

COACHELLA VALLEY POOL PLAYERS' ASSOCIATION

RULES OF PLAY

(PASSED 12-12-2023)

1. General Rules of Play

In all pool team competitions, the Coachella Valley Pool Players' Association (hereinafter referred to as the Association) will follow the Official Rules of the BCA Pool League (hereinafter referred to as BCAPL) except as modified herein.

2. League Operator

The President has all the duties and powers of the League Operator as referred to by the BCAPL. The Vice President shall have all duties and powers of the League Operator when the President is unavailable or incapacitated.

3. Team Captains

Each team shall designate a member to be its Team Captain. Team Captains are responsible for seeing that:

- a. Players have paid their dues and fees before the conclusion of the match.
- b. Players are knowledgeable about the rules.
- c. The League Operator is advised of events which may occur during a match that may constitute a serious violation of the Association bylaws or rules of play, or which may constitute a serious threat to the good order of the Association or the safety of its members.
- d. The match score sheet is properly filled out and all league dues are paid.
- e. The team is represented at all meetings of Team Captains called by the League Operator.
- f. There is a liaison between the sponsor and the Association.
- g. Sponsors meet their responsibilities under these bylaws.
- h. Prior to submitting final scores on the BCAPL Scoring app or on paper scoresheets, both Team Captains must review the scores and resolve any discrepancies.

4. Starting Time of Match

Starting time of the matches will be 7:00 P.M.

5. Tables and Equipment Used

Sponsors shall provide tables (3½ X 7) and pool balls in playable condition. If deemed unplayable by the League Operator, the match may be moved to another venue. A set of pool balls, including the circle red dot cue ball, provided by the Association must be used. Team Captains shall return the provided pool balls at the mid-season tournament and at the end of the

season for inspection and cleaning.

6. Number of Tables / Posting of Information

Sponsors must have at least two tables and are limited to two teams per table up to four teams. Matches will be played on two tables. Tables shall be open (no cost to members) 30 minutes before the match begins until the match concludes or at the sponsors discretion. Sponsors shall also provide wall space within the playing area for the posting of BCAPL promotional flyers.

7. Setting Team Lineups

The visiting Team Captain will set the lineup on the score sheet first, and then give it to the home Team Captain to do the same.

A team consists of 5 players. If 5 players are present, 5 players must play. The playback option is available if only 4 players and no sub players are present.

8. Substitute Players

A team may put a substitute (sub) player 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. If a request is made to substitute a player after the start of the round, then it is up to the opposing Team Captain whether to allow the sub to play or not. If the opposing Team Captain does not allow the sub to play, the sub will start the following round.

9. Replacing a Starting Lineup Player

Once a player in the starting lineup is replaced by a sub, they can no longer go back into the lineup. Reference "8. Substitute Players" for details.

10. Shooting-out Policy

With prior approval of the opposing captain, one player on a team may shoot out or play all their games consecutively during the match. (This policy will not be allowed at the BCAPL National Championships).

11. Breaking

Breaking will be determined by the score sheet unless otherwise specified by the League Operator.

12. Starting Ratings for New Players

All new male players without an established handicap rating from a prior season will start their first 3 weeks of play with an 8 handicap. All new female players will start with a 6 handicap. League Management System (LMS) will then calculate the player's rating for week 4 and thereafter. No member shall be rated lower than a 5.

13. Starting Ratings for Established Players

Players with established ratings in a prior division will have their rating carry over into the first week of play—a rolling handicap—and will calculate a player's rating based on their last 10 weeks of play.

14. Rescheduling Matches

Each season (8-Ball, 9-Ball, 10-Ball) shall have a built-in mid-season makeup week and a built-in end of season makeup week. If both Team Captains agree to reschedule a match, it must be made up by or on the built-in mid-season makeup week or the end of season makeup week as noted in the schedule. Rescheduled matches cannot carry over into the next half season or after the built-in end of season makeup week provided. Matches not played will result in a forfeit for the team that doesn't show up.

15. Forfeited Matches

To receive credit for a forfeited match, the winning team must pay their regular weekly fees.

In the event of a forfeited match, in LMS, the player's name will be entered and a "WF" (Win by Forfeit) will be put in front of the game winning score. The Captain of the forfeiting team must assign a player to lose those games as LMS does not have a "No Player" option.

