

LEAGUE CENTRAL - POOL RULES AND PROCEDURES

1.1 LEAGUE CENTRAL CONTACT INFO

Your League Operator - Pat Brown

Phone number - 913-208-1948

E-Mail Address - patrickbrownLC@gmail.com

League Central Website - www.leaguecentralpoolandddarts.com

2.1 ACCESSING THE LEAGUE CENTRAL WEBSITE

1. Go to **www.leaguecentralpoolandddarts.com**

2. Click on "Pool".

3. Select from various options for information on: League Team Sign-Up, Standings, Schedules, Financials, Forms, BCA Rules, Scoring App Information, League Rules and Procedures and Tournaments.

4. To view the schedule only for your league, click on the applicable schedule. For more detailed league information, click on "Schedules and Standings for All Leagues". From here you can select your league and see current rankings, player stats as well as the league schedule.

3.1 LEAGUE COSTS

League fees are \$10.00 per player per night for all sessions.

50 cents of the above fees will be accrued for the City Tournament in all sessions.

Team payments via check and VENMO are the preferred methods of payment. These payment methods eliminate discrepancies that can occur with cash.

Checks for team payments should be written to League Central. Returned checks will result in a \$25.00 charge.

VENMO user name for team payments is patrickbrownlc. No individual VENMO payments - team payments only.

League fees are also charged for any absent players in a night and for any forfeited matches. It is not mandatory that teams pay for any absent players on a given night, but it is important to understand that any unpaid fees will be withheld from prize money.

League fees are due on the night of play. League Operator may assess a penalty of \$10.00 to teams that go two or more consecutive weeks without paying. This penalty is assessed for each occurrence of late payments extending more than two weeks, i.e. three weeks of non-payment incurs a \$20.00 penalty, four weeks of non-payment incurs at \$30.00 penalty, etc., etc., etc.

4.1 SANCTION FEES

Annual sanction fees per player are \$30.00. This covers sanctioning for both BCA - \$20.00 - and sanctioning for the Midwest Association - \$10.00 - which makes players eligible for both the Midwest 8-Ball Championships and The Great Plains tournament in Lincoln, Nebraska. **NOTE: Players who are already sanctioned with BCA through another league operator will pay only the \$10.00 Midwest Association sanction fee.**

5.1 SANCTION PERIOD

The sanction fee period is January 1 - December 31 annually. Players owe the sanction fee on their first night of play in the League Central league system. IMPORTANT! A player sanction fee is always charged to - and therefore should be paid through - the team that each player first plays on! When adding a new player, make sure to ask the player if he or she is currently sanctioned with BCA through any league operator and if they are currently sanctioned with this league - League Central BCAPL #397. Make sure that the player pays the sanction fee through the team for which he first played! Note: The sanction fee includes not only sanctioning for BCA, but also eligibility for other tournament events (Section 4.1).

A new line has been added to the Player Agreement for players who have paid sanction fees through another BCA league prior to playing with League Central. In this case, player must provide the date and location where BCA fees were paid. Note: USAPL is a different sanctioning league from BCAPL. If a player plays in both, separate sanction fees are required.

6.1 CAPTAIN RESPONSIBILITIES

1. Make sure that your players know where they are playing each week. Arrange a rotation of players if your team will use more players than what is required to play in each given match (rotating 5 players in a 4-person format).
2. Have all players fill out player agreements each calendar year on first night of league play. Player Agreements are available on the backs of score sheets. The information on the Player Agreement is essential for us to stay in touch with league players throughout the year.
3. Establish match line-up and submit scores online. Paper score sheets are available at each location for your convenience, not for submitting to league operator.
4. Send all paperwork and all fees collected in one of the envelopes provided at play location. MAKE SURE TO FILL OUT ALL INFORMATION ON THE FRONT OF THE ENVELOPE SO THAT IT WILL BE CLEAR AS TO WHICH TEAM IS SUBMITTING THE ENVELOPE!!! In locations where there is no lock box provided for envelope collection, make sure to get a receipt from the person to whom you are giving the envelope. A printable receipt form is available in the "League Forms" tab on League Central's website. The person accepting the envelope should count the money before signing the receipt. ENVELOPES SHOULD ALWAYS BE LEFT WHERE YOU PLAY!!!

5. Make sure all handicaps match with opposing team captain before match begins. If there is any discrepancy on player handicaps, log out of the scoring app and log in again. If there is still a discrepancy, a paper score sheet should be submitted for the match so League Operator can resolve issue. Equally important, captains are to make sure scores match up with opposing team before submitting online.

