

BCBC LEAGUE RULES

UPDATED April 1, 2024

LEAGUE RESPONSIBILITIES

1. Provide a format for league competition that is fair for all teams.
2. Provide copies of the rules and a red dot cue ball for each table used in the League . Cue ball is to be returned to the league if team drops out.
3. Schedule all matches, playoffs and tournaments for the league.
4. Maintain stats for players and teams for league operation.
5. Provide awards and prizes as per league criteria.
6. Issue rulings regarding discipline, protests and rule violations.

PLAYER RESPONSIBILITIES

1. Maintain good standing in the league by adhering to the rules.
2. Promptly pay league fees. Don't fall behind more than 2 weeks.
3. Practice good conduct at matches and league functions.
4. Keep a reasonable distance from the table when opponent is shooting.
5. Comply immediately if asked to leave an establishment.

TEAM RESPONSIBILITIES

1. Select a Captain and Co-Captain acceptable to the league.
2. Have your sponsoring establishment provide proper playing conditions.
3. When selecting members, remember you are representing your sponsor.
4. Provide at least 1 open pool table for each 2 sponsored teams.
5. Post all league schedules, standings and events.
6. Have the game tables ready on league nights.

7. Provide as a courtesy, 1 free drink for each visiting team member.
8. Play each team member at least once in the first 7 weeks of each session.

TEAM CAPTAINS

1. Must maintain a current phone number with the league.
2. Must provide an email address of Captain or another member designated to report the weekly match scores.
3. Must attend all meetings scheduled by the league.
4. Shall be responsible for player conduct and prompt payment of fees.
5. Can remove any player from the team at any time after notifying the league.
6. Shall distribute any league info to all players on the team, advise on rules.
7. Must verify players stats by contacting the league statistician.
8. Must ensure that players are at least 21 years of age. Any team caught using an underage player will lose all games the player participated in.
9. Must verify each players handicap and points scored in the match each week.
10. Must report to the league any player additions at least 2 days before they play.
11. Must report B/Rs and 8 balls on the break made by both teams in a match.
12. Must submit entry fees at the Captains meeting to facilitate scheduling.
13. Must not bring a player into the League who shoots Pro or Semi-Pro Pool.

MISCELLANEOUS

1. Team rosters can be adjusted through the first 7 weeks of each session.
Before adding players to your team during the first 7 weeks, you should notify the League (currently Beck and Ron) before Wednesday of the week you want to add them. You can also add them to the comment section at the bottom of your score sheet the week before you add the player(s).

2. Note deletions and especially additions in the message area on the score sheet.
3. Maximum of 10 players per team.
4. If a 2nd table is available, 2 matches between the teams can be held at the same time, provided both Captains agree. A player cannot coach another simultaneously shooting player.
5. A player who leaves a team – The team must leave him or her on the teams roster if they shot any matches – win or lose any matches
6. Only Captains who were in the previous session can vote at the following meeting on any changes.
7. A player who shoots in at least 3/4 of the session matches and at least 1 playoff match (if his/her team makes the playoffs) and goes undefeated (matches), will receive recognition in the form of a plaque.
8. Five matches are needed to qualify a player for the playoffs.
9. If your team has a BYE week, write in the names of 3 players to help them qualify.
10. All players must shoot at least once by the end of week 7.
11. Plaques / Trophies are awarded only to first and second place finishers.
12. Exceptions to the qualifying rule may be granted for personal reasons.
Call Ron first.
13. A player who shoots **3 or less matches** in a session will NOT have their stats carried over on the stat sheet for the next session. Those stats will be discarded.