For situations where a team is short one player or more, and the team does not want to have a playback, the winning player will receive the game winning score. In most cases, this will be 10 points. To make sure that it does not affect either player's rating, the score entered in LMS will be "WF" (Win by Forfeit).

16. Playback Option / Add Player

8-Ball Season:

1) A team consists of 5 players. If a team is short 1 player, a playback option is available. A team short 2 members or more must reschedule the match. Refer to 14. Rescheduling Matches. Playbacks consist of the following:

- a. Playback option can be used 3 times per half, for a total of 6 each season.
 - b. Playback order in the 5th spot shall be: Player 1, Player 2, Player 3, Player 4, and Player 5 is TBD. The player with the lowest total of points, rounds 1 through 4, will play in the 5th spot in the 5th round, only if 2 or more players are tied will the opposing Team Captain choose which 1 of the tied players plays in that 5th spot.
 - c. Player handicaps will stay at their handicap.
- 2) Any player can now sub on any team if a team is short players. It is the responsibility of the captain with the short team to reach out to other captains and see if anyone is available and willing to play.
- 3) Consequences of abusing the playback option:
- a. The President will give the Team Captain a formal warning in writing addressing

the abuse.

- i. If the Team Captain continues to abuse the playback option, the 5th spot in the 5th round becomes a forfeit.
- b. If abuse continues and there is a trend or pattern, the President will give the Team Captain a formal consequence in writing.
 - i. The Team Captain will be released from their duties and is no longer eligible to be a Team Captain.
 - ii. The Team Captain released of their duties is eligible to join another team or remain with the team they created if another member in good standing is elected as Team Captain.
 - iii. The Team Captain that was released of duties can return as a Team Captain under the discretion of the President and existing Team Captains.

17. Drop-out Teams

Teams that drop out during the course of a season can create problems within the league. It can have an uneven or unfair effect on the division standings, and it can reduce the prize money for the other teams if their fees are not paid. All players on teams that drop out of the league will forfeit all singles and team prize money won in that season.

The League Operator and Vice President will try to find the most equitable and fair way to adjust the league's team and/or singles standings. This may include deleting some or all of the score sheets involving the drop out team (depending if they had played everyone in the division once already averaging points by a team for the season and applying that number of points to a forfeited match or a similar method of points averaging).

18. Suspending Teams from League Play

Any team that forfeits two consecutive weeks or any three weeks in a league session will automatically be suspended from any and all further league competition. Any sanction monies/fees/dues and prize money shall be forfeited. Suspended teams must bring their balance due back to zero before being allowed back in the league.

19. Eligibility for BCAPL National Championships

To be eligible for the BCAPL national singles competitions, you must adhere to the BCAPL requirements.

20. Coaching

There is no coaching allowed when it is your turn at the table, which starts when your opponent misses, fouls, or pushes out (in 9-ball & 10-ball) and the balls stop rolling. 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 Rosters

8-Ball Season: Teams will consist of at least 5 and no more than 10 players.

9-Ball Season / 10-Ball Season: Teams will consist of at least 4 and no more than 8 players.

22. Roster Changes / Adding New Players

Players cannot be added to the roster after the halfway point of regular league play unless it is for the survival of the team. The League Operator will determine survival guidelines.

23. Proof of Identity

All players must be able to provide proof of their identity prior to the start of a match.

24. Unsportsmanlike Conduct

Unsportsmanlike conduct includes, but is not limited to, actions that are embarrassing, disruptive, or detrimental to other players, spectators, event officials or the sport in general. It includes, but is not limited to, the following:

- a. Intentionally causing a ball to move by any illegal means, i.e, pushing on bed cloth, bumping or slapping the table, etc.
- b. Deliberate interference with an opposing player in the process of shooting. If a spectator or player accidentally interferes with a player in the process of shooting, the balls should be returned to their original positions, or, if not practical, the players should replay the game.
- c. Verbal or physical harassment of participants, including players, referees, sponsors, and spectators.

25. Penalties for Unsportsmanlike Conduct

Exact penalties, for players and their guests, will be determined by the League Operator. These penalties may range from a warning, to suspension, fines, or even expulsion from the league, disqualification from a tournament or playoff, and for a forfeiture of prize money won during the regular or the postseason.

26. Sandbagging Policies

Any kind of sandbagging (playing at a skill level below a player's true ability in order to manipulate their rating and gain an unfair advantage) will not be permitted. 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. A player should be warned by the League Operator if they are suspected of sandbagging and that repeated offenses may result in suspension or expulsion from the league.

