

IMPACT BILLIARDS

Greetings YMM Players!

Welcome to our 2025/2026 upcoming season. Our MISSION with this league is threefold:

- Build pool in Alberta through high-quality play, a variety of opportunities, and a welcoming league environment. We'd like to increase the number of players and increase opportunities to play.
- Provide a way for smaller cities and communities to be a part of a bigger league with more opportunities for tournament participation and travel to international competitions with fellow league members.
- Support local businesses, billiard halls, and host pubs by bringing in customers and promoting them through our platform.

We **THANK YOU** for your interest and support of our league.

We **VALUE** your support feedback and input.

We **APPRECIATE** your patience and assistance as we try to build something amazing.

We **EXPECT** you to read this document and stay up to date with league information.

We **REQUIRE** you to treat other members and league representatives with kindness and respect.

We **HOPE** you will support the overall league objectives and be a positive part of our Billiards Community.

**ALL IMPACT PLAYERS ARE RESPONSIBLE TO KNOW AND ABIDE BY THE
INFORMATION IN THIS DOCUMENT, THE BCAPL RULES AND DISPLAY
SPORTSMANSHIP IN THE PURSUIT OF THIS SPORT.**

Please READ THE BCAPL OFFICIAL RULE GUIDE HERE:

[OFFICIAL BCAPL and Cue Sports International Rules](#)

[!\[\]\(95b425611cbd2b8716a140cf67c81822_img.jpg\) Code of Conduct](#)

Thanks again for joining us! We look forward to building this amazing experience together!

Sincerely,

IMPACT Billiards

info@impactbilliards.com

You can click 'control F' to search this document for specific information OR....

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League Play Basics

League play is a great way to improve your game and socialize. There are different levels of play from beginner to advanced. In Impact Billiards there may also be teams that have beginner and more experienced players on them. This is excellent for player development and mentorship!

Leagues are generally sanctioned under an international billiard league such as BCAPL, CCS, VNEA or CPA. This means that a fee is paid to these organizations so that players can attend the larger tournaments and receive other benefits. Impact Billiards is primarily a BCAPL-sanctioned league with some divisions being DUAL-sanctioned BCAPL and CCS. You can read more on that in the sections about sanctioning.

Playing league is a weekly commitment. You will play on the scheduled day each week at 8:30 pm unless otherwise agreed to by the captains. You will have a home location and, in general, alternate home-away-home-away throughout the season. You pay a nightly fee which covers green fees and a small administration fee. The nightly dues, minus the fees, become the PRIZE FUND! All of the teams that complete the session and play in the session finals will win a portion of the prize fund!

IMPACT Billiards is organized into three shorter sessions as follows:

Fall Session: Late August to December: 16 weeks with Session Final Championships in early January.

Spring Session: January to May: 16 weeks with Session Final Championships at the end of May.

Summer Session: Late June to mid-August: 8 weeks with payouts based on divisional standings only.

Shorter sessions make the commitment easier to manage, allows for players to reformat their teams as needed, and change their division of play as desired as well. The Spring Session often has unique, fun offerings such as the Scotch Trios.

Teams are usually formed with a core group of players and a couple spares. IMPACT teams are 3-4 players depending on the division you choose. It is ideal to have 1 more player than required and plan a rotation. This allows for people to take a night off when needed or allows two players to alternate based on their work schedules. You do NOT need to play every night but your team DOES need to show up every week. You should work out a rotation and make sure enough players show up!

Traditionally teams have a captain who manages everything. **At IMPACT Billiards, we recommend a DISTRIBUTED LEADERSHIP model.** Players on a team can take on the roles and responsibilities that suit their strengths and thereby not have the burden all on one person. Here are a few examples of the jobs that can be delegated:

- **Team Communications Role:** keep up to date with the emails, captains' chats, and facebook posts, and be SURE your team is informed and knows where to find the information. Basically, be in the know and pass it along to your team!
- **Team Schedule Role:** keep track of where you play and against who. Organize which players are playing each night. Contacting opposing captains if adjustments need to be made or exceptions requested. Info is on the website or app!
- **Team Finances:** Collecting the dues each week from the players that played and making sure that the League is paid on the night of play or in advance.
- **Team Scorekeeping:** print and bring a scoresheet or become an expert at entering the scores in the BCAPL Scoring App. We can teach you how! Usually having a couple of scorekeepers is great.

