

Hawaii BCA Pool League Local sBylaws

League Officers:

President: Kurt Kobayashi

Vice President: Lisa Uyema

Secretary: Wendy Inafuku

Treasurer: Keith Inafuku

The following rules will govern play in the Hawaii BCA Pool League. Along with these rules, the *Official Rules of CueSports International* will be used.

All league funds will be deposited in a joint-signature bank account. The President & Vice President will be on the account. It is necessary to have two different signatures on a check.

Please go to **hawaiibca.com** print out weekly score sheets to view your league stats at any time. Stats such as team standings, MVP / top shooter, schedules, score sheets, player histories, and much more are available at this web site.

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1. Starting Time of Match

Starting time of the match will be 7:15pm

2. Sanctioning Fees & Membership Lookup

All players' annual (\$20) sanction fees must be paid on the first week of play (Prior to even playing one match is recommended). 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 www.playcsipool.com, under the "BCA Pool League" tab, click "Membership Lookup".

3. **Weekly Team Fees**

The team captain is responsible for the entire team's fees (\$60/\$15 per player) each week, regardless of absent players. Tardiness in the payment of weekly player fees will lead to the suspension of that team's membership in the league and forfeiture of that team's right to any team or individual awards, prizes, prize money, or right to participate in the league playoffs or city tournament. Failure of a team to deposit all monies and submission of score sheets to the League Admin within 24 hours of the start time of the match will result in a match loss reflecting no awards of round points, or games won for that week's play. Before that team plays another match, they must have brought their balance to zero.

4. **Tables and Equipment Used**

Tables and pool balls used should be in "playable" condition. If deemed "unplayable" by the League Operator, the match may be moved to another venue. The pool balls, including the cue ball used, may be chosen by the home team unless otherwise specified by the league.

5. **Number of Tables Allowed for League Play**

Matches will be played on 1 table unless otherwise agreed upon by both team captains.

6. **Team Roster Structure and Starting Lineups**

An 8 Ball team roster must have a minimum of 4 players and no more than 7 players. The starting line up every match should consist of 4 players. The 4-player roster cannot exceed a total FargoRate of more than 2,000 points. Hawaii BCA Pool Leagues use the FargoRate handicapping system which calculates handicapped matches based on the total FargoRate of the team. (Example roster: John 550, Mike 500, Sue 450 and Julie 500 = 2,000 Total FargoRate). For more information on FargoRate please visit www.fargorate.com.

The visiting team captain will set the lineup on the score sheet first, and then give it to the home team captain to do the same.

7. **Substitute "Sub" Players**

A team may put a substitute (sub) player into the lineup any time before the start of a round. The captain of the team putting the sub in must notify the opposing team captain prior to the start of the round. If a 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.

8. **Replacing a Starting Lineup Player**

Once a player in the starting lineup is replaced by a sub they cannot go back into the lineup.

League Management System (LMS) will only allow a player name to appear once on a score sheet.

9. **Shooting Out Policy**

With prior approval of both team captains, one player on a team is allowed to "shoot out" or play all their games consecutively at the start of the match. This policy is not allowed at the BCA Pool League World Championships.

10. **Time Limits to Report to the Table**

Each team will have two (3) minutes to have their player report to the table for their game. Even though there is a "late" policy in place, we encourage team captains to work with each other whenever possible. Remember, this is a pool league where the idea is to have good clean competition AND TO HAVE FUN!!!

11. **Breaking**

Breaking will be determined by the score sheet unless otherwise specified by the League Operator.

12. **Starting Ratings for New Players in 8-Ball / 9-Ball Divisions**

All "new" players (players without an established rating from a prior session) will start their first week of play with a rating designated by the League Operator. LMS will then calculate the player's week #4 rating based on "Points scored divided by games played" from their first week of play.

13. **Bye Weeks**

The team receiving the "Bye" will get the maximum number of points allowed. When the score sheets are entered into LeagueSys, the League Operator will put a "WF" (win by forfeit) in front of each game score so that it will have no effect on a player's rating.

14. **Scoring Forfeited Games / Matches / League Fees**

1) Team scoring for forfeited match - If a team does not have 3 or more players they will be forced to forfeit or reschedule (see rule 15). To receive points for a forfeited match, the winning team must pay their regular weekly fees. The team with the forfeited match or player will still be responsible for their weekly fees. If 3 players show up and play, they will still be responsible for the weekly fee.

2) Team scoring for one player missing - If 3 players play on one team because of whichever reason stated above, the highest ranked players handicap from the complete team of 4 will be zeroed out. That way it will penalize the other team but still give them an outside chance of competing.

