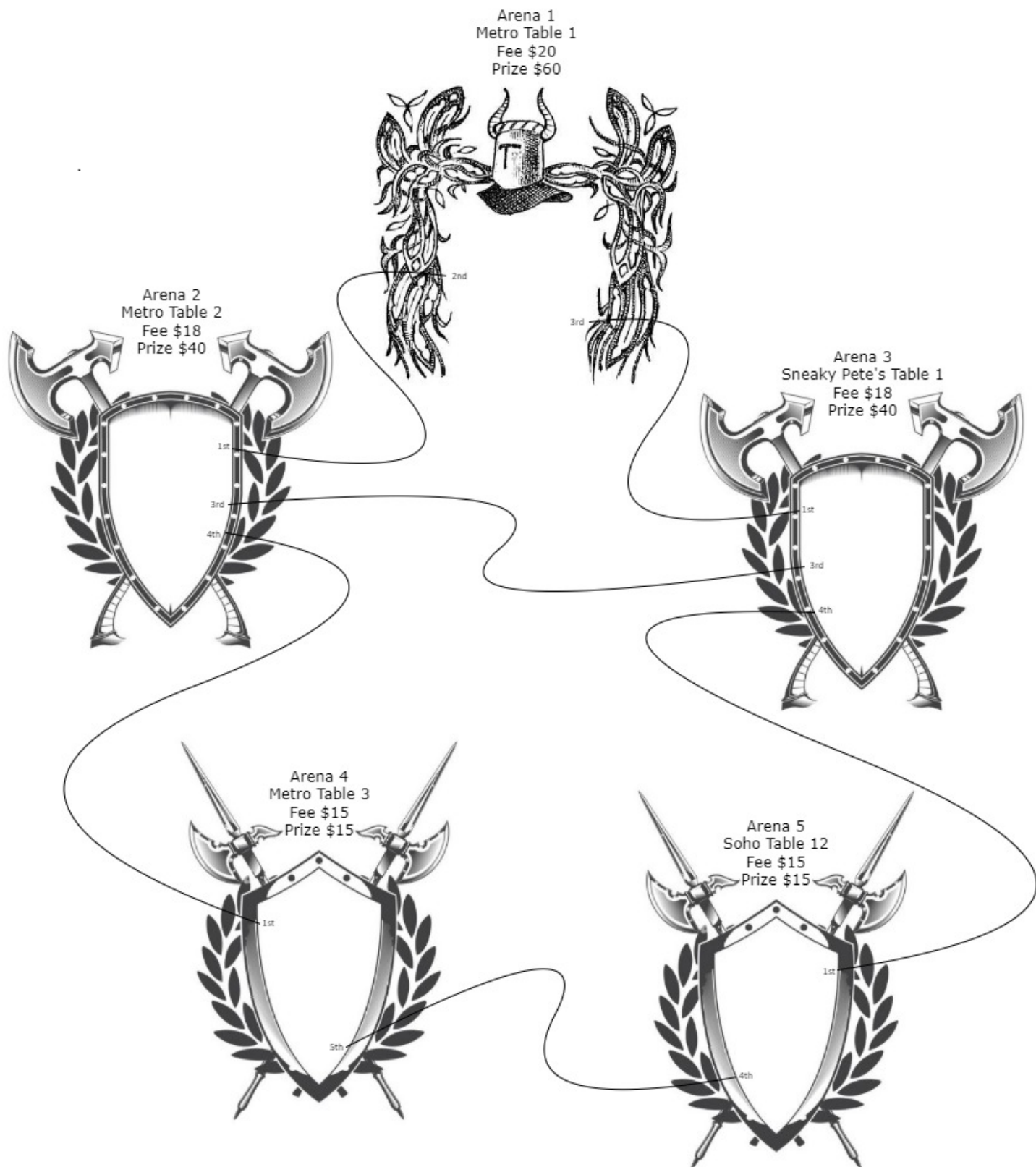
# Players in Arena	Name	8-ball						8-ball Wins	9-ball or 10-ball						Total Wins (8 & 9/10)	Tie-break (if needed)	Match Result	Player Initial	All players initial final scores
		Round 1	Round 2	Round 3	Round 4	Round 5	Round 6		Round 7	Round 8	Round 9	Round 10	Round 11	Round 12					
2	1																		
	2	B		B		B			B		B		B						
3	1																		
	2		B		B		B			B		B		B					
	3																		
4	1 Annabelle	B	L		L	B	W	1	W	B	W		W		4		2nd	AB	
	2 Brian	B	L	B	W		L	1	L		L	B	L		1		4th	BN	
	3 Carly		W	B	W		L	2	B	W		L	B	W	4	X	1st	CY	
	4 Dominic		W		L	B	W	2	B	L	B	W		L	3		3rd	DC	
5	1																		
	2																		
	3																		
	4																		
	5																		
Use the rows corresponding to the # players in your Arena Play Rounds from left to right in numerical order Players with white squares play each other in a round Players with shaded squares play each other in a round Players with black squares sit out that round B in lower left corner indicates breaker		8-ball - Mark wins with 'W' - Mark losses with 'L'						Half Time	9-ball - Mark wins with 'W' - Mark losses with 'L'						Rank results: - first by Total Wins - then by 8-ball Points - then by a sudden-death 9/10-ball game - 3-way (or larger) ties settled by 8-ball runoff				

