



2025

SEASON 20

BCA 1832, Bylaws and BCA Pool League Rules

PO BOX 5571
HEMET, CA 92544

BCALEAGUE1832.COM

Table of Contents

LEAGUE ADMINISTRATION

1.	League Operator	1
2.	League Advisory Board	1
3.	League Administration	1

BYLAWS OF BCA MENIFEE 1832

1.	Membership	2
2.	Eligibility: Nickel A Ball	2
3.	Team Captain	2
4.	Teams	2
5.	Substitute Players	2
6.	Time-Outs: 1 Minute	3
7.	Playing Thru	3
8.	Cueball Type	3
9.	Match Forfeits	4
10.	Player Forfeits	4
11.	Etiquette - Slow Play: Shot Clock, Time Limits	5
12.	Unsportsmanlike Conduct	6
13.	Sportsmanship	7

GENERAL RULES - Adopted from BCAPL

1.	Racking The Balls	8
2.	Legal Break Shot	8
3.	Combination Shots	8
4.	Position Of Balls	8
5.	Establishing Groups	9
6.	Open Table	9
7.	Legal Stroke	9
8.	Marking The Table	10
9.	Calling Fouls	10
10.	Calling Shots	10
11.	Safety Shot	11
12.	Legal Shot	11
13.	Jump and Masse Shot	11
14.	Illegally Pocketed Balls	11
15.	Simultaneous Hit	11
16.	Stalemated Game	11
17.	Disturbed Ball	12
18.	Foul By Placement	12
19.	Push Shot	12
20.	Fouls by Double Hit	12
21.	Object Ball Frozen	13
22.	Balls Moving Spontaneously	13
22.	Shooting With Balls in Motion	13
23.	Jawed Balls	13
24.	Placing Hand in Pocket	13

GENERAL RULES - Adopted from BCAPL

25.	Use of Equipment-Electronic Headgear	14
26.	Concession of Game	14
27.	Balls Jumped Off Table	14
28.	8 Ball Made on Break	15
29.	Non-Shooting Player Requirement	16
30.	History and Fargorate	17
31.	Membership Form	18
32.	Birthday Calender	19
33.	In Memory Of	20



BCA 1832
BCA 1832 Hemet

BCA 1832 POLICY

BCA 1832 POLICY

BCA 1832 is committed to promoting enjoyable pool competition among our members.

To this end, our league consists of a League Operator and a Seven Member League Advisory Board.

The Board's role in the League is to ensure that open lines of communication are being maintained and to ensure the dissemination of information between various groups of people, thereby providing the groundwork on which all players may join and enjoy the organized competition. The Board, in collaboration with the League Operator, shall be responsible for streamlining its own functions, when necessary, and shall be charged with developing new opportunities for pool competition.

BCA 1832 adopted a modified version of BCAPL rules to be used as the guiding principles at all levels of league play. Accordingly, the BCAPL rules in print at the time of team registration, for each season, will be the rules in effect for that season. From time to time, however, the Board, or the League Operator, shall deem it necessary to depart from the standard BCAPL rules. If so required, all deviations may can be found in the Bylaws for our league. General membership meetings will be held each season at which time the rules will be discussed and altered if necessary.

Members are highly encouraged to attend these meetings.

1. Teams

A. Prospective players may join our league and play on a team at anytime during the season, except the last 4 remaining weeks of a season.

B. Teams consist of at least five (5) but not more than ten (10) members. More than ten players on a team requires approval from the Board, and or, the League Operator.

C. BCA Membership fees for a year, Jan 01 thru Dec 31, are \$20.00 due on the first night of league play. New players must complete a Membership Form prior to playing, which can also be downloaded on our website. Player League fee will remain at \$8.00 per night.

D. Team Captains will submit a list of their members' phone numbers and if available, email address to the league operator prior to each season. If, however, there are no changes with team members, no additional information shall be required.

F. Every team in a Division plays all other teams within that division during regular season play. League Operator, in conjunction with the Board, reserves the right to seed teams based on previous season(s) final statistics and players Fargo rating.

2. Knowledge of Policy and Rules

League members are responsible for familiarizing themselves with BCA1832 Policies, Playing and Sportsmanship Rules.

3. Captains' Responsibilities

The Team Captain serves a vital function in our league. Every Team Captain shall ensure:

A. Players have paid dues prior to playing.

B. Players have familiarized themselves with the rules.

C. The League Operator, or representative, is advised of unusual events that occur during a match.

BCA 1832 POLICY

BCA 1832 POLICY

3. Captains' Responsibilities - Continued

D. The match score is communicated promptly, and the score sheet is submitted promptly. Digital copies of score sheets should also be recorded for their records, and also submitted.

E. The Captain or his/her representative (a current teammate) attends the Captain's Meeting prior to each season.

4. Host Locations and Playing Equipment

Every member of BCA1832 has an obligation to be respectful of the host locations policies.

This includes, but not limited to, being familiar with any table time early or late practice rules.

Members should have full knowledge of any restrictions or rules that may be in effect.

As a whole, our members should always leave the host location cleaned up after nightly league play.

Balls should always be returned when matches are completed. If white hand powder is used by a player, they are responsible to clean and brush the table after each game, and at nights end also.

Any playing equipment that was used should also be restored to the original location.

5. Protests

If a disagreement occurs during the course of a match game, play shall be stopped immediately and the Captains shall confer to resolve the dispute. Either Captain has the authority to contact the league operator, or representative, for any clarifications of any rule or policy. If no resolution is possible, the Captains will agree to a re-rack and re-play the game.

6. Sportsmanship

The League Operator and Advisory Board shall take aggressive action to discipline members who fail to maintain high standards of sportsmanship. Actions may include, but not limited to, verbal warnings, loss of game, loss of match, suspension, or expulsion from our league.

7. Meetings of the Advisory Board

The Advisory Board, as well as the League Operator, shall meet prior to the start of a new season. The Board may call for a special meeting at any time. All Board members shall support a majority decision of the Board.

8. Amendments

The Bylaws may be amended in any one of the following ways:

- A. By the League Operator.
- B. By a majority vote of the League Advisory Board.
- C. By a majority vote of the league members.

BCA 1832 POOL LEAGUE

ADDENDUM TO THE OFFICIAL RULES OF THE BCA LEAGUE, 2024 SEASON

BCA 1832

Our local league started with 4 Teams in 2018, playing at one host location in Menifee. Currently we now have expanded to 14 Teams on Tuesday, 10 Teams on Thursday, 6 Teams on Friday, 16 Scotch Double Teams on Friday and now have 5 Host Locations. Our Goal is to accommodate pool enthusiasts of all skill levels, and was designed with recreation, enjoyable competitiveness, promoting the sport of billiards, and fairness in mind.

