



Match Play Rules

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1. Starting the Match

The match begins with a coin toss between the team captains. The winner of the toss may either choose a member of their team to play the first set or require the opposing team to choose their player first. Once the first player is chosen, the opposing team will then choose any member of their team to be the opponent. The order of choice will alternate for each set, so that one team must choose first for the first, third, and fifth sets of the match and the other team will choose first in the second and fourth sets.

The first team to choose a player for any set may change the player until the second team player is chosen and the first team informed. Neither team may make a change after the second player has been chosen and the first team informed.

2. Order of Break

After players have been chosen for a set, the players will lag for the opening break. BCAPL Rule 1.12 applies. The winner of each game will break subsequent games of the set.

3. Choice of Table

At locations with more than one pool table, the home team has the right to choice of table. Whenever possible, poorly maintained equipment should be avoided. See BCAPL Rule 1.2 and Applied Ruling 1.2 for further guidance. League management may implement local regulations regarding table sizes.

4. Two Table Play

Matches may be played on more than one table if both teams agree. If the teams do not agree to play on multiple tables, the following rules apply:

- a. At the beginning of a match, either team may require that play proceed on only one table for a minimum of one hour. No reason is necessary or required. The opposing team must comply. The decision to play on one table must be made before play starts. If a match begins with play on multiple tables, single-table play may not be implemented after the start of the match.
- b. If single-table play is implemented, one hour or later after the scheduled (not actual) start time of the match, either team may require that play proceed on two tables if a second table is available. No reason is necessary or required. The opposing team must comply.

There is no requirement to wait until the end of a game or set to require a change to multiple tables. If a team properly requires play on two tables, the teams must make their player selections immediately. Consideration for late players is not required; normal forfeit rules apply (see USAPL Rule 15).

5. One-on-One Score Sheet Instructions

Terms and entries

Team:	List team name and/or number here.
Rating:	The player's individual rating that is listed on the bottom of the "Team Totals" score sheet. If a non-rated player is playing, the notation "NR" should be made near the rating entry box (to avoid confusion with a player who is actually rated at 50).
Visiting Player:	Name of the player on the visiting team who will be playing the set.
Home Player:	Name of the player on the home team who will be playing the set.
Game Number:	The sequential number of each individual game in the set.
Game Score:	The number of points scored in each individual game.

Additional Options:

RO: Run Out. Entered for winning a game with a break and run.

The opposing player never comes to the table.

TR: Table Run. Entered for the non-breaking player running the table on their first turn.

WZ: Win Zip. Winning player wins on their second turn or later and holds the losing player to zero points.

Total Score: The cumulative (running) total of points scored for the entire set.

Missed Shots: Number of times a player misses in that single game (see USAPL Rule 6).

Totals: The total score and total missed shots for the entire set are entered in the boxes on the far right side of the score sheet.

Scoring

In each set, the players race to their rating. Players score one point for each ball pocketed of their group. An additional seven points is scored for legally pocketing the 8-ball or winning the game in any other fashion. The winner's score will always be fourteen.

Pocketing the 8-ball out of turn is loss of game (except on the break). The winner of the game scores fourteen points, and the person who pocketed the 8-ball out of turn will score one point for each ball in their group that was pocketed. If the 8-ball is pocketed out of turn before groups have been established, the winner of the game will choose one group and their opponent is assigned the other group. Scores will then be calculated accordingly.

Each game is numbered across the top of the score sheet. There is a row for "Game Score" and a separate row for "Total Score". The game score will reflect the score for each individual game, while the total score will be the cumulative (running) total for the entire set. If the winning player earns an RO, TR or WZ, enter those symbols in the appropriate Game Score box and count them as fourteen when totaling the Game Scores.

At the end of a game, if only one of the players has met or exceeded their own rating total, they have won the set. If a player reaches their rating before the end of a game, the game must still be completed, since additional points may be scored based on margin of victory. If both players have met or exceeded their own rating total, the winner of the last game is the winner of the set, regardless of how far each player has exceeded their own rating total.

