

2009-10 Duluth BCA Pool League



Player Handbook

League Finances

League Income

There are three types of fees paid into the league during the season:

- Sponsor Fees - Each team must pay a fee to join the league. The amount of the Sponsor Fee is determined by the players at the Pre-Season Meeting. Your home bar usually pays this fee in return for bar business from the team. Sponsor fee money is used for league administration costs with the remainder paid back to the teams at the end of the season.
- Sanction Fees - The Duluth BCA Pool League is sanctioned with BCA Pool Leagues. Every player must pay the \$15 BCA sanction fee, even if they only play one game - NO EXCEPTIONS. Qualified sanctioned players are allowed to participate in any BCA event up to May 31st of the current season. If any sanction fees aren't paid by the end of the season they will be deducted from the team's winnings. Sanction fee money is forwarded in its entirety to the BCA Pool Leagues.
- Weekly Player Dues - Each team must pay Weekly Dues, even if the match is forfeited. The amount of the Weekly Dues are determined by the players at the Pre-Season Meeting. Weekly Dues are used for league administration costs with the remainder paid back to the teams at the end of the season. If any weekly fees aren't paid by the end of the season, they will be deducted from the team's winnings.

League Expenditures

There are only a few expenditures for the Duluth BCA Pool League:

- Secretary Fee - The league secretary is the only paid position in the league. The secretary's wage is determined by the players at the Pre-Season Meeting. In return for this wage, the secretary is responsible for the overall management of the league, including, but not limited to retrieving scores and money from previous week's matches, maintaining accurate weekly statistics, providing statistics to the players in a timely fashion, accurately and ethically maintaining the league's checking account, and informing the players of upcoming events.
- League Administrative Costs - These are the costs required to run the league such as photocopies, postage, envelopes, folders, web site maintenance, etc.
- BCA State and Regional Team Entry Fees - In order to have a strong show of support for our State and Regional BCA Associations, the league will pay for one entry fee for any Duluth BCA Pool League team wishing to compete in any of the Minnesota or Wisconsin State or Regional BCA Team Championships.
- Year-End Banquet and Team Tournament - The league has a team tournament and banquet at the end of the year. The league and the host site of the year-end tournament adds money to the tournament, and the league pay the host site for food for league players. The amounts of these monies are determined by the players at the Pre-Season Meeting.

Prize Money

After all League Expenditures are paid, the remaining money is paid out to the teams in a number of ways:

First Half Bonuses, Division Champion Bonuses, Las Vegas Bonuses, Round Point and Ball Point Money. The manner in which the money is paid out is determined by the players at the Pre-Season Meeting. Please refer to the Pre-Season Meeting Minutes for specific details.

League Structure & Play

Schedule

The league schedule fully depends on the number of teams in the league. The teams in the league will be split into randomly drawn divisions, with last year's top teams being seeded. In order to make scheduling logistics easier, sponsors with multiple teams will have their teams balanced as evenly as possible between the divisions. During the "First Half," each division plays one round-robin schedule. After the round-robin schedule is complete, the divisions are re-aligned based on team standings for the "Second Half" of the season. Each newly formed division plays one round-robin schedule. In addition, "Position Nights" will be added to fill out the schedule to mid-April, if needed.

Sponsor Sites

Teams may be sponsored by almost any location. The only requirements for being a Duluth BCA Pool League sponsor site are:

1. There must be a minimum of two 7-foot pool tables for every two teams sponsored. For example, if the sponsor has one or two teams, there must be at least two tables. Sponsoring three or four teams requires four tables. And so on.
2. The pool tables must be in good playable condition. This means the tables must be relatively clean and level. The felt must be free of large cuts and/or bald spots. The rails must be relatively lively. The league doesn't require the tables be perfectly brand-new. However, tables with dead rails, big rolls, and gashes in the felt are unacceptable.
3. There must be Valley magnetic or Red Circle cue balls available for league play. Over-sized or over-weight cue balls are not acceptable.

If a team believes a home site location's pool tables are in unacceptable condition, they must call the League President and/or Secretary. We will attempt to resolve the issue as soon as possible.

Team Captains

Each team must have a captain. The team captain will be the contact between the league and the team. Captains must do more than just fill out the score sheet each week. They must know the rules; read and understand this player's handbook and the BCA rules thoroughly; attempt to resolve disputes calmly and politely; provide information to team members such as the league schedule and upcoming events; remind teammates where they're playing each week; inform the team of any schedule changes; pick up and maintain the team packet; arrange for substitutes as necessary; collect the weekly fees; fill out the score sheet and envelope properly; and drop off the match envelope containing the score sheet and money.