1. LEAGUE OPERATOR

The League Operator has full authority to make rulings concerning all aspects of the League. LOs, will keep the League up-to-date with all the latest developments and all schedules, standings, special events and all other League affairs to be handled promptly and accurately.

2. LEAGUE ADVISORY BOARD

The Board consists of Seven appointed members. The business conducted by the Board will normally concern protests, disputes, sportsmanship violations and other similar issues. The Board, in addition to settling such issues, may also hand down penalties. Penalties can include loss of eligibility, fines, suspension or termination of membership. Members of the Board understand that their position is to assist the League Operator. Prior to the start of a new season, the League Operator, Board Members, and Team Captains shall hold a meeting to discuss any issues, changes, or suggestions to improve our league.

3. LEAGUE ADMINISTRATION:

The BCA 1832 Pool League is sanctioned under the auspices of the BCA Pool League (BCAPL), a division of CueSports International, LLC. We conduct our business through the League Operator:

League Operator :	Tom Cavelti	951-834-3543	drawshots@gmail.com
League Advisors :	Sue Marano	760-453-3777	vsmarano@icloud.com
	Paul DeAngelis	951-634-3250	prdeangelis@gmail.com
	Jerry Bickham	909-519-0573	jbickham@gmail.com
	David Salyer	520-425-1195	salyer david82@gmail.com
	Gary Aspinall	951-397-6393	graspinall@gmail.com
	Jimmy Canales	951-852-1668	jimmycanales43@yahoo.com
	David Peterson	760-715-9953	djpxrs@gmail.com
	Krissi DonVito	951-551-0433	kdonvito@yahoo.com
	Susanna Bratt	951-537-8648	1spoiledbrattt@gmail.com

League Website : bcaleague1832.com

1. MEMBERSHIP:

Membership in the BCA 1832 Pool League is open to any individual who has reached the legal age of 18 and who wishes to subscribe to the Bylaws, Match Policy and Rules of the League. Qualification for membership shall be without regard to race, sex, creed, color or sexual orientation. BCA Menifee is a pool league for any and all skill levels that are below a 720 Fargo Rating. After a review and approval by the League Operator, Players Under the Age of 18 are welcomed, however, there are some limitations and restrictions, at host locations that will need to be adhered to.

2. ELIGIBILITY:

To be eligible for play in the BCA 1832 League, all players must have paid their yearly CSI membership dues of \$20.00. Yearly Membership is valid from Jan 01 thur Dec 31. All players must pay their nightly league fee of \$8.00 when they are in the line-up. Players Must have a Minimum of 8 Weeks, or Robustness of 40, to be eligible for awards and payouts. Seasons shorter than 18 Weeks, the Eligibility Requirements will be lowered proportionately. Nickel-A-Ball payouts are on hold until reevaluation, start of 2nd season 2025.

3. TEAM CAPTAIN:

The Team Captain is an essential part of the team and holds an important position. Team Captains are listed first on the team roster and facilitate with distribution of League information. Team Captains must also collect membership dues, league fees, and forward them to League Management on a timely basis. They are responsible for having the team at the appointed place on time. Most importantly they ensure that all rules concerning etiquette, sportsmanship, eligibility are observed. They make sure proper scorekeeping procedures are followed. The Team Captain must have a phone and access to the internet. They represent the team and all communication with League Management is handled through the Team Captain. In the event the Team Captain is unable to fulfill their duties, or is absent from league play, they must delegate their duties to the co-captain. The Visiting Team Captain will set the lineup on the scoresheet first, and then give it to the Home Team Captain to do the same. Team Captains should take a picture of the completed league night scoresheet, for their record, and to also submit a digital copy.

4. TEAMS:

Team Rosters will be limited to Ten (10) players maximum
Player Additions to Team Rosters may not be added during the last Four (4) weeks of the season.

5. SUBSTITUTE PLAYERS:

To allow a better opportunity for weekly participation for all the players on a team, Substitute Players are allowed. Teams may put a substitute 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 after the start of the round, then it is up to the opposing team captain to allow the sub to play or not. By rule, they do not have to allow the sub to come in. An incoming Sub must have a Lower Fargo Rating than the player that is being replaced.

1. TIME-OUTS:

Players are allowed One (1) Time-Out per game, with the exception of Players with a Fargo Rating of 325 or Below, will be allowed Two (2) Time-Outs per game.

Limit Time-Outs to ONE MINUTE, abuse of this time limit is Ball-In-Hand for opposing player.

When a player is involved in a match, they are not allowed to give Time-Outs.

During a Players Turn at the Table, they may call for a Time-Out at Anytime, but are Not Allowed to ask a team member for a time-out who is involved in a match.

Keep in consideration the other player, and also that both teams are waiting.

Any Member of the Team may call a Time-Out for the Player who is Shooting.

Time-Outs can only be asked from members of their own team, when not actively shooting.

Only One Member of the Team may be at the Table with the Shooter during a Time-Out.

The Coach may confer with another Team Member away from the Shooter.

During a Time-Out, a Coach can "Mark" the table with chalk or a coin or similar to show the shot, so long as that mark is removed prior to the player shooting.

(Note - A Player can never mark the table with any item, only during a time-out can the coach use an item as an aid, but it must be removed prior to the shot)

The Coach may use a cue stick, or any other items, for pointing or aiding.

The Coach is Allowed to Hold and Place the Cueball for the shooter.

To assist the player, the Coach is allowed to touch the table, or point with their finger.

If the Coach, or Player, during a Time-Out accidentally moves any object ball, it is a foul, unless the opposing player allows them to continue after moving the balls displaced back to their original position.

When Players are Not Shooting, or during an opponent's Time-Out, they may talk with team mates.

Any Form of Communication to the Shooting Player, from Anyone, is considered as a Time-Out.

This includes Sign Language, Body Language, Hand Signals, as well as Verbal.

If Any Communication is given to a Player who has already had a Time-Out, it is a Foul, the Opposing Player shall have Ball-In-Hand. If repeated again, it is Loss of Game.

Time-Outs seem to be the one main area of concern for pool leagues,

Please observe and implement good sportsmanship during Time-Outs.

2. PLAYING THRU

We try to keep this to minimum, however circumstances may arise and a player requests to "Play Thru".

Players are allowed to "Play Thru" - All 5 Games back to back circumventing the player rotation.

The opposing team captain is not obligated, and must agree to allow a player to play thru.

