

BILLIARDS CLUB LEAGUE RULES (BCLR)

Amended Nov 1, 2022

1. General Rules:

- A. Cue Sports International (BCAPL and USAPL) will be used as a guideline (see 13.3 of CCP&P). Exceptions/changes/additions to these rules are found under 7&8 of these Billiard Club League Rules(BCLR). **IT IS THE PLAYERS RESPONSIBILITY TO READ BOTH THE CSI AND THESE LEAGUE RULES.** If there is any confusion/questions, please ask. Players are required to wear their billiards club name tag. If you do not have a name tag with you there are paper name tags for your convenience at the door.
- B. SCG Player Rating (GPR) is from history of league play and will follow them in league participation. Records are kept current, up to the past 4 years and will be reviewed for their rating. If you are a “Brand New Player”, your rating will be established by their peers or by their play during the year.
- C. Players must notify their team captain of any week(s) they will be absent. Do this as soon as possible. Team captain must then share this with a league operator.
- D. Sun City Grand Billiards Club has the right to modify any Cue Sports rule if it is in the best interest of our club.

2. Signing Up for League:

- A. Sign up notice will be sent out to membership, along with a copy of these League Rules. Signup sheet(s) will be in the billiard room. You can sign up yourself and one other player if they cannot meet the signup deadline. Also, email sign up is available with information provided with the sign up notice. This must be done within five days of original posting of sign-up sheet.
- B. Club members who sign up for a league must be available to play by week two of a 9 week (or less) and must be available to play by week four of a 10 week or longer league. If they cannot then they should sign up as sub.
- C. Club members may sign up as regular players or substitutes in multiple leagues. However, to make it possible for the maximum number of members to participate in leagues a member may have to become a substitute in a league. League members will be eligible for teams by first to sign up or by a draft of players. Which method will be announced in the sign up notice.
- D. In regard to the Tuesday and Wednesday 8 ball leagues, if you sign up for both and both have the maximum number of players, you must pick one so another player will be eligible for one of the leagues. You may sub in the other league.

3. Team Selection:

- A. The selection of league teams will be as follows with agreement of the team captains:
 - 1. Draft system where the captains or their proxy chose team players.
 - 2. If another system is used it is the decision of the captains, not the league operators.
- B. Scotch Doubles only:
 - 1. Players may signup as teams.
 - 2. Individuals may sign up and will be matched with other individuals by league operator. If there is an odd number of individuals, the last to signup will be placed on the substitute list.
- C. Leagues will have a maximum of 32 regular players and any number of substitutes.

4. Substitute:

- A. When a substitute is necessary, the substitute will be selected by a league operator who will try their best to match a missing player with one of similar skill level regardless of how many times they have subbed. At no time can a regular team member sub for another team in the same league.
- B. League operators will do their best to have all substitutes participate.
- C. Substitute player will have 24 hours to respond to a request, if not the next player will be contacted.
 - 1. If a substitute does not respond to a Text/Email/Phone, after three occurrences they are removed from the list. It is the substitute's responsibility to notify the league operator of any week(s) they will not be available.
- D. During the season a team must have at least one regular player. A player should not miss more than 5 weeks of play during the league season.

5. Relinquish Play:

- A. Billiards Club requires commitment to the league upon signing up. We encourage players to sign up as substitutes if they can't make this commitment.
- B. If a player must be replaced, a new player will be selected by a league operator with captain's approval. League Operator will try to be as close as possible to the replaced player's skill level. Then the replacement is reviewed by the League Captains for approval.
- C. If a player misses too many weeks they should be encouraged to transfer to the sub list and be replaced as above.

6. Absent, Forfeits & Missing Players:

- A. If a player is late for the first one or two rounds, he is skipped. If he has not shown up by the third round, the Absent Player Rule will be used. Should the player show up after the Missing Player Rule has been initiated, he can play in the remaining round(s) only.
- B. If there is a missing player with no sub.(8 Ball Leagues)
 - 1. Multiply the Player's Handicap by 65% and rounded to the nearest whole number. This new number will be the Score of the Missing Player for each Round of the Match.
 - 2. If there is a large difference in the replacing players handicap a minor adjustment could be made to the team handicap by league operator.

7. SCG Rules Players Leagues:

- A. Team captains or any players **will not** be able to coach, call fouls or infractions of any kind, it will be the player's responsibility to be aware of fouls during their match. We like to see good sportsmanship, the player committing the foul should tell his opponent that he has ball-in-hand. If he fails to do so, it is still the opponent player's responsibility to be watchful during their match. If required final decision is by league official (See CSI RULES 1.41 page 37).
- C. Should a disagreement over a shot, rule, etc. happen, hopefully the players can work out a solution. This is a fun league; let us keep it that way. If all efforts to solve a disagreement between the players cannot be resolved, a league operator can only clarify a rule. If it is a question of an illegal hit, a double hit or a ball reaching a rail the game may be played over if an agreement cannot be reached. (It is best to have a neutral party watch a shot before it is executed).
- D. If there is a tie each team receives ½ a round or ½ a win. At the end of the session if there is a tie the prize money is spilt.

8. SCG Rules Scotch Doubles Leagues:

In addition to the rules stated in 7 the following rules apply.

- A. Players may sign up as teams.
- B. Open communication/coaching is permitted between teammates during their turn at the table and can be initiated by either player. Players can communicate during the exchange of players at a table, but players must return to their seats after making a shot. And the non-shooting player must remain in or at their chair and may not approach the table.
- C. Communication/coaching cannot result in slower than normal play. Try to follow the 45 second rule or a warning of slow play may result.
- D. The non-shooting player can only offer verbal advice and cannot touch the table with their cue, their hand, etc. in an attempt to provide information for the upcoming shot.
- E. If a team has a missing player the opposing team will have Ball-In-Hand each time their turn starts at the table for all games in match. Exemption to this is if the winning ball is the only ball left on the table (ex. 8, 9 or 10 ball). If the player shows up, they will have to sit out current game. Following games are played as normal.

9. Ball Count Handicap Scoring Format 8 Ball:

- A. Game will be scored to a total of 15 points, 8 points for a win, plus opponent's balls that are left on the table and the opponent will score his pocketed balls.
 - 1. A usual win is pocketing your 7 balls plus pocketing the 8 ball this equals the score of 8. Your opponent gets credited for each ball they have pocketed.
 - 2. Players of each game are responsible for their own scores of each game. It is the captains and players choice to add up totals. The totals will be checked by the "league operator".

THIS IS A COMPETITIVE LEAGUE BUT EVERYONE SHOULD SHOW SPORTSMANSHIP AND HAVE FUN.

**League Director
Billiard Club**

LEAGUE SIGN UP SHEETS FORMAT

- 1 All fall or summer leagues shall be posted at the same time
- 2 No changes to the league once it has been posted
- 3 Each league signup sheet shall be of a different color.(subs to match)
- 4 With each signup sheet the league format must include the following!

The day of play and the start time

Who the league operators are

The type of game or games to be played

Stated as a handicap league or no handicap league

Number of games to be played each day

Number of players for each team

Number teams

Start and end date

Number of weeks to be played (as in how many times you play each team)

How the captains will be picked

Is there a prize fee? If so, how much is the fee?

The number of teams and players is based on how many sign up to play full time. The league operators have the authority to adjust as necessary.