Carly wins the match and is promoted to an Arena in the next Tier up. She also wins any cash prizes awarded for this Tier and is entered into the Champions Draw along with all the other Arena winners that night and might potentially win some more cash. Annabelle, despite her heroic comeback, wasn't quite able to close out a win but has secured second place. Brian has come in last and will drop to the next Tier down. Depending on the nature of the Arena Map, Dominic may also drop down.

All players verify the results by initialing the Player Initial column. The winner of the Arena is responsible for taking a picture of the scoresheet and sending it in to support@rollerspool.com.

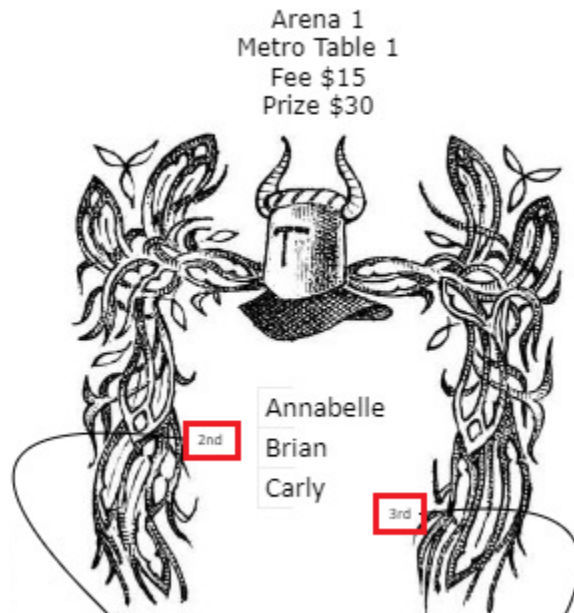
How do players move between Arenas?

The precise details behind the promotion and relegation of players depends on the Arena Map. Each season, the details of the map change depending on the number of players that have joined. A sample Arena Map can be found below. Table locations are only examples for illustration.



The movement between Arenas denoted by the small rank indicators in the Arena Map (see red boxes below) and the lines to which they are associated. The names show who is competing in that Arena on a given night. The indicators show you which ranks will move to a different Arena *after* the match. And the lines show you which Arenas those ranks will move to for the next match. These lines must be bi-directional as players are swapping places. The location, fee, and prize will all be included as part of the Arena's label.

In the following example, the winner of this 3-player group would remain in Arena 1, but the 2nd and 3rd place players would both drop and be replaced by the winners of the two Arenas below this one. All players would be charged \$15 for the match, and the winner would get \$30. Table time is covered by the fee.



The Arena Map will be updated each week with last week's results so players know which venue they should attend. League administration reserves the right to rearrange the distribution of players within a Tier midway through the season.

