

THE CUETIME SPORTS POOL LEAGUE

A Billiard Congress of America Sanctioned Pool League

Overview

The Cuetime Sports Pool League (herein called "the league") is an organization of amateur pool players providing true competition in 8 Ball within a team and league format. The league is affiliated with the Billiard Congress of America (BCA), a major organizer of billiard sports in the United States and around the World!

The captains of each team, during captains meetings, will create or review ideas for league improvement, upper-level tournaments, handicapping, rule changes or any league modification. Any and all changes will be voted on, and – if agreed upon by majority rule or those captains present, be put in place.

The league is for amateur players using BCA-based professional rules (however, local league rules take precedent over the national BCA rules). Teams compete against each other in round-robin matches, Monday through Wednesday. A division consists of a minimum of 6 / maximum of 12 teams, competing against each other weekly. If a division has an unequal number of teams (which creates a weekly bye) the league will try to fill the bye as soon as possible during the season. Bars and taverns, private clubs and billiard parlors throughout the region host teams. Players under the age of 21 years of age may participate, however they cannot play at locations who prohibit underage patrons.

The team-playing year is divided into three separate fifteen-week sessions: January through April, May through August, and September through December. In addition to league play, the league will hold tournaments throughout the year for singles, partners and full team competitions.

Once a year, the league will hold a Team championship Tournament. The leagues prize fund is recognized to be the largest cash payout for a league system in the country. All active teams, in good standing, are eligible to participate in the Team Championship Tournament. All current league

players are eligible to play in the BCA National Amateur Championships held each year in Las Vegas.

The leagues 8 ball format is head to head competition within a team format. You win or lose as a team, although individual performances are recognized and publicized.

The league uses the LeagueSys Pool League Management System. This system rewards the best effort from each player in the league.

Sandbagging, or giving less than your best play, creates no team advantage in the league.

The Teams

Each team has a roster consisting of five to ten players (maximum), although a minimum of seven or eight players is recommended. You play one match a week against a different team. The match consists of twenty-five games of eight ball, divided into five rounds each. A game point is awarded to the team that wins the round. Total balls pocketed are added at the end of the match and high score gets one additional point for the team. Therefore, a total of six team points are awarded each match. Teams win or lose by a 6-0 score, 5-1, 4-2 or break even at 3-3. Each team has a captain and co-captain. The captain may be the organizer of the team or elected to serve by the teammates. (A captain may also be removed or replaced anytime by a majority vote of the teammates.)

Among the duties of the captain are:

- Collecting the membership fees and playing dues.
- Determining which players play against the various opponents.
- Making certain all scheduled players are at the match and on time. (Advanced playing schedules are recommended.)
- Team scorekeeping and record keeping.
- Within 24 hours after the match, mailing in their score sheet (in return envelope provided), with a check or money order for the teams dues. (\$30.00 for the match and \$30.00 for each membership fee – when due.)

- Collecting all monies owed from their team... not owing the money they failed to collect to the league.
- Communication with the League office. (A phone call will go a long way... if you have an issue with players, score sheet, establishments, forgetfulness, etc.)

The Matches

Start at 7 PM sharp if a single player is there from each team. If no player from a team appears by 7 PM, it is an official forfeit at 7:15 PM. Forfeit score as 6-0 for the team that is present. Each team still owes \$30.00 to the league for the match.

Practice time is 6:00 to 6:30 PM for the Home Team and 6:30 TO 7 PM for the Visitors. However, if two tables are available, both teams should practice at the same time, circumstances permitting. Once the match begins, participating players are not allowed to practice. Non-participating teammates may practice if desired. An incoming substitute player may practice up until his or her turn to begin play.

Handicap

A new player in the league starts with a 7 handicap, or a 5 if the player is female (yes, even though they are better than most guys, we are trying to promote more women players!). Existing, established players have earned a handicap ranging from 3 to 11 (highest). Players go up or down depending on their performance history, ball differential of the win or loss, and quality of recent play. A new player will have their handicap in place (calculated by LeagueSys) after their 1st 3 matches played.

All statistics are entered into LeagueSys on a weekly basis. Any player can go to the LeagueSys website and view the entire league! Go to the leagues website at www.CuetimeSports.com ... and click on the LeagueSys link at the top.

Keeping Score / The Score Sheet

Every establishment having a scheduled team at home will receive paperwork for that match-up. Each packet contains 2 sets of that weeks paperwork and 2 return envelopes.

All blanks must be filled-in on the score sheet: Night of Play, Date, Home Team Name, Visiting Team Name, and (at the end of the night) the amount each team has paid. Any team not filling in this information will have 1 penalty point (round deduction) from their total rounds won.

