

Rochester Pool League

PLAYERS HANDBOOK



Handicap 8-Ball Leagues
Scotch Doubles Handicap 8 Ball Leagues

LEAGUE OFFICERS

Operator	Chad Strong	chad@rochesterpool.com
Secretary	Christine Strong	christine@rochesterpool.com
Treasurer	Tammy Brooks	tammy@rochesterpool.com

Fax #: (585) 319-5016

www.RochesterPool.com

I. INTENT.....3
 A. Rochester Pool League.....3
 B. Rochester Pool League Player.....3
 II. GENERAL RULES.....3
 III. SPORTSMANSHIP.....4
 IV. PLAYERS.....4
 V. TEAMS and ROSTERS.....4
 A. Team Captains.....4
 B. Rosters.....5
 VI. SANCTIONING & MEMBERSHIP FEES.....6
 VII. SPONSOR FEES.....6
 VIII. TEAM DUES.....6
 IX. LEAGUE PLAY.....7
 X. LEGAL LINEUP (a.k.a. “FIELDDED TEAM”).....7
 A. 8-Ball.....8
 B. Scotch Doubles.....8
 XI. MISSING PLAYERS.....8
 A. 8-Ball.....8
 B. Scotch Doubles.....8
 XII. MAKEUP MATCHES.....9
 XIII. TEAM FORFEIT (All Divisions).....9
 XIV. SCORE SHEETS and PAYMENT ENVELOPES.....10
 XV. GAME PLAY.....10
 A. 8-Ball Divisions.....10
 B. Scotch Doubles11
 C. Determining The Break.....11
 1. 8-Ball Divisions.....11
 2. Scotch Doubles Divisions.....11
 D. Coaching and Time-Outs.....11
 1. 8-Ball.....12
 2. Scotch Doubles.....11
 E. Protests.....12
 XVI. SCORING.....12
 A. 8-Ball.....12
 B. Scotch Doubles.....13
 XVII. SCORING ANOMOLIES.....13
 A. 8-Ball Pocketed Out of Turn.....13
 1. Open Table.....13
 2. Non-Open Table.....13
 B. 8-Ball Scratch or Off Of Table.....13
 XVIII. AVERAGES and HANDICAPS.....14
 A. Individual Averages.....14
 B. Handicaps.....14
 XIX. TEAM and INDIVIDUAL STANDINGS.....14
 A. Teams.....14
 B. Individuals.....15
 XX. ELIGIBILITY FOR SEASON ENDING AWARDS.....15
 XXI. GRAND PRIZE BCAPL NATIONALS LAS VEGAS.....16
 XXII. LAS VEGAS ELIGIBILITY.....16
 XXIII. TOURNAMENTS.....17

I. INTENT

It is the intent of the Rochester Pool League (RPL) is to provide an organized system for men and women to compete in the sport of pocket billiards. This system is designed to include and promote competitive and fair play, good sportsmanship, and rewards for Individual and Team play. The RPL follows the leadership of, and is fully sanctioned by, the Billiard Congress of America Pool League (BCAPL).

A. The Rochester Pool League Shall...

1. Ensure league competition that is well organized and fair to all players.
2. Sanction each and every member into the **BCA POOL LEAGUE**.
3. Provide handbooks, rule books, and other league supplies to all captains.
4. Schedule all matches of league play, and post-season playoffs and tournament's (both team and individual).
5. Maintain all of the necessary records for the operation of the league.
6. Maintain all records for team and individual standings.
7. Publish and distribute weekly standings for team captains.
8. Issue prize money to team captains at the End of Season banquet.
9. Reserve the right to make rules and/or format changes for the improvement of the league. This includes adjusting individual's averages that are, in our opinion, abusing the handicap system.

B. The Rochester Pool League Player Shall...

1. Be a member in good standing to participate in league play and/or tournaments operated by **The Rochester Pool League**.
2. Fill out a membership roster form in order to be sanctioned.
3. Agree to abide by the policies and procedures of the **RPL**.
4. Pay all established fees.
5. Conduct themselves in an adult like manner. Any disruptive behavior is grounds for immediate dismissal from the **RPL**.