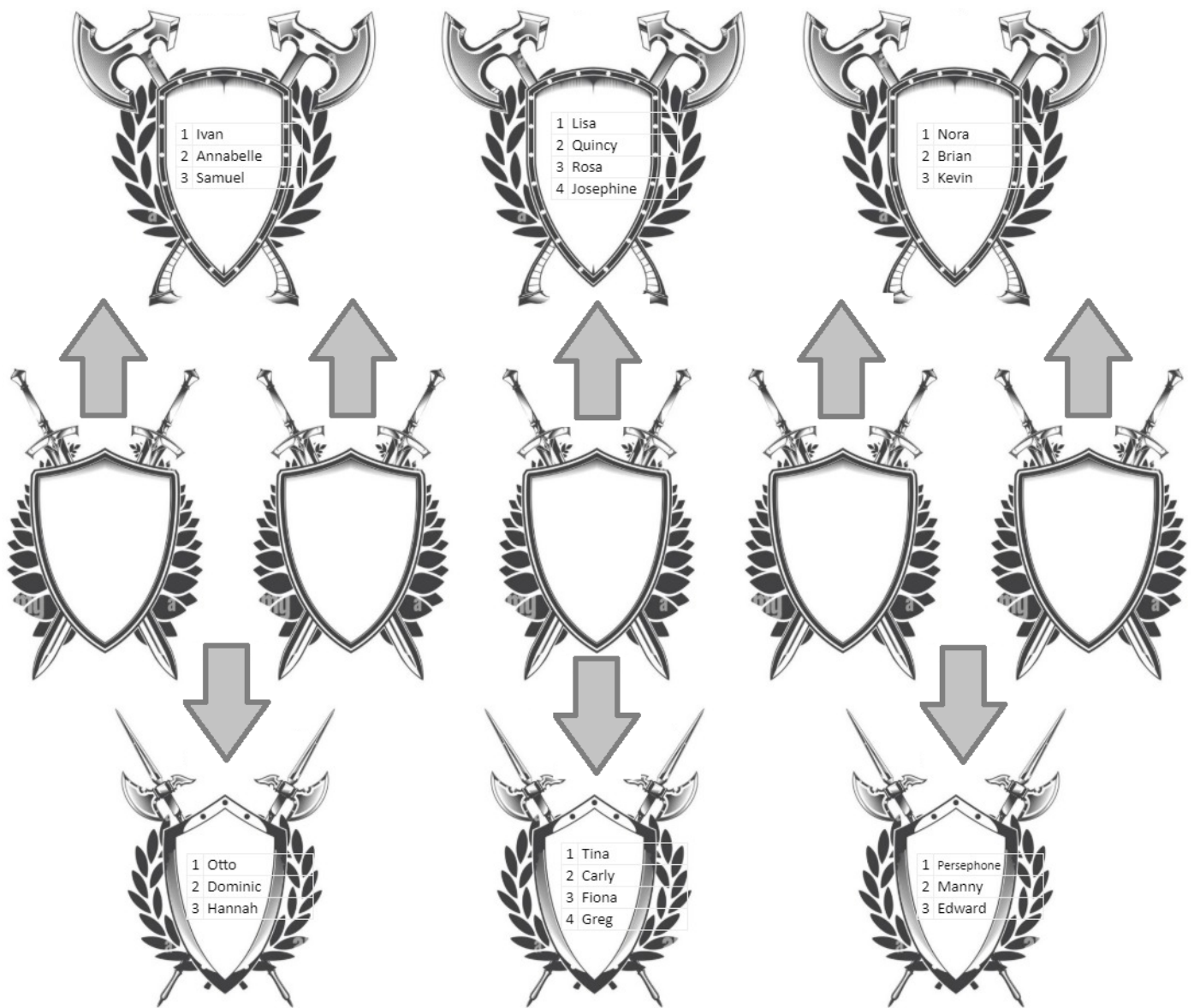
How are the Arenas initially populated?

The hierarchical Arena Map comes into active use on Week 3 of play. In the first two weeks, a preliminary set of rounds which use a flatter structure are played instead.

Players are first sorted into a set of Arenas with no hierarchy. Best efforts are made to have a wide distribution of skill levels in each Arena. The first week's match is played, and the fees are the same for all players.