Scorekeeping Responsibility

Good scorekeeping is essential for the league to be able to provide a high-quality system and accurate ratings. Following are a listing of regulations and suggestions for scorekeeping:

- a. Any person may keep score; they do not have to be a member of the team. However, team captains are encouraged to have their players share scorekeeping responsibilities, since it will help members to learn league rules and strategies.
- b. Each team must score each set. If a match is played on two tables, each team is required to score both tables. This is essential for protection against errors or abuse. Independent data is essential for proper handicapping. Scorekeepers must pay close attention to the game in progress and make judgments on missed shots as they occur. Simply copying the opponent's sheet is not acceptable, since it defeats the integrity of the handicapping process.
- c. Check with the other team frequently to avoid conflicts and errors, but do not allow another team pressure you into changing any missed shot scoring you feel is correct. If there are mathematical errors other than missed shots and two score sheets differ, league management will resolve the dispute.
- d. Be sure to list complete player information in each set. Include the player's team number, player rating, points scored and missed shots in each game, total points scored for each set, and total missed

shots for each set. The data will be transferred to the “Team Totals” score sheet to determine the final score of the match.

- e. Captains or authorized persons must sign both score sheets at the end of the match to signify that they are accepting the results. Both score sheets must be signed even if there are discrepancies between them. League management and the USAPL National Office will take the necessary steps to make sure the discrepancy is resolved.

6. Missed Shots

There is a score sheet column to record “Missed Shots”. This statistic is an important part of the rating formula and must be given proper consideration. Although each team’s score sheet should normally be similar with regard to scoring missed shots, we realize that there will be many judgments made in every match, and some team captains’ opinions may vary. Remember that missed shot statistics are only relevant to player ratings, and do not affect the outcome of the immediate match. League management expects that different teams’ score sheets will have some differences, and has safeguards in the system to prevent inappropriate discrepancies from affecting a players rating.

The first shot of the game (The break) is a free shot and there will be no “missed shot” for failure to pocket a ball or scratch on the break.

Following the break, use the following guidelines to determine whether to score a missed shot:

- a. A "Missed Shot" occurs when a player has a “reasonable shot” at a ball of their group or the eight ball, attempts to play the shot, and misses the shot.
- b. A “reasonable” shot is one that the player has a realistic chance to make. It is a subjective decision, and must be determined by a considering both the difficulty of the shot and the skill level of the player. It could range anywhere from an easy straight-in shot to a very difficult sharp cut. A known skill level of a player may be the deciding factor, and in some cases a jump, kick or bank shot may be judged a reasonable shot.

Example: A player's only object ball left is sitting on the lip of a pocket, but is blocked slightly by a fraction of an opponent's ball. The shot may not be judged reasonable for a beginning to average player. However, it may easily be judged a reasonable shot for a highly rated player who is known to be skilled in jump shots. This is only an example. The possibilities are endless, and judgment must be applied to each occurrence.

- c. Simply having a clear path to a legal object ball may not be sufficient to create a reasonable shot. There must still be an available pocket into which the ball can be made. Depending on the skill level of the player and the position of the table, it is possible to have fifteen balls spread around the table but still not have a reasonable shot.
- d. Anytime you scratch (except on the break) it is considered a missed shot, even if you made the shot that you called. It is still an error made by the player, and consequently should be scored a missed shot.
- e. The following instances are not to be scored as missed shots:
 - 1) no reasonable shot is available;
 - 2) Any declared safety, regardless of whether a ball is pocketed;
 - 3) any shot intentionally and clearly played for defensive purposes (simple defensive shots not declared as safeties, blocking a pocket with own ball, intentionally playing own ball into opponents ball to pocket it, etc.);
 - 4) any miss when a player was forced to attempt a kick shot, jump shot, or masse shot, and did not have a reasonable chance to pocket a ball based on their skill level.

When a reasonable shot is missed, it is marked in the “Missed Shots” column of the score sheet using standard tally marks (||||). Be sure to leave adequate space between sets of tally marks so there are no scoring errors caused by

their running together.

