

TriCity BCAPL #1843 Bylaws

League Officers

Operator: Rick 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. **Call pocket. Call every shot!**

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

<https://tricitybca.com/>

Index

- 1. Start Time of Match**
- 2. Sanctioning Fees and Membership Lookup**
- 3. Weekly Team Fees**
- 4. Table and Equipment used.**
- 5. Number of Tables Match is Played on**
- 6. Setting Team Lineups**
- 7. Late players**
- 8. Substitute 'SUB' Players**
- 9. Shooting Out Policy**
- 10. Breaking**
- 11. Break and Run/Table Run**
- 12. Eligibility for National Championships**
- 13. Coaching**
- 14. Team Roster Limit**
- 15. Roster Changes/ Adding New Players**

16. Slow Play

17. Pool Etiquette

18. Prize Fund Distribution

1. Starting Time of Match

The 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. If a match is forfeited the team (captain) still must pay the fees or it will be deducted from the team winnings at end of session.

4. Tables and Equipment Used

The tables and balls are the property of the host location, if they allow. You may change out the cue ball. If both teams agree. If a different rack is used it must be available to both teams playing.

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 not be there at the start of match, and BOTH captains agree the 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 will be forfeited.

8. Substitute 'SUB' Players

A team may put a substitute (sub) player into a lineup any time 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.

Subs may not play on multiple teams in a single night.

Subs should not be from another team (in the same division). Subs are not eligible for Top Shooter.

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. A break is legal if four (4) or more balls hit a rail or if a ball goes down.

If it is not a legal break, and the cue ball remains on the table, the player has a second chance at a break. If the second attempt is still not a legal break, the opposing player racks, and breaks. (Local League Policy)

The shooter may NOT deflect the cue ball after their shot. It is a foul and the break goes to the opposing player.

11. Break and Run or Table Run

A break and run are when the player breaks and runs out all their balls.

A table run is when it is the player's first time at the table, and they sink all their balls. It does not matter how many balls are on the table at the start of their shot.

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 stops 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

Players can be added at any time 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. You may drop a player from your team, simply draw a line through their name.

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. This is a rule at the World Championships.

17. Pool Etiquette

Give players room to shoot. Sit or stand away from the table when your opponent is shooting. Speak softly, control your language and temper. Play fair. Call all your shots.

18. Prize Fund Distribution

Prize fund is team money collected per week of play. \$40 per team

\$32 per team goes to the prize fund,

Minus BRs (\$5) and TRs (\$5) Top Shooter awards (\$100)

\$8 per week goes to administration fees and Website management

1-8 teams	1-9 teams	1-10 teams	1-13 teams
• 21%	• 20.5%	• 20%	• 19.5%
• 18%	• 17%	• 17%	• 16.5%
• 15%	• 14.5%	• 14%	• 13.5%
• 13%	• 12%	• 12%	• 11.5%
• 11%	• 10%	• 10%	• 9.5%
• 9%	• 8%	• 8%	• 7.5%
• 7%	• 7%	• 5.5%	• 5%
• 6%	• 6%	• 5%	• 4.5%
•	• 5%	• 4.5%	• 3.5%
•	•	• 4%	• 3%
•	•	•	• 2.5%
•	•	•	• 2%
•	•	•	• 1.5%
•	•	•	•
•	•	•	•