3. TYPE OF CUEBALL:

Type of Cueball used is the choice of Player who is Breaking, however,

Both Team Captains must agree. If there is no agreement, a standard house Cueball will be used.

1. MATCH FORFEITS:

Our BCA League does not recognize Team Forfeits due to the unfairness for all other competing teams. Either a Pre-Play, or a Make-Up Match needs to be completed.

If for any reason a team unexpectedly does not show up for a scheduled match, until a Make-Up Match is played, scoring of 3 - 3, with 175 Points, will be entered in match results and league standings.

Make-Up matches must be played within 2 weeks. The match must be played at the original scheduled location unless both captains agree to play elsewhere. The team captain for team that did not show up must agree with a reasonable request from other team captain as to the Make-Up Match Day and Time.

There has only been Two Occurrences in Our Fourteen Seasons that a team was not able to play without notification on the night of scheduled league play. It is very rare, and as inconvenient as it surely is for the team that was prepared to play, teams can not be awarded a six-zero score by forfeiture.

Fairness in regards to forfeiture scoring, for all the other teams in our league, must take precedence.

If a team is not able to field 5 players twice in one season, they will need to wait until a new season begins to participate again. League fees are not returnable, and will not be eligible for any awards, if any.

If for any reason, a team is having difficulty fielding 5 players for a match, our league has several players who are willing to substitute and fill in if needed. Team captains also have team rosters, and as most teams have more than 5 players, substitute players are usually available most nights if needed.

If a forfeit is scored 3 - 3 and effects the final standings, and no Make-Up match can be played, a ruling will be made. Any discrepancies and resolutions involving team forfeitures, will be made either by the league operator, or the leagues advisory board, and are final.

2. PLAYER FORFEITS - MATCH START TIME:

Match Start Time for League Play - Tuesday, Thursday, - 6:30 Friday - 7pm

Our location hosts have graciously allowed us to begin practice at 6pm.

If a player is running behind and for whatever reason will be late, it is the team captains responsibility to notify the opposing team captain of the situation and the expected arrival time of the missing player.

If the team captain is late, responsibilities are now delegated to the co-captain (PG 02 - Team Captains)

Match play can begin even if a team is missing a player(s)

The missing player(s) is skipped ("Played Around") in the First Round thru the Third Round.

If the missing player(s) has not arrived by their playing rotation in the Fourth Round, this will now be considered as a forfeit. Score will be entered as "Zero", and "Zero" also for the previous rounds missed.

This will be scored the same if the player is now considered a "no-show" for the Fifth and Final Round.

Opposing team scoresheet should be marked as "WF" - Win By Forfeit - and counted as 10 Points.

Team captains are required to notify the opposing team captain if for any reason at all, such as traffic, work, family, or anything out of their control, that they are running behind and will be late for 6:30pm start.

Team captains, once notified, should allow a "grace period" of Ten Minutes, as to allow a team captain who is late, to prepare and organize their team and confer with the co-captain and fellow team members.

Captains should be aware we have league members who will always be a few minutes late because of their work schedule. Consideration and tolerance with our fellow league members is appreciated.

1. ETIQUETTE:

Only 1 Player should be in the proximity of the Table during a Match.

All Others should either be Seated or Behind the Counter Away from the Table.

Give your opponent their space and step away from the table.

When it is not your turn at the Table, Please Do Not Speak with the person shooting, keeping all distractions to a minimum. Keep all Unnecessary Walking between Tables to a Minimum.

Don't Walk in Front of Someone Lining Up a Shot, and Do Not Stand behind your opponent.

When someone is bending over the pool table and lining up a shot so that they can pocket the ball, try not to walk in front of them or do anything distracting in their line of vision. They are deep in concentration and trying to make the best shot they can, so it is in bad form to take away from their aim.

Easy on the White Powder, Talcum powder is an excellent way to keep your hands dry so that the cue stick moves smoothly, but if you're leaving white residue on the table, you're using too much.

Powder will infect the cloth and transmit to the balls, thus affecting the game and the equipment.

Try instead to use a glove. It may take some time to get used to, but if your hands are extremely sweaty, then it's worth the effort. If you insist on using powder, please bring a Table Brush to clean the table.

Do Not place the Chalk Upside Down on the rail after chalking or you'll leave chalk residue on the rail that ends up getting everywhere. After chalking, place the chalk side up. This way, after a game you, your clothes, and the table won't be covered in blue.

Finally, keep in mind to replace everything just the way you found it. The rack and the mechanical bridge both have their place on the table and if you borrowed a "house cue," return it to where you found it and don't forget to bring the Balls Back to the Counter.

To sum it up, keep in mind to show consideration for those around you in the billiard room, respect the equipment you play on and above all, enjoy this wonderful game and have a good time.

When playing with your team, always be aware when you are scheduled to play your game.

If you are leaving for a break, or getting refreshments or food, do so when you know there will be ample time before it is your turn in the team rotation, and it is always helpful to let your team captain know also.

2. SLOW PLAY

Slow Play is always something to take into consideration. As we know pool players have different styles and approach the game in many personally unique ways. Be cognizant of your fellow and opposing team members, as well as your opponent. Some shots require a bit of extra scrutiny and thought, but for most shots, try not to over think it. Keep at a reasonable steady pace and the rhythm will lead to a much better outcome. No need to rush, but also, no need to go really slow. Slow play can be very frustrating for everyone involved. Purposeful Slow Play is an Un-Sportsmanship Conduct Foul.

We try not to use a Shot Clock, but if you are consistently using over 60 Seconds between each shot, be aware that a Shot Clock will be enacted and this most certainly will not be any benefit for your game.

After the Opening Break, players are allowed 2 Minutes to evaluate table and taking their first shot.

Players may take One (1) 45 second extension per game.

As always - Good Sportsmanship is of paramount importance

1. UNSPORTSMANLIKE CONDUCT:

DEFINED (Taken and Adopted From BCAPL Official Rules)

1-45 Unsportsmanlike Conduct

You must not commit any act that is unsportsmanlike in nature. This includes, but is not limited to: actions that are embarrassing, disruptive, or detrimental to other players, spectators, referees, event officials, or the sport in general, or any act that makes a travesty of the game. Offering to gamble with opponents or spectators during your match is specifically defined as unsportsmanlike conduct.

You are responsible for your actions at all times while you are present at the event venue, whether playing or not.

2. You may be penalized for unsportsmanlike conduct with or without warning.

Penalties for unsportsmanlike conduct are at the discretion of the referee* or other designated event officials*, and may vary based upon the referee's* or event official's* judgment of the severity and nature of the unsportsmanlike act. A player's pattern of behavior from prior events may also be considered.