If a scorekeeper is in doubt as to whether to mark a missed shot, they should check with their team's captain or their designated assistant.

7. Team Totals Score Sheet Instructions

The information from each one-on-one set will be transferred to the Team Totals sheet to calculate the winning team of the match. The information includes player names, team numbers, ratings, and final set scores. The left (shaded) side of the sheet will be used by the visiting team, and the right side will be the home team.

At the end of the match, both team captains are required to sign the score sheets and ensure the score sheets and league fees are delivered to the prescribed drop off point provided by league management.

Terms and entries

Rating:	Individual rating number of each player in that set.
Score:	Actual number of points scored in the set.
Margin:	The amount the losing player is held under their rating, if any. (The losing player's rating minus their score.) Do not enter if the Margin is zero or less (see "Margin of Victory" explanation below).
Add-on:	Margin multiplied by three. If both players meet or exceed their rating, there are no Add-on points (see "Margin of Victory" explanation below).
Win Bonus:	The winner of each set receives 100 "Win Bonus" points.
Total:	Add together Score, Add-on points, and Win Bonus to determine the total score.
Total Team Rating:	Add the 5 individual player's ratings together to get the total team rating.

The following Team Rating Limits are used to calculate the items that follow:

	Open Division	300 Team Rating Limit
	Advanced Division	400 Team Rating Limit
	Masters Division	500 Team Rating Limit
Under Rating Limit:	If a team is under the Total Team Rating limit, they receive one point for each point that they are under the limit.	
Over Rating Limit:	If a team is over the Total Team Rating limit, they are penalized five points for every point that they are over the limit.	
Bonus/Penalty Points:	Points calculated based on team's over/under the team rating limit.	
Total Set Points:	Add total scores of all 5 sets.	
Team Point Total:	Total Set Points +/- Bonus/Penalty Points = Team Point Total.	

Sample Margin of Victory calculation

Tom and Cindy are both rated 50. Cindy wins the set by a score of 52-45. Since Tom's score was 45, which is five points under his rating, Cindy's Margin of Victory is five. Cindy B would have five entered in the "Margin" column on the score sheet, and then multiplied by three, for a total of fifteen Add-on points ($5 \times 3 = 15$).

For guidance for scoring forfeited sets, see USAPL Rule 15.



Advanced Division - 5 Player Team

Messages to League Office:

Date: _____

Division: _____

Player Name	Rating	Score	Margin	Add on	Win Bonus	Total
David Miller	Set 1	102	95	x 3 =		95
John Downey	Set 2	81	87	1	x 3 = 3	100
	Sub Total	183				285
James Downey	Set 3	50	52	x 3 =		52
	Sub Total	233				337
Paul Tatum	Set 4	67	80	5	x 3 = 15	100
	Sub Total	300				532
John Doe	Set 5	46	47	19	x 3 = 57	100
	Total	346				736
	Rating Limit	400			+/- Bonus/Penalty Points	54
	Bonus / Penalty Pts.					
Amount UNDER Limit	54	X 1 =	+ 54			
OR						
Amount OVER Limit		X 5 =	-			
	TEAM POINT TOTAL					790

Player Name	Rating	Score	Margin	Add on	Win Bonus	Total
Michael Baker	Set 1	72	72	7	x 3 = 21	100
David Lee	Set 2	53	52		x 3 =	52
	Sub Total	125				245
Al Moore	Set 3	91	99	0	x 3 = 0	100
	Sub Total	216				444
Tom Smith	Set 4	59	54		x 3 =	54
	Sub Total	275				498
Mark Jones	Set 5	64	45		x 3 =	45
	Total	339				543
	Rating Limit	400			+/- Bonus/Penalty Points	61
	Bonus / Penalty Pts.					
Amount UNDER Limit	61	X 1 =	+ 61			
OR						
Amount OVER Limit		X 5 =	-			
	TEAM POINT TOTAL					604

SAMPLE TEAM TOTAL SCORE SHEET

8. BCAPL Rules

Unless clearly contradicted or amended in these regulations, The Official Rules of the BCA Pool League will govern play.