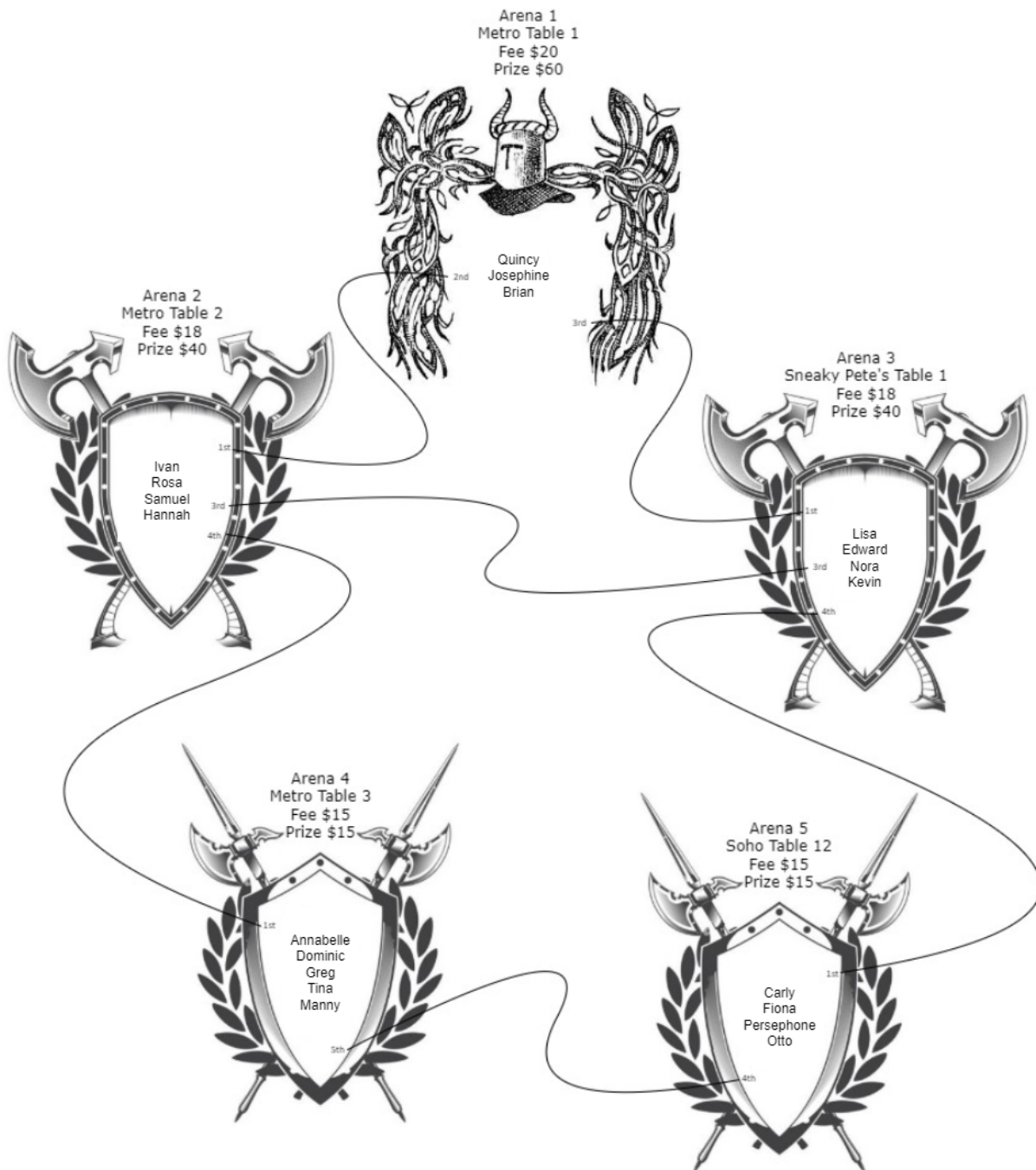
The top two players from the first week's match will advance to the Upper Tier. The remaining players will drop to the Lower Tier. Players will be randomized again into an Arena in their Tier for the second week.



After the second week of play, the total win percentage across both weeks will be tabulated and players will be sorted into the Arena Map based upon their performance.

