

# LEAGUE RULES

## Winter 2025 Session

### Welcome!

Welcome to the BCAPL/ACS @ Skinny Bob's! We're really excited you've made the decision to join us this season and hope to meet your expectations! If you have any questions, comments, or concerns, please email [skinnybobs.bca@gmail.com](mailto:skinnybobs.bca@gmail.com) and our league director will reply at their earliest convenience!

### Etiquette

Our primary interest in this league is to build a format that is competitive and rewards success but above that will always be sportsmanship. In this league, you are expected to call your own fouls, be respectful to other league members at all times, and keep matches running fluidly.

### Game Rules

- Standard BCAPL 9-ball
- You may lag or flip for the break
- Rack for yourself, templates ONLY
- Alternating breaks
- Any foul/miscue on the break results in loss of break (break order otherwise maintained)
- Cue-ball fouls only (it is not a foul to move one stationary ball that does not impact the outcome of the shot)

### Exceptions:

- Game does not begin until legal break is performed.
- You are allowed to practice so long as you're not in a match.

### Prizes

- Cash payouts with the intent to fund the first-place winner to BCAPL World Championships

### Rosters

Rosters may have up to 8 players. You may add players up until the 4<sup>th</sup> week and must notify the opposing team and league director prior to the start of play.

Players may only switch rosters if they have not yet played a match during the season.

### Team Captain

Each team should designate a captain. Please notify the league operator of your choice. The Team Captain is responsible for managing the team. All communications between the team and league director is handled through the Team Captain.

## **Divisions**

Tuesdays and Thursdays are separate divisions. Players may play in both divisions and are encouraged to do so. Please keep in mind, the finals will be held between both divisions. If there are common players on the opposing rosters, these players will be ineligible to play.

## **Membership & Eligibility**

Membership in the BCAPL & ACS means you're allowed to compete in the BCAPL and ACS World Championships and BCAPL and ACS State Championships (usually in Temple, TX). In order to compete in the 2026 World Championships, you must have completed 8 matches in one season during 2025.

## **Fees**

\$35 per player per year (includes BCAPL membership and ACS membership)

\$40 per week/per team (this includes forfeits but not byes)

Annual membership fees must be paid by the fourth week of play. Please notify the league director if an extension is needed or if you've paid through a different BCAPL league. Weekly fees must be paid in full when turning in score sheets. It is required to pay in full even if there are forfeits (does not matter which team is forfeiting). Failure to pay in full will result in -3 bonus points and may impact your team's eligibility for the post-season and registration in upcoming seasons.

League Director will retain collected monies intended for prizes in a bank account (minus operating fees).

## **Calendar**

Each season will have approximately 16 weeks for both divisions. We will be mindful of major holidays and events (locally, regionally, and nationally). If play is postponed due to weather or other circumstances, team captains will coordinate with the league director to reschedule the matches.

There will also be late-season meetings for captains to go over collected money and anticipated prizes.

Playoffs and Finals will always be on the first available weekend after the conclusion of the season.

## **Scheduling, Standings & Statistics**

Schedules will be posted after the first week of play. You will receive an email containing the link to review the schedule, standings, and statistics. You should check the schedule every week prior to play. The league director will send a notification of any changes.

### Determining handicaps

At the bottom of every scoresheet is a chart showing the Games Must Win (“GMW”) and Bonus Points. This is determined by subtracting the lower FargoRating from the higher one.

FARGORATING	GAMES MUST WIN	BONUS POINTS
700 and above	10	0
650-699	9	1
600-649	8	2
550-599	7	3
500-549	6	4
450-499	5	5
400-449	4	6
Below 400	3	7

### Order of Play

Captains will flip a coin. The winner of the coin flip decides which teams puts up first in the 1<sup>st</sup> and 4<sup>th</sup> matches and which team puts up first in the 2<sup>nd</sup> and 3<sup>rd</sup> matches. Captains must nominate players for the 3<sup>rd</sup> or 4<sup>th</sup> matches when a table is available.

### Only One 9 or 10

There is no numerical limit BUT we insist you keep the number of 9s or 10s to one per week. This means, only one player with a FargoRating of 650 or higher can play on a given night. If you are short on players, the other team may agree to allow more than one.

### Coaching

Players will be allowed to receive ONE time-out PER GAME regardless of skill level. Time-outs should be no longer than one minute. Players receiving any sort of advice, including being told they are shooting out of order, will constitute a time-out. Both the player or the coach may call time-out and both may also decline.

Exceeding time-outs is a foul. If you are unsure if a time-out is available to you, please ask the opposing team for confirmation.

### Scoring

Every set is an opportunity to score a total of 10 points. To balance this, bonus points are awarded when the Games Must Win (“GMW”) is lower than 10. For example, if both players are playing to 7 wins, 3 bonus points will be awarded to each player. The Ratings & Bonus Points chart also specifies the GMW and Bonus Point breakdown.

### **New Players**

The league operator will assign a “starter rating” for all new players that do not already have a FargoRating. The starter rating will be based on all available information (prior handicaps in other leagues & general observations). Going forward, the FargoRating should always be used.

### **Byes**

Teams will receive 36 points for a bye.

### **Forfeits**

Teams will receive 9 points per forfeited set. If all sets are forfeited, they will receive 36 points (just like a bye). The forfeiting team will receive 5 points. Please keep in mind, both teams are still responsible for paying dues. Failure to pay dues will make your team ineligible for post-season play and will hinder all teammates’ ability to register for future seasons in ANY Skinny Bob’s leagues.

### **Lateness**

If your team is going to be late, please notify the league director as soon as possible. After 20 minutes (7:50 PM), if we do not receive word on when your team will be arriving, you will incur a team-forfeit.

### **Rescheduling**

If you know ahead of time that your team will need to reschedule, please email the league director at least 24 hours prior to the match to issue the postponement. The league director will coordinate with both captains to reschedule the match.

### **Doubling-up**

In the event your team cannot have four or more players, you will be allowed to double-up a player who has played in the first or second set. Opposing team will have the choice of which player will double-up and must make that choice prior to the start of the third set. No more than one double-up per night is allowed.

### **Season Standing tie-breakers**

In the event two teams finish the regular season tied in the standings, the following tie-breaking method will be followed:

1. Set-wins
2. Heads-up match wins
3. Heads-up point totals (sum of all points for all heads-up matches)
4. Most recent match win

In the event three or more teams finish the regular season tied, the same procedure as above will be followed by comparing the two teams that met first in the regular season and then proceeding to the next team.

## **Post-Season**

Each division will have the top finishers and a wildcard make the playoffs. Depending on the number of teams, standings will dictate seeding and possibly byes as well. The wildcard draw will be publicly held immediately following the last night of play and tickets into the lottery will be determined by the final standings.

Playoffs will happen on your respective night of play. The finals (and possibly semi-finals) will occur on neutral days (the following Saturday and Sunday) between both divisions.

Playoffs are SINGLE ELIMINATION

Double-ups will not be permitted during the post-season.

Players must have at least five matches during the regular season to be eligible for the post-season roster.

Post-Season matches cannot be rescheduled.

## **Post-Season Matches**

As is the case in the regular season, head-to-head winners are determined by total points (Games won + Bonus points). In the event of a tie in total points, a fifth match will be played. In the fifth match, both teams will blindly elect a player.