II GENERAL RULES

The Rochester Pool League follows the rules specifically outlined by the BCAPL Player Handbook, except as modified herein. The RPL assumes that Players within the League have a basic understanding of pocket billiards, and knowledge of the terms related to the Game(s). Therefore, no attempt is made within this document to define the Game, and/or terms of pocket billiards, except where necessary. If a Player or Team has any questions regarding the terms or rules, please feel free to contact the RPL Operator.

III. SPORTSMANSHIP

The Rochester Pool League reserves the right to disallow an Individual or Team to participate in League activities. An Individual or Team, who does not abide by the intent of this League, such as, not paying their dues or sanction fee, becoming abusive toward other Individuals or Teams, or exhibiting any behavior deemed detrimental to the League, its Members, or its Sponsors, may be asked to withdraw their participation in the League. In the event that an Individual or Team is asked to withdraw, or if they withdraw voluntarily, before the Season has completed, it is the policy of the RPL to NOT refund any fees collected during said Season.

No member of the **RPL** shall be allowed to be involved in any scheme or wagering of any kind while playing in league matches, tournaments, or other league functions. Gambling of any kind is prohibited and failure to comply with this rule shall be cause for expulsion from **RPL** and all related functions, subject to review by the **RPL Officers**.

The guidelines for Sportsmanship in League Play can be found on pages ii and iii of the BCAPL League Player Handbook.

Any unsportsmanlike play or activities should be reported to the League Operator immediately by calling 585-489-3863.

IV. PLAYERS

This is a tavern league; therefore, all players must be at least twenty-one (21) years of age, unless accompanied by a parent.

To ensure the fairness of play, and to maintain consistency of Individual Averages across all Divisions, Players are identified as follows:

A. Roster (“Original”) Players

Roster Players are those Players who participate on a *single* Team within any Division(s) during a single Season.

B. Substitute Players

Substitute Players are Players who have not yet played within a particular division, and therefore do not have an established average within that Division.

C. House Subs

House Subs are Substitute Players who participate on multiple Teams within any Division(s) during a single season.

V. TEAMS and ROSTERS

A. TEAM CAPTAINS

Each Team will select a Team Captain. Responsibilities of the Team Captain, or Acting Team Captain, include, but are not limited to:

1. The communication of rules, procedures, and all other information passed on to him/her by the Officers of the Rochester Pool League to each of the Players on the Team.
2. Having an understanding and knowledge of both the Rochester Pool League and BCAPL rules and guidelines. Captains must be aware of the Games in progress, and be prepared to resolve minor rule disputes and interpretations with the Opposing Team's Captain.
3. Reviewing and signing Score sheets, collecting and documenting Team dues, ensuring proper Score keeping of Matches, and faxing (or use email) Score sheets to (585) 319-5016 within 24 hours of play.
4. Collecting and submitting registration information for ALL Roster and Substitute Players, including, but not limited to, completed Player Registration form, applicable Sanction Fee, Membership Fee and Weekly Dues.
5. Maintain the ability to be contacted via working phone number or email. This must be maintained for communication between team captains, roster players, and league officers.

B. ROSTERS

The Rochester Pool League offers Divisions for 8-Ball and Scotch Doubles Teams. The guidelines for each of these Team types are described below.

1. 8-Ball Teams
 - a) Consist of four (4) Players or five (5) Players, depending on the Division being played.
 - b) Team Rosters for both In-House and Traveling Divisions must not exceed six (6) Players for 4-person Teams, and seven (7) Players for 5-person Teams, at any time during the Season.
2. Scotch Doubles Teams
 - a) Consist of two (2) Players, one (1) male and one (1) female (a.k.a. Jack & Jill)
 - b) Team Rosters may not exceed four (4) Players at any time during the Season.

Players may be added to Team Rosters at any time during the current season. Please see Section XXII for Eligibility.