3. A foul with a specified progression of penalties may have a more serious penalty applied early in the progression if it is committed willfully or in an unsportsmanlike manner, or if it is committed intentionally in consecutive matches.

4. Disqualification from any BCAPL event for unsportsmanlike conduct includes forfeiture of any prize money, trophy, or award won by that player or team. In addition, any championship recognition will be deleted from the official records for that event.

* For BCA 1832 - "referee" refers to League Operator - "event officials" refers to League Advisory Board.

Unsportsmanlike Conduct - Additional

Any disruptive behavior, or creating any distractions whatsoever, towards a player involved in a match.
Behaving disrespectfully towards other players.

Abuse of Time-Out Regulations. Intentional and Deliberate "Slow Play".

"Sharking", though hard to define, is also unsportsmanlike conduct and dealt with on an individual basis.
Unsportsmanlike conduct immediately after a game or match may be penalized by loss of that game or match, or by other penalty at the discretion of the league operator or advisory board.

Arguments over questionable shots. Always have a Third Party watch the shot, their decision is final.

Verbal abuse, taunting of an opponent, excessive celebration, and "sideline" coaching

Abuse of any playing equipment, including the slamming of balls on the table.

Any form of physical abuse, or threat of, towards a league member is immediate grounds for expulsion.
League Operator is obligated to ensure that players do not engage in any act or activity that is unsportsmanlike in nature. This includes, but is not limited to, actions that are embarrassing, disruptive, or detrimental to other players, spectators, or the sport in general.

UNSPORTSMANLIKE CONDUCT FROM ANY INDIVIDUAL WILL NOT BE TOLERATED.

Unsportsmanlike Conduct, Disruptive Behavior Penalties are listed on PG 6A

1. UNSPORTSMANLIKE CONDUCT:**Consequences for Unsportsmanlike Conduct**

To maintain the integrity of the league and ensure a positive environment for all participants, the following disciplinary actions will be taken for unsportsmanlike conduct:

1. First Offense - Verbal Warning:

- The player will receive a verbal warning from the League Operator or a designated official. The warning will be documented and kept on record to track further infractions.

2. Second Offense - Written Warning:

- A formal written warning will be issued to the player. This document will outline the nature of the unsportsmanlike behavior and the implications of future violations.

3. Third Offense - Temporary Suspension:

- The player will be suspended from participating in the league for a specified period, determined based on the severity and nature of the misconduct. The suspension details will be communicated in writing.

4. Fourth Offense - Permanent Expulsion:

- Should a player commit a fourth offense, they will be permanently expelled from the league. A formal expulsion letter will be issued, and the player will be barred from all future league activities and events.

Appeal Process: Players have the right to appeal any disciplinary decision made against them. The appeal must be submitted in writing to the League Operator within a week of the decision. All appeals will be reviewed by an independent committee, and a final decision will be communicated within 30 days of submission. The League Operator retains full authority over all league matters and may override any committee ruling at the League Operator's discretion.

1. SPORTSMANSHIP: “Treat and respect others the way you would want to be treated”

Sportsmanship can be defined as:

Playing Fair, Following the Rules of the Game and Treating Opponents with Respect

Some people define good sportsmanship as the “golden rule” of sports – in other words, treating the people you play with and against as you’d like to be treated yourself.

You demonstrate good sportsmanship when you show respect for yourself, your teammates, and your opponents, for the coaches on both sides, and for the referees, judges and other league officials.

Sportsmanship is a style and an attitude, and it can have a positive influence on everyone around you.

A Note about Sportsmanship and Communication

Good sportsmanship lies at the heart of any endeavor involving competition. In many games of pocket billiards, players meet on the table in a contest that takes place in an environment that is unique in sports in one significant aspect - players are often required to tell each other exactly what is about to happen and what their intentions are before they act. Any experienced referee or tournament director will tell you that many of the problems they have faced involving controversy between players could have been prevented if the players had been communicating effectively. Far too many disputes involve nothing more than whether or not a safety was declared or which pocket or ball was called. The difficulty can often be traced to players who simply do not practice good and polite communication at the table. We designed The BCAPL rules to reduce the number of disputes. However, it is impossible to control the issue completely with rules and referees. The solution lies with you – the players.

We encourage you to dedicate yourself to open, friendly and polite communication during your match:

- ☐ When you are at the table, pay attention to how your shot appears. If you think there is a chance that your opponent might not understand your intentions, please call the shot.
- ☐ When you do call shots, please do so clearly. It is preferable to face your opponent and make eye contact. If you do call a shot by gesture, make a clear and definite motion indicating both ball and pocket.
- ☐ When you are in the chair, you should pay attention to the game and to your opponent.

Communication is a two way street! If your opponent is telling you what they intend to do, listen carefully and clearly acknowledge that you understand. If you do not understand, get clarification.

☐ Do not let personality conflicts affect your efforts at communication. It does not matter how you feel about your opponent – you must always commit yourself to open and civil conversation and communication during your match. Remember that your opponent has the right to know what you are doing while you are at the table. If you do not want to stop and answer questions, you can prevent that by communicating freely and clearly. As the person in the chair, you must remember that while you have the right to know what the shooter is attempting, you cannot interrupt them after they are down on a shot. If you sense a situation developing in which you might have a question, try to ask it early. At the same time, remember that you cannot use the requirement of communication in an unsportsmanlike manner. You should know what a clearly obvious shot is. Do not ask unnecessary questions in such a situation. When playing call shot games, remember that shots defined as not obvious, and safeties must be explicitly called. There are no exceptions under any circumstances, regardless of how simple or obvious the shot may appear. There may be other types of shots that must be called as well, depending on the circumstances. Also, please be sure to communicate clearly with your opponent when playing a safety. Good communication is simply good sportsmanship, which is required of all players.

Please practice it faithfully and consistently. It will make the game more enjoyable for all of us.