SESSIONS

1. Each session will start the week after the Captain's meeting.
- .

LEAGUE FINANCES

1. Prior to the start of each session, each team (returning or new) shall submit an entry fee of \$60 (cash or check) to the BCBC Pool League.
2. **Teams must keep current**, no more than 2 weeks behind. Should you become 3 weeks behind, a \$20 penalty will be added and the full amount past due plus the \$20 penalty must be paid before your team shoots the next week. You must pay the 3rd week before or after the match on that Wednesday to avoid the penalty. **NO EXCEPTIONS**. It must be paid in full on the 3rd week, not just \$25 to hold you over for a week or you will be assessed the \$20 penalty. Once the penalty is added, you must pay the full amount plus the penalty which would be for 3 weeks plus the penalty by the following Monday or your team forfeits the 4th week.
3. Any team wishing to pay any or all of it's fees in advance may do so at the Captains meeting or any time during the session.
4. **IF YOUR TEAM IS ASSESSED 2 PENALTIES FOR LATE PAYMENTS DURING A SESSION, YOU WILL BE REQUIRED TO PAY HALF OF YOUR FEES FOR THE NEXT SESSION UP FRONT IN ORDER TO REMAIN IN THE LEAGUE.**
5. If a team or player withdraws without a satisfactory reason or is expelled from the league for just cause, all fees, dues and prizes are forfeited.

6. All monies owed to the league can be left with the bartender at the Conway Lounge in envelopes provided or can be mailed to:

BCBC Pool League
C/O The Conway Lounge
1016 13th Street
Conway, PA 15027

Please make any checks payable to the BCBC Pool League.

MATCHES

1. Pre-game practice begins at 6 PM for the home team.
2. Pre-game practice begins at 6:30 PM for the visiting team.
3. Official starting time for a match is 7 PM
4. Forfeit time is 7:15 PM. A team may start with 1 player present. The next player must be present by the end of the first match or the remaining matches will be forfeited.

5. THE TEAM CAUSING THE FORFEIT MUST PAY FOR THEIR PLAYERS AND THE OPPOSING TEAMS MISSED GAMES THAT NIGHT TO THAT TEAM, NOT THE LEAGUE.

Please note these payments on your score sheet.

Example 1: Team 1 has 5 players and Team 2 has 4 players.

Team 1 pays \$24, Team 2 pays \$30 and gives \$6 to the opposing team for the forfeit.

Team 1 gets 1 point for the last match.

Example 2: Both teams have 4 players. Each pays \$30

Neither team gets a point for the last match.

If a team wins a match by forfeit or bye, the Captain, of that team may select 1 of his players to gain 1 match played towards qualification for playoffs.

This does not affect the player's stats. You don't have to name the player you select until we near the Playoffs.

6. If a team forfeits because it fails to satisfy the leagues 10 point rule on their stat sheet, they cannot shoot the next week. Refer to Page 9 concerning the 10 Point Rule.

7. The winning team will have NO CHANGES made to their handicaps.

The following examples apply on any league night when a team can't make 10 with the players who are present.

Example 1: A team's handicaps are 4,2,2,1,1, but the 4 is out of town. In the first three matches, a 1, a 2, and a 1 are played totaling 4. In the fourth match they play a 2 bringing the total to 6. Since the 4 (who would have allowed them to total 10 is not available, they forfeit only the 5th match. No violation of the rule has been made.

Example 2: A team's handicaps are 3,2,2,1,1. In the first three matches, a 1,2 and 1 are played totaling 4 at that point. In the fourth match, the team puts up a 3, bringing the total to 7. Since they don't have another 3 or a 4 on their roster, the 10 point rule has been violated and the team immediately forfeits all 5 matches.

Before you put up a player for match 3, make sure the handicap total for your last 2 shooters allows you to satisfy the 10 point rule.

In the spirit of good sportsmanship, the opposing Captain can inform the Captain of the offending team of his error and allow him to call another player (if possible). It is not required.

8. Only **two 1s** are ever allowed to shoot per night. Never three 1s. Teams must still satisfy the 10 point rule.

REPORTING MATCH RESULTS

1. Match results are to be reported via email by 1 PM Thursday after the match.

You can also send a picture of the score sheet to Bob via cell phone.

Please make sure all info can be read before sending the picture.

2. If your opponent reports the results of the match and you don't, the league will accept his/her report as correct. No changes or corrections will be made after the stats are posted, including any B/Rs or 8s on the break. It is the responsibility of the Captain to report B/Rs, and 8 balls on the break.

Teams should compare score sheets for scores, B/Rs and 8 Balls on Break.

