

RAILBIRDS VEGAS LEAGUE GUIDELINES

General guidelines include, but not limited to, the following:

- RailBirds Vegas league registration is \$25 per player for the season.
- The League will sanction with CCS Pool League.
- CCS Sanction entitles players to enter any CCS or ACS event.
- CCS Sanction does not automatically entitle a player to participate in BCAPL events, or any other association. Players will need to purchase individual player memberships to these associations.

- Players will be assigned a draft average based on prior league participation, or at an appropriate draft average according to league executive.
- The players with the highest draft averages will act as team captains for drafting the remainder of players onto teams.
- Initial draft averages will be used as handicaps for all players on their first night of play.
- For the first 5 weeks a player participates, their draft average will be used along with their actual performance to create a “smoothed” average. Draft average will have a declining influence on the players average each week of play until the player has played 5 weeks, then the player’s actual performance stands as their average.
- Playoff Averages will be a blend of a player’s draft/Initial average, the player’s average after 7 weeks of league play, the player’s average after 14 weeks of league play, and the player’s average after 21 weeks of league play.

- The league will play a regular season schedule that is 28 rounds in total.
- Individual dues are \$20 for each round a player participates.
- Team dues are \$100 per round, regardless if the team fields 5 players or not.
- There will be 4 double nights. Dues are paid for each round on double nights.
- Teams may not fall more than 1 round worth of dues behind (\$100).
- Individuals are not permitted to fall more than 2 rounds behind (\$40).
- Individuals who consistently carry a balance owing may be asked for a bond amount to participate in future seasons.

- Any individual or team that is not paid in full by the final week of regular season may be prohibited participating in playoffs or collecting any team, average or wildcard awards.
- Players that leave the league during mid-season forfeit any monies paid into the league and may be prohibited from participating in the league in future years, or required to pay a bond amount.
- All players must sit out a minimum of 2 weeks.
- League officially begins at 7:30 PM (6:30 PM on double nights). If a player is late, the start of the match can be delayed no later than 15 minutes after scheduled start time. If the player is still not present, the team must decide to include the player in their lineup or play short. The remaining games in the first round must start at this point. If the late player is included in the lineup, and still not present by 30 minutes after scheduled start time, then all that players games are recorded at 17-0 for the opposition.
- Players wishing to 'Play Out' do so at the discretion of the opposing team.
- League Award winners will be granted \$1000 in Travel Allowance towards travelling to a National Championships destination.
- The 1st and 2nd place teams in the regular season will win Team Awards.
- The winning team from league playoffs will win a Team Award.
- Team Awards will be granted to 6 players per winning team.
- Team Awards are eligible for cash buyouts in lieu of Travel Allowance. Buyout amount will be # weeks a player participated x \$20 plus \$200.
- Monetary Individual Awards will be granted by Wildcard Draw and for Top Average players. The number of individual average and wildcard awards will be determined by the remaining league funds, after team awards and buyouts have been processed. Players can only win one Team, Wildcard or Average award.
- Individual awards are eligible for cash buyouts in lieu of Travel Allowance. Individual buyout amount will be \$400 (regardless of number of weeks played).
- A player must play 10 weeks to be eligible for a Team Award or Wildcard award.
- Players entering the league after the start of the season must play 35% of the remaining weeks to meet Team and Wildcard Award requirements
- Eligibility for Average Awards require 23 weeks played, plus 4 of the last 5 weeks.

- Players entering the league after the start of the season must play 80% of the remaining weeks to meet Average Award requirements
- Individuals are to make their own travel and lodging arrangements. Travel Allowance money will be granted to the player once proof of travel arrangements has been confirmed. Travel must be to a destination of a National Championship, and the player must depart or arrive within the dates of the National Championship. However, there is no requirement for the player to participate in the National Championship. Eligibility for Travel Allowance is at the discretion of the executive.
- Travel is to be booked to coincide with the CCS Canadian 8-Ball Championships, ACS National 8-Ball Championships, or BCAPL National 8-Ball Championships.
- The CCS Canadian 8-Ball Championships will be held March 12-16, 2019 in Niagara Falls, ON.
- The ACS National 8-Ball Championships will be held May 11-19, 2019 in Las Vegas NV.
- The BCAPL National 8-Ball Championships will be held July 17-27, 2019 in Las Vegas, NV.
- Players who accept Travel Allowance, and ultimately are not able to go, are responsible for reimbursing the league the amount of the Travel Allowance. Reimbursement requirement is at the discretion of the executive.
- Passports are required for air travel to USA. Valid passports are the players responsibility.
- Players are responsible to ensure their privileges to travel into the US are intact.
- Players are responsible for entering themselves in any National Championship events they wish to play. It is the player's responsibility to cover any associated entry fees.
- The Executive reserves the right to change policies as the need arises, and the right to adjust the number of monetary awards due to the possibility of limited revenue.

8-BALL RULES

- RailBirds Vegas League will use Cue Sports International (CSI) rule set, except where otherwise noted.
- Magic Racks are not permitted for league use.
- To avoid arguments, please use arbitrators to watch a shot if there is probability of a foul being committed.
- Before the cue ball is struck, Cue Ball Fouls Only is in effect. If an object ball is accidentally moved or touched before the cue ball is struck by tip, you must notify your opponent and allow them the option to restore the disturbed ball to its original position, or to leave the disturbed ball where it now lies. It is a foul not to allow your opponent the opportunity to restore, or to restore the disturbed ball yourself without your opponent's direction. It is an automatic foul if the accidental disturbance involves more than one ball. It is also an automatic foul to disturb the cue ball in any manner prior to the shot.
- Once the cue ball is struck, All Ball Fouls is in effect, meaning any ball moved or touched is a foul. There is no restoration of balls in this case, except in the case where, in addition to the ball disturbance, there is also a common foul in the same shot that would have resulted in ball in hand for the incoming player. Common fouls include cue ball scratch into a pocket, balls leaving the playing surface, failure to contact a legal ball first, or failure to contact a rail after initial cue ball to object ball contact. In these cases, restoration of disturbed balls is at the discretion of the non-fouling opponent.
- Intentional Disturbance of balls is at the discretion of arbitrators and/or league administrators. The penalty is also at their discretion, as outlined under penalties for unsportsmanlike conduct.
- If any league game is started or played to completion between two players who were not intended to play in that round, the game should be immediately halted, or, in the case where the game has already completed, the game score shall not count.