SPORTSMANSHIP 101

"Win with humility, lose with dignity, complain about nothing"

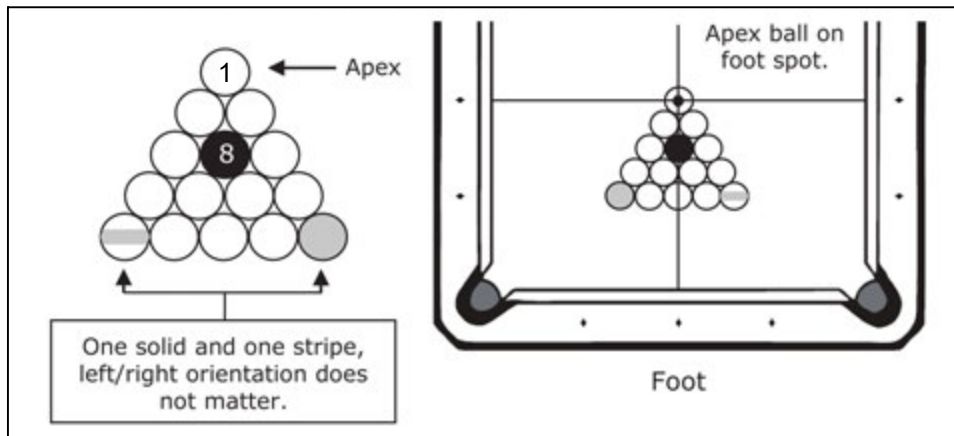
1. RACKING THE BALLS:

You must rack for yourself when you are breaking

You must rack the balls as tightly as possible. Each ball should touch all balls adjacent to it.

After you rack the balls, your opponent may inspect the rack but must not touch any ball. If your opponent is not satisfied with the rack, they may require you to re-rack the balls One Time. After one re-rack, if both players cannot agree that the rack is suitable for play, League Operator or a Captain from an impartial team, must be called. They will then rack the balls for that game and the opponent may inspect the rack, but must accept the rack as is.

The Balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on footspot, a Stripe Ball in one corner of the rack and a Solid Ball in the other corner. The remaining balls are placed at random, although a longstanding unwritten traditional rule is that if the player who racks, places the One Ball at the Apex of the Rack, it signifies respect for their opponent. Racking Templates are allowed. The Templates must be made available for both players if requested.



2. LEGAL BREAK SHOT:

To execute a Legal Break, the breaker with the cue ball behind the head string, must either:

A. pocket a ball

B. drive at least Four numbered balls to the rail, not counting the cue ball.

If the player fails to make a legal break, it is a foul, and the incoming player has the option of accepting the table in position and shooting, or having the balls re-racked and having the option of shooting the opening break themselves or allowing the offending player to re-break. "Soft Breaking" is Not Allowed.

3. COMBINATION SHOTS:

Combination shots are allowed. However, the 8 ball cannot be used as the first ball in the combination. These are not obvious shots and must be called

Only during an open table situation can the player use the 8-ball in a combination shot in an attempt to make a solid or stripe. The 8-ball cannot be used as the first ball in the combination (needs to be a 'middle ball' in a combination).

4. POSITION OF BALLS:

The position of a ball is judged by where its base (or center) rests.

1. ESTABLISHING GROUPS:

1. Groups are established when the first object ball is legally pocketed on a shot after the break. The player legally pocketing the first ball is assigned that group, and the opponent is assigned the other group. You cannot establish a group on a safety.
2. If all balls of either group are pocketed on the break (*Wow - What A Break*) or illegally pocketed before groups are established, either player may legally shoot the 8-ball during their inning. You win the game if you legally pocket the 8-ball on such a shot.
3. Once they are established, groups can never change for the remainder of that game. If a player shoots the wrong group and no foul is called before the next shot and the player continues to shoot at that group, or if at any time during the game it is discovered by either player or captains that the players are shooting the wrong groups, the game will be replayed with the player who broke the game breaking again. If a game has ended and then the players realize they shot the wrong groups, the game is not replayed and the result stands. (This actually occurred in our league - on a Break Run)

2. OPEN TABLE:

The table is "Open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed. CHOICE OF GROUP : The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

3. LEGAL STROKE:

You must use a legal stroke. Any lifting, sideways, or other brushing motion of the cue, such that the force that propels the cue ball does not primarily result from a forward motion of the cue as defined under "Legal Stroke", is a foul (see Diagram 4).

This type of Shot, used primarily for Safety Shots, used to be legal, but is now a foul.

Lifting the Cue Tip "Up" Vertically is not allowed.

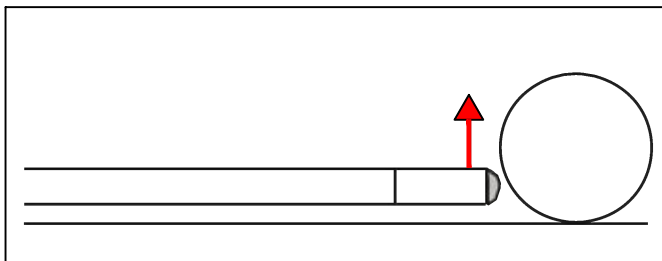


Diagram 4 - " ILLEGAL STROKE "

Without applying a substantial forward stroke motion, the player lifts the cue vertically or moves it sideways or at an angle, propelling the cue ball with a brushing motion.

1. MARKING THE TABLE:

It is a foul if you intentionally mark the table in any way to assist you in executing any shot or future shot. Marking includes the deliberate placement of chalk or any other object at a specific point on a rail or cushion to aid the alignment of a shot, or placing any mark on any part of the table.

The foul occurs at the moment you mark the table,
regardless of whether you remove the mark, or whether a shot is taken.

2. CALLING FOULS

When a player who is shooting commits a foul, but does not acknowledge the foul, the opposing player and the opposing team captain are allowed to call the foul.

If a player purposely does not inform their opponent that a foul has been committed, and allows the other player to shoot, without telling the opposing player that he/she has ball in hand, this is a bad sportsmanship foul and a loss of game. Continued bad sportsmanship behavior and the player will be asked not to participate in our league. *Note - see CSI Applied Rulings Item 1*

3. CALLING SHOTS

In Call Shot, obvious balls and pockets Do Not have to be indicated or "Called", but it is highly encouraged that they are. A called shot can be done so verbally and/or by a clear, unambiguous gesture. An obvious shot is one in which the non-shooting player has no doubt as to, or does not question, the ball and the pocket. It is a shot in which the cue ball has a clear path to the object ball and the object ball has a clear path to the pocket. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket.

When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The following types of shots are exceptions and are defined as being "not obvious": a. bank shots; b. kick shots; c. combination shots; d. shots that include caroms, kisses or cushion contacts that are not incidental (incidental defined as being unintended, accidental, or minor details of a shot, i.e. inadvertently having the object ball nicking another ball slightly on the way to the pocket, but not changing the obvious ball and pocket). e. If making the ball requires a carom, kiss, or cushion shot, especially when aiming away from the intended pocket, it would take extra effort and skill, defining it as not obvious and requiring the shot to be called and announced/gestured, and possibly explained, before the shot is taken. It is the opponent's right and obligation to ask

(before his opponent is down on the shot) which ball and pocket is the intention if is unsure of the shot. Failure to question the opponent's intentions in time will forfeit the chance to dispute its validity, unless it is a non-obvious shot (see above). Any time additional communication is used, problems are averted. If you do not call a shot defined as 'not obvious' and pocket any ball on such a shot, your inning ends. The incoming player accepts the table in position (NOT ball in hand). Essentially the same result

1. SAFETY SHOT:

For tactical reasons a player may choose to pocket an obvious object ball and also discontinue their turn at the table by declaring 'safety' in advance.