6. Keep a record of all player fees collected. A printable form is available in the "League Forms" tab on League Central's website for tracking weekly payment from players.
7. He or she shall be present or send an acting captain to all league meetings. Any team not represented at a captain's meeting will forfeit all voting rights for that meeting. Only the team captain or acting captain shall possess motion or voting rights.
8. The captain shall instruct his or her players as to all league rules and requirements.
9. The captain shall collect all player fees and submit them to the league operator on the same day as such fees are collected.
10. Fees are due on the night of play. A drop-off point for weekly fees is established for each location. The drop-off point(s) will be relayed to all team captains at the beginning of the session.

7.1 PLAYER RESPONSIBILITIES

1. Give captain a completed player agreement including address, email and phone number. Emails and text messages are used to send important league information. Addresses are sent to sanctioning organizations and are also used for player identification. If players are sanctioned with another league, provide that information at bottom of player agreement.
2. Pay captain for league fees and sanction dues as they are due.

8.1 SCHEDULING / RESCHEDULING

1. Schedules are posted online at www.leaguecentralpoolanddarts.com at the beginning of each league session (see 2.1 above).
2. All rescheduling of matches must be by mutual consent of both team captains via text or email. When requesting to reschedule a match, ample time must be allowed in order that the captain of the team being asked to reschedule has ample time to notify his or her players. Requests to reschedule must be made no less than 2 hours before the designated match time. Reschedule requests with less than 2 hours notice may be a forfeit to team making request at opposing team captain's option.
3. It is the responsibility of the captain requesting a rescheduled match to reach out to the opposing team captain to reschedule. If the captain requesting the rescheduled match does not initiate rescheduling, the missed match will be a forfeit to the team.
4. Any captain that consents in writing to reschedule a match, and later refuses to do so, will be given a forfeit of match by league operator.
5. Prior to the last 3 weeks of league play, any match that is rescheduled must be made up prior to 1 week before the session's end. **Teams who initiate the rescheduling of a match during the last 3 weeks may have no more than one rescheduled match pending at any one time.** In the final 2 weeks, rescheduled matches must be made up within 4 days of the originally scheduled match date. Exceptions: Double header with same team on last week of play, matches rescheduled due to league affiliated event play, i.e., Las Vegas tournament or Midwest tournament. In such cases, the team playing in such event must notify the opponent as to such an occurrence.
6. Under extenuating circumstances (weather, etc.), the league operator may schedule make-up matches. The schedule may be revised or make-ups may be added on at the end of the session.
7. In the event of a postponement, the league operator will call off league play no later than 2 hours prior to match time on the day of the scheduled match.
8. The league operator may select an alternate site to play any or all postponed matches if he deems it necessary.

9.1 SCORING

1. League scoring is done through the "BCAPL Scoring App". The BCA Pool League Scoring App is free to players who are on an active BCA pool league. Step-by-step instructions on how to download and use the app are available on League Central's website in the "Pool" tab and also at <https://www.playcspool.com/csinews/bca-pool-league-scoring-app>. Once you have the app, you will be able to see upcoming match dates for your team(s) and do online scoring.
2. The "FargoRate Player App" is also used in our league. Step-by-step instructions for installing and using the app are included in the link above. It is important to follow the instructions in the order they are listed for best results. Technical support is available by emailing support@fargorate.com. A premium subscription is not needed to access all features, so ignore these prompts.

10.1 ADDING A PLAYER TO YOUR TEAM

It is best to contact the league operator at least 24 hours prior to league play, if you need to add a player to your team. If you are confident the player is in the FargoRate or BCA database, new players can be added in the app by selecting the "Add Player" button in the scoring app and then searching for the player you want to add. If you are caught in a situation where you have a new player and have not notified the league operator ahead of time, you will need to select another player from your team that is NOT PLAYING THAT NIGHT and use that name in the scoring app in place of the new player. You must then notify the league operator immediately with the new player information so they can be added to the team. The new player must also complete a Player Agreement (found on the back of the score sheets) and pay sanction fees as applicable (see Section 4.1 above). Once added to the team, the league operator will update the match details with the correct player.

11.1 MATCH SCORE SUBMISSION

It is recommended that both teams keep track of match scores, either on paper or online. At least one team must submit match scores online. If both teams are submitting online scoring, please check handicaps and scores carefully to ensure they are the same before submitting. See Section 6.1(5) above.

