

Southern States BCA Pool League By-Laws, Rules & Information





SOUTHERN STATES BCA POOL LEAGUE

BYLAWS 24/25



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League Operator Phone number: 229-630-3438

Bylaws are rule changes or additions to the national league rules. The Bylaws contained herein will govern all local league policies and are subject to change any time in the sole discretion of the Southern States BCAPL Operator. Our goal is to make all league rules and policies transparent and fair to all. The local Bylaws and rules are evolving at all times to accomplish this goal. Downloadable copies of this and other important league documents are available on the league website -

WWW.VALDOSTABCAPL.COM

OR

WWW.SSBCAPL.COM

All league records, schedules and scoring can be accessed at <https://lms.fargorate.com/publicreport/alldivisions>. Then go to GA, Valdosta BCAPL, the year and then the session you are looking for. A direct link to this information is also on our website. **This information will be updated to the new league name (Southern States BCA Pool League) soon.**

All players are expected to download and use the **FargoRate Player App** and the **BCAPL Scorer App** (these apps are available in your phones play store).

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1. Starting Time of Match

Start time of all matches will be 7:30pm. If a team does not have a minimum of two players to start a Match by 7:45pm, the match is a forfeit.

- a. If at least 2 players are present for each team, the match should start on time.

2. Sanctioning Fees & Membership Lookup

The Sanction fees for The SSBCAPL are \$25 per year which includes your National BCA Membership fee. All players' annual sanction fees must be paid on the first week of play. Failure to do so will result in a match forfeit for the team playing with unsanctioned players. Players may check their membership status and membership ID number by going to www.playbca.com and follow the directions on the "Membership Lookup" link.

3. Weekly Team Fees

League fees are \$10 per person per week for most formats. Singles, Short Sessions and Batch sessions (sessions that play more than one match per meeting) weekly fees may be higher and will be listed in those formats "additional by-laws."

- a. All funds will be paid by ONE person on each team.
 - I. Funds will only be submitted by CashApp. The Leagues CashApp is \$SSBCAPL and will have the league logo (shown above).
 - II. When paying the weekly fees, Put your Team Name, week of Play (ex. "Week 3") and/or the name of the Player paying any sanction fees. Failure to include this information may get your payment returned and Rule 3-D applied.
- b. The team captain may assign a person to handle the CashApp payments but is still ultimately responsible for the entire team's fees each week, regardless of absent players.
- c. Tardiness in the payment of weekly player fees will not be tolerated. **Any team that does not pay their dues the night of play will lose 1 game from that match per day until those fees have been paid.**
- d. Continued failure of a team to pay their dues will lead to the suspension of that team's membership in the league, forfeiture of that team's right to any team or individual awards, prizes, prize money, and the right to participate in league playoffs.

4. Tables & Equipment Used

Tables and pool balls used should be in "playable" condition. If deemed "unplayable" by the League Operator, the match may be moved to another venue. The pool balls, including the cue ball used, may be chosen by the home team unless otherwise specified by the league.

5. Number of Tables Match is Played On

Matches will be played on 1 table unless otherwise specified by the League Operator.

6. Setting Team Lineups

The visiting team captain will always set the lineup on the scoring app first.

7. Substitute "Sub" Players

Rosters have been expanded to accommodate an extra player per team, so "Subs" are no longer used.

8. Replacing a Starting Lineup Player

Handicap Caps apply! Once a player in the starting lineup is replaced by another they cannot go back into the lineup. i.e. an emergency comes up for player "A"; Player "B" steps in and takes over the game so that Player "A" can leave. The emergency is cancelled and Player "A" doesn't have to leave and/or returns. Player "A" is not allowed to return to the game.

9. Shooting Out Policy

With prior approval of the League Operator, one player on a team is allowed to "shoot out" or play all their games consecutively at the start of the match.

10. Time Limits to Report to the Table

Each team will have two (2) minutes to have their player report to the table for their game. Even though there is a "late" policy in place, we encourage team captains to work with each other whenever possible. Remember, this is a pool league where the idea is to have good clean competition AND TO HAVE FUN!!!

11. Breaking

Breaking will be determined by the scoring app. The player with the dark game indicator is the breaker.