League Registration Fees

1. Session Registration Fees

At the beginning of each season, you will pay a one-time fee per session to join the league. This fee includes;

League Operating fees are essentially the budget used to operate on a day-to-day basis.

Your Membership with IMPACT BILLIARDS Alberta provides you with:

Members Only Mid-Session Cash-added Tourneys

Opportunity to Qualify for Major Competitions

Great Payouts with Chance for Trip Sponsorship

****Ability to form travel teams with ANY other qualified Impact Member in Alberta!****

BCAPL Sanctioning year runs from January 1 - December 31 of each year. [BCA Pool League Website](#)

The fee is \$20 USD per year which is included in your Registration FEE the 1st time you join IMPACT in a calendar year.

Your Membership in the BCA Pool League provides you with:

Membership Benefit Discounts

Access to Major Competitions on Premium tables.

Westerns & Worlds held alongside PRO Events

All matches FargoRated

Premium FargoRate App for Free (\$12.99USD /year value)

PLAYERS with 8 WEEKS in a SINGULAR DIVISION/Session qualify to attend BCAPL Worlds in Las Vegas!

CCS Sanctioning year runs from September to May of each year. [Canadian Cue Sports Website](#)

The cost is \$20/Player. It only needs to be paid once per CCS fiscal year!

What does the extra \$20 for dual sanctioning with CCS provide?

Opportunities to play at any of the major CCS Events in CANADA including;

Nanaimo, Penticton, Calgary, Niagara Falls, and Charlottetown events

CCS also has their own Vegas tourney you could attend too.

2025 Fall Session Registration Fees:

\$45 for RETURNING 2025 players.

\$70 for NEW 2025 players.

\$10 if you play on a second team in a lower division.

DIVISIONS - What are my options?

NEW THIS SESSION - BRONZE Division!

We are SO excited to be able to add an Entry Level Division for new pool players to join our existing membership! As well to give some of our newer Silver teams a division where they can thrive! And thirdly, offer a third separate night of play for all your pool enthusiasts!

Divisions	Bronze	Silver	Gold
Day of Week	Monday	Tuesday	Wednesday
Format	8 Ball 4 on 4, 2 game sets. 32 Game Format	8 Ball 4 on 4, 2 game sets. 32 Game Format	8 Ball 4 on 4, 2 game sets. 32 Game Format
Team Size	4 Players	4 Players	4 Players
Nightly Fees	\$80/week per team or \$1280/season.	\$80/week per team or \$1280/season.	\$80/week per team or \$1280/season.
Team Fargo cap	1800	2000	2200
Individual Fargo Cap	525	610	700
Limits	Only 1 player / team / match over 500 allowed.	Only 1 player / team / match over 580 allowed.	Only 1 player / team / match over 640 allowed.
Handicap (Fargo based by round)	Max of 15 pts/round. (8 games per round)	Max of 12 pts/round (8 games per round)	Max of 8 pt/round (8 games per round)
Registration	\$70 for NEW 2025 Impact Players - this includes BCA & CCS Sanctioning. \$45 for RETURNING 2025 Impact Players. \$10 if you join a second night of play in a lower division.		
Locked in Fargo	Max of 6 Established (Preliminary Fargos Fluctuate until they are established at 200 Games).		
Divisional Standings	By Round Wins: 1pt. per round and 1pt. for most points in the match.		
Payouts	Approximately 20% of the Prize Fund is awarded to the Top 3 Teams in the Divisional Standings. Approximately 80% to City Session Finals Payouts - ALL TEAMS		

Impact Billiards reserves the right to, on a case-by-case basis, adjust the team or individual cap of a division up to 3% of the cap. These case-by-case decisions will be made after thorough discussion among the coordinators and operators. Decisions will be made with the best interests of the players and the league viability in mind.

RE: “Locked” in Fargo Rates at the Beginning of the Season

Goal: To limit sandbagging and encourage players to play their very best each week without worry that their Fargo will put their team over cap or force the team to break up or change core players to continue to play.

Process:

- At the beginning of the session, teams are allowed to lock in up to 6 CORE players.
By “LOCKED IN” we mean - for OUR league purposes, the Fargo you started with may be used throughout the entire 16 week session to form your team under the cap.
- Players MUST HAVE 200 games in Fargo in order to qualify for this “LOCKED IN” status. The Status will be locked in when they reach their 200th game.
- When ADDING a new player to your team you must USE THE CURRENT FARGOS, not the locked-in ones to determine the Fargo ‘allowance’ for the additional player.