9. Player Ratings

Player ratings are determined by a proprietary formula. The formula tracks several factors of each player's record of performance within the league. To prevent any possibility of manipulation of ratings by players, the formula is not, and will not, be published.

- Range and Limits.** Ratings range from a minimum of 40 to a maximum of 125. A player's rating number is the number of points they race to in a set.
- Changes in Rating.** The rating formula averages a large amount of data. Because of this, a single score will seldom affect the rating of an established player by more than three points. However, a rating can sometimes change by a larger amount, especially with new players. Although not common, it is possible for a rating to rise after a loss or drop after a win. If that happens, do not assume there is a scoring error or a flaw in the formula. Remember that a rating is affected by multiple factors and the most recent score is not necessarily more important than any other score. Once a player has established a full score history, each new score causes an older score to be removed from the calculation.

- c. **New Teams or Seasons.** Once a USAPL member has established a rating, the score history follows with them throughout their competition within the USAPL system. If they join a new team or continue into a new season, the formula uses their most recent scores from USAPL play. No matter how long a player may have been inactive, they will pick up where they left off.
- d. **Non-Rated Players.** Players who are new to the USAPL have no established rating. With the exception of known highly skilled players (see next paragraph), they are rated “NR”, and will not have a calculated rating until they have played three sets. Any player rated “NR” will race to 50 with their opponent. Please remember that 50 is an arbitrary number – not a rating.
- e. **Assignment of Ratings.** A player who is new to the USAPL, but is known to have above average to exceptional skill, may have a rating appropriate to their known ability initially assigned to them by league management. In severe cases, league management also has the authority to assign ratings to players that are intentionally maintaining a rating below their abilities (sandbagging).
- f. **Changing established ratings.** Should a player with a known skill level or established rating suffer a permanent loss of physical capabilities due to injury or illness, an exception to paragraph (e) may be made and a new rating may be assigned by league management. Temporary disabilities or illnesses do not qualify for an exception.
- g. **Team Rating Limit.** As with any handicapping system, higher skilled players still have an advantage over lower skilled players. Because of that, it is generally unfair to for a league to allow teams made up by all highly rated players. To prevent this, there is a team rating limit for each division as follows: Open 300; Advanced 400; Masters 500. In any given match, a team that plays five players whose ratings add up to a total exceeding the limit will incur a penalty in team points. See USAPL Rule 7, “Team Totals Score Sheet Instructions” for details.

10. Coaching Regulations

One of the main purposes of the USA Pool League is to provide a setting that allows players the opportunity to increase their pool playing skills by learning from more skilled and experienced players. The USAPL coaching regulations are designed to provide players the opportunity to receive coaching, while still preserving the integrity of on-on-one play by limiting the timing, quantity, and type of assistance allowed.

When it is not their turn at the table, a player may carry on a quiet conversation with their team about anything, including strategy and the game. When their opponent's turn is over, all communication of any kind concerning the game must stop immediately. A player's turn is over when they have missed and all balls in play have stopped rolling.

Coaching from the area around the table is not permitted during a player's turn at the table. No person in the area around the table (except the opponent), including the shooter's coach or team captain, may call a foul, tell their player that they are shooting the wrong ball, or offer other advice or instruction of any kind concerning the game or match.

For coaching while it is a player's turn at the table, each team begins a match with three time outs that may be used during a team member's turn. Time out regulations follow:

- a. Each team is allowed three coaching time outs for the entire match, with no more than one time out per team in any game.
- b. A time out may be called by the shooting player or anyone on the shooting team's roster, and it must be acknowledged by the opposing player only. Opposing team members who are not playing may not acknowledge time outs. If a time out is called, and the shooting team has no time outs remaining, any member of the opposing team may issue a warning telling them so. If the warning is given, no time out may be taken, but there is no further penalty. If no warning is given before the opposing player acknowledges the time out, the time out will be granted to the shooting team, even though they are exceeding their allowed number of time outs. The opposing player may check with their team to verify the availability of time outs.

