

**Bylaws**

**1.0 Rules** Champions League utilizes the Official Rules of Cue Sports International (CSI) for league play/game play which are available for download at <https://www.playcsipool.com/bcapl-rules.html>

* + 1. **Sanctioning**

We are sanctioned by the BCAPL. The $20 Sanction fee is due annually on January 1st and covers the current January - December calendar year. It is due for all new players the first time you play in the league. All sanctioning fees will automatically be deducted from your team’s prize fund at the end of the season. You do not need to submit sanctioning fees to the league. They will be deducted. EVERY player that plays in the league, even if it’s a substitute for only one night, is responsible for the $20 BCAPL sanctioning fee. BCAPL requires you only to be sanctioned once through one league operator. The first team during the season a league substitute plays with is responsible for that substitutes sanctioning fee. Teams can elect to collect sanctioning fees and submit them if they do not want them deducted from their prize fund.

* + 1. **Digital Scoring**

Champions Leagues are paperless. We utilize the BCAPL Scoring application that is free to download in the Apple Store and Google Store. The BCAPL Scoring application is compatible with both Apple and Android devices. Please know that it is the HOME team’s responsibility to score and make sure the match is submitted each night, however, it is strongly recommended that both teams keep score and submit the match so we have a digital reference in the event there are any discrepancies. The league also encourages that teams bring a tablet or an iPad to score each night. It is much more interactive and the whole team can help keep score and view the current progression of the match on a device with a larger screen. Some captains elect to score on their phones, which is allowed, but they often do not like utilizing their phone all night, responding to match status questions, or passing the phone to other players to review the match.

* 1. **8-Ball Break and Runs and Table Runs (run outs and break & runs are both**

**considered a table run in the league stats. Score both as BR and TR)**

An 8-ball table run is **whenever a player steps up to an “open table” and runs all balls of one group including the 8-ball in a called pocket**.

Examples

1. Player breaks and pockets balls, they then proceed to run all balls of a called group including the 8 ball.
2. Opponent breaks and fails to pocket a ball on the break, incoming player runs all balls of a called group including the 8 ball.
3. One player breaks and either makes some balls or not, safeties/misses by one or both players without either player making a called ball, one player enters the inning with an “open table” (no groups have been established by either player) and runs all balls of a called group including the 8-ball.

**1.11 9-Ball and 10-Ball Break and Wins and Table Runs (the league only recognizes break and wins in 9-Ball and 10-ball. If you didn't break you cannot achieve a break and run, a break and win, or a table run).**

**Table runs are scored by entering BR or TR in the score sheet. It is the players responsibility to verify all table runs are scored correctly on both scoring devices. If there are discrepancies, the accomplishment may not be awarded. The league operator will not go back to award missing TR’s or BR’s under any circumstances. The “W” has to be scored as BR or TR on submitted scoresheets to be eligible…no exceptions.**

* 1. **.1 Handicapping**

Fargo Ratings are utilized to compute the handicap used each night. Before the start of a match, each scoring device will compute the amount of handicap a team receives based on the two teams FargoRates. The rating of all players on any given night are based on the ratings in the BCAPL scoring application. Those ratings take precedence over ratings published on the league’s website, in the FargoRate application, or any 3rd party software players use to reference. The Fargo ratings that populate in the scoring application supersede all other ratings unless there is an obvious mistake, which will be handled on an individual basis at the sole discretion of the league’s representative. The probability of winning between Fargo Ratings determines what the handicap is for that specific match on that night. The two teams should compare the handicaps given at the start of the night to make sure both teams agree. **Both teams will play a full 25 games every week regardless of when one team reaches their winning match number prior to completion. All players will play 5 games every match.**

**1.2.2 Tiebreaker**

If 2 teams end up in a tie per Rule 1.2.1, the team that wins the most games wins the tie breaker. The scoring application will automatically award the team with the most games won the point or the “win” for the night.

**1.2.3 Players not rated in the FargoRate Application**

If a player does not have a presence in FargoRate they cannot play that night. The leagues administration requires 48 hours in advance of play to add a new player to your roster that does not already have a presence in FargoRate. For new players to FargoRate, a starter rating will be assigned based on several factors including and not limited to ratings from other organizations, known ability, word of mouth, or by recommendation from others. Their final starter rating will be estimated and will be determined by the league operator. In the rare circumstance an advanced player does not have a Fargo Rating, 625 will be used to start. A player that is not in the FargRate database cannot start playing in the league until the league operator adds them to the FargoRate database and assigns them a starter rating. This process takes up to 48 hours until they can play and be scored properly in the application.