12.1 LEAGUE GUIDELINES

REGULATIONS AND RIGHTS

1. Upon acceptance of league fees, locations, teams, and individuals shall be entitled to the rights of, and be subject to, league rules and regulations as established by the league.
2. To assure good sportsmanship, a team or individual may be expelled for unbecoming conduct, poor sportsmanship, or any other good reason considered detrimental to the league by the league operator or location.
3. Any parties so expelled may request a hearing from the league. The findings of the league operator shall be recognized as final.
4. Locations are responsible for organizing the teams.
5. The location shall make available the table(s) to be used for league matches at the designated match time and shall retain the right to remove players (whether from his or her own location's team or the opponent's location's team). **The location also has the right to designate which table(s) will be used for matches.**

6. If any player has played for a team in the current session, he or she must obtain an acknowledgement and majority approval from team captains in current session prior to joining any other team in the same league, subject to approval of league operator.

7. Players are allowed to be members of more than one team as long as they are in different divisions (i.e. Tuesday Sharks and Thursday Sharks), **but may never play for more than one team per night**. Scores for players who play with a second team in the same league will be disallowed.

8. If any team is dissolved during the season, it's players may join other teams in the league, unless the dissolution of the team is due to unsportsmanlike conduct, non-payment of fees, or other unacceptable conduct as ruled by the league operator.

9. All players must be of legal drinking age to play in the licensed establishment where the match is played. (Exception: Junior leagues and In-House leagues.)

10. Any legally ball pocketed that comes back on to the table shall stay down as long as there is a player from each team that witnesses it. If any ball or balls get disturbed from the ball coming back onto the table after being pocketed, the disturbed balls will be repositioned as close as possible to their original position by the opponent.

11. If a player pockets their own ball on an intentional foul, that ball does not count towards the score and pocketed ball gets spotted. If an opponent's ball is pocketed as a result of an intentional foul, it will stay down.

12. Any ball that goes off the table will be respotted.

13. Unless otherwise stated in these Pool Rules and Procedures, Official Rules of CueSports International (CSI) will apply to league play. These rules are available on League Central's website.

13.1 LEAGUE CHAMPIONS

1. The team having the highest percentage of rounds won will be league champion.

2. In the event that two or more teams tie for the highest percentage of rounds won, the team winning the highest number of actual games will be the league champion. In the event the teams also tie for the most games won, total points without handicap will determine the champion.

3. If rounds won percentage, most games won, and total points without handicap are tied between multiple teams at the end of a session, the prize money due to the teams who are tied will be split evenly between them.

14.1 TEAM MATCHES

1. Each team match consists of either 16, 20, or 25 games. The home team shall maintain the original line-up position (home player 1 plays first game of every round; home player 2 plays 2nd game of every round; etc.) and the visiting team shall rotate. Players may be listed in any order on the score sheet.

2. Each team will have a captain or acting captain present at each match played. The captains or acting captains will submit scores online at the end of a match. See Section 6.1(5).
3. The captains from each team will try to settle any disputes that may arise during the match. All disputes that cannot be resolved by the two team captains at the match will be turned over to the league operator, who will then make a judgement.
4. The team captains, within a match, may select a player to watch shots in potential foul situations. The player selected will then become the referee, and his ruling will be considered final. **Such player shall be either a member of the shooter's team or, preferably, a knowledgeable person who is not involved in the match.**
5. The grace period to start a match is 15 minutes. Teams must have at least three players present to start a match 15 minutes after it's scheduled start time, unless both captains agree to start the match earlier. Once a match has begun, all players have 5 minutes to start any individual game from the time that the preceding game finishes. Failure to start a game in 5 minutes or less will result in that game being forfeited.
6. Whenever matches have not progressed into the 4th round by 10:00 PM, match play should immediately begin using two tables (if available).
7. How to handle a situation when a team is missing a player:
IN 16 AND 25 GAME FORMATS, THE PICK OF THE PLAYER TO PLAY IN THE SPOT OF THE ABSENT IS ALWAYS IN THE LAST ROUND! THE ABSENT PLAYER CAN BE PUT IN ANY POSITION. IN 20-GAME FORMAT, THE PICKS OCCUR IN THE LAST 2 ROUNDS - YOU CAN PICK DIFFERENT PLAYERS IN EACH ROUND. When a team is missing a player, the top player listed on the score sheet will play in the absent position in the first round, the second player listed will play in the absent position in the second round, etc. Continue with this until all but the last round, skipping the absent position in the rotation of players. In the final round, the opponent will choose which of the available players will play in the absent position. This will apply for both the home and visitor teams.