- c. Time outs will last a maximum of 90 seconds.
- d. Any player on a team's roster may be a coach, regardless of whether they are playing in the match. However, a coach cannot play in a set on one table and coach on another table at the same time.
- e. Once a time out is called and the coach is named, only that coach may confer with the shooter. No other player may offer their opinion or advice to the shooter or to the coach.
- f. The shooting player will designate the coach on each instance, and may change coaches throughout the set.
- g. The coach is allowed to point to or touch the table while offering advice, but they may not mark the table in any way, or touch the cue ball or any object ball. The coach must leave the table after the time out and before the shot. After leaving the table, the coach cannot stand in the shooter's line of sight.
- h. Once a time out is called and acknowledged, it must be taken at that time if any time outs are available. If it is not taken when called and acknowledged, it is still charged to the player and against the total team time outs allowed, regardless of whether it is actually taken.

Items (a)-(h) above are recommended by the USAPL National Office. League Managers are authorized to modify the recommended procedures to fit the needs of their leagues. Please note that time-outs are not allowed during team play at the BCAPL National 8-Ball Championships and at most other BCAPL state and regional events.

Violation of coaching rules is unsportsmanlike conduct. The first offense during a match will result in ball in hand for the opposing player. Second and subsequent offenses during a match will result in a loss of game to be scored as 14-0. The second and subsequent violations may be committed by any team member during any set.

11. Roster

Rosters are limited to ten players. Teams are allowed to make changes to their roster during the first five weeks of each session. From the sixth week of a session until four weeks before the session's end, a team may change its roster only for its own survival, and all changes must be approved by league management. Rosters changed after the fifth week of a session can have no more than seven players. No changes to the roster are allowed for any reason during post-season play. When adding a player to a roster, a team must obtain the player's rating from the USAPL office.

12. Players Eligible on More Than One Team

Many league players may choose to play in more than one division during a session. However, when post-session and post-season tournaments combine teams from several different divisions, a player may play on only one team in any event.

13. Proof of Identity

All USAPL players must always be able to provide proof of their identity. Requests for proof must be made before or after, but not during, a set. Contact league management for assistance if a player cannot provide proof of identity. If a player is refused entrance to a location because they do not carry proper identification, no allowance made concerning forfeitures.

14. Illegal Substitution

If a team is found to have played one person using another player's name and rating, that team will lose all points for the entire match. The opposing team is allowed the option of accepting the results of the match or accepting a five-set forfeit. For an illegal substitution during post-season play: the team is disqualified from any further play for that season and must forfeit all prize money earned to that point. Remember that players are required to provide proof of their identity. When unable to obtain proof of an opponent's identity, continue play and notify league

management as soon as possible. Write down a detailed description of the player. League management will take the steps necessary to resolve the situation.

15. Forfeits

Teams are expected to be present and ready to begin matches at the scheduled time. The forfeit time for a team with no players present is fifteen minutes past the scheduled time.

A team may begin a match with only one player present, but the following time limits apply to the arrival of additional players: at 30 minutes past the scheduled start time, the second player must have arrived or the second set is forfeited. At 45 minutes past scheduled start time, all sets for players not present are forfeited.

To receive a forfeit, a team must have a player present that has not previously played a set. If a set ends after the match has already started and no player is present to begin the next set, a team may have the privilege to delay a set up to fifteen minutes to wait for a player's arrival if:

- a. No prior sets have been forfeited or delayed for any amount of time under this rule.
- b. There is no other team member present who has not yet played. A team cannot use this rule to wait for a specific player.
- c. The privilege is used on an infrequent basis only. League management may deny a team the privilege to delay a set if that team has repeatedly taken advantage of this rule.

If a team must forfeit a set after the match has begun, it must be scored as the last set of the match that has not been scored. For example, a team is not allowed to choose to forfeit the fourth set and play the fifth set. All sets actually played must be listed before forfeited sets.