* 1. **.1 Substitute Players**

The leagues substitute policy is very lenient as we wish to avoid forfeits. Excessive forfeits ruin leagues. Teams that are short a player for a specific week may have a substitute player play in place of a regular player at any time during the season with the exception of “highlighted” weeks. The Fargo Rating of the substituting player will be used instead of the original player. Players are allowed to substitute for multiple teams throughout the season. Once a player has subbed on a specific team 4-times they become that team’s member and can no longer sub on different teams. **IMPORTANT: A player that is not in the FargRate database cannot start playing OR SUB in the league until the league operator adds them and assigns them a starter rating. This process takes up to 48 hours until they can play and be scored properly in the application.**

**1.3.2 Substitute Players Eligibility**

Teams may bring in a new substitute player to the league that has a Fargo Rating on any given regular week of the season without a rating limitation. A few special weeks each season, including position nights and/or the final 2-3 weeks of play, substitutes must meet the following league substitute requirements:

1. If the substitute has played on your roster once during the regular season, they are eligible without limitations.
2. If they have not already played on your roster, the substitute players FargoRate cannot exceed the missing players FargoRate in order to sub on a position night and/or the last 3-weeks of the season. The missing player is defined by “the player on your roster that is not there that has the most weeks played during the current season”. There is a 5-point cushion.
3. The substitute player must be established (200+ games recorded in Fargo) to sub on a position night and/or the last 3-weeks of the season.
4. The substitute player must be sanctioned or pay the $ 20 sanctioning fee the first night they sub, or the substitute's games will not count and will be backed out and forfeited.

All substitutes will be subject to paying the one-time $20 BCA sanction fee, even if they only play one time.

**Any players who have played 4-weeks on a single team are not eligible to sub on other teams. Those players are teammates – not substitutes.**

* 1. **Late Players/Late Teams**

If there are not any players present 15 minutes after the league's official start time, the whole match is forfeited to the team that is present. When a player is late to the league, their game(s) are **not** immediately forfeited. Teams will continue to play while the late player(s) have yet to arrive. Upon reaching the 2nd game of the late player, the late player's 1st round game is marked down as a loss by forfeit. Upon reaching the 3rd game of the late player, the 2nd game is forfeited. Upon reaching the late players 4th game, the 3rd game is forfeited. Upon reaching the late player's 5th game, all the late players' games are forfeited.

* 1. **Short Players**

If it is determined that one team is going to be short a player, they still must also factor in the missing players Fargo Rating. The Fargo rating of the absent player that has completed the most weeks of play for that team will be used. In the situation where 2 or more players have the same number of weeks played, the player with the higher Fargo Rating will be used. There is no minimum number of players that can play on a given night and all forfeited games will be distributed as wins to the opposing team per section 1.4 above.

**1.51 Make-Up Matches**

In general, the league does not allow make up matches unless there are extenuating circumstances. If a team cannot play on the regularly scheduled night of play, they forfeit that night. In order to preserve the leagues prize fund, weekly fees are still required from any teams that forfeit (or receive a forfeit). In very rare circumstances, a make-up request may be granted if it is requested 3-days prior to the night of play. It must also be approved by the other team captain and the league operator 3-days in advance. If adequate notice is given, opposing teams should accommodate but it is not required that they do and can elect to receive the forfeit point. If the make-up match is required by the league operator, it is mandatory that both teams accommodate. This is usually due to the league filling a vacancy within the first three weeks of a new season or due to very serious extenuating circumstances as determined by the league operator.

1. All make up matches are to be played as “double headers” on the regularly scheduled

 night of play. Scheduling make-up matches on a different night does not work. The league

 will not require any teams to make-up a match on a different day of the week. There are

 too many problems associated with make-up efforts on a different day of the week.

 All required make-ups will be double headers. No exceptions.

 2. In the event of a double header make up match is to be played, all sub policies are in

 effect. For teams that have early risers, you will have to stay up late one night or find

 eligible substitutes that can play the late evening match.