A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, they must declare a safety to his opponent.

If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

2. LEGAL SHOT:

(Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail.

Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

3. JUMP AND MASSE SHOT FOUL:

While "Cue Ball Fouls only" is the rule of play, a player should be aware that it will be considered a "Cue Ball Foul" - If during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

Please respect the equipment our League is allowed to use, and practice safe jumping

4. ILLEGALLY POCKETED BALLS:

An Object Ball is considered to be illegally pocketed when

- a. that Object Ball is pocketed on the same shot a foul is committed
- b. the called ball did not go in the designated pocket

Illegally pocketed balls remain pocketed

5. SIMULTANEOUS HIT:

A simultaneous hit with a legal and illegal object ball is a legal hit. (Always ask for a watcher)

If the cue ball strikes a legal object ball and a non-legal object ball at approximately the same instant, and it cannot be determined which ball was hit first, it will be assumed the legal target was struck first.

6. STALEMATED GAME:

If, after 3 consecutive turns at the table by each player (6 turns total), both players agree that attempting to pocket or move an object ball will result in loss of game, or that the game is not progressing because the position of the table has not significantly changed through three consecutive innings by each player the game will be declared a stalemate, the balls will be re-racked with the original breaker of the game breaking again. Three consecutive fouls by one player is not a loss of game. (NO 3-Foul Rule)

1. DISTURBED BALL:

During a game, it is Not a Foul if you accidentally touch or move a single stationary object ball with any part of your body, clothing or equipment, unless the disturbed ball effects on the outcome of the shot.

If a Disturbed Ball has no effect on the outcome of the shot, your opponent has the option to leave the disturbed ball where it came to rest, or to restore it to its original position before the next shot.

If the disturbed ball is to be restored, your opponent may restore it, or you may restore it with your opponent's permission. It is a foul if you touch or restore the disturbed ball without your opponent's permission. Both players must agree with the restoration point of the disturbed ball.

If there is a disagreement amongst the Players, Team Captains can both agree and restore the Ball, or make a decision to leave the Ball as is. If there is no agreement amongst the Players and Captains, League Operator will make Final Decision to restore the ball, or leave as is, or, to Play the Game over.

If you disturb a single object ball and, in the same shot, commit a foul that is not related to the disturbed ball: you are penalized for the foul, and your opponent has the restoration option for the disturbed ball that was not involved in the foul. If a single disturbed ball falls into a pocket with no effect on the outcome of a shot, your opponent has the restoration option. However, if the disturbed ball is designated by specific game rules as the game winning ball, it must be restored. If the game-winning ball is disturbed and falls into a pocket when there is an effect on the outcome of the shot, it is loss of game.

It is a foul if:

- A. The Cue Ball is disturbed
- B. More than one object ball is disturbed
- C. Disturbed ball contacts any other ball
- D. The player disturbs a ball that is in motion
- E. Disturbed ball interferes with the outcome of a shot
- F. Your opponent has no restoration option

"Effect on the outcome of the shot" - *Note - see CSI Applied Rulings Item 2*

2. FOUL BY PLACEMENT:

Touching any object ball with the cue ball while it is in hand is a foul.

3. PUSH SHOT:

Do not confuse the term "Push Shot" with a double hit. They are not the same thing. A push shot occurs when, intentionally or unintentionally, the cue tip rests on the cue ball significantly longer than during a normal stroke, essentially resulting in the cue "shoving" the cue ball as opposed to "striking" it.

It is a foul if the cue ball is pushed by the cue tip

4. FOULS BY DOUBLE HITS:

If the cue ball is touching the required object ball prior to the shot, the player may shoot towards it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is foul.

1. OBJECT BALL FROZEN TO CUSHION OR CUE BALL:

This rule applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen object ball,

1. the shot must result in either:

- a. A ball being pocketed, or;
 - b. The cue ball contacting a cushion, or;
 - c. The frozen ball being caused to contact a cushion attached to a separate rail, or;
 - d. Another object ball being caused to contact a cushion with which it was not already in contact.
 - e. Failure to satisfy one of those four requirements is a foul.
2. A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again.
3. An object ball is not considered frozen to a cushion unless it is examined and announced as such by player(s) currently shooting at the table, or their captain, prior to that object ball being involved in a shot. Always Examine and Announce if a ball is frozen, eliminating any disagreement amongst players.

2. BALLS MOVING SPONTANEOUSLY:

[SEE APPLIED RULING-CSI](#)

If a ball shifts, settles, turns or otherwise moves "By Itself," the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue. If an object ball drops into a pocket "by itself" as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions before the shooter replays.

3. SHOOTING WITH BALLS IN MOTION:

It is a foul if a player shoots while the cue ball or any object ball is in motion (a spinning ball is in motion).

4. JAWED BALLS:

If balls are wedged between the sides of a pocket or between cushions and any of those balls are suspended in the air, the referee will inspect the balls and judge whether, if they were free to fall directly downward, the balls would come to rest on the bed of the table or in the pocket.

The referee will then place the balls in the positions as judged and play will continue.

5. PLACING HAND IN POCKET:

Placing your hand in the pocket is a foul:

It is a deliberate foul if you catch any ball that is falling into a pocket, or place your hand into a pocket while any ball in play is in motion near that pocket. If it is the cue ball, it is a ball in hand foul.

If an object ball, your opponent may have the ball placed along the lip of the pocket, pocketed, or left in position. However, it is loss of game if the ball involved is the game winning ball.

1. USE OF EQUIPMENT:

Effective Immediately; (Season 18 - 2024)

Headphones, Electronic Devices and Headgear of Any Kind

Will Not Be Permissible to Use, Wear, or be in Contact with during a League Match.

Cell Phones and Tablets are Only Allowed at the scorekeepers table and are Not Allowed to be used by Players at the Pool Tables during a Match.

Music Playing on Electronic Devices at the scorekeepers table is Not Allowed.

Any Player that does not abide with this policy will be given (1) One Warning.

Disregarding our rule a second time, participation in our league will be revoked.

Headphones and Electronic Devices are not allowed during BCA National Events.