There could be a case in which a team could lose more points by playing a higher-rated player that is present than they would by having a lower rated player forfeit. A team may choose to forfeit at any time even if an available member is present.

Scoring a Forfeited Set (see the example of scoring a forfeited set. That follows)

The team receiving the forfeit will receive 200 points, which will be marked in the game #1 score box. There are no "Win Bonus" or "Margin Add-on" points awarded for forfeited matches.

Every forfeited match will have "No Player" in each name slot on the score sheet, as a forfeited match will never affect any player's rating.

When the forfeited match comes up, calculate the forfeiting team's Team Rating up to that point. If their Team Rating is less than the Team Rating Limit, enter a rating for the "No Player" entry that will bring their Team Rating up to the Team Rating Limit. If their Team Rating is equal to or greater than Team Rating Limit, enter zero for the "No Player" entry's rating.

The receiving team's "No Player" Player Rating entry is the Player Rating of any team member that is present and eligible to play but has not yet played.

The team receiving the forfeit will receive 200 points, which will be marked in the Game #1 score box. There are no "Win Bonus" or "Margin Add-on" points awarded for forfeited matches. When calculating the team match scores, the forfeiting team incurs normal Penalty Points if they are over the Team Rating Limit.

HOME TEAM: Shooter

Player / Rating	Rating	Score	Margin	X3	Add-On	Bonus	Total
Michael Baker (72)	72	14	2	14	4	14	4
David Lee (53)	53	14	RO	5	14	4	0
Al Moore (91)	91	14	5	14	4	14	4
Tom Smith (59)	59	14	5	14	4	14	4
No Player	64	200	0				

Team receiving forfeit enters Player rating of any eligible player that is present and has not

Team receiving forfeit enters 200 points in the box for the first game. No Win Bonus or Margin Add-On points are ever entered.

No Player entered for both names

VISITOR TEAM: Rackers

Player / Rating	Rating	Score	Margin	X3	Add-On	Bonus	Total
David Miller (102)	102	7	RO	6	14	14	5
John Doe (46)	46	1	5	14	0	14	3
James Downey (50)	50	6	14	RO	4	14	14
Paul Tatum (67)	67	6	14	RO	4	14	14
No Player	135						

Forfeiting team's cumulative Player Rating up to the point of forfeited game (in this example, $102 + 46 + 50 + 67 =$

Forfeiting team enters Player Rating equal to difference between Team Rating Limit and Player Rating total up to that game, if any (in this example, $400 - 265 = 135$.)

No Win Bonus or Margin Add-On points are ever entered for a

Bonus Points can never be awarded, but if the forfeiting team's cumulative up to the point of the forfeited game exceeded the Team Rating

Set	Rating	Score	Margin	X3	Add-On	Bonus	Total
1	72	72	7	x 3 =	21	100	193
2	53	52					52
3	91	99	0	x 3 =	0	100	199
4	59	48					48
5	64	200					200
	339	= Total Ratings					692
BONUS: Total Ratings Under 400 = $61 \times 1 =$							61
Team Shooters # 1 Total Match Points =							753

Set	Rating	Score	Margin	X3	Add-On	Bonus	Total
1	102	95					95
2	46	59	1	x 3 =	3	100	162
3	50	55					55
4	67	80	11	x 3 =	33	100	213
5	135	0					0
	400	= Total Ratings					525
BONUS: Total Ratings Under 400 = $0 \times 1 =$							0
Team Rackers Total Match Points =							525

SCORING A FORFEITED SET (sample figures taken from LeagueSys)

16. Rescheduling and Make-up Matches

There are various reasons for teams to have a make-up match or re-schedule a match. A make-up may consist of a full match or specific sets from a match. Scheduling make-ups is the responsibility of the two teams involved. If information is needed to contact a team or trouble is encountered in making an agreement, contact league management.

