



Be Part of Something Bigger

Bylaws for Sierra Nevada BCAPL

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(Stats, schedules, rules and info will be posted or linked to there)

10 Ball will be played in a 3X3x3 format (3 players per team will play each night, 3 games each match, round robin). Max 5 player roster. Teams can make changes to roster within the 1st 4 weeks of play.

8 Ball will be played in a 3X3x2 format (3 players per team will play each night, 2 games each match, round robin) Max 5 player roster. Teams can make changes to roster within the 1st 4 weeks of play.

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. Fargo rate calculator will be used to determine team handicaps per round.

All players' are required to pay \$40 Annual Dues (Jan 1 thru Dec 31). The annual dues will be distributed as follows: \$20 to CSI/BCAPL & \$20 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 \$30 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 for 10 ball - \$30 for 8 ball. 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 and Score sheets must be in a BCAPL drop box by 7PM the day following the night of play.

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

Captains are encouraged to have a copy of the bylaws as well as a copy of the rules of the format for they are playing. All information can be found on our website 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. Keep in mind that Cynthia Valentine & Kristen Gabbard as the league operator and Secretary have the right to alter rules in order to provide a fair and reasonable experience for all Reno areas & Carson City areas pool league players!

- **Starting Time of Match / Scoring**

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. We do allow players to make up their missed games as long as it can be done in the allotted time that we have the tables for and the lateness is within 15 minutes. There will be no makeup time if a player is later than 15 minutes. After that time frame, whatever matches the late player has missed will be scored as a forfeit, the late player is entitled to play the remaining unplayed matches. Keep in mind that this is only used on occasion, and if a player has other commitments, then replacing the player may be required. Breaking will be as score sheet indicates, winner or alternate breaks subsequent games, rack your own as stated on the scoresheet.

- **Reschedules:**

Reschedules need to be communicated to league and opponent no less than 24 hours in advance unless extenuating circumstances apply. Late reschedule requests will end in a forfeit by the offending team unless the request is cleared through administration.

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 4 weeks of team play sessions, unless extenuating circumstances apply and the league operator gives approval for the change. New Member contact information and any fees due must accompany that night's score sheet. 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**

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 of the match.

- **Breaking**

In this division players will break according to the score sheet. Rack your own, subsequent games will be winner break. Be aware that as stated in the CSI / BCAPL official rules and 8 on the Break is NOT a win, futher, 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** one that can call a time out, during your time out you may use any player within the league. You may call 1 time out per rack. Your turn at the table starts when you opponent misses, fouls, or pushes out (in 10- ball) and ALL 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. I just want to remind you to do so in a quiet and non-sharking way so that your opponent is not interfered with during your conversation. **** Change effective Fall 2018** - If any member of a players team asks the player if he or she would like a time out or makes the suggestion, the player must call a time out at that time.

- **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. 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. When an questionable shot arises on the table, please get your team captain first, and if the issue cannot be resolved between the two team captains, please contact Cindy or Kristen. Remember you can call for any player 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!!!

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

Cue ball foul is ball in hand to the opponent - Please read the foul section of the rule book for other ball fouls.

- **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, It is considered Sportsmanlike Conduct for the opposing team to allow a late player to make up a match if the late player arrives before his/her second match is to begin. The team with the late player must inform the opposing team that they may have a late player and request a delayed match to be played and both teams must agree. A team may change out a listed player that is late with another team member in order to avoid a forfeit, even after the night of play begins if the original player has not shown up. If a team changes out a player, that team can not put the original player back on the line up.

- **Slow Play**

We encourage people to have fun, play at a reasonable pace, (45 seconds per shot and enjoy league pool. Please keep in mind that we are on a limited timeframe 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**

Players who have played a minimum of 8 full regularly scheduled BCAPL team league matches in the same division during a single sanctioned session are eligible to play in the team events at the BCAPL National Championships at the Rio All-Suite Hotel & Casino.