Substitutes are not allowed to play on a team during a Playoff round.

To add a Player to the Roster, simply complete a Player Registration Form for the new Player, which can be printed directly off the RPL website www.RochesterPool.com. Return the completed form, along with their fifteen dollar (\$15) RPL Membership Fee (See Section VI) and fifteen dollar (\$15) BCAPL Sanction Fee (See Section VI) with your weekly score sheet.

VI. SANCTIONING and MEMBERSHIP FEES

For the Rochester Pool League to be sanctioned by the BCAPL, all Roster and Substitute Players participating in the League must pay a *one-time* fifteen dollar (\$15) Sanction Fee per Sanction Year, regardless of the number of Teams or Divisions the Player participates in.

The Sanction Fee is to be paid on the first night a Player plays. If an Individual has not paid their Sanction Fee by their fourth week of play, a five dollar (\$5) late fee will be added to the amount, resulting in a total of twenty dollars (\$20). If a *non-sanctioned* Player substitutes on a Team, that Player's Sanction Fee **MUST** be paid, even if it is only a one-time occurrence. Each Team is responsible for the BCAPL Sanction Fee for all Substitute Players on their Team who have not yet paid a Sanction Fee.

Every Division of the Rochester Pool League is BCAPL Sanctioned. The BCAPL Sanction is valid from June 1st through May 31st, and entitles the Sanctioned Player to participate in any BCAPL-Sanctioned events, including the 8-Ball & 9-Ball National Tournaments (upon completion of any BCAPL prerequisites.)

The Rochester Pool League Membership fee is fifteen dollars (\$15) for the first team/night of play, and an additional \$10 each additional team/night of play, per season. If an Individual has not paid their Membership fee by their fourth week of play, a five dollar (\$5) late fee will be added to the amount, resulting in a total of twenty dollars (\$20).

VII. SPONSOR FEES

It is the responsibility of the Rochester Pool League to solicit Sponsor Fees from participating bars for both Traveling and In House Divisions. The Establishments will be invoiced at the start of a Season.

No penalties will be placed on the Team if their chosen Establishment fails to pay their invoice.

If a Team has a particular Establishment that they wish to be sponsored by, it is the responsibility of the Team Captain to notify the Rochester Pool League of the Establishment name, and provide contact information.

VIII. TEAM DUES

The monies collected from each team during a season is voted on by league members prior to the first week of play. This money is 100% paid back to the teams in the form of cash, prizes, and/or trophies.

Monthly dues have specific dates when each team payment is due. These dates are posted in the weekly notes. These dues are to be paid on time and can be in the form of cash or check.

If paying by check, please make it out to ROCHESTER POOL LEAGUE. However, be advised that the RPL charges a twenty dollar (\$20) fee, in addition to any bank charges, for returned checks.

All teams are required to maintain a zero balance. If a Team's dues are delinquent for more than four (4) consecutive weeks, the entire Team will be penalized each week of play thereafter, in the form of point reductions, until the dues are brought current. The penalties for the team will be one (1) team "rounds won" point for each day that the dues are in arrears.

Notices will be posted in the notes each week on our website www.RochesterPool.com, outlining those Teams who are current, and those who are in jeopardy of being penalized. Once dues are current, the Team will be permitted to utilize their full "Rounds Won" score from that point forward.

IX. LEAGUE PLAY

The starting time for League play will vary depending on the Division in which you are playing. All Divisions' Start Times will be distributed at the respective Captain's Meeting the week prior to the beginning of the Season. The Start Times for each Division are also posted on the Rochester Pool League Website, www.RochesterPool.com.

Pool tables will be available for practice at each location a half hour prior to the start of League Play. Players arriving after the scheduled start time but *prior* to the end of the second round, may make up the Rounds that they have missed.

