



Be Part of Something Bigger

Bylaws for Sierra Nevada BCAPL

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Website: <http://sierranevadabcapl.com>

Stats, schedules, rules and info will be posted or linked

9, 10 & Triple Threat will be played in a 3X3x3 format (3 players per team will play each night, 3 games each match, round robin). Max *6 player roster. Teams can make changes to roster within the first 8 weeks. Once the roster is filled no changes can be made.

8 Ball will be played in a 3X3x2 format (3 players per team will play each night, 2 games each match, round robin) Max *6 player roster. Teams can make changes to roster within the first 8 weeks. Once the roster is filled no changes can be made.

*We guarantee enough weeks to qualify 5 players for BCAPL/Western BCA

Handicap & Ties - Tied team match's will be broken by the last player match of the night. Handicap is based on Team Fargo rate totals. BCAPL scoring app will be used to calculate team handicaps per round. Break will be determined by lag. Triple Threat tie breaker will play 1 game of 10 ball. Winner of match will receive 1 point credited to points and games for match win. Tie match needs to be documented on envelope & texted to League Operator.

All players' are required to pay \$35 Annual Dues (Jan 1 thru Dec 31). The annual dues will be distributed as follows: \$20 to CSI/BCAPL & \$15 to Western BCA. All Players will then be sanctioned in both areas and can qualify to play in Las Vegas, Washington, Oregon, & Idaho.

Teams will be required to pay \$50 session fee at the beginning of each session, which will be applied to administration costs and league supplies.

Weekly Fees Team weekly fees are \$30. The team captain is responsible for the entire team's player fees each week, regardless of absent players. All fees are to be paid in cash and each week of play. We cannot accept check or debit/credit payments. Fees must be in a BCAPL drop box by 7PM the day following the night of play. Envelopes are to be provided by Captains or player in charge of the night of play and to be **CLEARLY MARKED WITH TEAM NAME, SCHEDULED DATE OF PLAY AS WELL AS ANY OTHER EXPLANATION OF MONEY ENCLOSED** i.e. session fees, sanction fee full names & amount, or names of both teams if both weekly fees are enclosed.

Players will pay \$10 per night of play, This \$10 will go directly to payout at 100% payback to teams and Players. Annual sanction fees must be paid on each players 1st night of play. Team session fees must be paid by the 2nd night of Team play. Host locations have the option to require players to pay for table time, both teams shall split the table cost.

Captains are encouraged to have a copy of the bylaws, official rules of CSI as well as a copy of the rules of the format for which they are playing. All information can be found on our website www.sierranevadabcapl.com

The following rules will govern the play in the Sierra Nevada Monday thru Thursday night BCA Pool League. Along with these rules, the [*Official Rules of the BCA Pool League*](#) will be used. It is simply not possible for Sierra Nevada BCAPL to meet all equipment regulations of the CSI rulebook. Therefore League Operators are given the right to adapt play according to the area in which the league is played.

- **Contacting League Operator or League assistants**

Cindy, Kristen, Carly, and Sam play pool in Carson City and/or Reno. The biggest benefit we all receive for running and helping with this league is the opportunity to play BCAPL in these area's. Beginning at 6PM on our night of play, any or all of us **will not** answer league questions or calls. It is highly recommended that you or someone on your team has access to these bylaws and the CSI rulebook to answer your own questions during league play. Thank you :-)

- **Starting Time of Match / Scoring / Venue Tables**

Starting time of the match will be 7:00 p.m, unless teams agree on a different start time. All players should be respectful of their team and their opponents and should arrive 15 minutes prior to League start time. In the event that you are running late, please notify your captain. Shooting out policy is listed below. If a venue has made 2 tables available for our league play then teams WILL play their match on 2 table from the start of league play.

- **Cue ball &/or set of billiard balls**

If a team offers cue ball(s) &/or set of billiard ball(s) **AND** offers enough for available host tables **AND** both teams agree, the offered equipment may be used during match play and must be available for all scheduled games.

- **Reschedules:**

Reschedules need to be communicated to league and opponent no less than 7 hours (by noon on date of play)in advance unless extenuating circumstances apply. 24 hour notice would be appreciated. Late reschedule requests will end in a forfeit by the offending team. Matches will be played on 1 table unless otherwise specified by the bar.

- **New Players**

A team may bring in a new player within the 1st 8 weeks of team play or until the roster has 6 players. New players must provide all contact information including legal name and any fees are due on second night of play. New players must have a Fargo rating, if a player needs to be assigned a Starting Fargo Rate, the captain must add the player no less than 2 days in advance.

- **Shooting Out Policy**

Occasionally and due to unexpected circumstances, with approval of the opposing team, one player on a team is allowed to "shoot out" or play all their games consecutively at the start or end of the match. Otherwise, if a team member is not ready for the 1st match, his/her match will be skipped. If 1st match is not played by his/her 2nd match, the 1st match will be forfeited. If that player has not played his/her 2nd match at the scheduled 3rd match, the 2nd & 3rd match will be forfeited. Keep in mind that this is only used on occasion, and if a player has other commitments, then replacing the player with another on your roster. May be necessary. Please keep sportsmanship in mind.