GAMEPLAY

THE LAG

1. Players will lag for break. At the same time, Example: Count to 3, players shoot a ball from behind the head string, banking it off the foot rail and back to the head of the table. Striking the side rails or pocket loses the lag. The ball closest to the head rail wins the lag. You may strike the head rail. If during the lag the balls touch each other you must lag over. All games must be played with a red dot cue ball. These include Red Dot, Red Circle or Measle balls. **NO lagging practice unless agreed upon by both players.**

THE BREAK

2. The break must be an open break. A minimum of three (3) object balls must be driven to a rail to constitute an open break. Pocketing a ball is the same as hitting a rail. If

an open break is not made, the balls shall be re-racked, and the opposing player shall break.

On the break, when the cue ball is scratched or jumped off the playing surface, a ball-in-hand penalty is enforced.

If an object ball leaves the table on break, spot the ball – no foul (except for the 8-ball, which constitutes automatic loss of game).

3. After pocketing his/her entire group of balls, the player attempts to pocket the 8 ball. The pocket must be called by the shooter.

4. The game is won when the 8 ball is pocketed in the designated pocket and the cue ball remains on the table.

5. The number of games a player must win is determined by his/her handicap.

For Example: a 1 must win 5 games

a 2 must win 4 games

a 3 must win 3 games and

a 4 must win 2 games against all but a RT3

6. **Handicaps** are based on a player's performance percentage, as follows:

$$>67\% - 73\% = 1$$

$$>55\% - 67\% = 2$$

$$>37\% - 55\% = 3$$

$$0\% - 37\% = 4$$

7. All players new to this league will play their first match as a race to 3, regardless of their opponents ranking. After their first match, a player's handicap will be determined as explained on page 6.

EXCEPTION—Nobodys' handicap will rise by more than 1 in any week.

8. If a player has established a handicap in this league and sits out for any number of sessions, upon his/her return, he/she enters with the same handicap.

9. Keep in mind that this is an amateur pool league. Entry will be refused to any person who has played as a pro or semi-pro and is recognized as such. Any team using such a player will forfeit all matches that he/she played in

Smart Phone Use: If someone has a smart phone with a camera capable of taking high speed video (slow-motion playback), you can use it to film a close shot **IF** someone has asked that the shot be watched and both shooters and both of their Captains agree to it.

TIME-OUTS

1. **Many players are taking too much time between shots. Please adhere to a 60 second shot clock, and 60 second time-outs.**

Many matches are running past Midnight to near 1 AM.

If a player is taking a lot more than this between most shots, the opposing Captain should inform the offender's Captain that his player is taking too long as a warning. If this persists, a foul can be called.

2. Those players at the 4 handicap level will get a bonus timeout per **MATCH**. This is **NOT** an additional timeout per rack.

3. If a shooter is in position to make his/her shot and a teammate asks "Do you want to talk about it?", "Do you want/need a time-out?", or anything similar, **it will be considered a time-out** and noted, because you are communicating to the player that he/she is looking at the wrong shot and influencing the decision. If the shooter has already had a legal time-out, this is a **FOUL**. Once the coach walks away from the table on a time-out, he/she **CANNOT** return to the table to coach anymore. This would be another time-out and therefore a **FOUL**.

LEGAL SHOTS

For a shot to be legal, the cue ball must strike an object ball of the correct group if the groups have been chosen, or any object ball if they have not. After that, the object ball must enter a pocket or hit a rail or the cue ball must hit a rail. You can also hit the cue ball into a rail and have it hit an object ball after which the object ball must be pocketed or hit a rail. After pocketing the ball, the player stays at the table attempting to pocket all the balls of his/her group and finally the 8 ball to win the game.

In the case of combination shots, only the ball you wish to pocket and the pocket must be called.

The 8 ball is said to be neutral when the table is still open and can be used in a combination shot.

If a player does not intend to pocket a ball, he/she can call a Safe or No Call but still must make a legal shot as described above.

Jump Shots and Masse Shots are not permitted in the league and are ball-in-hand fouls. Curve shots are allowed as long as your palm is below your armpit.