15.1 THE TEAM

1. In 5-person leagues, teams who are 2 players short for the match will forfeit one of the absent position games in each round by a score of 10-0.
2. In 4-player leagues, teams having only 2 players will forfeit the match.
3. If a player has to leave before finishing all of his games, the opposing team will choose which player will complete the remaining games.
4. If, as a result of a player leaving, a team's remaining amount of players becomes 3 players in a 5-person league or 2 players in a 4-person league, the resulting absent spot will be figured as a 10-0 forfeit score.
5. Players arriving before the start of the 3rd round will be allowed to make up any games missed. Players arriving after the start of the 3rd round will be ineligible for that night's play.
6. Players who need to make up games due to being late, will forfeit all of their breaks for those games, if opposing team so chooses.
7. Until the last 3 weeks of the session, there is no minimum number of roster players who have to be present when playing a match.
8. In the last 3 weeks of the session, 3 players already listed on the team roster must be present.

9. It is up to each team's discretion as to whether substitutes pay league fees when they play. It is suggested that whoever pays league fees also share in any prize money at the end of the session.

10. New players may not be added to teams in the last 3 weeks of play.

11. Only players who have played at least 3 matches with a team in the current session can play in the last 2 weeks of the session. Failure to follow either of these rules (10 or 11) is grounds for protest by any other team in the league. If filing a protest, make sure to follow the protest procedure per Section 18.1 herein.

12. (THIS APPLIES TO NATIONAL AND REGIONAL TOURNAMENTS.)

Teams may play with more than the amount of players shown on the score sheet.

If a team has more than the amount shown, they can choose to "sub in" one player for another in a round(s). Note: When using more than the amount of players on the score sheet, no player can play more than once in any round. No two players may play against each other more than once in a match (Exception: When a team is short a player for the match or in the 20-game format). Substituting team must notify their opponent of such a substitution - stating who will be playing for whom - prior to the start of the round in which the substitution will be made.

Once a player has played, he must keep the same position in the line up unless he is removed for a round and then reinserted in a later round.

16.1 MATCH LINE-UPS

In leagues using the 5-payer format, the visiting team shall submit their line-up to the home team.

The home team does not have to write their line-up until after viewing the visitor's line-up.

In all other formats, both team captains write their line-ups in any order, and then exchange them.

17.1 COACHING

1. A short **2 minute coach** is allowed in all leagues except. Time allowed begins at the end of the previous shot. **Exceeding the 2 minutes allowed will result in a foul and ball in hand for the opposing player. The opposing team may put a player on the shot clock but must give notice before of doing so. This rule is for habitual abuse only.**

2. Coaching can be verbal only and may not involve the use of a cue.

3. Only one coach is allowed per each opposing player in a game.

4. Only the player playing the game may request the coach.

5. Any other person that coaches without a request from the shooter is a foul and ball in hand for opposing player.

6. Only one player of a team is allowed to coach in a game, but a different player of the team may be selected to coach for each game.

7. The coaching player must be one who has played games on the team in the current session, but does not have to be playing in the night's match.

18.1 PROTEST PROCEDURE

Protests may be filed using the following procedure:

All protests must be submitted in writing within 48 hours of the match. The written protest must detail the specific rule violation that occurred. A \$25 deposit must accompany the protest. If the protest is upheld, the deposit will be returned.

19.1 PRIZE FUNDS

PRIZE FUND - TUESDAY SHOOTERS IN-HOUSE; WEDNESDAY SHARKS IN-HOUSE

In cash leagues, all teams receive prize money.

50 cents per player is accrued to fund the annual city tournament.

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In cash leagues, all teams receive prize money.

50 cents per player is accrued to fund the annual city tournament.

\$1.00 per player is accrued to a prize fund which is set aside to pay additional money to teams who finish high in league standings. (See below.)

In leagues consisting of:

6 or fewer teams - 60% to first place team and 40% to second;

7 - 9 teams - 50% to first, 30 % to second, and 20% to third;

10 - 13 teams - 40% to first, 30% to second, 20% to third, and 10% to fourth;

14 - 19 teams - 30% to first, 24% to second, 19% to third, 14% to fourth, 9% to fifth, and 4% to sixth.

If multiple teams tie in standings for a position that qualifies to receive a portion of the \$1.00 per player fund, those teams will split the amounts designated for those positions.

Any team forfeiting in either of the last 2 weeks of play will forfeit all of their prize money if the forfeited match affects league standings for teams receiving a portion of the \$1.00 player fund. In this event, any prize money that would have been awarded to forfeiting team will be split equally between the teams affected by the forfeit.

20.1 LEAGUE CENTRAL ANNUAL CITY TEAM TOURNAMENT

All teams who play in any League Central BCA league which has 50 cents per player per night accrued to help fund the annual city tournament are eligible to play.

A \$60 per team sign-up fee will be assessed at the time that teams sign up to participate. The \$60 will be refunded to the team as long as that team does not forfeit any match in the tournament.

Tournament Site: Sharks 10320 Shawnee Mission Parkway Shawnee, KS 913-268-4006

Tournament occurs in February each year.