Rank	Name	Win %
1	Quincy	98.86%
2	Josephine	75.00%
3	Brian	71.43%
4	Ivan	66.67%
5	Lisa	66.67%
6	Rosa	66.67%
7	Edward	66.67%
8	Samuel	62.50%
9	Nora	57.14%
10	Hannah	57.14%
11	Kevin	50.00%
12	Annabelle	50.00%
13	Carly	50.00%
14	Dominic	50.00%
15	Fiona	50.00%
16	Greg	50.00%
17	Persephone	50.00%
18	Tina	50.00%
19	Otto	43.75%
20	Manny	42.86%

Starting from the top, each Tier is filled with players in order of their rank, and then the next Tier down is filled, and so on until all players have been sorted. While sorting players into Arenas, ties will be broken by random selection.



What games are played?

For most Arenas, the first half of the match is 8-ball and second is 9-ball. However, for the top two Tiers of play (Arenas 1, 2, and 3) the second half is changed to 10-ball. We will use standard BCAPL rules, with some exceptions (noted below).

Which set of rules is used?

As with most leagues, Gladiators will conform to standard [BCAPL rules](#) for 8-ball, 9-ball, and 10-ball with some exceptions. If there is no specific exception noted below, the BCAPL rules will be the ones that apply.

BCAPL Rule Exceptions:

- In the 9-ball games, 9-balls sunk on a legal break are not considered a win. Instead they are first spotted and then the shooter continues as if they made any other object ball. Making the 9-ball on a legal combination still constitutes a win for any shot other than the break.
- In 9-ball only, balls will be racked with the 9-ball on the foot spot and the rest of the balls around it. The 1-ball still sits at the top of the rack
- In 8-ball and 10-ball, the head ball will be racked on the foot spot.
- In 10-ball games, if a 10-ball is sunk on a legal shot at any point during the game where it is not the last remaining ball on the table before the shot is made, it is re-spotted and the shooter continues. This includes both the break and regular play.
- In 10-ball games, the 2- and 3-balls do not need to be placed in the rear corners of the rack. The only requirements are that the 1-ball is on the head spot and the 10-ball is in the center of the rack.
- The use of a template rack (e.g. Magic Rack) is allowed only if both players in the game agree to its use. If you use it in your game, the template rack must be made available to your opponent for any games in which they break against you. If you are breaking after your opponent does, you must inform your opponent of your intent to use the template rack before they break against you, otherwise you may not use it in your break(s) against that opponent.

How do you break ties in a match?

If two players are part of a tie, a single sudden-death game is played to break the tie. This game is of the same type as the second half of the match: 9-ball for most Arenas, 10-ball for Arenas in the top two Tiers.

It is possible for 3 or more players to have the same number of wins at the end of a match. If this occurs, an 8-ball break-and-run contest between the tied players will take place. The rules are as follows:

- Each player will set up a standard rack of 8-ball, break, and sink as many balls as they can consecutively without missing
- Players make their attempts using the order from the scoresheet
- It is not necessary to make a ball on the break to begin shooting, but the shooter must play from where the cue ball sits after the break, even if four balls do not strike the rail
- All shots must be called as per normal 8-ball rules
- Any miss or foul constitutes an end to the run, including a foul on the break
- All balls of the shooter's suit (stripes/solids) are counted as long as they are made as part of a legal called shot or as part of the break
- The player with the highest run wins
- If there are ties, subsequent rounds of break-and-run attempts will continue amongst tied players until ties are broken.

Example scenario:

Remarkably, Rosa, Nora, Annabelle, and Edward all finished their match with 3 wins. They begin an 8-ball break-and-run contest since there are more than two people who are tied:

First Round

- Rosa: Broke and made a **solid**, played solids, sank **3 solids** and a stripe on their run
- Nora: Broke dry, played stripes, sank **5 stripes** on their run
- Annabelle: Broke dry, played stripes, sank **4 solids** and 1 stripe on their run
- Edward: Broke and made a stripe, played solids, **sank 5 solids** on their run successfully, then scratched while sinking a solid

Nora and Edward are tied for first place, since both have sank a total of 5 balls for their respective suits during their attempts. Edward's final ball doesn't count because he fouled in that attempt. Rosa and Annabelle have lost the opportunity to win either 1st or 2nd place, but still need to continue to determine who is 3rd and 4th since they both sank a total of 4 balls of their suits during their attempts.