12. Starting Ratings for New Players

All "new" players (players without a Fargo Rating) will start their first week of play with a "Starter" rating assigned by the LO. This "Starter" rating can & will be adjusted when it becomes obvious the rating is not appropriate for that individual.

13. Bye Weeks

The team receiving the Bye will get an average of all games recorded that session.

14. Forfeited Games & League Fees

To receive points for a forfeit, the winning team must pay their weekly fees the night of the scheduled match.

15. Team Scoring -

Teams playing a 'Forfeited' slot on the score sheet will receive the maximum number of points for each game played. These scores will have a "WF" in front of them when entered into the Scoring App so that it will not affect a player's rating.

16. Rescheduling Matches

If both team captains agree to reschedule a match, it must be approved by the League Operator and location owner, and played prior to the next scheduled match. Regular rules apply to turning in score sheets and team weekly fees.

17. Drop Out Teams

Teams that drop out during the course of a session can create problems within the league. It can have an uneven or unfair effect on division standings, and reduce the prize money for the other teams. A team that starts a session is responsible for the full session's fees.

- a. All players on a team that drop out of the league will forfeit all singles and team prize(s) &/or money won that session.
- b. A team that has started a session is still responsible for the full session's fees.
- c. The Captain of a team that drops out will not be allowed to play on future league teams until all team fees are paid.
- d. Team members (other than Captains) are responsible for their share of the total fees owed for every week of the session; these fees must be paid before being allowed to rejoin the league with another team.
- e. The League Operator will try to find a "replacement" team to fill the vacant spot. If that is not possible the League Operator will try to find the most equitable and fair way to adjust the league's team and/or singles standings. Options may include but not be limited to:
 - I. Averaging points by all teams in session and apply that number to forfeited matches.
 - II. Averaging the drop teams opponents' scores and awarding those to forfeited matches.

18. Suspending Teams from League Play

Any team that forfeits two consecutive weeks or any three weeks in a league session will be automatically suspended from any and all further league competition. Any and all sanction monies, fees/ dues and prize money shall be forfeited. Suspended teams and members must bring their balance due to the league back to zero before being allowed back into the league. This would include fees for past weeks even though they were not participating.

19. Eligibility for Playoffs

To be eligible for local singles tournaments, team playoffs, or any post session play you must have a minimum of eight (8) full, scheduled weeks of league play on one team in one division of a single session and your team must complete the session.

20. Eligibility for BCAPL National Championships

Players who have played a minimum of eight (8) full regularly scheduled BCAPL league matches in the same division during a single sanctioned session, and are deemed an active player by the League Operator, are eligible to play in the BCAPL National Championships.

21. Coaching (Does not apply to Scotch Doubles (see Section 23: Scotch Doubles))

There is no coaching allowed when it is your turn at the table without calling a Time Out.

- a. Your turn at the table starts when your opponent misses, fouls, or pushes out (in 9/10-ball) and the balls stop rolling.
- b. While it is your opponent's turn, you can talk to anyone, including your teammates, about any aspect of the game.
- c. Players are allowed one time out per game.
- d. Only one coach and the participating player may approach the table, but a team member may call the coach away from the table to discuss a time out.
- e. It is not a timeout (or a foul) if a player does not notice that a foul and someone tells them they have ball in hand. Anyone can let a player know they have ball in hand, but the player is responsible for verifying it with their opponent before touching the cue ball.
- f. The player may call on any team member for a time out **and** any team member can call a time out.
- g. If a time out is called, the time out is counted.
- h. In a ball in hand situation, the coach may position the cue ball.
- i. Time outs will be limited to 90 seconds. After two warnings have been given, further abuse of this time limit will result in a loss of turn and ball in hand to your opponent.

22. Team Roster Limit

The maximum number of players on a roster is the number of players that actually play in a match. For example, if three players play on a team in a given match, then you can have three players on the team roster.

23. Scotch Doubles

Partners are allowed to talk freely to each other during Scotch Doubles matches.

- a. Players can suggest and line up shots for each other,
- b. Players can suggest safeties and strategy.
- c. Players Cannot talk to other teammates during matches.

24. Roster Changes / New Players

Players cannot be added to the roster after week 4 of play unless it is for the survival of the team. The League Operator will determine "Survival" guidelines.