On any shot taken in this league, your **hand** on the butt of your stick must not be raised **higher than your armpit**.

If you must take a shot where the distance between the cue ball and object Ball is the thickness of a **credit card or less**, you must raise your stick at a 45 degree angle if taking the shot head on or shoot at an angle to avoid a double kiss. If the distance is more than the thickness of a credit card but less than that of a **piece of chalk**, you **must** cue below center on the cue ball. to avoid a double kiss.

THE 10 POINT RULE

At any point in a match, the handicaps of a team's players for all 5 matches must total 10 or more, regardless of which players from the team are present.

A team cannot shoot a couple of matches, then forfeit the rest if their handicaps don't add up to 10 or more.

To enable the team to play the following week, the League Operator and the Captain will meet to decide what steps can be taken to lower their handicaps so the team can satisfy the 10 Point Rule for their next match.

This league was established to allow players of all skill levels to compete fairly and have an enjoyable night out.

REMEMBER - When one of your players shoots in a RT3, his established handicap whether he/she is a 1,2,3 or 4 - it is this handicap that is counted towards the 10 POINT RULE, not a "3"!

PLAYING THE WRONG BALLS

If a player begins shooting at the wrong group of balls and strikes one, whether it is pocketed or not — **IT IS A FOUL**. Although it would be good sportsmanship to tell an opponent that he/she is about to do this, it is not required. The shooter's opponent must immediately tell the shooter of the foul after the wrong ball is shot, **NOT** after more balls are pocketed. **THAT THEN IS A FOUL**. Captains should pay attention to tell his player that he/she is shooting the wrong ball and call a timeout.

FOULS

If a player wishes, he/she can pick up the cue ball and hand it to the opponent.

Fouls can be called by any player on either team. Only the shooters must agree that a foul has occurred. Ignorance of the rules is no excuse for committing a foul or failing to acknowledge that a foul has occurred. If the shooter is not sure a foul has occurred, the team Captain must make the decision for the shooter before the game can resume. Disputes are to be settled by the team Captains. If the Captains are unable to resolve the issue, the game will continue as if no foul had occurred. Captains should watch close hits for possible fouls when asked. Before taking the cue ball in hand, a foul must be called and acknowledged by the opponent

A player can call a foul for the following reasons and a ball-in-hand penalty results:

1. Scratching the cue ball or causing the cue ball to leave the table is an automatic foul and need not be called.
2. Failure to strike an object ball of the correct group first.
3. If a shooter is in position to make his/her shot and a teammate asks them “Do you want a timeout ?” or “Do you want to talk about it ?” (or anything similar) in an effort to stop the shooter from taking the shot he/she is preparing to take, that will be considered a TIMEOUT, because you are changing the players’ mind concerning the shot he/she was going to take.
4. if a shooter already had a timeout in a game and another is called, or a coach approaches the shooter and talks to him/her - a foul can be called.
This is a sportsmanship call.
5. Failure to drive a ball into a rail or a pocket.
6. “Digging” under the cue ball with intent to make it jump.

7. If your stick or the bridge comes into contact with and moves 1 or 2 balls, it is a foul. If 3 or more balls are moved, which will change the outlook of the game, it is a GAME-ENDING FOUL.

8. If the players disagree with a shot, then it goes to the Captains. If they can't agree, the game is shot over. If one of the players refuses to shoot that game over, then he/she loses that game.

9. Touching the cue ball with your hand, your stick or a bridge.

10. A person not involved in the game interfering or coaching other than that explained in the "Coaching" section. After 1 warning for this infraction, a foul should be called.

11. Marking the table in any way as an aiming aid.

Example A: Having a coach hold a finger on a spot for aiming purposes while the player is shooting.

Example B: Using a stick in a sawing motion to mark for aiming.

Example C: Using a piece of chalk on a rail as a target.

Example D: Marking the table with a wet finger as an aiming point.

Example E: Using the cue tip to make a mark for aiming purposes.

12. Tapping your hand on the table while a ball is still rolling.

One warning by the opposing captain should be made before calling a foul.

