The purpose of the Vallejo BCA Pool League is to improve the image of our

sport by encouraging friendly competition, fair play and good sportsmanship within all

levels of players, from beginner to the expert.

**Here is what we expect from Teams:**

1. Remain in good standing.
2. Fill out a code of conduct agreement the first week of play. **If the league does not receive the signed Code of conduct agreement the first night of play, then that team’s scores will ot be counted.** Each year all players must sign a NEW Code of Conduct and ethics agreement.
3. **Fill out and return your team roster with complete information the first night of play or the team scores will not be counted.**
4. Agree to abide by all policies and procedures set fourth by Vallejo BCA Pool League.
5. Each member is responsible to pay all established fees and conduct him or herself in a civilized and responsible manner.
6. Each member is responsible for maintaining his or her eligibility throughout the season. All players **must pay an annual $20 BCA membership fee in addition to the VBCAL registration Fee.** Each member shall familiarize him or herself with the Vallejo BCA Pool League rules and conduct.
7. **All players MUST sign a release of liability form to participate in the Vallejo BCA Pool League with their legal name.**
8. **Dress Code** Although there are no formal dress requirements in the league (with an exception to the Las Vegas Tournament), Players are asked to respect the fact that other leagues, associations, clubs or individuals look at us as an example, so dress accordingly**. Nothing may be worn in or over the ears, ear muffs, headphones, ear buds etc. This is a BCA Rule so players playing and communicate at during play.**

**8-Ball Teams:**

1. A team will consist of four regular players and 1 substitute.
2. The team captain shall be the team’s representative and be responsible for the conduct, attendance, fees and legible paperwork for their team
3. In the absence of the captain, the co-captain will be responsible for his/her duties.
4. The team captain is responsible for the dues paid and paperwork that accompanies the score sheet envelope until it is deposited into one of the VBCAL drop boxes located at Gentleman Jim’s and Kat’s Lounge. The Home Team score sheet will be the official score sheet. The two Captains should check both sheets to make sure that they are the same.
5. There will be no roster changes after the 10th week of play.

**INDIVIDUAL SCORING**

 A Player will receive 1 point for each ball he/she has pocketed, plus 3 points for legally pocketing the 8 ball, and 1 point for each ball his/her opponent has left on the table. Maximum possible point is 17.

Your opponent will receive 1 point for each legally ball that he/she has pocketed.

**TEAM SCORING**

1. Add the scores up for each of the four players in each round. For the team’s total points, add points acquired in all four rounds.
2. Team’s win by most rounds won.

There are four (4) rounds of play each night. Each team will receive a W (win) for the round with the most points and a L (loss)for losing the round. It is possible to tie a round with the same score. In the event of a tie the team with the most wins (10+ point scores) in that round will win that tie and be scored a W (win). If the teams score the same number of points at the end of the 4th round, the team with the most games won will get the 5th round win.

At the end of the season (2 Round Robbins) play each team 2x, the top half of the division with most rounds won will compete in divisional play-offs. Team placement for play-off positions and final team rankings, will be determined by number of rounds won, if a tie, then number of games won, if another tie , then total points.

All games will be scored with a 100% Fargo rating Handicap to ensure fairness.

**LEAGUE DIRECTOR:**

The League director reserves the right to make discretionary decisions as to the placement of teams within divisions and players on teams. This is intended to ensure fairness and similar competitive levels within each division at all levels of play. If the local rules do not cover a specific subject, then members should refer to the BCAPL national rule book.

**League Rules:**

Starting time will be 7:00PM on league nights of play (real time, not Bar time) unless otherwise noted.

Each team is allowed five (5) minutes after starting time for players to arrive. After this time, the match must start. After five (5) minutes the clock starts, allowing five (5) minutes for each match. Teams may start without a full complement of players if at least three (3) players are present. If a team does not show up after 20 minutes, the night will be considered a forfeit. Forfeits are scored as follows:

Players that forfeit get a zero (0) for that round.

Winning Player scores ten (10) points for the winning round.