No make-ups are allowed less than seven days before the last scheduled date of the regular season. Teams are required to give at least five days notice to league management before playing a make-up. A team requesting a make-up must make every reasonable effort to accommodate the other team's wishes in re-scheduling. If the teams are not able to agree on a date before the end-of-season deadline, neither team will receive points for the match and both teams will be responsible for weekly fees. However, if league management determines that one of the teams willfully caused the deadline to pass, the other team will receive a forfeit.

17. Scoring Bye Weeks

It is not possible to schedule every division with an even number of teams. When a division has an odd number of teams, each week one team will have a scheduled bye week. Byes will rotate until each team has had one bye and then the cycle will start again.

During a complete cycle of byes, no points are awarded to a team with a bye. If a cycle is incomplete, each team with a bye will be awarded the average number of points per match that they have scored up to that point in the season.

18. Team Responsibility for Fees

Teams are responsible for their weekly dues. Prize money will be withheld from any team that owes money (including returned checks) until all owed money is paid.

19. Eligibility for Post-Season

In order to help ensure fairness of competition during post-season matches, there are minimums for the number of times that each player must have played with their team, and the number of recorded scores in their USAPL history. For the total scores, a player's score can come from any recorded USAPL match, and does *not* have to be connected to any particular team or season. Members of a team who are ineligible cannot play in the post-season, but they can be used as forfeits for team rating purposes. The minimum numbers to qualify for post-season play are:

	<u>Times with Team</u>	<u>Total USAPL Matches</u>
Division Playoffs	4	7
Season-end Tournaments	5	8
Annual Tournaments	6	9

Times with Team: The number of matches played with a specific team over the period of a tournament-qualifying year. If a player is dropped from a team roster and then added again during the qualifying year, they must start this number over again.

Total USAPL Scores: The number of matches that the player must have in their rating history as a member of USAPL.

Exception to required number of matches: if 50% or more of the players on a roster are new to the USAPL, then the Total USAPL Scores required for the new players are:

	<u>Times with Team</u>	<u>Total USAPL Matches</u>
Division Playoffs	3	5
Season-end Tournaments	4	6
Annual Tournaments	5	7

During a qualifying year, a player can receive credit for one match played as a member of their team for a forfeit received during a match. No more than one match can be credited regardless of how many times that player has received forfeits.

Eligibility for the USAPL National 8-Ball Championships

All players must play a minimum of 8 weeks of regular league play in a single division, in a single session to qualify for the USAPL National 8-Ball Championships, which will be held in May, 2011 at the Riviera Hotel & Casino in Las Vegas.

To be considered an "original" players in the team competition, you must play all 8 weeks on the same team in a single division, during a single league session.

Weeks played in the USAPL may also qualify players to play in certain BCA Pool League state or regional tournaments, depending on local eligibility requirements. USAPL ratings are subject to review when entering BCAPL events; no player may use their USAPL status or rating to qualify for a BCAPL event that is below their skill level. More eligibility information is available on the BCAPL website (www.playbca.com).

20. Dropout Teams

Teams that drop out during the course of a season can create problems within the league. It can have an uneven or unfair effect on the division standings, and it can reduce the prize money for the other teams if their fees are not paid.

Although no one can be forced to play, a team that has started a season is responsible for the full season's fees. The captain of a drop out team will not be allowed to play on future league teams until *all* owed fees are paid. Team members other than captains are responsible for 20 per cent of total fees owed before being allowed to rejoin the league with another team.

If a replacement team is not found, league management will do everything possible minimize any unfair effects of a dropout team on the remaining teams in a league. Possible methods include: "wiping out" some or all of past matches; awarding average points; converting played matches to byes; awarding the maximum points scored against the drop-out to all teams; any other equitable method. The particular methods used are at the discretion of league management, and may be any one or a combination of these.

21. Replacement Teams

If it is at all possible, league management will fill the vacancy created by a dropout team with a replacement team. The replacement team will accept the points earned by the dropout and then continue the season. If time and scheduling constraints permit, replacement teams will also have the right to play up to three make-up matches for bye weeks created by the dropout team.

