

Hawaii BCA Pool League Local Bylaws

League Officers:

President/League Operator: Kurt Kobayashi

Vice President/League Admin: Lisa Uyema

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

Please go to www.hawaiiibca.com for information on Hawaii BCA Pool League. Team stats, league fee payments, score sheets, schedules and much more are available at this web site.

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1. Match Starting Time

The starting time of the match will be 7:15pm.

2. BCAPL Membership Fees and Membership Lookup

Membership fees are good for the full calendar year (January 1 – December 31). It is preferred that all players submit payment for their annual sanction fees of \$20.00 by the fourth (4th) week of league play. Failure to do so may 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

Team's fees of \$60.00 per team each week is due within 24 hours of the match played, unless other arrangements have been made with the League Administrator or League Operator. The full amount of weekly league fees is owed even if there are absent players. Team Captains shall be responsible for payment or coordination or payment of league fees. Consistent late payments may 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.

4. **Scoresheets**

Each team will be responsible for completing their own scoresheet during league play. Scoresheets shall be completed and submitted using the BCAPL Scorer app available for download via the [Google Play Store](#) or [Apple App Store](#) (links available under “Downloads” section on www.HawaiiBCA.com). Instructions on how to login for the first time can be found here: <https://www.playcsipool.com/csineWS/bca-pool-league-scoring-app>.

Scoresheets submitted using the BCAPL Scoring App will directly update League Management System (LMS). Scoresheets not submitted will be considered forfeited and teams will not receive points for that match. If a team prefers to submit a hard copy of the scoresheet it must be submitted to the League Admin no more than 24 hours after the match start time. Scoresheet templates are available for download at www.hawaiibca.com under “Downloads/Links”.

5. **Team Rosters**

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

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

All new BCAPL players (players without an established rating) 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.

Changes to team rosters are allowed through **Week 6** of the league session. Any changes to a team's roster after week 6 will not be allowed unless approved by the League Operator.

6. **Team Lineup**

-8 Ball: The line up for every match will consist of 4 players, playing each person on the opposing team once. **The 4-player roster cannot exceed a total team FargoRate of 2,000 points.**

-9 Ball: The line up for every match will consist of 3 players, playing each person on the opposing team twice with alternating breaks. **The 3-player roster cannot exceed a total team FargoRate of 1,650 points*.**

*change from 2023-01 session

The visiting team captain will set the lineup first. The Home team will always have the first break. If the total team FargoRate is exceeded, the rounds in which the cap is exceed will be a forfeited and total points for those rounds will be zero.

7. Team Handicap

HI BCAPL uses FargoRate BCAPL League Calculator to calculate team handicaps. Using this League Calculator (<https://leaguecalc.fargorate.com>), teams are issued a handicap per round that is added to their score based on individual matchups between the teams.

Examples of how to calculate team handicaps:

EX: 8 BALL

FargoRate
BCAPL League Calculator

INSTRUCTIONS

Choose the Calculation Mode

FULL MATCH

Select the league and division

Hawaii BCA Pool League ▾

Oahu Traveling 8 Ball 2023-01 ▾

Enter the ratings for each player for round #1.

Team One Players	Team Two Players
600 ▾	460 ▾
520 ▾	380 ▾
290 ▾	520 ▾
350 ▾	500 ▾

Team One	Round	Team Two
1	#1	0
2	#2	0
1	#3	0
1	#4	0

CALCULATE

For more details on how the handicap is calculated, please click the "instructions" button on the League Calculator website.

EX: 9 BALL

The screenshot shows the FargoRate BCAPL League Calculator interface. At the top is the FargoRate logo. Below it is the title "BCAPL League Calculator" and an orange "INSTRUCTIONS" button. The next section is "Choose the Calculation Mode" with a blue "FULL MATCH" button. The "Select the league and division" section has two dropdown menus: "Hawaii BCA Pool League" and "Oahu Traveling 9 Ball 2023-01". The "Enter the ratings for each player for round #1." section has two columns of dropdown menus for "Team One Players" and "Team Two Players". The ratings are 580, 520, and 380 for Team One, and 550, 500, and 580 for Team Two. Below this is a table with columns "Team One", "Round", and "Team Two". The table shows scores of 0 for Team One and 0 for Team Two in rounds #1, #2, and #3. At the bottom is a blue "CALCULATE" button.

FargoRate

BCAPL League Calculator

INSTRUCTIONS

Choose the Calculation Mode

FULL MATCH

Select the league and division

Hawaii BCA Pool League ▾

Oahu Traveling 9 Ball 2023-01 ▾

Enter the ratings for each player for round #1.

Team One Players	Team Two Players
580 ▾	550 ▾
520 ▾	500 ▾
380 ▾	580 ▾

Team One	Round	Team Two
0	#1	0
1	#2	0
1	#3	0

CALCULATE

*If you are substituting players, you must redo the order of the players for the corresponding round.

8. **Substitute Players**

A team may substitute a player into the lineup for players to achieve the minimum weeks played requirement (for playoffs or national tournament eligibility). The team who wants to substitute a player (or players) must notify the opposing Team Captain **prior to the start of the round.** If a request is made after the start of the round, it is up to the opposing Team Captain whether to allow it or not. By rule, they are not required to allow the substituted player on the roster once the round has begun.