FOR EXAMPLE:

If the three players on your team's locked in Fargo is 1550 (in Silver 2000). Then you might think you can add a 450 rated player. This is not the case. You must look at the CURRENT Fargo of the three players and recruit a spare that keeps you under the 2000 cap. Don't add a player that puts you over.

Effect on Handicapping of this policy:

There is none.

The handicap system is naturally built into LMS based on current Fargos. *This "Locked" concept is ONLY for the purposes of FORMING your teams and being able to continue to play together* even if you all (that is the hope) improve through the session. Handicapping will continue to be as it always has; based on the cumulative ratings of the players on the day of play.

A Word on INDIVIDUAL PLAYER CAPS

Each division allows for ONE player that is a bunch higher than the rest to play. This is for mentorship purposes. There are guidelines in place so that **only one** of these players may play/team in a match. They MAY alternate weeks but not play at the same time (in the same match)

BCA Pool League uses the FargoRate system to track player performance and growth. If you have never played in a FargoRated tournament or league before, you may not have a rating yet. You will be assigned a starter rating until you have 200 games logged. At that point, you will have an 'established rating'. **For that reason, people must play as themselves.**

Schedule & Match Guidelines

The Schedule will be available in MULTIPLE PLACES but **you should refer to the DATES OF PLAY in this document.**

1. Your Fargo Rate App. Once sanctioning fees are sent in, all Members will have the PREMIUM App.
2. The BCAPL Scoring App will show ONLY one week of upcoming games and missed matches.
3. The IMPACT Website has a calendar, the dates of play AND links to Stats and Schedules for each Division

The schedule is structured as an equal number of Round Robins and THEN X# of weeks.

The remaining weeks (up to the 16 weeks) will be scheduled at the end of the round robins.

Please note the dates of play in this document.. This may not appear in your App.

For example:

In an 8-team division, there will be TWO Round Robins in 14 weeks. The 15th week's match will be created based on standings at the end of the 14th week. It will be 1st vs. 8th, 2nd vs. 7th, 3rd vs. 6th, 4th vs. 5th.

The FINAL week will be a "LAST CRACK" face-off between 1st & 2nd, 3rd & 4th, 5th & 6th etc.

In a 4-team Division, it is 5 Round Robins with one "LAST CRACK" week.

In a 6-team Division, it is 3 Round Robins with one "LAST CRACK" week.

IF THERE are outstanding games to be played (make-up matches) OR there was a team that folded creating BYE weeks, the stats used to generate the seeded matches AND the Final Standings shall be determined by the **AVERAGE number of ROUNDS won by each team.**(Rounds divided by weeks played).

2025 YMM FALL Session CALENDAR

2025	Bronze Division 8 Ball	Silver Division 8 Ball	Gold Division 8 Ball
	Monday	Tuesday	Wednesday
Week 1:	Sept. 1	Sept. 2	Sept. 3
Week 2:	Sept. 8	Sept. 9	Sept. 10
Week 3:	Sept. 15	Sept. 16	Sept. 17
Week 4:	Sept. 22	Sept. 23	Sept. 24
Week 5:	Sept. 29	Sept. 30	Oct. 1
Week 6:	Oct. 6	Oct. 7	Oct. 8
Week 7:	Oct. 13	Oct. 14	Oct. 15
Week 8:	Oct. 20	Oct. 21	Oct. 22
Week 9:	Oct. 27	Oct. 28	Oct. 29
Week 10:	Nov. 3	Nov. 4	Nov. 5
Week 11:	Nov. 10	Nov. 11	Nov. 12
Week 12:	Nov. 17	Nov. 18	Nov. 19
Week 13:	Nov. 24	Nov. 25	Nov. 26
Week 14:	Dec. 1	Dec. 2	Dec. 3
Week 15:	Dec. 8	Dec. 9	Dec. 10
Week 16:	Dec. 15	Dec. 16	Dec. 17

General Match Guidelines

A minimum of 2 players is required to start a match. Matches should start within 15 minutes of the scheduled start time- the 16-week session is 8:30 PM START.