Teams & Team Rosters

Each team will have a home billiard establishment and provide a proper playing atmosphere within that establishment. Teams consist of a minimum of 5 players. Team rosters must be turned in the first night of league play. Please include the following for each player, where applicable: first name, last name, nickname, address, city, state, zip, home phone, work phone, cell phone, pager, etc. It's not that the league will be calling and mailing stuff, but we need this information to get a hold of people in case of emergencies or cancellations. New players added later must submit their information the first night they play.

Returning Players

If a player played in the Duluth BCA Pool League last year, they are considered a returning player. The first three weeks a returning player plays during the season, they are to use their handicap from last year's "Year-End Handicap List". After three weeks, a current handicap will be posted in the weekly stats.

New Players & The New Player Handicap

The first time a new player is added to a team rosters they must pay the sanction fee and submit their information such as FIRST & LAST NAME, address, phone number, etc. The first three weeks a new player shoots they must use the New Player Handicap. After three weeks, a current handicap will be posted in the weekly stats.

Substitute Players

Substitute players are different than regular "rostered" players. Substitute players are allowed to sub for one or two teams. Subs can play for those teams once or twice each. Once a sub plays for a team three times, they become a permanent player for that team, and they can no longer play for the other team. Every player must pay the sanction fee - even substitutes.

Player Substitutions

The team captain may substitute one player for another during any or all rounds so long as the opposing team captain is notified before the start of the round in which the substitution will occur. Players may be switched in and out of any or all positions so long as they do not play the same opponent twice. Player substitutions may affect the Handicap, therefore, recalculate the Round Handicaps and the Total Handicap.

Match Time & Forfeits

Official league starting time is 7:00pm. Teams must begin their matches at 7:00pm, even if they don't have all five players. There is a 15-minute grace period. If a player hasn't arrived by 7:15pm, each of their games as they come up in the line-up, will be forfeited 0-10. If and when the late player arrives, they may play their remaining games. However, forfeited games cannot be made up. Fees must still be paid for late players or "no-show" players. If no one from the opposing team has arrived by 7:15pm, the team that is present will win the match by forfeit. If a match is forfeited, the winning team receives 6 round points and 250 ball points. Fees must still be paid by both teams for forfeited matches. NOTE: While the above rule is official, if someone's running late, be a little lenient. If you're running late, call your opponents to let them know. The bars don't want you to forfeit because they want your business. The other teams in the league don't want anyone to forfeit because some team will win 6-0 and get 250 points for free.

Filling in the Score Sheet & Calculating the Handicap

The visiting team captain completes their line-up first, then the home team captain fills in their line-up. On the score sheet, write each player's FIRST & LAST NAMES, and their handicap. Add up the five players' handicaps to get the Team Handicap. The team with the lower Team Handicap is awarded a Round Handicap equal to the difference of the Team Handicaps, up to a maximum of 15.0 points. The team with the lower sum of the five Round Handicaps is awarded the difference as a Total Handicap, up to a maximum of 75.0 points.

Team Play

Each of the five players on the team plays each opposing team player once for a total of 25 games played on two tables. The home team breaks all five games of the 1st and 3rd rounds. The visiting team breaks all five games of the 2nd and 4th rounds. The home team breaks the 1st, 3rd, and 5th games of the 5th round. The visiting team breaks the 2nd and 4th games of the 5th round.

Scoring the Match

The winner of each game receives 10 points and the loser receives one point for each of their group balls pocketed, no matter how they were pocketed. To record an ERO (eight ball run-out) circle the "10" for that game. In order to achieve an ERO, (1) it must be the player's first inning at the table, (2) all 15 numbered balls must be on the table, and (3) the player must win the game by legally pocketing all 7 of their group balls and the eight ball. If any one of these three is not true, the player cannot achieve an ERO. Each team captain should keep score on their own score sheet. It is each captain's responsibility to keep accurate score. If a scoring dispute cannot be settled, the home team's score sheet is considered correct. Each round, the team with the highest score (including Round Handicap) wins that round point. In the event of a tie at the end of a round, the team that won more games during that round shall win the round point. At the end of the match, the team with the highest score (including Total Handicap) wins the sixth round point. In the event of a tie for total points, the team that won more games during the match shall win the sixth round point.

Playing with Less than Five Players

If a team does not have five players, they must still play their match. The team missing players may pick up substitutes from the patrons within the match site. These substitutes would fall under the "New Player" provisions. If the team cannot find a full complement of five players, they must still base their handicap on five players' averages. For whichever player(s) did not show up, the team must use their averages to calculate their Team Handicap.

Byes, No-Shows, and Forfeits

If there is an odd number of teams when the league schedule is created, a bye will be placed in the schedule to balance the teams. Byes are not scheduled matches, and therefore the \$25 Weekly Fees do not have to be paid. However, if a team does not show up for a scheduled match, or a team forfeits a scheduled match, the \$25 Weekly Fees must still be paid by both teams.