Players playing a 'Forfeited' slot on the score sheet will receive 17 points for each game played. These scores will have a "WF" in front of them when entered into LMS so that it will not affect a player's rating.

15. Rescheduling Matches

If both team captains agree to reschedule a match, it must also be approved by the League Operator and venue owner, and must be played prior to the next scheduled match. Regular rules apply regarding score sheets and team weekly fees.

16. Rating a forfeited Player

If a team is short a player, they will enter "No Player" in the appropriate name slot. The rating of this player will be the lowest rating of a player on the team roster that is NOT playing in the match.

17. Drop Out Teams

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

All players on a team that drops out of the league will forfeit all singles and team prize money won in that session. A team that has started a session is responsible for the full session's fees. The captain of a team that has dropped out will not be allowed to play on future league teams until all owed fees are paid. Team members other than captains are responsible for their share of the total fees owed for every week of the session and must pay fees for past weeks before being allowed to rejoin the league with any other team.

The League Operator will try to find a "replacement" team 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.

18. Suspending Teams from League Play

Any team that forfeits two (2) consecutive weeks or any three (3) weeks in a league session will be automatically suspended from all further league competition. All sanction monies, fees / dues and prize money shall be forfeited. Suspended teams must bring be current with all weekly league fees owed before being eligible for league play. This would include fees for past weeks even though they were not participating.

19. Eligibility for Playoffs / Post Session Play

To be eligible for local singles tournaments, team playoffs, or any post session play you must have a minimum of eight (8) weeks of league play on one team in one division of a single session and your team must complete the session.

20. Eligibility for BCA Pool League World Championships

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 BCA Pool League World

Championships. Team players must play eight (8) weeks in the same league in a single session.

21. Coaching

Coaching is allowed for players with a FargoRate of 450 or below in 8-Ball and all players in 9-Ball. The player will be allowed 1 coaching per rack. The player can request it or be called out by another teammate while it is the players turn at the table. There is no coaching allowed when it is your turn at the table. Your turn at the table starts when your opponent misses, fouls, or pushes out (in 9-ball) and the balls 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.

22. Team Roster Limitations

The maximum number of players on a roster is 7 and the minimum number of players is 4 for 8-Ball.

The maximum number of players on a roster is 5 and the minimum number of players is 3 for 9-Ball.

23. Roster Changes / Adding New Players

Players cannot be added to the roster after week 6 of play unless it is for the survival of the team. The League Operator will determine "Survival" guidelines.

24. Team Rating Limits

The total team FargoRate limit for 8-Ball is 2,000. Total team FargoRate limit for 9-Ball is 1,800.

25. Proof of Identity

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

26. Unsportsmanlike Conduct

The guidelines for unsportsmanlike conduct are outlined in the Official Rules of the BCA Pool League on page 93. This includes but is not limited to actions that are embarrassing, disruptive, or detrimental to other players, spectators, event officials, or the sport in general.

27. Penalties for Unsportsmanlike Conduct

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

28. Sandbagging Policies

BCA Pool League will not tolerate "sandbagging" (playing at a skill level below a player's true ability in order to manipulate and gain an unfair advantage) of any kind. The League Operator reserves the right to manually adjust any player's rating at any time if sandbagging is suspected. If the League Operator chooses, they may use a panel or committee to review player ratings or make necessary rating changes. A player may be warned by the League Operator if they are suspected of sandbagging, and repeated offenses may result in suspension or expulsion from the league.

29. Right of Appeal

Any player or team will have the right of appeal before a committee of neutral league members, if such a committee has been formed. The League Operator may form and govern an appeals committee made up of league players, team captains, and/or division representatives. If a committee member is on the roster of a team filing an appeal, this committee member will not be allowed to vote or sit in on the proceedings.

30. Slow Play

We encourage people to have fun, play at a reasonable pace and enjoy league play. 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 clock at the League Operator's discretion.

Presidents Message

Aloha Hawaii BCA Members,

I would like to personally thank you all for playing in the Hawaii BCA Pool League and taking the time to read through our rules. The main goal of this league is to elevate the level of organized pool play here in Hawaii. These are a custom set of rules that we have created to help move us closer to our goals. The main purpose will always be to have fun playing pool with people who enjoy it just as much as we do. Because when all of titles fade away and all of the prize monies are spent, the memories of the great games we played and the relationships we built through this game will be all that matters in the end. Good luck and play well everyone!

Sincerely,

Kurt Kobayashi

Hawaii BCAPL President

Kobayashi Billiards