Second Round:

- Nora: Broke and made **a solid**, sank **2 solids** on their run
- Edward: Broke and made 2 stripes, sank **2 solids** and a stripe on their run
- Annabelle: Broke dry, played solids, sank **4 solids** on their run
- Rosa: Broke and made **2 stripes**, played stripes, sank **2 stripes** on their run

Nora has won the Arena and Edward has placed second. Even though Edward made more balls in total, it is only the balls of his suit that count towards the run. Annabelle and Rosa still need to continue to determine 3rd and 4th place, since they both made 4 balls during their attempts. The results of both tie-breakers are independent of one another.

Third Round:

- Annabelle: Broke dry, played solids, sank **1 solid** on their run shot
- Rosa: Broke and made a stripe, missed her first shot

The shootout is completed. Even though Rosa made a ball on the break, she was not able to determine her suit by sinking a ball, so it doesn't count. Unfortunately for her, she will be the one that drops to the next Tier down.

The final rank of the tied players determined by shootout is:

1. Nora
2. Edward
3. Annabelle
4. Rosa

Once the shootout is complete, players should write these rankings (1 - 4) into the Tie-break column to indicate the outcome.

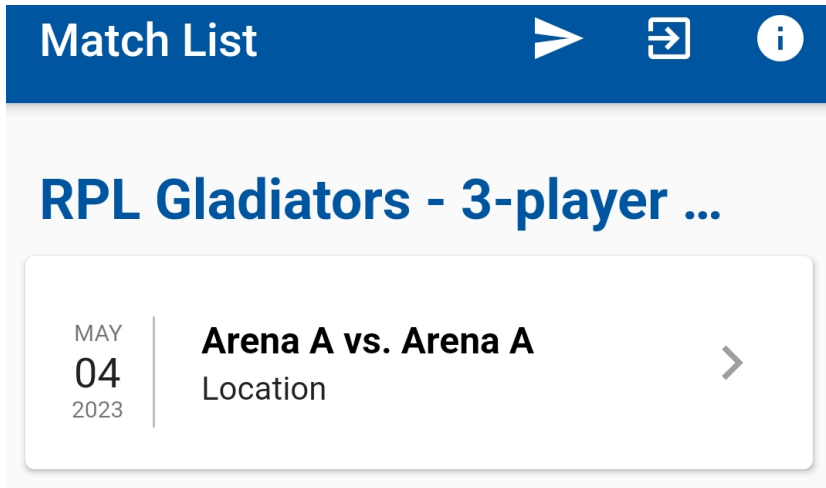
If all players in the Arena enthusiastically agree to use a method other than those outlined above to break a tie, then that method can be permitted for that match. The only caveat is that custom methods must be quick (<15 mins) and cannot perpetually result in more ties. For example, playing another complete round-robin is not permitted.

How do I enter my scores into the BCAPL Scoring App?

At least one player in each Arena is obligated to score the results in the BCAPL Scoring App on your phone. You can download this app at its page in the [Apple Store](#) for iOS or the [Play Store](#) for Android.

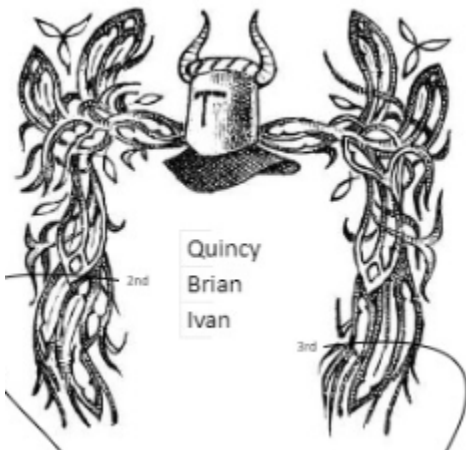
If you need your BCAPL Membership ID to create your account, you can find it by going to <https://fairmatch.fargorate.com/>, clicking Search for Players, and searching for your name. The 13-digit number in parentheses next to your name is your ID.

After logging into the Scoring app, you will be able to see the matches that are available to you. You should select the one with the correct date and Arena. The venue for the match will also be shown.



There, you will be able to score your match. Firstly, select the appropriate players in each of the games. **The player who shows up first in the Arena will be on top.** You might have to enter the names a few times, but after the first few rounds the app will know who should play for the rest of the match and auto-populate it. If you find the app is auto-populating the wrong players, then you've likely not placed players in the order they show on the scoresheet.