- **Breaking**

In this division players will break according to the scoring app at the top of each round. 8 ball is winner break, 9/10/ Triple threat is alternating break. Rack your own. Be aware that as stated in the CSI / BCAPL official rules and 8 on the Break is NOT a win, further, a scratch when shooting the 8 and not pocketing the 8 is not a loss.

- **Coaching**

Coaching is allowed when it is your turn at the table. Please notify your opponent that you are requesting a time out. The active shooter is the **ONLY** person that can call a time out, during your time out you may use any player on your team that is not currently playing in a match. of their own. A player may call 1 time out per rack. **If any other player suggests or calls a time out, the player will loose the time out for that rack.** Your turn at the table starts when you opponent misses, fouls, or pushes. and ALL balls have stopped rolling. A distinction must be made between coaching and communication. Players are to make their own decisions about all aspects of their individual match play. Normal team quiet communication can only occur during the opponents turn at the table. Coaching may only occur when a time out is called by the player. Players are playing each other NOT the entire opponents team.

- ****It is a foul if you receive unsolicited assistance from a spectator associated with you (e.g., spouse/partner, relative, teammate). "Assistance" includes being alerted to an opponent's foul.**

- **Players Responsibility on the table:**

It is the players responsibility to know what your opponent is shooting or attempting to shoot for. Stay at the table and if you have any concerns stop the game to ask your opponent. Please do not wait until the shooter is down on his/her shot to stop the game. Shooter must acknowledge his opponent and answer their questions regarding the attempted shot. Once players have pocketed a legal ball, at any time, a shooter can ask their opponents what balls they have (stripes or solids). The opponent **MUST ANSWER** that question! It is always best to call each shot to avoid any confusion. We expect **ALL** players to play with honor and sportsmanship. Therefore it is imperative that you call your own fouls and listen to your opponent. **ONLY THE 2 PLAYERS CAN CALL FOULS.** Team mates or other people watching cannot interject in any way with the match being played **PERIOD.** Players must question the shot/foul prior the the opponent going down on the next shot. If a question arises between the 2 players and it can't be resolved between the 2 players and another player was not called to watch the shot, the shot will go to the shooter. Remember you can call for any player, out side your teams, to watch a shot, and your opponent has to wait until such person is at the table. Whomever is watching the shot, will call it good or foul, and there will be **NO** arguing with that person what-so-ever!!! The shot may be videoed at the request of the opponent and replayed for verification keeping time restraints in mind. Sportsmanship during league play is of the utmost importance!

- **Cue ball foul / other ball fouls:**

Cue ball foul is ball in hand to the opponent. Read page 33/34 in the rule book for disturbed balls.

*It is a foul if you receive unsolicited assistance from a spectator associated with you (e.g., spouse/partner, relative, teammate). "Assistance" includes being alerted to an opponent's foul.

- **Jump/Masse Shots**

Jump shots and masse shots will be at the sole discretion of the bar, permission from the bar **MUST** be given each night of play.

- **Proof of Identity**

All players must be able to provide proof of their identity prior to the start of a match.

- **Unsportsmanlike Conduct**

SNBCAPL will not tolerate any form of unsportsmanlike conduct. The guidelines for unsportsmanlike conduct are outlined in the Official Rules of the BCA Pool League on page 33. Please make yourself aware of this rule.

- **Penalties for Unsportsmanlike Conduct**

Exact penalties will be determined by the League Operators. These penalties may range from a warning to suspension / expulsion from the league, disqualification from a tournament or playoff, and forfeiture of all money paid &/or won during the regular or post session.

- **Late Players**

Occasionally players are unavoidably detained or late. Please read the Shooting out policy above.

- **Slow Play**

We encourage people to have fun, play at a reasonable pace (approx 45 seconds per shot) and enjoy league play. Please keep in mind that we are on a limited time frame for our tables and players. If a slow player is causing a hold up, the league operator will speak to that particular player, and ask for them to please watch their time.

- **Drop Out Teams and/or players**

Teams that drop out during the course of a session can create problems within the league. It can have an uneven or unfair effect on the division standings, and reduce the prize money for the other teams.

All players that drop out of the league will forfeit all prize money won in that session. A team/captain that has started a session is responsible for the full session's fees. The League Operator will try to find a "replacement" team or players to fill the vacant spot, but if that is not possible, the League Operator will try to find the most equitable and fair way to adjust the league's team and/or singles standings. This may include averaging points by a team for the session and applying that number of points to a forfeited match, or a similar method of points averaging.

- **Eligibility for BCAPL National Championships and Top Team Shooter**

Players that play at least 8 weeks in a Team Division in a single session will be qualified to play in All BCAPL events at the BCAPL World Championships and qualify for top shooter payout on their team. Players that play at least 8 weeks in a singles or scotch doubles division in a single session, will be qualified to play singles &/or scotch doubles at BCAPL World Championships.