TriCity BCA Pool League Bylaws

League Officers

President: Rick Trembley

Vice President: Peter Collins

Treasurer: Peter Collins/Annie Trembley

Secretary: Annie Trembley

Please direct your questions to Annie 760 822 0715

The following rules will govern play in the TriCity BCA Pool League #1843.

These rules along with the official Rules of CueSports International will be used.

League system website address will allow you to check stats such as team standings, MVP/top shooter, schedules, player histories and much more.

https://lms-fargorate.azurewebsites.net/publicreport/alldivisions

Index

1. **Starting Time of Match**
   Starting time of the match will be 7:00 pm. Matches must start by 7:15. If no one from an opposing team is there by the 7:15 start time that team will forfeit all matches.

2. **Sanctioning Fees & Membership Lookup**
   All players' annual sanction fees must be paid by the third week of play. Failure to do so will result in a match forfeit for any team with unsanctioned players. Players may check their membership status and membership ID number by going to the WWW.PlayBCA.com website, on the 'Membership Lookup' page.

3. **Weekly Team Fees**
   The team Captain is responsible for the entire teams' fees each week, regardless of absent players.

4. **Tables and Equipment Used**
   The pool balls, including the cue ball used, may be chosen by the home team.

5. **Number of Tables Match is Played On**
   Matches will be played on 1 table.
   If both Captains agree you may use 2 tables if the host location allows.

6. **Setting Team Lineups**
   The visiting team captain will set the line up on the score sheet first, and then give it to the home team captain to do the same.

7. **Late players**
   If a player has notified their captain that they will be not there at the start of match, and BOTH captains agree they player may have his matches 'played around' until the end of all the rounds.
   This must be decided before the start of the match.
   If the player is not there by the end of all the rounds his games with be forfeited.

8. **Substitute 'SUB' Players**
   A team may put a substitute (sub) player into a lineup anytime before the start of the round. The captain of the team putting the sub in must notify the opposing team captain prior to the start of the round. If the 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.
   Subs are not locked down to one team
   Subs must be a sanctioned player. (or they must pay that night)
   Subs may only play for one player. (You cannot move your sub around to play for multiple player

9. **Shooting Out Policy**
   With prior approval of both team captains one player on a team may be allowed to 'shoot out' or play all their games consecutively at the start of a match. This policy is NOT allowed at the BCAPL National Championships

10. **Breaking**
    Breaking will be determined by the score sheet.

11. **Bye Week**
The receiving the 'Bye' will get the maximum number of points allowed. When the score sheets are entered into the LeagueSys the League Operator will put 'WF' (Win by Forfeit) in front of each game score so that the it will have not affected a player's rating.

12. **Eligibility for BCAPL National Championships in Las Vegas, NV.**
Players who have played a minimum of eight (8) full regularly scheduled BCAPL league matches in the same division during a single sanctioned session and are deemed an active player by the League Operator, are eligible to play in the BCAPL National Championships.

13. **Coaching**
There is NO coaching allowed when it is your turn at the table. Your turn at the table starts when your opponent misses, fouls and the ball stop rolling. When it is your opponent's turn at the table, you can talk to anyone, including your teammates, about any aspect of the game.

14. **Team Roster Limit**
The maximum number of players on a roster is double the number of players that play in a night. For example, if four players play on a team in any given match, then you can have eight players on your roster.

15. **Roster Changes / Adding New Players**

Payers can be added at anytime during the session. The opposing team must be notified before the start of play. After the 4th week of league play the new players must pay their league fees before playing that night. Or their games (win or loss) will not be entered into FargoRate and the team will receive a forfeit for the games played

16. **Slow Play**
We encourage people to have fun, play at a reasonable pace, and enjoy league pool. However, there may be a rare occasion when the League Operator will have to rule on slow play. Either player or both players may be put on a 45 second shot clock at the League Operator's discretion.

17. **Prize Fund Distribution**
Prize Fund Distribution information will be posted in all host locations. How and when prize funds will be disbursed will also be posted.