25. Team Rating Limits (Handicap Cap)

The total team limit for this division is a 1350 Fargo Rating. Teams should be balanced, fair and competitive. Loading a team isn't fun for anyone and guarantees, the weaker teams will not return the next year. We have all seen this happen; let's not make it an issue here. **As this league grows, higher**

levels will be added.

26. Cap Penalties

If a team **must** play above the handicap cap (meaning there are no available players to play under the cap), the penalty will be ½ game each 50 points of Fargo Rating per round. This means if your team goes over 1350 by 1 point, you give up ½ of a game per round that night (3 Games total). If a team **chooses** to play above the handicap cap, the penalty will be 1 game each 50 points of Fargo Rating per round (6 Games). Teams consistently going over the cap will be required to add/trade for a lower handicap player. **If a player is at the location and leaves so his team can break the cap, the higher penalty will still apply.**

27. Proof of Identity

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

28. Unsportsmanlike Conduct

The guidelines for unsportsmanlike conduct are outlined in the *Official Rules of the BCA Pool League* on page 93. This includes but is not limited to actions that are embarrassing, disruptive, or detrimental to other players, spectators, event officials, or the sport in general.

29. Penalties for Unsportsmanlike Conduct

Exact penalties will be determined by the League Operator. These penalties may range from a warning to suspension / expulsion from the league, disqualification from a tournament or playoff, and forfeiture of prize money won during the regular or post session.

30. Sandbagging Policies

This league will not tolerate "sandbagging" (playing at a skill level below a player's true ability in order to manipulate and gain an unfair advantage) of any kind. The League Operator may use a committee to review player ratings and/or make necessary rating changes. A player may be warned by the League Operator if they are suspected of sandbagging, and repeated offenses may result in suspension or expulsion from the league.

31. Right of Appeal

All players and/or teams have the right to appeal any actions taken against them before the SSBCAPL Committee.

- a. The League Operator will chair this committee.
- b. The committee is made up of all team captains.
- c. Committee members will not be allowed to vote or sit in on the proceedings if in conflict (The issue being decided concerns your Teammate or team).

32. Slow Play

We encourage people to have fun, play at a reasonable pace, and enjoy league pool. However, there may be a rare occasion when the League Operator will have to rule on slow play. Either player or both players may be put on a 45 second clock at the League Operator's discretion.

33. Session Championships

Trio's Playoffs for all sessions will be the Saturday following the last match of the session.

- a. Playoff Format will be 1ST vs "Wild Card", & 2nd vs 3rd single elimination bracket.
- b. This playoff match will be played using BCA 8-BALL National Championship rules and score sheets (Download from league website).
- c. All players must meet minimum requirements of 8 weeks play in the current session to play.
- d. Any player under suspension will NOT be allowed to play in playoffs.

34. BCAPL National Championship

The BCAPL National Championship for this year will be held in Las Vegas at the Rio All-Suite Hotel and Casino. It starts February 19th and runs through March 1st 2025. The actual dates of play for individual and team events will be announced as soon as the BCA releases them.

35. Prize Fund Distribution

Each qualified session, the top prize for winning the league Championship is a trip to Vegas to represent the league in The BCAPL National Championship.

- a. Each year the tournament schedule is released mid-November. Prize funds are released to spring and summer session winners at that time.
- b. League funds will cover the entry fee for the Vegas Tournament.
- c. The first-place team receives a total prize fund of \$1,000* per player to cover their expenses (travel, lodging, etc.).
 - I. The League does not currently make travel or motel arrangements. This is in the process of changing to the League paying for the flights & motel rooms with excess funds going to the players. This should allow a better rate for both flights and rooms as they will be purchased in bulk.
 - II. The expectations are for the team captain to arrange flights and lodging for his team.
 - The remaining amounts should be split equally between the team for onsite expenses.
 - Any disputes over this process will be handled by the League Committee.
- d. The second-place team will receive \$300*.
- e. If the League Championship team is unable or unwilling to go to Vegas for the National Championship, they will exchange places and prizes with the 2nd place team. **There will be no exceptions to this rule!**

***All Prizes and amounts listed above are based on full schedules with all teams playing all games each session. Any teams that drop out will affect these numbers.**

A full schedule will be considered as:

Trios = 10 teams

8-ball 5-man = 10 teams

9-ball 3-man/ladies = 10 teams