

Diablo Valley Pool League

Diablo Valley Pool League Open/Mix Rules 07/01/17

While the Diablo Valley Pool League is a BCAPL-sanctioned league, we have rules for weekly league play that do not adhere strictly to BCAPL National League competition. One example is 'Time-Outs'. You will not be allowed to call a time-out in the BCAPL Nationals Team competition in Las Vegas, but you are allowed one time-out per game in regular league play in DVPL. Another example is: At BCAPL Nationals, you may call on an official referee to judge shots. In DVPL, you may call on someone from either team to judge a shot, or even a third party known to DVPL, as long as both players agree to accept the judge's call.

This will be the official DVPL Rules and operations document, going forward. Each time it is revised, the date at the top of this page will show the revision date, which will usually be the DVPL pre-season membership meeting date, if any rules changes are proposed and adopted at the pre-season meeting,

DVPL 8-BALL LEAGUE RULES:

1. Handicap is currently 150%.
2. Cap rule – There is no maximum ball cap on the handicap.
3. We currently start each season with a 2 season long average. No more establishing a new average during the first 2 weeks of play. It's like one big long season is being used to calculate the averages now. Any new DVPL player without an established average will start with: male players @ 9 and new females @ 7 – both for the **first 2 times they play** in matches.
4. Teams may be composed of 4 players plus as many alternates as you want to have. Unlimited blinds are not an option in any of DVPL leagues. This is a team competition of 4 players minimum. Most teams make an effort to have a full team every week. There are a few teams that struggle at times. Therefore, we allow limited blinds. Players will not be allowed to show up to matches if their team is already playing a blind for their absence. Blinds should always be written on the last spot of score sheet. To figure out the blinds average, add the 3 existing players' averages and divide by 3.
5. A maximum number of 6 single blinds are allowed per season. No double blinds are allowed in any match. There is a penalty of 1 round point for each and every time you go over the allowed number of single blinds in a season.

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6. **No blinds may be used in position rounds.** 1 round point penalty if you do. (Team loses a point which is taken out of the overall count of team round, but the point is not awarded to any other team. Blank' positions will always be on the bottom of the team lineup on the scoresheet, i.e. position 4 for home team or 8 for visitor.
7. Starting time for all matches is 7:30. If there is not a full team by 7:45 blinds are to be used. If at 7:45 there are not enough players present, even using a blind, then the match is a forfeit. No more waiting until 8:00 to call a forfeited match. 15 minutes is plenty of time to wait on players to arrive. Reschedules are allowed only if they are planned at least 1 week in advance. You can not show up to the match and expect to try and get the other team to agree to a reschedule, unless there is a reasonable explanation or if the captains have already been in communications.
8. Forfeit Rule: Team that shows up will be awarded 5 round points. Team that did not show up gets 0 round points. Both teams are responsible for their \$40 fees. All efforts should be made to avoid forfeits.
9. Time-out rule: Applying the time-out rule is a cordial agreement between players. 60 seconds will serve as the time-out limit. A single time out per game is allowed; the following are the guidelines for this:
 - Time-out to be called by shooter at the table only. We don't allow Team members to call time-out for their players.
 - Shooter should address your opponent and let them know you are calling a time-out before consulting your team mate.
 - If any other player from the team of the shooter suggests a time-out it will be considered a coaching foul and a ball in hand shall be awarded to the other player. Please share this with friends and teammates as they will cost you a foul if they are not aware of the rule.
 - When you call for a time out only ONE player is allowed to exchange information with you - not an entire team.
 - **The non-shooting player is NOT allowed to engage in conversation with teammates while an opponent's time-out is in progress.**

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- Opponent who is timing your time-out will give you a 10 second warning. Thereafter, if you do not complete your time-out within the **60** second rule it is now a foul and your opponent shall get ball in hand.
 - If a full team of 5 or more shows up to the match and a time out is called, even though only 4 players are playing the match, any of the 5 teammates that are there can be called upon for the time-out.
 - Some players do not time their opponent's time-out. Please advise your opponent if you will be timing them.
10. When your player is in a game but not at the table, he/she may NOT talk with your teammates or bystanders about the game.
 11. There can be a time limit imposed on slow players. 60 seconds will serve as a guideline for individual shots. If it is observed that a player is playing slow, the captain of the opposing team may go to the captain of the slow player and notify them. The captain of the slow player is to tell his/her player to speed up his/her play **OR** a shot clock of 60 seconds may be applied to BOTH PLAYERS for the REMAINDER of their GAME. Once a shot clock is invoked in a game, it must apply to both players for the rest of the game, if it's going to be considered fair.
 12. It is the non shooting players responsibility to have a 'close call' hit be watched to avoid controversies. Shooters about to attempt a 'close call' shot must not rush the shot in order to take away their opponent's chance to call for a judge. If you are going to have a hit watched you need to notify your opponent (the shooter) before they are down on their shot getting ready to shoot. It is suggested that both players agree on one person to judge the hit and also agree on the criteria that will determine a 'fair' or 'foul' call.
 13. Players may not intentionally pocket the 8-ball out of turn or otherwise intentionally foul in order to lose the game on one shot. This will be considered unsportsmanlike conduct. The score for that game will be 8-7 in favor of the non-offending shooter. The offending player's team will lose the round in which the incident happened, no matter what the round numbers add up to. This is different from intentional fouls where the strategy is to force or encourage your opponent to risk improving your position on the table. These fouls are committed with your hope that you will ultimately win the game.