If a Player arrives after the second Round has been completed, unless otherwise agreed upon by both Teams, they will not be permitted to make up the Rounds missed, and will utilize the Missing Player rule (Section XI) to enter Scores for the missed Rounds. However, the Player will be able to play the remainder of the Rounds. If the Player does not arrive at all, and a Substitute Player is not being utilized, then the Missing Player rule will be utilized for each round for that particular Player.

For information regarding the minimum number of Players required to begin League Play, refer to section X, Legal Lineup.

X. LEGAL LINEUP (a.k.a. "FIELDED TEAM")

A. 8-Ball

To begin Match play, a Legal Lineup consists of a minimum of three (3) Players for a five (5) person team, and a minimum of two (2) Players for a four (4) person Team. If a Team does not have a Legal Lineup by the time League Play is scheduled to begin, the following options are available:

1. The Incomplete Team may ask for a fifteen (15) minute extension beyond the scheduled time League Play is to begin.
2. The two Teams, as a whole, can agree to wait a specified period of time to allow enough Players from the incomplete Team to arrive, so that a Legal Lineup may be fielded. This time allowance must be communicated to all Players on both Teams. If, at the end of the agreed time period, the Incomplete Team does not have a Legal Lineup, refer to Option 3.

3. If the Incomplete Team does not have a Legal Line one half hour after the time the Match was scheduled to begin, upon agreement of both Teams, the following options are available:
 - a) The Match may be rescheduled according to the “MAKEUP MATCHES” guidelines in Section XII
 - b) The Match may be forfeited according to the “TEAM FORFEIT” guidelines in section XIII.

B. Scotch Doubles

A Legal Lineup consists of two (2) Players, one (1) Male Player and one (1) Female Player (a.k.a. Jack & Jill)

NOTE: If a Substitute is needed, the Substitute Player must be of the SAME gender as the Missing Player.

If a Scotch Doubles Team is incomplete, and is unable to fill the position to be played, upon agreement of both Teams one of the following may occur:

1. The Match may be rescheduled according to the “MAKEUP MATCHES” guidelines in Section XII.
2. The Match may be forfeited according to the “TEAM FORFEIT” guidelines in Section XIII.

The Rochester Pool League realizes that occasional unexpected delays are unavoidable; however, please make every effort to be on time, and begin playing Matches as scheduled. The Lineup is to be played in the sequence as listed on the Score Sheet. If a Game is started out of sequence, and it is found that they are not in sequence during the said Game, the Captains may decide whether or not to continue that Game. If the mistake in the sequence is noticed after the Game has completed, it is scored in the appropriate column; it is *not* replayed. Captains may agree, before a Game begins, to play out of sequence.

XI. MISSING PLAYERS

If a Legal Lineup exists, but one or more Player positions cannot be filled by either a Roster or Substitute Player for match play, that position is considered to be a Missing Player, and the following guidelines will be adhered to:

A. 8-Ball

1. “Missing Player Rule” may be used for up to two (2) positions. However, there must be a Legal Lineup as described in Section X.
2. If a Team has a Legal Lineup, the “Missing Player Rule” will be applied as follows:
 - a) The individual Handicap will be a five (5).
 - b) Enter the selected Player’s Handicap into the “Player’s Avg” field associated with that Player.
 - c) The Score for each Opponent will be a ten (10) to zero (0) win.

SPECIAL CIRCUMSTANCE: If a team has a missing player on the *first calendar night* of play, the team must utilize the Missing Player Rule. The scores for both the “Missing Player” and that night’s opponents do not get averaged into individual statistics.

NOTE: If both the Home and Visiting Teams of a single Match have a Missing Player(s), for the Round(s) where the Missing Players match up, both Missing Players will receive a Loss (L).

B. Scotch Doubles

If a Scotch Doubles Team is missing a Player, they may forfeit the Match or, upon agreement from the Opposing Team, reschedule the Match according to the rules discussed in Section XII (Makeup Matches).