The Home teams rounds are listed on the left portion of the score sheet, the Visiting teams rounds are listed on the right portion. The players Average and Name must be filled in from the Team Roster sheet (included with your paperwork).

Any new players must pay their \$30.00 Membership Fee and supply all required contact information on the back of the score sheet. If these conditions are not met, that players scores will be counted as a forfeiting player.

Any player renewing their Membership (membership runs from 6/1 through 5/31 of each year) must pay their \$30.00 fee by their 2nd night of play.

Once all averages have been entered, add up the total average for the team. Subtract the higher total average from the lower total average. The team with the "lower" total average receives the result of this subtraction for each of the five rounds (list this number on the Handicap row for each round). Total the five rounds of Handicap in the Total column. Example: The home teams total handicap = 45 and the visiting teams total handicap = 40, then the visiting teams handicap for each of the five rounds = 5, with the total handicap of 25. Note: the maximum handicap for each round is 15. (Exception: when a team is already receiving 15 points from their opponent, and that opponent is playing 5 player's whose total handicap is greater than 50 - all points over 50 are to be added to the 15 points.)

If a team is forfeiting a player, or players, subtract the highest handicap (from the team with 5 players) for each of the opposing teams forfeited players. Adjust the handicap totals accordingly. For each game that is against the forfeiting player(s), the forfeit receives a 0 and the player that is there receives a 5. If all available players have completed their games in the round and the player(s) still have not arrived, they must be scored a forfeit(s) for that round. If the match is being played on 2 tables, the forfeiting player(s) have until the end of two consecutive rounds to enter.

A player can be substituted for prior to a round beginning. The player is entered in the substitute position for the player they are replacing, and the round they began play **must** be marked. Total team handicaps cannot go down – if the player substituting has a lower handicap than the original player. Total team handicaps can go up – if the player substituting has a higher handicap than the original player. Individual players can only be entered into play once. If they've been substituted for, they cannot re-enter in a different slot. There is only 1 substitute allowed per player per match.

The shaded game box indicates that player is to break. The non-shaded game box indicates that player is to rack.

Play begins with the first player listed on the home team racking, and the first player on the visiting team breaking. Follow the small numbers in each block in each round to decide what the match ups are. Round 1 (small numbers in each block): 1 plays 1, 2 plays 2, 3 plays 3, 4 plays 4 and 5 plays 5. Round 2 (small number in each block): 1 plays 1, 2 plays 2... etc.

If the 8 is made on a legal break, the breaker has the option of spotting the 8-ball and continuing, or having the balls re-racked and breaking again. The player is awarded 2 extra points for that game. A subsequent break and run still carries a maximum of 12 points for the game, even if the 8 Ball is made on the break in the same game.

Each ball a player makes counts as 1. The Eight ball counts as 3. If a player wins their game, they receive a 10 in their game box. If the player loses their game, count the number of balls made by the player and record

that # in their game box. Note: a player can receive a 12 if when they (a) had choice of high or low balls when they went to the table; and (b) ran eight balls in a row - or -they had made the 8 on the break and wound up winning that game.

As each round is completed, add the total score and write this result in the Total box. Add the handicap (if any) and write the result in the Total + Handicap box. Circle the W for the team that had the most points for that round. If there is a tie in the round, the team that had the most 10(+)’s gets the Win. Once all rounds are completed and totaled, circle the W for the team that scored the most points for the night. If total points (All 25 games + handicap if any) results in a tie... the team with the most 10(+)’s gets the Win.

Each team captain is responsible to (a) collect and pay \$30.00 for their team for each match, (b) Mark the Paid column with the amount collected, (c) mark any additional amounts (IE. membership dues) on the back of the score sheet and the player’s that paid them, and (d) sign the score sheet in their designated area.

It is both teams responsibility to see that the scores are being recorded properly. Both teams keep score. It is recommended that after each round the 2 teams compare the results. Errors in math (and results) will be corrected by the office.

Once the score sheet is completely filled out, each team is to use their supplied return envelope, make out a check, payable to Cuetime Sports, for the money collected or get a money order, and place in the mail no later than 24 hours after their match. The Score sheet envelope must be post-marked within 24 hours. Failure to mail in score sheets in a timely manner will result in Penalty Points being deducted from the teams Rounds Won (max of -6). This penalty is permanent and will not be corrected after receipt of the score sheet and money. Missing money is “owed to the team” not “owed to the league”.

The weekly dues make up the prize funds of the annual State / Regional Championships, and other tournaments, prizes, trophies, and administrative costs of the League.