A ghost player may be used for only one (1) absent player, the opposing team will select which of the three present players will play for each round.

In the event of a full team forfeit, the winning team will receive five (5) round wins and 200 points. The forfeiting team will receive zero (0) wins and zero (0) points.

No team forfeits will be allowed the last two weeks of play, if this happens, all scores will be factored out of the session and that team will forfeit all of its winnings. Forfeiting teams may be dropped from the league and not allowed to return to future sessions.

The player shooting, or any designated person or referee (Third party asked to watch a close shot) may call fouls. **NO Other player or spectator is allowed to call a foul**. It is the responsibility of the players to keep an eye on his or her game. Any foul called by someone other than the two players will not be considered a foul, unless both players agree that a foul was committed.

**A PLAYER WHO REPEATEDLY CALLS FOULS, WHETHER PLAYING OR NOT, WILL BE SUBJECT TO SUSPENSION AT THE DISCRETION OF THE LEAGUE DIRECTOR.**

All players will rack their own break, the opposing player has the right to check the the rack. If he/she believes the rack is not correct then he/she may ask for a re-rack.

If a player inadvertently plays another player in a wrong round of play, and the correct player had the break, then the game will be scored. If the wrong player had the break, then that game will be re-played with the correct player breaking as soon as the mistake is realized or identified.

If a player intentionally hits – slaps- bumps or in any other method tries to divert the path of a ball, that will be a ball in hand foul.

Scratch on the break will be a ball in hand anywhere on the table.

If a player touches a ball and it moves, that will be a ball in hand foul.

**TEAM PROTESTS:**

Only team captains may “officially” protest a match. The protest must be declared immediately and not after the game is over. If the two captains cannot agree to a solution, then:

1. The game will continue under protest.
2. The match will be completed.
3. Both Captains will submit IN WRITING their viewpoint of the protest to the League Director within one week.
4. Failure to submit a claim by one Captain will result in favor of the submitting captain’s claim.
5. Failure to comply by both captains will result in the game standing as completed.
6. The decision of the League Director is Final.

**RULES THAT NEED SPECIAL ATTENTION:**

1. **CASH ONLY:** Dues must be paid in cash (no checks) each week with $5 per player per team in the envelope with score sheet deposited in the drop boxes located at Gentleman Jim’s and Kat’s Lounge immediately following the last match.

If a player does not pay his/her dues for that week of play, then the team will not receive point for that week.

1. **BYE**: If there is a BYE in your division schedule you have 3 weeks to pay: The week before the BYE, the week of the BYE, or the week after the BYE. Your team will forfeit the points for that week and continue to owe the money if the BYE has not been paid by the end of the third week.
2. **SCORE SHEETS**: Must have full names of players plus all dues paid must be clearly indicated on the score sheet and dues envelope to be accurately documented**. It is up to the team captain to make sure each team member is up-to-date with dues paid and properly recorded with the league. A list of player’s dues will be provided if requested.**
3. **SHOOTING TIME LIMITS:** The maximum time allowed to complete your shot is as follows:

**AVERAGE SHOT- 30 Seconds**

**Special Shot(Ball in hand, Break) – 45 Seconds**

Time out- 1 minute

A time clock will be kept by opponent if player are taking longer than the above limits.

**Shot clock violations are Ball in hand fouls**

1. **ROSTER CHANGES:** You can play as many players as needed up to the 10th week of play as long as a code of conduct and new sign-up sheet and BCA Dues ($20) are provided in the score sheet envelope for that player. NO CODE OF CODUCT, ROSTER SHEET, NO MEMBER DUES means the teams score will not be count unless prior arrangements have been made ahead of time with a league official. You must drop a player to add another player if you have a full roster of 5 Players already.
2. **The team captain must provide legal names and current contact information to league officials with detailed address – city-zip code- phone number and E-mail for contact purposes, the first night of play.**
3. **Top Shooters** will be determined my Rounds Won if tie then games won if tie then total points.
4. **8 Ball Break-** Is spotted and player breaking keeps shooting