CSI/BCA has a long-standing rule regarding Electronic Devices we also will follow.

Based on information I have, Headphones and Electronic Devices are Not Allowed in the other major pool leagues as well.

2. CONCESSION OF GAME:

You must not concede any game at any time for any reason. "Concede" means that as a result of any verbal or non-verbal action, you lead your opponent to believe that you are awarding them the game before its normal conclusion on the table. Before a game has ended, you must refrain from making any statements such as "good game", etc., or any other verbal inference that the game is over.

You must also refrain from any non-verbal action, such as putting away your cue or accessory items, beginning to mark a score sheet, changing clothes, juggling tokens, etc., that infers the game is over.

If you concede a game you will receive an unsportsmanlike conduct warning. A second violation results in a deduction of one game from your score (if you have zero games, your score is "minus one game"); a third violation results in loss of match. In team play, the second or third violations may be committed by any member of the team. In the absence of any act that may be considered a concession under this rule, you must not assume that your opponent has conceded the game. If you do, you lose that game.

3. BALLS JUMPED OFF TABLE:

Balls coming to rest other than on the bed of the table after a stroke are considered jumped balls, (on the cushion top, rail surface, floor, etc.) Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, chalk on the rails, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper). When a stroke results in the cue ball or any object ball being a jumped ball off the table, the stroke is a foul, unless it is the 8-ball, which is loss of game. If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of accepting the table in position and shooting, or taking cue ball in hand and shooting from anywhere on the table. Any jumped object balls are pocketed and not re-spotted.

8-BALL POCKETED ON THE BREAK:

1. If you pocket the 8-ball on the break and do not foul, you may:
 - a. Have the 8-ball spotted and accept the table in position;
 - b. Re-rack the balls and break again.
2. If you pocket the 8-ball on the break and foul, your inning ends.

YOUR OPPONENT MAY:

- a. Have the 8-ball spotted and take ball in hand anywhere on the table;
 - b. Re-rack the balls and break.
3. If the 8-ball is pocketed on the break, and it is not noticed until after another shot has been taken, the game will be replayed with the player who broke the game breaking again.

LOSS OF GAME:

You lose the game, and with most gracious and humble sportsmanship, accept the outcome

- a. You illegally pocket the 8-ball - " Early 8 "
- b. You MAKE the 8-ball and Scratch
- c. You jump the 8-ball off the table on any shot other than the break;
- d. You pocket the 8-ball on the same shot as the last ball of your group;
- e. Pockets the 8-ball in a pocket other than the one designated.
- f. You pocket the 8-ball on a shot defined as not obvious that you do not call
- g. You commit a foul under "DISTURBED BALL RULE" and the 8-ball falls into a pocket.

DISTURBED BALLS - It is a foul if:

- a. You disturb the cue ball;
- b. You disturb more than one object ball;
- c. A disturbed ball contacts any other ball;
- d. You disturb a ball that is in motion.

Your opponent has no restoration option.

(a) through (d) and falls into a pocket, it is loss of game.

If the game-winning ball is disturbed and falls into a pocket when there is an effect on the outcome of the shot, it is loss of game.

**It is Not Loss of Game - If you Foul when shooting the 8-ball but
DO NOT POCKET the 8-ball. Your opponent receives BALL IN HAND.**

SCRATCH ON LEGAL BREAK:

If a player scratches on a legal break shot

1. All Balls Pocketed remain Pocketed (Exception - the 8 Ball - see Rule 1 above)
2. It is a Foul
3. The Table is Open
4. Incoming Player has BALL IN HAND ANYWHERE ON TABLE

1. NON-SHOOTING PLAYER REQUIREMENT:

(Taken and Adopted From BCAPL Official Rules)

1. It is unsportsmanlike conduct if you intentionally distract your opponent or interfere with their play.
2. The non-shooting player has an obligation to pay attention to the game on the table, which includes clearly and unambiguously acknowledging called shots and safeties. In the event of a dispute over whether a shot or safety was properly called, the referee is the sole judge.
3. If asked, the non-shooting player must provide information to you concerning the game on the table (e.g., who has which group in 8-Ball, or whether they committed a foul, etc.).

If, as the non-shooting player, you do provide information to your opponent, you must do so in good faith and, to the best of your ability, provide correct information.

4. The non-shooting player has certain rights with regard to inspecting the position of the table prior to their opponent being down on a shot. For example, checking whether the cue ball is frozen to an object ball, checking whether balls are frozen to a cushion, or whether a ball is in or out of the kitchen are permitted.

The non-shooting player may also inspect the position of the table for the express purpose of deciding whether to call a referee to watch a shot. However, they may not inspect the table simply to see whether an object ball has a clear path to a pocket or for any other reason that has no bearing on the need to call a referee

Potential bad hit situations are usually fairly obvious. Disputes over these situations can almost always be avoided by having a third party, agreed upon by both shooters, watch the shot. The sitting team should protect itself by stopping the game prior to the shot. The shooter is required to stop if their opponent wants the shot watched. Once an agreed upon third party is asked to watch the shot, the third party's call will stand and cannot be disputed. It is Final. In general, the shooter has the advantage in close hit situations. If the outside party cannot determine which ball was struck first, such as a simultaneous hit, the call goes to the shooter. Teams involved in repeatedly calling bad hits without third party verification may be subject to a sportsmanship violation and may have disciplinary action taken by the league. NOTE: If a third party is not asked to watch the hit, and the hit is disputed, the call will tend to favor the shooter. If for any reason when a third party was not involved, and a resolution can not be made on a questionable hit, the game must be played over.

VERY important to get a third party to watch all close or questionable shots.

1. HISTORY

The BCA Pool League was founded in 1978 by the Billiard Congress of America (BCA) to unify independent local leagues around the world. It was the first of its kind and quickly grew to be one of the world's largest league membership organizations.

In 2004, the BCA decided to primarily focus on being a trade association and it sold the BCA Pool League to CueSports International (CSI).

Because it was so well-known, the BCA Pool League name was retained.

However, please note that the Billiard Congress of America is not affiliated with the BCA Pool League in any way. The "BCA" in BCA Pool League now stands for Billiards & CueSports Association.

2. FARGORATE

As members of the BCA Pool League, you and your players get full and free use of FargoRate and its products and services. FargoRate rates pool players worldwide on the same scale based on games won and lost against opponents of known rating

FargoRate is replacing outdated methods of rating pool players and has quickly become the most trusted and universally-accepted rating system in the world. Games are added to the FargoRate database every day and a new global optimization, coupling everyone together around the world, is performed each and every day. The result is a universal system that is just as useful for rating players in a small-town league as it is for rating players in a regional tournament series as it is for rating world-class professionals.