27. Right of Appeal

Any player or team will have the right to appeal before a committee of neutral league members, if such a committee has been formed. The League Operator may form and govern an appeals

committee made up of league players, Team Captains, and/or division representatives to vote on any appeals made by any player or team. 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.

28. Slow Play

We encourage people to have fun, play at a reasonable pace, and enjoy league pool. 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 the 45 second clock at the League Operator's discretion.

29. Fees

Each member is responsible for paying their own BCAPL Membership dues and CVPPA Membership dues. If a member plays on league night, the member is responsible for paying their Team Captain the \$10 weekly match fee.

The Team Captain is responsible for collecting fees for their entire team each week, regardless of absent players. Fees to collect include BCAPL Membership dues, CVPPA Membership dues, weekly match fee, and the playing short fee of \$10 if applicable. Payments shall be sent electronically to the Treasurer.

If a Team Captain or a board member does not actively play during a season, the member is still required to pay their CVPPA Membership dues. This does not apply to BCAPL Membership dues as two weeks of league play is required.

30. Tardy Players

Matches start at 7:00 P.M. If a player is not present at the start of a game in the match, both captains must agree the said-tardy player must arrive before the end of the first round, and the other games shall be played. If at the end of the first round the said-tardy player is not present, the match becomes a Playback (4-person 8-ball, 3-person 9-ball, 4-person 10-ball).

If the tardy player arrives during the 2nd round, the tardy player can play in the 5th spot (8-ball) or 4th spot (9-ball, 10-ball).

If the Team Captain chooses not to use 1 of the 3 playbacks (3 per half), the tardy player shall forfeit that game unless otherwise agreed upon by the Team Captains. Once the said-tardy player arrives, the game resumes as normal.

31. Request for Referee / Rule Interpretation

Players at the table, or their Team Captains, may request a rule interpretation. Requests must be made immediately, before any subsequent shot has been taken, or they cannot be considered. The shooter must honor an opponent's request that play be halted for a referee or a rule interpretation. Failure to honor such a request may result in disciplinary action as provided herein. When a referee is not called upon, any and all disagreements must be resolved by the players, or by the captains, if the players cannot reach agreement. Inability of the Team Captains to resolve a dispute (that could have a bearing on the outcome of the game) shall require a replay of the

game.

Referees shall perform the following:

- a. Watch all shots taken by both players.
- b. Recording a shot when necessary. Camera video setting on slow motion is preferred.
- c. When asked by one of the players, give his or her opinion(s) on any issue of question or disagreement, such as whether a ball contacted the rail, whether a ball is frozen, etc.
- d. Do not get involved in play unless players have requested his or her opinion.
- e. Inform the player who failed to honor the request it is a foul and ball in hand is given to their opponent.

32. Complaints

Any complaint brought to the attention of an Association officer will be kept anonymous unless the complainant requests it be made public. An investigation will be conducted and any Team Captains involved will be informed. If a subsequent complaint regarding the same matter is received, a letter will be sent to the team members involved, addressing the matter with no names mentioned. If that does not correct the problem, those involved will be summoned before a formal meeting of the Board of Officers and disciplinary action will be taken as deemed necessary by the League Operator.

33. Prize Fund Distribution

Prize Fund Distribution information and formulas within individual teams should be determined at the beginning of each season by the Board. The Board will determine and distribute individual payouts at the end of each season for each team based on a percentage formula. Each captain will calculate individual payouts for their team's prize money and distribute it accordingly. A formula suggestion can be provided upon request from the President.

33. Incentives for Team Captains

The first incentive to help encourage Team Captains to pay dues on time will be a:

- a. Drawing of a free \$50 Weekly Match Fee paid by CVPPA. Captains must pay dues within two weeks (Tuesday to the following Monday) in order to be eligible for this drawing.
 - i. Captains that pay after two weeks are no longer eligible to qualify for this drawing.

The second incentive to help encourage Team Captains to pay dues on time will be a:

- b. Drawing of a Free \$50 to the Team Captain paid by CVPPA. Captains must pay dues within one week of league play (Tuesday to Monday) in order to be eligible for this drawing.
 - i. Captains that pay after one week are no longer eligible to qualify for this drawing.

These rules of play are hereby accepted on this date of December 12, 2023.

Dexter Real, President

Scott Russell, Secretary