22. Sportsmanship: "Play Hard, Play Fair, Have Fun"

Having fun is the main objective of the vast majority of amateur players that join a social pool league. Good sportsmanship can go a long way towards achieving this goal. Winning with class, losing with grace, shaking your opponent's hand, and congratulating the victorious team on their good play at the end of a match, all play a large part in this process.

Unsportsmanlike Conduct Unfortunately, sometimes in the heat of competition, the message of good sportsmanship and having fun gets lost. The USA Pool League will not tolerate any unsportsmanlike conduct. In addition to the BCAPL rules regarding sportsmanship, specific attention and extra scrutiny will be paid to:

- a. failure to comply with league rules;
- b. displays of anger;
- c. rating manipulation (sandbagging);
- d. illegal coaching to avoid having to take a time out.

23. Penalties for Unsportsmanlike Conduct

League play presents unusual challenges to penalizing unsportsmanlike conduct violations. The first is that it is usually not possible for teams that are playing self-supervised matches to impose penalties on each other. The second is that the league management, who must make these decisions, is at a disadvantage by not being present and often must make decisions based on second-hand information.

Penalties for unsportsmanlike conduct may range from a warning to permanent expulsion. Any pattern or history of unsportsmanlike conduct may bear heavily on the decision made.

Some specific possible penalties are:

- a. Warning: Any warning to an offending member or team should include a clear indication that further violations will incur more severe penalties.
- b. Rating assignment: If league management is satisfied that a player is intentionally playing below their ability, they may assign that player a rating that will remove any unfair advantage.
- c. Forfeiture of points: Points may be deducted for any game, set, or match. In the case of penalties imposed for manipulating ratings, a forfeiture of standing points earned in previous matches may be imposed.
- d. Removal as captain or coach: A league member that is frequently involved in disputes may lose the privilege to act as a team captain or as a coach.
- e. Disqualification from post-season tournaments: a team may be prohibited from participation in post-season play for that season. Forfeiture of any prize money for that season may be included.
- f. Suspension: A member or team may be suspended from all league events for a period to be determined by management. The period of a suspension may be defined or may be open-ended.
- g. Expulsion: A member or team that has shown themselves to be unfit to participate may be expelled from the league. Their membership is revoked, they are not allowed at any league event, and they will not receive any refund of league fees paid.

Right of Appeal

Members who have been penalized for unsportsmanlike conduct have the right to appeal before a committee of neutral league members. It must be recognized that this cannot be done immediately and that the league management's decision is binding until the appeal is heard.

The appeal will be heard by a neutral committee of players from that team's division. The penalty being appealed may be upheld or overruled, or a different penalty may be imposed (either more or less severe). If a more severe penalty is imposed, it is not subject to further appeal. In addition, the committee may define a future penalty to be imposed if the player or team commits a future offense. The decision of the committee is final.

Unsportsmanlike Conduct during Tournaments

When an authorized league representative is present at an event, penalties for unsportsmanlike conduct may be imposed immediately. Tournament personnel may impose penalties for unsportsmanlike conduct per the BCAPL Rules.

24. Slow Play

Continual or excessive slow play can often take the fun out of the game for everyone. For this reason, we encourage every player to enjoy the game at a reasonable pace. 8-Ball can sometimes create a number of different scenarios to consider, and some shots will require more time than others will. Therefore, when considering slow play, *average* shot time must be considered. See BCAPL Applied Ruling 1.16 for more information and guidance.

Enforcement concerning slow play and the decision to impose a shot clock presents special challenges in a league environment. It is difficult to impose a shot clock on short notice, and there must be someone available that is familiar with shot clock procedures. Complaints concerning slow play should be made to league management as soon as possible, if not immediately. League management is responsible for resolving complaints as quickly as possible, and for arranging for the implementation of a shot clock when necessary. For complete shot clock procedures, see BCAPL Rule 1.16.

25. League Standings and Results

All league standings and results are available to all league members 24/7 on LeagueSys. Just ask your League Manager for your league's web page address.

Complete rules, score sheets, and other downloads are also available at www.playusapool.com.