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Managed by Cuetime Sports
Sanctioned by the Billiard Congress of America

**These Local League Rules are a secondary source of information
Created in accordance with and in addition to the BCA Player Rule
Book.**

1.1 MEMBERSHIP (Annual Fee). To be eligible to join a team, every player must become a member of Cuetime Sports. This includes a Billiard Congress of America (BCA) sponsorship. A yearly fee of \$30.00 must be paid by each member by or on their first night of play. Any player, listed on a team roster, with a check mark in front of their name, owes membership. Players shooting without first paying their membership will result in a 0-10 loss for those games in the rounds they participated in. The BCA membership year is from June 1st through May 31st. All league players must renew their membership on or before June 1st or on their first night of play, once June 1st has passed.

1.2 WEEKLY FEES. League fees are \$30.00 per Team per night. All forfeits must be paid. Team Captains are responsible for collecting these fees along with the score sheets for each match to be turned into the league. Each Captain is responsible for assuring that the score sheets are placed in return mail within 24 hours following the match. For each day a score sheet is late (decided by the postmark) that team will have 1 win deducted from their total wins (Max -6). No points will be awarded to a team that owes money to the league. All moneys owed to the league must be paid before a team can advance to a higher level of competition. Any team captain or team member failing to turn in any and all moneys entrusted to them will not be allowed to compete in any Cuetime Sports / BCA sponsored league or event. All funds are to be paid in the form of a personal check, money order or certified funds made payable to Cuetime Sports. Points will be deducted for any team that sends cash through the mail.

1.3 BAD CHECKS. Any team who plays league fees with a bad check, will be charged a fee of \$25.00 per check. The person must make the check good immediately after notification by Cuetime Sports or that player will be removed from the teams roster. Legal action is a last resort.

1.4 ADDING PLAYERS. A team may add or remove players from their roster during the first three weeks of the start of each new session. Any exceptions must be approved by the League Operator. When a player is added, all required information must be added to the back of the score sheet and their membership fee paid. If this is not done, it will result in a player forfeit for that match. I cannot enter scores for a player without their complete information and membership/sanctioning funds.

1.5 RESCHEDULING MATCHES. Team captains will try to reschedule any matches not played for whatever reason as soon as possible. The league office will reschedule any match in which the team captains cannot agree on a new date.

Bad Weather Policy: Severe weather warnings or travelers advisories are reason enough to reschedule a match.

Other: A 24 hour notice is required to cancel a match. The opposing team captain and Cuetime Sports must be informed 24 hours in advance.

1.6 PLAYER FORFEITS. If a team is short players' for the nights match, the opposing team will receive (5) five points per game from each forfeited player. Team handicap will be determined by removing the highest player average(s) from the non-forfeiting teams total handicap for each of the missing players. Exception: In the event a player starts a match, but for some reason has to leave the match, the opposing team will receive (10) ten points for each of the games that the player is unavailable to play – unless the captains agree to allow that player to make up their games once they return.

1.7 STARTING TIME. Matches will start at 7:00 PM with a 15 minute grace period. Matches must start at 7:00 PM if "any" player from an opposing team is present. The 7:15 PM time limit is to be used when an opposing team has no players available to start the match at the normal starting time of 7:00 PM. If a team has no players available to begin play by 7:15 PM – that team forfeits. The league will leave it up to the Team Captains discretion if the opposing team has contacted them to inform them that they will be later than 7:15 PM. If there is a team forfeit, it is the responsibility of the team that is present to return the score sheet to the league office indicating a forfeit. That team must pay \$30.00 for the night and will receive a 6-0 win. The forfeiting team will owe the league \$30.00 for their forfeit, which must be paid on their next night of play. Failure to pay for a forfeit will result with a 0-6 loss, for the team owing money, for every week that the money is owed.

1.8 LATE PLAYERS. Players that are not present at the start of a match must be listed last on the score sheet. Players can not be listed until they arrive, and they must be available to play before the round they are being entered into is complete. If four of the five games in the round are completed before the fifth player shows up - the fifth player in that round becomes a forfeit. If the match is being played on 2 tables, the forfeiting player(s) have until the end of 2 consecutive rounds to enter.

1.9 SUBSTITUTE PLAYERS. A player can be substituted for prior to a round beginning. The player is entered in the substitute position for the player they are replacing, and the round they began play must be marked. Total team handicaps cannot go down – if the player substituting has a lower handicap than the original player. Total team handicaps can go up – if the player substituting has a higher handicap than the original player. Individual players can only be entered into play once. If they've been substituted for, they cannot re-enter in a different slot. There is only 1 substitute allowed per player per match.