League Drop-outs

Sponsor fees, sanction fees, and weekly fees are non-refundable. Any team that drops out of the league forfeits all money paid in and/or earned to that point. If a team drops out, the entire league is affected. If a team is on the verge of quitting, PLEASE contact the league. We can help you recruit new players so that your team can

finish the season and receive the money you've earned.

Playing the Wrong Opponent

Occasionally, the wrong players start and/or play a full game out of turn. If the error is noticed before the game is complete, the game is canceled — no matter how well one player made be doing in that game. If the game is completed and the two opponents were supposed to play against each other later in the match, the score is recorded in the future round when the two opponents were supposed to play — no matter if the wrong player broke. If the game is completed but the two opponents already played, or weren't scheduled to play each other at all, the game is mute.

Handicap System

The Duluth BCA Pool League is a handicapped league. Each player's handicap is based on the number of balls they pocket, the number of balls their opponents pocket, the number of games they win, and the number of games their opponents win. For those of you interested in the formula, here it is:

$$H = [Ps \div (Ps + Pa)] \times 10 + [Gw \div Gp] \times 5$$

H = Handicap; Ps = points scored; Pa = points allowed; Gw = games won; Gp = games played.

Duluth BCA Pool League Rules

The Duluth BCA Pool League follows all BCA Pool League rules published in the current edition of *The Official Rules of the BCA Pool League*. The following rules have been ratified at various league meetings in the past, and are specific only to the Duluth BCA Pool League. Some of these "Duluth BCA Pool League rules" may not be in the BCAPL rule book. As such, these rules are only applicable during Duluth BCA Pool League play:

No Pocket Patch

The Duluth BCA Pool League does not use a pocket patch when shooting the 8-ball. When you're shooting the 8-ball, clearly indicate the pocket you're intending. If you are unsure into which pocket your opponent is intending to play the 8-ball, you have the right to ask them before they shoot.

Concession of the Game and/or Match

Certain actions by the player will result in the player conceding the game and/or match. Examples of conceding include, but are not limited to, unscrewing a cue stick while the opponent is at the table, pulling the balls out of the pocket in preparation to rack the next game, inserting coins into the coin slots, deliberately disturbing the balls on the playing surface, or grabbing for or pulling out the rack. These and other actions, typically intended to disrupt the shooter, are known as "sharking." Sharking, and other forms of unsportsmanlike conduct, will not be tolerated. If such an action occurs during the player's final game, that game will be forfeited by the offending player. If an extreme action occurs anytime during the match, all of the offending player's remaining games will be forfeited.

Referees

Questions arise about rules, and situations occur where it is uncertain whether or not a shot will be legal. A referee should be called for these instances. It is the responsibility of the opponent (the player not shooting) to stop the shooter, inform the shooter they want a referee, and to find a referee that will be agreeable to both players. A referee should be a disinterested third party with a knowledge of BCA rules. The referee is the final judge in all matters of fact, and is in complete charge of the match. The referee may consult other officials for rule interpretations, ball positions, etc. However, all matters of judgment are his and his alone. They cannot be appealed to higher authority by players. Only if the referee is in error on a rule or its application may higher authority overrule him.

Sandbagging

When a player "sandbags," they are deliberately playing poorly for an ulterior motive, such as lowering their handicap. Sandbagging is unsportsmanlike conduct, but it's very difficult to prove. NOTE: The league pays back money based on the number of balls pocketed throughout the season. Therefore, the more balls a team

pockets, the more money their team earns. This also goes beyond mere totals. Each game you win automatically limits the number of points your opponent can score. The fewer balls pocketed throughout the season means each ball that is pocketed is worth more money.

Unsportsmanlike Conduct

Leagues are a social event and are meant to be fun. Since our players are representing the league, they are expected to act in a respectful manner. Sharking, harassment, threats, fighting, etc., will not be tolerated. The Duluth BCA Pool League certainly doesn't want to punish its players, but it will. The league reserves the right to issue punitive actions ranging from penalizing points and/or money to expulsion from the league.

Cheating

If a team thinks another team is cheating, the match must be completed in protest by the opposing team. The league will then convene a Captain's Meeting to determine whether or not cheating occurred. If the league determines that a team cheated, they will forfeit that match 0-6 Round Points, 0-250 Ball Points. Furthermore, the players on the cheating team will have game scores of 10-0 entered into their stats. This will raise their handicaps significantly. Further punitive action will be determined at the Captain's Meeting.

League Decisions

The Duluth BCA Pool League is a democratic entity. All major decisions that have an effect on the league, the teams, and/or the players, are voted on at the pre-season league meeting. If any major situations arise during the season, a Captain's Meeting will be convened for discussion and/or vote. Minor decisions will be settled by the league officers based on what is deemed best for the league as a whole.