In IMPACT you CAN and SHOULD start with the players who are there on time. We allow for missing players to be “played around” for ONE round. The missed game shall be played at the END of the match. (Thereby not affecting the order for the rest of the match and also not extending the night waiting for someone). This applies to ROUND ONE matches only. If players are not there in Round 2, the game may be scored as a WF and the match continues.

Specifically related to playing in another league in the same location:

If you start in Impact - you play Impact until you are done. If you start in another league - you play there until you are done. Once you start your match with Impact, the opponents do NOT need to play around you and, playing on another table during a match is the equivalent of practicing during a match. This is not permitted.

We are Short a Player! WHAT HAPPENS? WHAT DO WE DO?

1. **IT IS BETTER TO PLAY SHORT THAN TO FORFEIT!** If only two or three players show up to play a match, choose any player name as the fourth and assign WFs against them. Do not write in 10-0. There is a code in the BCAPL App "WF". This award points HOWEVER the scores are not reported to Fargo so it doesn't falsely inflate nor lower your Fargo.
- **FIND A SPARE!** You can post online, ask friends, or ask the league operator to help. The league will NOT charge a registration fee if a player plays ONLY one match/year. A second match means they have to pay for registration. You must contact the league IN ADVANCE of the match for the player to be added to your team. New players may require a profile be created.
- **YOU ARE NOT ALLOWED TO PLAY "AS" ANOTHER PLAYER.** It is important that we play with integrity. Impact has an agreement with BCAPL that we will NOT tolerate people playing under false names or as other people. You risk having a larger penalty than there would be in simply taking the WF for one player.
- **THE SPARE HAS TO HAVE A FARGO THE SAME OR LOWER THAN THE HIGHEST FARGO PLAYER ON YOUR ROSTER THAT IS UNABLE TO PLAY!** This helps to minimize the chance of teams using ringers to improve their position. The league coordinators reserve the right to make exceptions to the rule on a case by case basis.

HOW TO RESCHEDULE A MATCH:

1. Contact your Opponent (yes, you may reach out to get the number as they are not publicly available)
2. Contact your League Operator
3. Re-scheduling must be done within two weeks. The process is; pick the date/time with the opponent and call the league operator to book the tables at the location. If tables are not available, you may need to play at a location chosen by the league operator. Please note: You MUST be up to date on games in order to play in the Cash Tournaments.

24 Hours or more prior:

The opposing team must reschedule. They should provide two dates that work for them. If agreements can not be reached, the league will assist.

7 Hours prior (Noon the day of the match):

The opposing team should reschedule. It is highly recommended. At this point no one has left their house for the match, give the team a fair shake as you may be in need one day too. If you really can't reschedule for some reason, let us know.

Less than 7 Hours prior:

The opposing team is under no obligation to reschedule with you. They may choose to take the win by forfeit. PLEASE read about how that is handled. You are welcome to ask, but they can absolutely say no.

After 5pm:

This is considered a NO SHOW. Automatic Win by Forfeit. People are already on their way to the hall, many from out of town. It's simply not fair to them.

NO MATCH RESCHEDULING IN THE LAST 2 WEEKS OF LEAGUE (Unless approved by League Operations)

- Get a spare or play short.
- If you know that date doesn't work, play the match in ADVANCE rather than afterward.

AVOID ALL THIS BY PLANNING AHEAD OR GETTING A SPARE. The league always has a spare list.

Who pays for a spare?

I get asked this a lot. It is NOT a league operator decision, it is a team decision - one best discussed when you start.

MOST well-managed teams distribute the year-end winnings one of two ways.

- A. They divide it equally among the players (assuming they all played similar amounts)
- B. They divide it based on % of weeks played/paid for.
 - If someone is a spare and will only play 1-2 weeks, they will not likely be included in your prize fund distribution, so is it really fair to ask them to pay into the pot that they will not have a chance to benefit from?
 - A player needs to have 25% of the games played WITH the team in order to play with the team in the FINALS. If you are not going to have that person play enough to compete with you, then should they contribute \$ to your team?

Here are some methods of paying for the spare:

- Some teams pitch in the money each to cover the spare and they say, thanks for filling in. For example, on a 4 player team, everyone pitches \$5 including the spare.
- On some teams, the person missing the match pays their regular fees and says thanks for filling in.
- In some cases (where the person is a floating spare and wants to play to get their weeks in) they may pay for their week or pay a portion of their week.

At the end of the day, regardless of who plays or if a team plays short-handed the SAME nightly dues are required/team.

