

1. Starting Time of Match (BCAPL and USAPL)

Free practice starts at 6:00PM and league play starts at 7pm, SHARP! If only 2 players are present at 7pm. League play MUST START (Except in a 5 player format division, re Rule 5). Single game, round or match forfeits will be issued if play hasn't begun by 7:15PM.

2. Team Registration Fees

Team registration fee (TBD), INCLUDING ANNUAL BCA PLAYER SANCTION FEE, must be paid by the fourth week of play. Failure to do so will result in a match forfeit for any team with a unpaid registration balance.

3. Weekly Team Fees (BCAPL and USAPL)

The team captain is responsible for the entire team's fees each week, regardless of absent players.

4. Tables and Equipment Used (BCAPL and USAPL)

Brooklyn BCA Pool Leagues and the USA Pool Leagues of NYC are offered discounts on the hourly rate that is normally charged for table time, and as such, should be respected by all players and captains. The tables that are used for league play, are just that, for league play only. Once that league play is finished, it is the **Home Team captains responsibility to return the pool balls to the front desk.** Player's who wish to remain and practice are welcome to do so by retrieving the pool balls from the counter person and going to whatever table that they are assigned. **League players receive a discount as a courtesy from management, management has the right to alter or discontinue the discount without prior notice.** Player(s) who remain playing pool on the table will be charged the appropriate hourly rate. It is not necessary for staff or management to inform the offending player(s) that charges are about to, or have been accrued. If any player(s) refuses to pay the monies owed, this amount will be placed on the League's account. Payment for unpaid table time will be paid by the league director, league manager or league operator out of the player's prize fund. All player's are required to adhere to any and all house rules posted by, or verbally instructed by management. Player's are forbidden from attempting to jump a ball, with or without a jump cues. Any damages that is caused by, or suspected to have been caused by, any league player, or guest of any league player, said damages will be paid to management out of the player's prize fund.

Nothing in this life is free.

5. Fielding a Team. (BCAPL and USAPL)

If, on any given night, a team can't field a full team the following rules apply:

During a **3 player** per night session, if only 2 players are available, the **opposing** team decides which player doubles up. The team handicap is calculated using the Fargo ratings of the 3 listed players. Player who is doubling up CAN NOT play back to back matches, they MUST play in rounds 1 and 3. If a team only has 1 player, he/she can play only 2 matches, the 3rd round is marked as a "WF" Win by Forfeit. The **opposing** team picks which missing players Fargo rating is to be included when calculating team handicap, then the total team handicap will be calculated using the Fargo ratings of the all 3 listed players (the player doubling up + the missing player's Fargo who was chosen).

Full team fees are due (including FULL green fees).

During a **4 player** per night session, and only 3 players are available, the **opposing** team decides which player doubles up. Player who is doubling up CAN NOT play back to back matches. If a team only has 2 players, **ONLY 1 player** may double up, and the **opposing** team decides which player. The player that is doubling up MUST play rounds 1 and 3. The last match will be marked as a "WF" Win by Forfeit.

The **opposing** team picks which missing players Fargo rating is to be included when calculating team handicap, then the total team handicap will be calculated using the Fargo ratings of the all 4 listed players (first player + the player doubling up + the missing player's Fargo who was chosen).

Full team fees are due (including FULL green fees).

During a **5 player** per night session, and only 4 players are available, the **opposing** team decides which player doubles up. Player who is doubling up CAN NOT play back to back matches.

If a team only has 3 players, the **opposing** team decides which **1 player doubles up.** The player who is doubling up CAN NOT play back to back matches. The **opposing** team also picks which missing players Fargo rating is to be included when calculating team handicap, then the total team handicap will be calculated using the Fargo ratings of the all 5 listed players (first 2 player + the player doubling up + the missing player's Fargo who was chosen). The last match will be marked as a "WF" Win by Forfeit. If only 2 players are available, no games or rounds are to be played. The entire match is forfeited.

Full team fees are due (including FULL green fees).

Players may only play 1 match during playoffs and finals. No Doubling Up!

6. Suspending Teams from League Play (BCAPL and USAPL)

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

7. Eligibility for Playoffs / Post Session Play (BCAPL and USAPL)

To be eligible for team playoffs, or any post session play, a player must have played a minimum of 50% of the scheduled weeks of league play within that session. Matches played while covering for a missing teammate DOES NOT qualify as a additional week of play.

Players may only play 1 match during playoffs and finals. No Doubling Up!