13. The Ferule on a pool stick is considered part of the tip, so moving the cue ball on the lag, lining up a shot from a ball in hand or when setting up to break is a foul. It doesn't matter if you are attempting to move the cue ball forward, backwards or sideways, you cannot touch the cue ball with the tip or the ferule.

14. If any ball is accidentally moved during a shot and then comes in contact with any ball putting it in motion as a result of the shot—it is a ball in hand foul.

GAMBLING

1. There shall be no wagering on BCBC league matches
2. Gambling is cause for expulsion.

COACHING

1. Once during each game, a time-out may be called by the shooter or any player on his/her team.
2. Only 1 coach can join the shooter at the table – When a player calls for a time-out – that coach must come to the table right away— **NO HUDDLES – Before going to the table to coach** – Your 1 minute for time-out starts when you call for a time-out
3. The coach provides the necessary info, then moves away from the table.
4. If the coach returns to the table a 2nd time, **IT IS A FOUL.**
5. Time-Outs are limited to 60 seconds. Warning 1st, then — **IT IS A FOUL.**
6. The coach cannot position the cue ball or mark the table for the shooter.
7. The Coach can never pick up or touch the cueball. Nor can he bring his stick or use the player's stick to show how to hit the ball.

IT IS A VERBAL TIMEOUT ONLY!

8. You must be on the team roster to serve as a coach. If not, **IT IS A FOUL.**
9. A player can ask his teammates which group of balls he/she is shooting and it is not a foul. If a teammate tells a player that he/she is about to shoot an opponent's ball without the shooter asking — **IT IS A FOUL.**

CUE BALL IN HAND

1. When a player is given cue ball in hand, he/she can place it where they want by hand or by using their cue shaft. If the ferrule or tip of the cue stick touches the cue ball — **IT IS A FOUL**

CUE BALL FROZEN TO OBJECT BAL

1. If the cue ball is frozen to another ball, hitting it straight **WILL** result in a double kiss — a ball-in-hand foul.

2. You must raise your stick or shoot at an angle of at least 45 degrees to allow the cue ball to glance off of the object ball, avoiding the double-kiss. The opponent must call the balls frozen prior to the shot being taken. Raising your stick in this instance is permitted as long as your hand remains lower than your armpit.

SPLIT HIT

1. When shooting at a ball that has another ball so close to it that it will be difficult to determine which ball is hit first, it is called a “split hit”.

2. In this circumstance, the benefit of the doubt goes to the shooter.

3. See **SMARTPHONE USE** on page 7.

NO SHARKING ALLOWED

1. When your opponent is shooting at a match-ending 8 ball, **DO NOT BREAK DOWN YOUR CUE STICK** or break stick before game is over.

This is a **game-ending** foul and the shooter doesn't even have to shoot the 8 ball. Unless the stick falls and is damaged. Then he can use another.

2. After your turn is over, **do not return to the table** for any reason until it is your turn again. This includes grabbing the chalk or rack and checking

to see if a ball is frozen without notifying your opponent. This can be called as a ball-in-hand foul.

SPOTTING BALLS

1. If an object ball leaves the table, it shall be placed on the foot spot unless other balls interfere, in which case it shall be placed on the long string, behind the foot string as close as possible to the foot spot. The ball can be frozen to an object ball, but not the cue ball.
2. In the event the cue ball or an object ball stops on the edge of a pocket and then falls into the pocket because of bumping of the table, or stomping of feet, it shall be placed on the edge of the pocket as near as possible to its previous position.
3. If a ball stops by the pocket, then falls in before the next shooter, the home team Captain will replace the ball as close to the spot where it fell in. Even the cueball. But if the cueball falls in again before the next shooter comes to the table, it stays in —then it's a ball in hand foul. This is also true for any object ball or 8 ball. If the next player's stomping their feet or bumping the table, it is a foul against the player causing the ball to drop.
4. The home Captain shall replace the ball; however if it remains on the edge for 5 seconds or more and falls in again, it shall remain pocketed.
5. If the object ball drops into the pocket while the player is shooting, it is replaced and the shot is executed again, provided the player was shooting at that ball.
6. Failure to do any of the above is a ball-in-hand foul.