In previous seasons, the breaking player has been the one placed in the top slot, but this has been changed to simply use the same order you write into the scoresheet.



For example, given it is the first game in the Arena shown above, the first and second players will face off. If you were entering this match, Quincy should be the top player because he is first in the list and Brian should be the bottom player because he is second..

ROUND 1

>

	GMS	RDS	PTS
Arena A	0	0.0	0.0
Arena A	0	0.0	0.0

Game 1

⊕

8

Arena A

Quincy goes here

Select player

Brian goes here

Select player

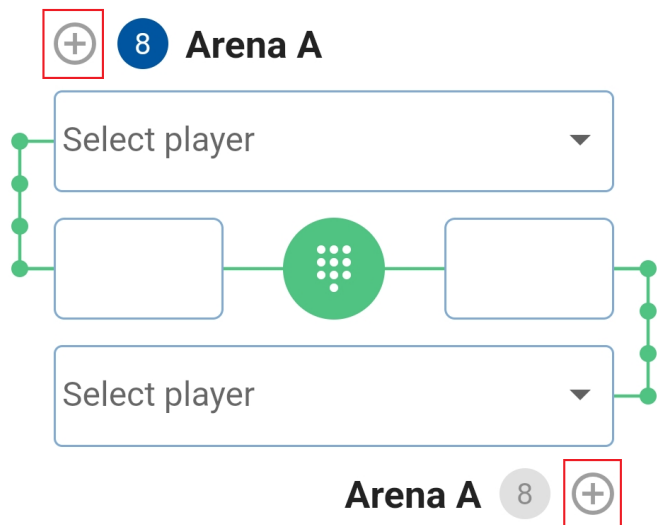
Arena A

8

⊕

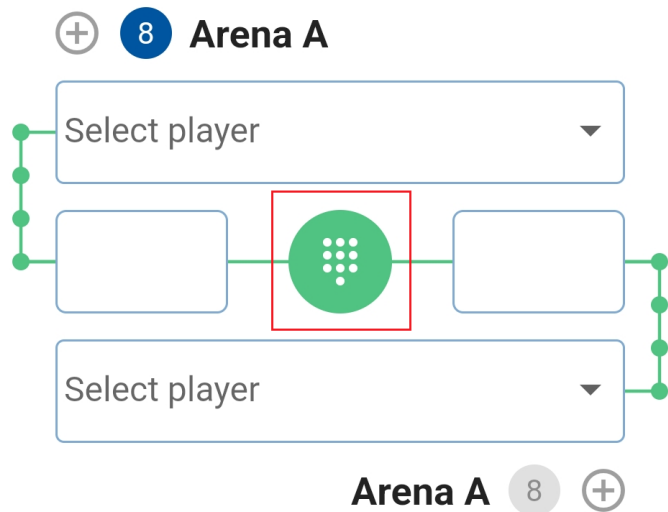
If Brian and Ivan were playing instead, then Brian would be in the top slot and Ivan would be in the bottom.

If you can't find the player in the drop-down list, you can add the player (as long as they have a Fargo rating) by clicking the “+” icon next to either Arena label.

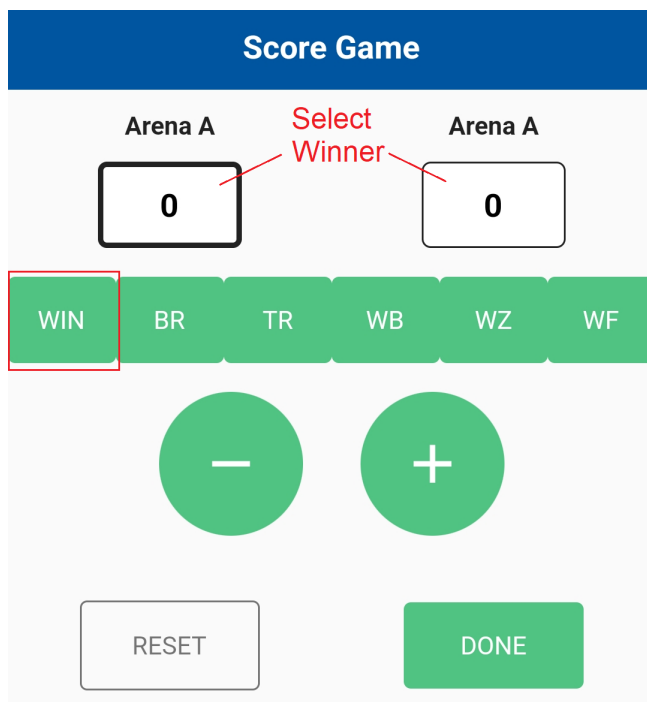


Search for the player's name and they should appear. Tap their name to select it so that it appears on the drop-down list. If they don't appear from the search, please contact a league operator so they can add that player on the fly.