NOTE: In the unfortunate event that a team folds, the scheduled matches for the folded team will become a BYE for the rest of the session. Standings will be based on an calculated AVERAGE number of round wins of the teams performance over the complete session. This will be applied at the END of session prior to the “Last Crack” week. For example: Round wins divided by the number of weeks played.

WINNING BY FORFEIT - IN A BCA LEAGUE IT IS NOT A GOOD THING!

- No one gets the WEEK of play - neither team. Many people are trying to accumulate weeks to participate in Impact Events, BCAPL events and CCS events. Winning by forfeit also means not counting that week.
- Both teams still have to pay for the week even though they didn't get to play.
- Teams will NOT be awarded FULL round wins when they win by forfeit. It skews the statistics unfairly.
- Losing two matches by forfeit may result in being removed from the schedule for the rest of the season.

At the end of the day, we all joined because we want to play right! Please work with others to AVOID forfeited matches.

HOW DOES THE LEAGUE HANDLE A WIN BY FORFEIT?

When a Win By Forfeit is awarded due to NON-PLAY of a match, a full five rounds will NOT be awarded. This is evoked to encourage teams to play make-up matches where possible for the sake of attaining weeks of play and maintaining the accuracy of the stats.

LMS does not allow us to take player “Averages” and input it as the winner's score. It is entered as WF (Win by Forfeit) which, while doesn't affect anyone's individual Fargo's, has a massive impact on the divisional standings in a way that is unfair for any other team. As such, a team's ROUND WINS AVERAGE will be used to determine how many rounds they get when they “Win by Forfeit”.

In the most common 32 Game Format it will be assigned as follows:

Teams with 0-3.0 Round win average will get 3 ROUND wins awarded.

Teams with 3.1-4.0 Round win average will get 4 ROUND wins awarded.

Teams with over 4.1 Round win average will get 5 ROUND wins awarded.

The League will calculate all "win by forfeits" and award round wins the week of "Last Crack" play.

WHAT IS A FLOATING SPARE?

IN A BCA league, YOU CAN ACCUMULATE WEEKS ON DIFFERENT TEAMS IN THE SAME DIVISION and NIGHT.

A Player may "Float" between teams, filling in and helping out in a singular division.

For example, Kyle played 2 weeks on 4 different teams over the course of the season in the Tuesday GOLD Division. - he would have his qualifying weeks for BCA Worlds.

BUT if Kyle plays 2 weeks on 2 different teams on a Tuesday GOLD division and 2 weeks on 2 different teams on a Wednesday SILVER division team (total of 4 weeks gold and 4 weeks silver). This does not allow Kyle to attend worlds.

****A FLOATING SPARE in a division MUST identify themselves as such to the league operators. A floating spare should not play 25% of the total number of weeks for a single team. Once the individual has played 25% of the weeks for a team that person is now a member of that team.**

A floating spare is eligible to be awarded top player in a session if they have 70% of the weeks.

Payments to Impact Billiards:

We will ONLY accept Electronic Money Transfers.

Weekly Fees should be paid in full on the day of play or by that Friday at the very latest.

We can not accept individual member payments - unless they are paying the FULL Session amount.

As a team, you need to decide who can send the E-transfer and have that person collect from the team.

When sending, it is best to write in the message the TEAM and DATE that the transfer was for.

payment@impactbilliards.com

In order to play in the Cash Tournaments and the Session Finals, teams must be up to date on their payments.

If a team falls behind in league dues, it is the responsibility of the team captain to work with the league operator to figure something out. Falling too far behind in league dues could result in team suspension.

Payment Options for Nightly Fees:

- Weekly E-transfers sent by captain or assigned treasurer to payment@impactbilliards.com
- **Pay UPFRONT.** It is SO much easier to manage. Individual Players paying up front are welcome to e-transfer the league directly and write in the message which team the payment should be applied to.

EXAMPLE:

\$80 / Week Teams (Gold, Silver, Bronze, 4 person teams)

16 Weeks x 80 = \$1280

Divided by 4 people would be \$320 for the whole season - plus individual registration

Divided by 5 people would be \$256 for the whole season - plus individual registration

For example, on my team, four players pay upfront. Our fifth plays when he can/when someone needs him to. He pays the team mate he replaced his \$20. Battabing Battaboom! No issues all year and no payments to worry about!!