INDIVIDUAL SCORING AND QUALIFYING

1. Individuals receive 1 point for each match won.

2. Players handicaps are based on their performance percentages.
3. Individuals must play a minimum of 5 matches per session to qualify for the playoffs.
4. The top 16 shooters combined from the Fall and Spring sessions (as ranked by performance) will play a single elimination tournament called Top Gun at the annual summer picnic.
5. Monetary awards will be presented to the teams finishing at the top of the standings at the end of each regular session. The amount paid will depend on the number of teams participating in the session and the balance in the League treasury. The amount will be set by the League Operator.
6. A \$5 cash award will be given for each break and run and for each 8 ball on the break made during match play. Team Captains should note these on their score reports—for your team and your opponent. B/Rs and 8 balls on the break must be reported by 1 PM Thursday or you will lose it.

PLAY-OFFS

A single-elimination tournament will be held immediately after each session. We use a bracket format involving only the top 16 teams from the session. Money is awarded to the winner of the tournament. Payouts depend on the number of teams and money in the league treasury. Only 1st and 2nd will get plaques. 3rd and 4th will only receive money along with 1st and 2nd place.

GRIEVANCES

Grievances will be made to the arbitration board. Currently the board members are Barry Weirich (724 712-9187), Ray Brooks (724) and John Bolas (724 302-7316) They will make their decision and pass it on to the League Operator for final approval.

OBJECT BALL FROZEN TO RAIL

If a ball is frozen to a rail, opponent and shooter must agree.

Players must be advised at each attempt to shoot a frozen ball.

When playing such a shot, the player must:

1. Pocket the frozen ball.
2. Cause the cue ball to contact a rail after hitting the frozen ball.
3. Drive the frozen ball into another rail.
4. Cause another object ball to be pocketed or hit a rail.

SUMMER PICNIC

1. A picnic will be held after the Spring session each year for all league members free of charge with a \$10 fee for 1 guest.
2. Food and beer is free. A one-time \$5 payment gets you mixed drinks all day.
3. There will be door prizes and a 50/50 raffle.
4. A Top Gun tournament and an All-Star tournament will be held for anyone who played in the Spring session.
5. Each team picks 1 player for the All-Star tournament.
6. The Top Gun players are determined by the league based on performance.
7. If a team has only 2 players at the picnic and both are on the Top Gun list, they must both shoot in the Top Gun Tournament.
8. If you decline to shoot in the Top Gun tournament, you cannot shoot in the All-Star tournament.
9. A player cannot participate in both tournaments.
10. A pool cue will be awarded to the "Most Improved Player" as determined by the league based on performance.
11. A player who has played more than 50% of the matches over the last 3

sessions is eligible for the “Most Improved Player” award.

12. A player cannot win the “Most Improved Player” 2 years in a row.

LEAGUE BY-LAWS

The following items will necessitate a 75% Captains vote to pass:

1. Any change to the 10 point rule
2. Any change to the handicap percentage system
3. Reinstatement of a player who has been **suspended or banned** from the league for **initiating** a physical confrontation, a financial issue, or any reason the league saw fit.

LEAGUE DISCIPLINE

1. Players getting into a heated face-to-face argument get a warning.
2. Captains getting behind in dues more than twice get a warning.
3. If you have been given a warning, the next warning you get will lead to a suspension starting with the current session and continuing until the completion of the following session.
4. If you cause any damage to one of the sponsoring bars or clubs on pool night or throw or slam a stick across the pool table, you will be suspended as described in #3 of the By-Laws.
5. Warnings will remain in effect for 5 years.
6. Suspensions last for the current session and continue until the end of the following session. You will be allowed to attend the picnic should it be at the end of your total suspension.
7. **EXPULSION**: If you initiate a physical confrontation, you will be out of the league for 4 sessions after which you will need a 75% approval of the Captains to return.

**Suspensions will be non-negotiable,
so please calm down and enjoy the game .**

We must remember that we play our matches in public venues
where people other than our members are present.

Help us keep Wednesday nights fun and safe for everyone !