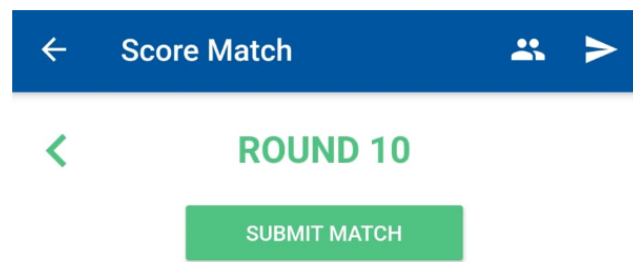
Once the game is completed, score the winner by selecting the green calculator icon to enter the scoring dialogue.



In the scoring dialogue, select the "0" that belongs to the player that won. The left box represents the top player and the right box represents the bottom one. Press the green "Win" button to add the win to the appropriate player's box, then press "Done". Repeat this for all the games in the match. You can adjust the scores afterwards if you made a mistake by selecting a box and using the + or - buttons.



Once all the games in the match scores, you can submit your scores. Press the green “Submit Match” button to do so.



How does payment work?

Before starting play, all players must pre-pay to the end of the season. Fees will be deducted weekly from their account, and prizes (both won and drawn) will be added.

Fees are graduated such that the lower Tiers pay less. The fees incrementally rise as one moves up the Tiers.

The required pre-pay amount is equal to the following sum:

- \$20 registration
- \$30 BCAPL sanctioning fee, which is waived if you’ve already paid this in any other league for the current year
- A seed amount for your player account (\$200 for 12-week season)

Throughout the course of the season, there is a small chance that players may need to top up their accounts in order to continue play. This will happen for players who consistently play in mid-to-high Tiers but do not win in those Arenas. Keep track of your Player Account balance so you can preemptively deposit a payment to keep your balance from going negative.

If a player has a positive balance at the end of the season, Rollers will e-transfer the amount back to the player.

How are prizes distributed?

All Arena winners will win back at least their fees for that week. The higher the Tier, the higher the multiplier used to calculate the winner's prize. For example, in our 20-player example division above, the winner of the top-Tier Arena for the week will win \$60, the winner of a mid-Tier Arena will win \$40, and the winners of the bottom Tier will win \$10.

Arenas winners are also entered into the Champions Draw. This is a random selection of one or more of all the winners of the Arenas that evening. The number of draws depends on the size of the player roster, and will be constant for any given season.

Both cash that is won and drawn will be added to the winning player's account. The precise details surrounding the value of the draws depends heavily on the number of players. In general, the more players the division has, the more cash will be available for draws. Accounts will be reconciled with the players at the end of the season.

What happens if I need to miss a week?

Players are responsible for finding their own spares to play in their place if they cannot make a week, though league administration is happy to help by providing contacts.

In most cases, spares must have a Fargo equal to or lower than a score that is 5% above that of the absent player. For example if the absent player has a Fargo of 500, their spare must have a Fargo equal to or lower than 525. Players with a Fargo rating at 375 or less can be spared for by any other player with a rating of 375 or less.

Regardless of who plays, the fees for that week will be deducted from the registered player's account. Similarly, if the spare wins, the prize will be awarded to the registered player, **not the spare**. Please make sure you also inform league administration ahead of time if you are going to miss a night, even if you find your own spare.

If a player does not show up at all and no spare arrives in their place, **fees are still deducted for that week**, and the player is automatically placed at the bottom of that week's match rankings. If more than one player doesn't show up in an Arena, the no-shows will be randomly assigned the bottom ranks.

How do I join?

Register through the [Rollers Registration Google Form](#). We look forward to seeing you at the tables!