VERY IMPORTANT THINGS TO NOTE:

1. **LATE FEES FOR LATE PAYMENTS.** The first miss, no problem. The second miss and subsequent misses, \$5 admin fee will be charged. We will allow ONE week from the date of play prior to adding the fees. You can discuss as a team how to handle the payment of late fees, or just pay on time.
TIPS: Pay in advance, Set up auto-payments with your bank, pick someone reliable to send the money in.
2. Registration **MUST** be paid to secure your spot in a division and certainly before the first night of play. No player will be allowed to play twice without a paid registration. **NO exceptions.** We will revoke the scores for the team until the registrations are paid. Registration for spares will be addressed in the section below.
3. The League reserves the right to (while maintaining paper copies of scores) **temporarily remove the scores from LMS until the overdue fees have been paid.** You must PLAY your week and PAY for it in order for the scores and weeks to count in the League Management System.
4. Players with funds not paid from previous sessions will not be able to join IMPACT teams again until they settle their accounts. The League has PAID for them regardless. We are CHARGED by BCAPL as soon as a second week is played.
5. Players from teams that have previously NOT paid their registration and/or nightly fees are required to pay in advance of playing. They may contact the league and pay for a set number of games upfront, monthly upfront or for the session upfront.

Keep your life simple and pick one of the following options:

- A. Pay up front
- B. Set up the payment in your banking to AUTO send the nightly fees.
- C. Make sure someone trustworthy and responsible is in charge of your team's weekly payments.

Communication

1. **Every team should have at least one if not two members who join a 'captains' chat on Facebook.**

This chat is the easiest way to push out new news and information, answer questions that everyone needs to know the answer to, and for captains to connect if they need to reschedule a match. **Keep the content GENERAL. Have 1;1 conversation privately.**

2. **We also have a MEMBERS Facebook page.** This is for information about the league that is important to members. It is also a great place to post if you are looking for a spare or a player for your team.

3. THE WEBSITE is the HOLY GRAIL. I have spent so many hours adding to it, keeping it up to date, and so on. I kid you not when I say, 90% of the questions I am asked, the answers are all on the website. I am constantly updating the [FAQ section](#) and the [KEY Links](#) section to connect players to the things they ask the most. PLEASE go through the website thoroughly.

4. Email Newsletters are STARTING for 2024! This is an OPT-IN situation where all players and captains can sign up to be on the mailing list. Please encourage your players to do this. The sign-up is on the WEBSITE!

5. THIS GUIDE IS MANDATORY TO READ. By the third week of play, all players will be expected to have read this and will e-sign an agreement that states so. First of all, we want everyone to know what is going on and what the expectations are. It is our member's responsibility for being informed as much as it is our responsibility to distribute the information.

Tournaments & Awards

There are TWO types of tournaments in IMPACT BILLIARDS.

Cash Tournaments are held twice per 16-week session and once per 8-week session.

Session Final Tournaments are held at the END of the session.

Tournaments are handicapped according to FargoFairmatch and played as closely as possible to BCA Regional Events.

FOR ALL TOURNAMENTS:

- On a 4-player team; 3 must have 50% of the weeks, and 1 may have 25% of the weeks.
- On a 3-player team; 2 must have 50% of the weeks, and 1 may have 25% of the weeks.
- Exceptions may be made in extenuating circumstances. Formal Email requests must be made.
- 5 or fewer teams, we will play Stage 1 Round Robin and Stage 2 Single Elimination.
- 6 or more teams will play double elimination.
- Fargo FairMatch Handicapping is in effect as per all BCA Regional Events
- Players may only participate if their teams are paid up to date.

1. Monthly Cash Tournaments

- Prize fund comes from team/player entries AND money provided by sponsors or raised by IMPACT.
- Teams only need 2 original players and may break off and form other teams of their choice.
- Teams do NOT need to enter the division that they are registered in.
- Teams gather their four-member team, add up the Fargo and enter the appropriate division.
- Players may enter more than one event however not on the same DAY of play.
- Payouts are typically 30% of the field much like a regular tournament.
- The goal is to provide TEAM COMPETITION PRACTICE to our members and have great payouts.

2. Session Final Tournaments

- The Prize Fund comes from the nightly fees collected through the session.
- Divisions of the same level will play against each other at the session finals
- Payouts will be to the full field.
- Sponsored registration to a sanctioned event may be offered if there are 8 or more teams in a division.
- Odd numbered division will result in the top team in the division receiving a first round bye.