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14. Game played out of turn - The game counts for the match and you put the score where it belongs on the score sheet.
15. Practice play is no longer allowed once the match is underway.
16. **There are many other rules about the game of 8-ball, as outlined in the BCAPL-CSI Player Handbook. You should become familiar with it, for all the other rules of the game not addressed in the preceding pages of this document. If you don't have a copy of the latest Player Handbook, it can be downloaded from www.playbca.com**
17. Players are not allowed to wear headphones/ear buds or text on your phone while playing your game. It is a ball in hand foul to your opponent.
18. **SPORTSMANSHIP**

Each season we get reports of un-sportsmanlike like behavior that is either intentional or not. We are including this outline for sportsmanlike conduct while playing league:

Sportsmanship is simply treating your teammates and opponents with courtesy and respect. While everyone wants to win, the purpose of league play is to have fun playing the great sport of billiards in the company of friends. Be sure to shake the hand of your opponent before and after each game, acknowledge your opponent's good shots, and make sure that the trademark of you and your teammates is good sportsmanship. Win or lose, that's what league play is all about. By following a few simple guidelines, you can help ensure everyone gets the most out of their League experience:

- a. Know the rules: Most disputes can be avoided if both players are knowledgeable about the rules of the game.
- b. Play to your potential: Being a good sport doesn't mean taking it easy on your opponent; quite the opposite. You'll be respected far more if you give it your best shot each turn at the table. If you're in a handicapped league, don't "sandbag" by keeping your wins as modest as possible. Handicaps are meant to be a genuine measure of your skill. It's poor sportsmanship to give anything but your best effort.

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c. No "Sharking": "Sharking" is any act designed to upset your opponent or disrupt their concentration at any time during the game. Examples are using profanity, making sarcastic comments, refusing to acknowledge an obvious foul, standing close to your opponent's line of vision or creating sudden noise.

These rules apply not only to you, but also to any person who is in your "cheering squad".

d. Resolve disputes the right way: Disputes will occasionally occur, and most will arise over a judgment call. Raising your voice is the first step in destroying a calm discussion. State your point of view in terms of the facts of what happened on a shot or in a game, and in terms of your understanding of the applicable rule(s).

Ask the captains of each team to listen and moderate the discussion, if you feel this will help. This way, disputes can be resolved equitably and calmly.

e. Respect your host and their equipment: Billiard rooms help sponsor your league and provide use of their facilities and equipment. When you are at your home bar or away, you represent your host club or bar and DVPL.

f. Players are not to go to other teams matches to harass, shark, distract, etc. Stay away from the tables of other teams competing.

DVPL POLICIES AND OPERATIONS:

19. DVPL reserves the right to refuse participation to anybody that we believe has poor sportsmanlike behavior or owes money. Warnings will remain in effect for 1 year from a warning date.

- **1st offense – Verbal and/or E-mail warning**
- **2ND offense – Kicked out of league**
- **After a player is kicked out, if he/she continues to show up and play, all scores he/she gets will become ZEROS.**

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20. Roster sheets need to be submitted by the fourth week of league, so that we can sanction league faster than in the past. Captain's folder with schedules, captains list, BCA forms, score sheets and minutes of captains meeting will be distributed on 2nd week.
21. We would really appreciate the envelopes/scoresheets to be turned in to Vinnie's by Wednesday night. If they are not turned in by Friday night your team will be penalized a half (1/2) round point. Worst case scenario: e-mail us the numbers. The **visiting** team is responsible for taking the envelope and putting it in the black box at Vinnie's Bar.
22. Position Rounds - We are currently using 3 position rounds per season. The team LEADING in the standings will get the home bar advantage. Handicap applies, fees apply and standings are affected. When there are an odd number of teams there is always a team that does not have an opponent for position rounds. This team will be awarded their team round point average plus one round (max 5 rounds) and the \$40 weekly team fee is still owed by the team with the 'bye'.
23. **Half-time drinks** - You MUST buy a drink in order to get your second drink from the sponsor bar free or at 1/2 price. Whatever you bought is what you get for your 1/2 time drink...no switching drinks. Here are the guidelines for the 1/2 time drinks from Cue 'N Brew, Bar None:
- Captain must write all drinks to be bought (one for each player) and give to bartender.
 - List must state drinks and time of delivery expected for the half time drink.
 - When the time for half time drink comes, bartender will serve what is on the list and will write the prices owed.
 - Sponsor will pay for half of price only. Teams should collect appropriate tip money for the drinks.
- Farrington's: no longer provides a half time drink.
Please even if you don't drink alcohol you can still purchase a soda, play music and feed their tables.
24. Each team is responsible for having their own alternates. DVPL will offer an alternate if a team loses a player after half session. If team rejects DVPL-supplied alternate player, all scores for missing player will turn in to ZERO and full fee of \$32 is expected.