Other classifications such as Open-Advanced-Master, A-B-C, 4, 5, 6, and others, rely on subjective judgment, rating committees, complicated score keeping, etc. They are susceptible to human error, emotion and politics. Simply put, they are a thing of the past, thanks to FargoRate, we can all do better.

FargoRate is a data-driven, performance-based system that computes ratings for amateur and professional players worldwide by coupling win/loss data across local leagues, states, regions, countries, and continents. All pool players everywhere, whether male or female, amateur or pro, are rated on the same scale. A Fargo rating of 620 means the same thing in Halifax, Nova Scotia as it does in Christchurch, New Zealand as it does in Phoenix, USA. All players know exactly how they compare relative to the others around the world. To learn more about FargoRate, how it works, why it works and for answers to many of the most common questions, visit www.fargorate.com.

1. MEMBERSHIP FORM

Membership Form is available for download, or auto-fill, on our website - www.bcameniffee.com

List of New/Additional BCA Pool League Players

League Operator: To sanction new/additional players and ensure their eligibility for member benefits and discounts, please complete this form thoroughly and legibly. *Complete as many sheets as necessary to list all players that need to be sanctioned and indicate the page number of each sheet in the space provided.*

Disregard this form if you use the BCAPL online league management system.

League # **1832** League Name **BCA 1832 POOL LEAGUE** Page 1 of 1

1. Legal First Name, MI and Last Name: _____ Date of Birth: Month Day Year
 Mailing Address: _____ City: _____ State: _____ Zip: _____
 Email: _____ Name to be printed on card: _____
 Home Phone: _____ Work: _____ Mobile: _____

IN MEMORY

Always in our Hearts and Memories are those who at one time or another
have been BCA 1832 members



Keith Butler



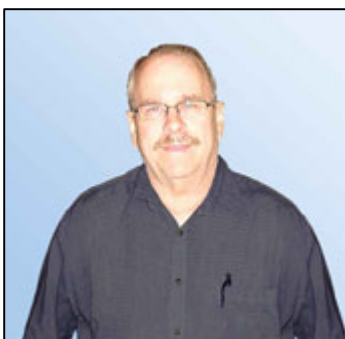
Louis Madrigal



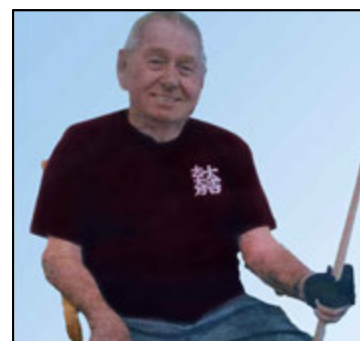
Gary Hewett



Larry Robinson



Dennis "Kelly" Ferree



Roger Berg



Ramon Rodriguez



Vic Marano



Dennis Culp

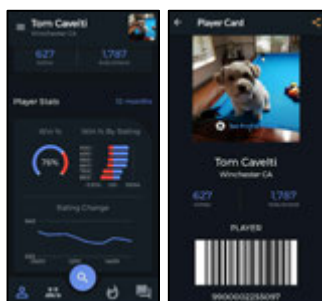
*Vic Marano, although he passed before our BCA League was formed,
we coordinate and participate in an annual memorial tournament in his name.
"It's a Ok"

ADDITIONAL RESOURCES (Links available on our website also)

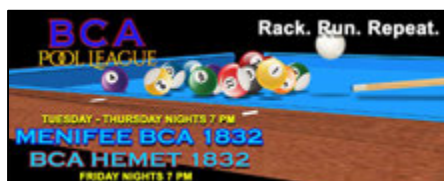
- 1 - BCA MENIFEE 1832 : <https://bcameniffee.com/>
 - 2 - BCA POOL LEAGUE : <https://www.playcsipool.com/bcapl.html>
 - 3 - OFFICIAL RULES OF CSI : <https://www.playcsipool.com/bcapl-rules.html>
 - 4 - FARGORATE : <https://fargorate.com/>
 - 5 - BCA FACEBOOK PAGE - <https://www.facebook.com/groups/>
 - 6 - FARGORATE PLAYER APP : <https://www.fargorate.com/fargorateblog/archive/playerapp/>
 - 7 - BCAPL LEAGUE CALCULATOR : <https://leaguecalc.fargorate.com/>
 - 8 - FARGORATE FAIRMATCH : <https://fairmatch.fargorate.com/>
 - 9 - BCAPL SCORING APP : <https://www.playcsipool.com/csinews/bca-pool-league-scoring-app>
 - 9a- BCAPL SCORING APP - APPLE : <https://apps.apple.com/pl/app/bcapl-scoring-app/id1522614700>
 - 6 - FARGORATE PLAYER APP : <https://www.fargorate.com/fargorateblog/archive/playerapp/>
 - 10- BCA WORLD CHAMPIONSHIP : <https://www.playcsipool.com/2024-bcapl-world-championships.html>
- BCA RULES : Contact Director of Rules & Referees, John Leyman at john.leyman@playcsipool.com

HOST LOCATIONS

Shooter's Sports Bar & Grill	28950 Old Town Front St #102, Temecula, CA 92590 951-331-2720
Shooter's Sports Bar & Grill	121 E Florida Ave, Hemet, CA 92543 951-929-2223
Pepe's Mexican Restaurant	131780 Railroad Canyon Rd, Canyon Lake, CA 92587 951-244-7373
Whiskey Babes	33040 Simpson Rd, Winchester, CA 92596 951-599-0506



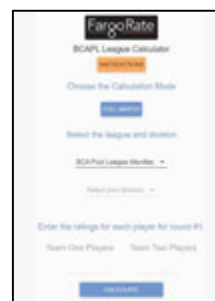
6 - Player App / Digital I.D.



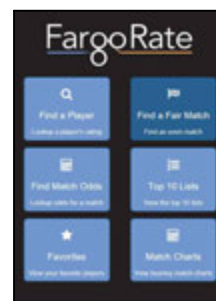
1 - bcameniffee.com



2 - BCA Pool League



7 - League Calc-Matches



8 - FairMatch



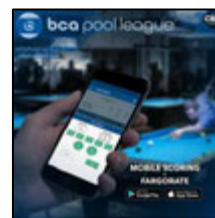
5 - bcameniffee facebook



3 - CSI Official Rules



4 - FargoRate



9,9a - Scoring App



10 - BCA WC 2024

Visual Aid for those, as myself, that can be a bit overwhelmed with the plethora of information available