NOTE: Once a player in the lineup is replaced by a substitute player, they are not allowed back onto the roster for that night's match. LMS will only allow a player name to appear once on a score sheet. Substituting more than one player in one player's spot is allowed.

9. **Double Posting**

If a team does not have a full roster available to play a match, they will be allowed to double post one (1) player up through **Week 6.** If after Week 6 a team does not have a full roster, they will have to forfeit those matches. Please see Rule 17 regarding scoring of forfeited matches.

10. **Playing Matches Out of Order**

With prior approval of both Team Captains, players are allowed to play their matches out of order. This may result when a player has time constraints or if a player is running late. Although this can be done as a courtesy to the other team, Team Captains is not required to allow it. Also note that this policy is not allowed at the BCA Pool League World Championships.

11. **Tables and Equipment**

A player may use either the rack provided with the table or a ball rack template. You may not deny your opponent the use of a ball rack template. However, if a personally owned ball rack template is used, the owner of the template must permit the opponent to use it at any time during the match.

The 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.

Matches shall be played on 1 table only unless otherwise agreed upon by both Team Captains and does not disrupt the business of the venue.

12. **Player Time Limit**

Each team will have three (3) minutes to have their player report to the table for their game. To be courteous and considerate of everyone's time, we recommend the Team Captains make sure your next player is present and ready to play when their turn is up.

13. **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.

14. **Time Outs/Coaching**

Time Outs/Coaching are allowed for **all** players in 8-Ball and 9-Ball leagues. The player will be allowed one (1) time out per rack. The player can request it, or it can be called out by the Team Captain while it is the players turn at the table. However, the player at the table has the right to refuse the time out if they wish.

During the time out, teammates may confer with each other away from the table and away from the player currently at the table. However, only one person will be allowed to discuss the time out with the player at the table. Loudly discussing the player's situation at the table by the player's teammates is not allowed as it may be misconstrued as coaching. A coaching foul may only be called by the player involved or the opposing Team Captain.

15. **"BYE" Week**

"BYE" weeks are a result of an uneven number of teams in the division. League fees will not be owed. Half of the total available games and rounds will be awarded, and the team will be issued the match point.

16. **Forfeits**

Forfeits can result from the following:

- 1) If a team does not show up for their scheduled match and did not reschedule.
- 2) If a team does not have a full roster to play (after Week 6).

If a team does not show up for their scheduled match and does not reschedule, the opposing team will win by forfeit and earn 5 rounds and 272 points (8-Ball) or 4 rounds and 18 points (9-Ball). *Both teams will still be responsible for paying their weekly league fees.*

If a team does not have a full roster to play a scheduled match after Week 6, the missing player will forfeit all their matches and their opponent will win by forfeit (WF). Players playing a forfeiting player will be awarded 17 points for each match (8-Ball) or 2

points for each match (9-Ball). The forfeited matches will not affect the player's FargoRate.

17. Rescheduling Matches

If both Team Captains agree to reschedule a match, it must be approved by the League Operator and venue operator. The match must also be played prior to the next scheduled match unless an exemption is given by the League Operator. If a match is not rescheduled both teams will forfeit, and no rounds or points will be awarded to either team. *Both teams will still be responsible to pay their weekly league fees.*

18. Drop Out Teams

Teams that drop out during a session can create many issues within the league including changing division standings, scheduling problems and reducing the prize money for the other teams. All members of a team that has dropped out will not be allowed to participate in HI BCAPL until all owed fees are paid.

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.

19. 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 competitions. All sanction monies, fees/dues and prize money shall be forfeited. Previously suspended teams who wish to resign up for league must clear all unpaid weekly league fees/dues before being allowed to play. This may include fees for past weeks even though they were not participating.

20. Playoffs / Post Session Eligibility

To be eligible for team playoffs or post session HI BCAPL events, non-established players (under 200 robustness) must have a minimum of **eight (8) weeks**, established players (200+ robustness) must have a minimum of **four (4) weeks** of league play in the division and the team must complete the session.

21. Playoff Rules

8-Ball: If both teams tie in rounds won, the team with higher total points wins the match. If there is a tie in total points, the team with the most games won will be declared the winner.

9-Ball: If both teams tie in points, the final round goes into a "sudden death" round. Each player from the 3rd round will play the opposing team one rack, alternate break, first to 2 points to win the match. Changes in the "sudden death" lineup is not allowed.

22. Eligibility for BCA Pool League World Championships

Players who have played a minimum of **eight (8) weeks** during regularly scheduled HI BCAPL league matches in a single division (8 or 9-Ball) and are deemed an active player by the League Operator are eligible to play in BCA Pool League World Championships held in Las Vegas. To verify eligibility please visit www.playcsipool.com, under the "BCA Pool League" tab, click "Membership Lookup".

23. Unsportsmanlike Conduct

The guidelines for unsportsmanlike conduct are outlined in the Official Rules of the Cuesports International, Section AR 1-45 page 100. 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.

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

24. Sandbagging

BCAPL does not tolerate "sandbagging" (playing at a skill level below a player's true ability 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.

25. 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.

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 the titles fade away and all of the prize monies are spent, the memories of the great games we played, friendships made 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*