* 1. **Position Night**

Position nights are nights in which teams will square off throughout the season based on the current standings that night. In the first position night of a season, the even team places (2nd, 4th, 6th, etc.) will be considered the home team. The second position night of the season, usually the final night, the odd team places (1st, 3rd, 5th, etc.) in the current standings that night will be the home team. If there is only one position night at the end of the season, odd team places are the home team. If there are more than two position nights during a single season, the home team will be identified on the league schedules. If there are an odd number of teams in the league, the last place team will not play that week and automatically receive a win for the night they do not play. A match point win will be awarded. The odd team left out will not be responsible for the league fees on that night.

**1.61 Tiebreaker after the Final Night has been Played**

We break all ties in the league by a margin of performance calculation. We call it Margin of Performance (MOP). If there are any ties after the final night of play, they are broken by the teams MOP. This is the difference between your team's actual performance vs. your team's expected (or target) performance. This is how close you came to achieving your “race” number or “performance goal” each week. Your performance goal changes weekly depending on the match. One week your goal can be 13 if both teams have similar FargoRate averages. Other weeks your performance goal can be much higher or lower depending on your match up for the night. The MOP can be a positive number or negative number. MOP = Actual performance - expected performance. Every scoresheet is tabulated for every week of play to determine a teams MOP. With MOP calculations. every team earns their spot at the end of the league. If two teams MOP calculations result in a tie, the two teams will split the positional payouts.

**1.7 Weekly Dues**

This is a digital league that does not accept cash from players. Players pay captains and captains send payments digitally to the league. Weekly dues vary per division and are transparent and public knowledge. It is the team’s responsibility to keep track of which players have contributed their weekly dues each week. The league's administration only accounts for what the total team contributes and does not keep record of the individual contributions. All teams will receive money back at the end of the season awards night based on the final standings. If at any time a team falls behind $100 or more on league dues, their standings may be put on hold and games forfeited until they have brought the funds up to good standing.

**1.75 Teams That Drop Out**

Teams that drop out after the 1st week of the season are responsible for the whole seasons dues to reserve the divisions anticipated prize fund anticipations. This also includes any sanction fee responsibilities. Player’s that are members of a team that quits the season will all be held responsible for their portion of the outstanding balance due (typically 20% on 5-preson teams or 33% on 2-preson teams) until they can return to any [www.azpool.com](http://www.azpool.com) league in the valley in good standing.

**1.76 Teams/Players with Poor Payment History**

Teams or players that historically fall behind in their responsibilities may be required to pre-pay the entire season prior to being allowed to play in the league again. This is determined solely by the league operator.

**1.8 Finances (Award Night)**

All weekly dues will be deposited in a FDIC insured bank with two league representatives on the account. Each team will be required to have at least 2 core team members present to receive the team prize money on award night. Individual awards will also be awarded during the banquet. Players must have played a minimum of ¾ (75%) of the total weeks on one said team to be eligible for individual awards. Substitute players are not eligible for individual awards.

**1.9 Headphones**

Headphones are NOT permitted at the world level, and they are NOT permitted during league competition. If a player is wearing headphones it is up to the opposing player to inform their opponent of the rules or contact a league operator to inform the player of the rules. Players should respect the leagues rule and not put opponents or the league operator in an uncomfortable position. 1st time in a season it’s a warning. 2nd time in a season the offender forfeits all games. Habitual offenders are no longer welcome in the league.

**1.91 Practice During League**

**ALL practice during league is strictly prohibited and is not allowed.** This means from the first break of the match until the last ball of the night is pocketed, there is absolutely no practice. This is regardless of whether there is a pause in play or between play in our two-play leagues. Practice during league play is strictly forbidden. Zero tolerance policy in effect. If the league operator feels a player has broken this rule, all 5-games for that player will be forfeited for the team that night. If it is reoccurring, the player will no longer be welcome in the league.

**2.0 Reason for Playing**

Please remember that this is league play, and we are all here to have fun, be competitive, and play the game we all fell in love with.

* 1. **Future of Champions League**

The Champions League will grow. Our players have improved and continue to improve. We have added new divisions and have grown to fill the maximum amounts of tables available at each venue. Our league has many objectives and is loyal to our players and the venues we play in. One objective is to produce Champions. Another objective is to patronize the venues we play in. This means short breaks (or no breaks) between seasons and only taking off major holidays to help meet our objectives. Our schedules are mandated by the calendar and by the number of teams in each league.

If you know any players that would like to be involved, please invite them to your team or to substitute. There are endless amounts of players that love this game as much as we do, and we would love to connect with them.