

BILLIARDS CLUB LEAGUE RULES (BCLR)

Amended May 1, 2025

1. General Rules:

- A. Cue Sports International (BCAPL and USAPL) rules will be used as a guideline (see 13.3 of Charter Club Policies & Procedures).
- B. IT IS THE PLAYER'S RESPONSIBILITY TO READ BOTH THE CSI AND THESE LEAGUE RULES.**
- C. The Grand Billiards Club has the right to modify any Cue Sports rule if it is in the best interest of our club. Exceptions/changes/additions to these rules are found under 8 & 9 of these Billiard Club League Rules (BCLR). If there are any confusion/questions, please ask.
- D. Players are required to wear their billiards club name tag. If a player does not have a name tag with them there are paper name tags for their convenience at the door.
- E. Grand Player Rating (GPR) is from history of league play and will follow them in league participation. During each league play GPR ratings are updated weekly. At the end of each league, final ratings are recorded and kept current, up to the past 4 years, and will be used for their starting rating at the next league played. New Player's rating will be established by their first night's play.
- D. All 8 Ball handicap leagues will be scored on the 15-point system. (see scoring section 4)
- E. 9 Ball leagues will use a three-point system with one point for the 3, 6, and 9 ball.

2. Signing Up for League:

- A. Sign-up notices will be emailed to membership, along with a copy of these League Rules. Signup sheet(s) will be posted in the billiard room and must clearly state the format of the league. Players can sign up themselves 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. Sign-ups will end 7 days prior to the start of the league.
- B. Club members who anticipate missing three or more weeks should sign up as a substitute.
- 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.
- D. Regarding the Tuesday and Wednesday 8 ball leagues, if a player signs up for both and both have the maximum number of players, the player must pick one so another player will be eligible for one of the leagues. Players may substitute in the other league.

3. Team Selection:

- A. Leagues will have a maximum of 32 regular players and any number of substitutes.
- B. If the league has 8 teams, then the top 8 players by GPR will be placed one on each team. These players normally will be the captains of the team. Same for 6 and 4 team leagues.
- C. The selection of league teams will be a draft system where the captains or their proxy choose team players. Players not selected will be placed on the league substitute list.
- D. Scotch Doubles only:
 - 1. Players may sign up 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.

4. Club Rules Scoring:

- A. 8 Ball handicap leagues will be scored to a total of 15 points, 8 points for a win, plus the opponent's balls that are left on the table. The opponent score will be all their balls pocketed.
- B. 9 Ball players will receive one point for 3, 6, and 9 balls. In the GPR ratings they are considered to have won the game if they score 2 or more points per game.
- C. Non-handicap leagues are strictly a win/loss count.
- D. If there is a missing player with no substitute see section 7.

5. Substitutions:

- A. When a substitute is necessary the player who will be missing selects a substitute. Team captains can assist in finding a substitute. At no time can a regular team member substitute for another team in the same league.
- B. League Operators will do their best to have all substitutes participate.
- C. During the season a team must have at least one regular player each match.

6. Relinquish Play:

- A. The 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 the league operator with captain's approval. League operators 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 substitute list and be replaced as above.

7. Absent, Forfeits & Missing Players:

- A. If a player is late for the first one or two rounds, he is played around. If he has not shown up by the third round, the Absent Player Rule will be used. Should the player show up after the Absent Player Rule has been initiated, they can play in the remaining round(s) only.
- B. Absent Player Rule.
 - 1. In the 8 Ball handicap leagues all missed games will be entered as 5 points to missing player and 10 points for the opponent.
 - 2. In the 9 Ball leagues, the missing player will receive 1 point and the opponent 2 points.

8. Club Rules 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 operator (See CSI RULES 1.41 page 37).
- B. Should a disagreement over a shot, rule, etc. happen, hopefully the players can work out a solution. These are fun leagues; let's 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).

9. Club Rules Scotch Doubles Leagues:

In addition to the rules stated in section 8 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. Exception 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 the current game. The following games are played as normal.

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

**League Director
Billiard Club**