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25. Players are allowed **one** move per season from team to team. Player moves will not be allowed after the second half of the season.
26. No new players after first half of the season, unless they are approved by DVPL. Use your blinds.
27. If a player walks out on a team and a first round has been played, we will keep the score and the remaining matches will be played as a blind.
28. If a team drops, any money paid goes into the pot, and all matches played get erased from stats.
29. If a player walks out on a team and a first round has been played, we will keep the score and the remaining matches will be played as a blind.
30. Sponsors only pay for one table not two. It's nice when we are allowed to use two tables however that is not a requirement of the sponsor.
31. Table time of non-coin op tables:
 - Teams will pay the bar \$3.00 per half an hour of warm up time. If you go longer than that the clock will start again.
 - Every team will pay the bar \$8.00 after the matches are played.
 - Captains are responsible for making sure the sponsors get a total of \$16 a night for both teams (\$8 per team).
 - Cue 'n Brew will allow DVPL players to use 2 (8') tables. The coin tables will remain for the use of the patrons.
32. DVPL individual player fees are: \$20/season scorekeeper fee; \$10/season league fee; \$15 BCA sanction fee.

All fees are to be paid by the 4th week of play. Weekly dues per player are \$10/week/per player-position; We prefer Checks made out to DVPL. Starting on the 5th week of league we will penalize any team 1 round point for every week your team owes more than \$64. **Rule for sponsors applies as well, all fees to be paid by the 4th week. (\$100 per team).** This is a Money League, we pay all teams, top 5 males and top 2 females and most improved player.

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33. DVPL has provided cue balls to the captains at the beginning of the season to avoid "the mud ball syndrome". We expect them back at end of session if you are not returning the following season. Captains that don't return Cue balls will be charged.
34. A venue may allow use of coin-op tables or larger **non** coin-op tables for league play. DVPL is predominantly a small table league but if the two captains would rather use the large tables, on a MUTUAL and CORDIAL agreement, DVPL has no problem with that. Some of our sponsors have larger tables ONLY, so there's no choice there. Captains MUST turn in **non** coin-op balls to the bartender after the match is over.
35. The following is the way ties between teams are resolved. Position round matches are not used in resolving ties.
- Tie breaker #1 - Whichever team won the most round points when they played against each other during the regularly scheduled match/matches.
 - Tie breaker #2 - To only be used if Tie Breaker #1 didn't resolve the tie. Count the number of games won between the two teams from the match/matches when they played against each other
 - Tie breaker #3 - To only be used if Tie Breaker #1 & #2 didn't resolve the tie. Count the total number of games won by the teams that are tied for the entire season.
36. **About rolling averages:**
If you played 2 weeks or more in the previous session, then you have an existing established average. Whatever your average calculates out to be at the end of the session, for just that sessions data, that will be your starting average for the upcoming session. For example: at the end of the session you had a total of 84 games played and 500 balls (21 weeks). Your starting average would be 500 divided by 84 = 5.95. So, once the new season starts, whatever you shoot every week is added to your starting point of 500 balls & 84 games. For another example - week #1 of the new season you shoot a 40. The formula to calculate your average for week #2 would be 540 divided by 88 = 6.14. Your average for week #2 would be 6.14. The only time we don't use the previous session's data is if the player didn't play or didn't play more than 2 weeks. If this is the scenario then we will look at the most recent session that player played in and use that average. If they never played with us in the

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past then females start with a 7.00 average and males start with a 9.00, unless DVPL league operator says otherwise.

37. Top Shooter's List - To qualify and receive prize money for the top shooter's list you need to play a minimum of 75% of available games. Top 5 shooters and top two females will be paid (\$50/\$25). Women players will now be able to qualify for top shooter's list as long as they meet the requirement of 75% shooting. Higher score female shooter will be paid only once. If she gets paid on the overall list of top players the next woman on list will get the prize for top woman. We will pay the most improved player (just like we do in women's league \$100). We will follow numbers and will have the same qualifications as top shooters list in regards to minimum percentage of play required.
38. **DVPL RESERVES THE RIGHT TO MOVE ANY MATCHES TO A DIFFERENT LOCATION IN ORDER TO SPREAD MATCHES AS EVENLY AS POSSIBLE THROUGHOUT ALL SPONSORING BARS. THIS PERTAINS TO WEEKLY MATCHES AND/OR POSITION ROUND MATCHES.**

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