- In the event of a team no show - their scheduled opponent will advance to the next round and the team that didn't attend will be moved to the B-side. If they again do not show up, they are removed from the event.
- **PAYOUTS OCCUR WITHIN 5 BUSINESS DAYS OF THE COMPLETION OF THE TOURNAMENT BY E-TRANSFER.** Please make sure all team mates understand this.

Top Player Awards

As the league has grown, we want to recognize the TOP Players in each division.

This is determined by calculating the "Power Factor" of players.

Points For divided by Points against x win percentage.

$$822 / 700 \times .72 (72\%)$$

Why not straight points?

In considering the work demands of our Albertan population, it is a rarity for someone to attend every single match. We want to award the TOP performing player in the division rather than a player who doesn't have to miss a week for work etc.

HOWEVER, ONLY PLAYERS WITH 75% of the Weeks will be considered for this TOP PLAYER prize as of 2024.

It is \$50/Player in Novice. \$100/Player in Bronze & Up. One Top Male, One Top Female.

Team Awards

The top THREE teams in each division, based on round wins, will be awarded from the prize fund.

The TOP team in each division will receive trophies!

ALL teams that compete in the city finals will be awarded from the prize fund.

Requirements to compete include being in good standing with the league and at least two qualified players present at the tournament. Sometimes teams only have 3 players available for the final tournaments due to unforeseen circumstances. This should not dissuade teams from playing! Since it is a race to wins, there is always a chance!

IMPORTANT NOTES:

In the event that, for whatever reason, teams play an uneven number of games in a session, the standings will be determined based on AVERAGE Rounds won. We will add up the TOTAL rounds won through the session and Divide by the number of weeks played. This is useful also for the seeded and "Last Crack" weeks at the end of each session. It does occur sometimes that a team has an outstanding make up match and thus, the same method will be used.

Term Dictionary

For players new to league, here is a little support to understand the categories above:

Team Size:	Indicates the number of people who play per night. Often teams have 1-2 extra players to spare OR they have a rotation	Team Fargo Cap:	When you add up the Fargoate of the individuals playing a match, that is your team's collective Fargo. There is a division-based cap on this number.
Limits:	This describes league-decided limits in each division. This is to ensure nights of play are fun and reasonably competitive. These limits are	Individual Fargo Cap:	This number indicates the highest level of player allowed to play in that division. This exists only in league play, not major

	NOT the same as BCA or CCS events.		events. It may be waived in smaller cities.
FargoRate	This is a system of assessing a player's ability. It uses data from all leagues or tournaments that are reported to FargoRate. New players will not have one yet, but we can get you started.	Handicapping:	This describes how the matches are handicapped. Handicapping evens the playing field a bit and means that teams that PLAY their best have a chance at winning and teams that are 'on paper' better, still need to perform well to win also.
Locked In Fargos:	We hope that players will improve through the season. Sometimes people improve so much that their team goes over the cap. We instituted this policy so that teams would be able to continue to play together while also working to improve their game. Detailed information is later in this document.	Locations:	This is where the league will play. It varies from season to season and city to city. Teams can request a home location and will usually play an even number of home games and away games. Sometimes it will all be at the same location too!
Format:	18 Game Format. 3 Players Round Robin playing 2 game sets. Alternate Break.	Sanctioning:	This indicates which larger organizations the results of the matches report to. Weeks played can qualify you for bigger events.
Fees:	This is the weekly amount/team that should be paid. This money goes to pay green fees, one dollar/player admin, and the remainder into the prize fund.	Registration:	\$This is the amount to be paid when you register. It includes sanctioning fees for the larger organizations (for example BCA or CCS) and the rest goes to league operational costs.
Payments:	Payments to the league must be made by e-transfer so there is no question of paid/not paid. Some teams pay upfront. Some pay weekly. They all designate one person to send it in each week (treasurer).	Payouts:	This explains how the payouts are derived. The top three teams in a division get a portion, and the top player in a division is awarded. There are trophies and medals for longer sessions and fun awards in the summer. All teams that play in the Finals will receive a payout.

I am VERY GRATEFUL to all the members who have helped me develop this league and this guide to this point.

“Necessity is the mother of invention”

“Mistakes are proof you’re trying”

“Do or do not, there is no try”