XII. MAKEUP MATCHES

Makeup Matches are allowed in the following situations:

- A. If a Team or Teams are added to a Division by the Rochester Pool League after the official start of the current Season. The newly added Team(s) will be allowed to make up the weeks that they missed before joining The League. All Makeup Matches must be played prior to the fourth week of the Current Season. If Makeup Matches for all missed Matches have not been completed by this time, the RPL will utilize the Missing Person Rule for all Players for the remaining Matches that have not been made up.
- B. If the Opposing Team and the Rochester Pool League are notified at least 8 hours prior to the scheduled Match, the Makeup Match is to take place in the location of the originally scheduled Match. The time must be agreed upon by both Teams and should occur within two weeks of the originally scheduled Match.
- C. If one Team Forfeits and the Opposing Team offers to schedule a Makeup Match (Section XIII - Option 1)

Matches not played as scheduled, and that are not rescheduled, will be deemed a Team Forfeit (Section XIII) for the Team that is unable to play.

XIII. TEAM FORFEIT (All Divisions)

A Team Forfeit may occur when a Team does not have a Legal Lineup, as described in Section X. There are two options available to the “Fielded Team” scheduled to play the “Forfeiting Team”:

- Option 1: The “Fielded Team” may offer to schedule a Makeup Match per the rules described in Section XII, Makeup Matches.
- Option 2: The “Fielded Team” may accept a Forfeit. Although the overall Match will be scored with the “Forfeiting Team” receiving a zero (0), and the “Fielded Team” receiving their current Team Point Average, the Score Sheet must be completed as follows:
 - 1. Complete the “Team Name” fields

2. Write the word “FORFEIT” next to the Team Name of the “Forfeiting Team.”
3. Enter the Names of all attending Players, and the dues paid by each player.
4. Both Teams sign the Score sheet.

IMPORTANT: ALL “Fielded Team” Players must be present. ALL Fees, Dues, and the completed Score Sheet must be returned to League Director for the “Fielded Team” to receive the Forfeit Score! Scores will be calculated into the overall Team Point Average by an RPL Operator. ALL dues owed by the “Forfeiting Team” must be paid for the week of play that has been forfeited.

XIV. SCORE SHEETS and PAYMENT ENVELOPES

Score Sheets are to be filled out by both playing Teams, prior to the **start of play**. The designated Visiting Team Captain fills out their score sheet **while** the Home Team Captain fills out their score sheet. When the score sheets have been completely filled out, each team receives the opposing team’s sheet and information is copied onto the respective side of each other’s score sheet.

IMPORTANT: FIRST and LAST names of players **MUST** be included for each Player on EVERY weekly Score Sheet. This will drastically decrease confusion for the RPL Operators when entering Player information into the statistics database. At the end of each scheduled Match Play, the Captains of both the Home and Visiting Teams are to review the Score Sheet for accuracy, and sign the bottom of each team's copy.

- 1) On In House Leagues, the Score Sheet, and all monies collected, is to be placed in the provided Money Envelope. The outside of the envelope should be completed and signed by both Team Captains, sealed, and placed in the specially designated box at the Establishment. An RPL Operator will personally pick up the envelopes from the Establishment the day following Match Play.
- 2) On other nights of play, the Score Sheets are to be faxed within 24 hours of play to (585) 319-5016 or emailed to the League Secretary (chrsitine@rochesterpool.com).

IMPORTANT: All information is to be completed, and all dues are to be paid and submitted, even if a Match is not played!

XV. GAME PLAY

- A. 8-Ball Divisions
In a five team rotation, one member of the visiting team will play a member of the home team one game. Play continues with a second member of the visiting team playing a second member of the home team. Play continues until all five members of the visiting team have played all five different members of the home team. This is considered one round of play. Each team plays four (4) rounds, with each member of the visiting team playing a

different member of the home team each round. Therefore, a 5-person Team will play a total of twenty (20) Games in a single Match.
A 4-person Team will play a total of 16 Games in a single Match.

B. Scotch Doubles

Scotch Doubles Teams consist of two Players, one (1) Male Player and one (1) Female Player. A Match consists of 3 games of play between both Teams.

During a Team's turn at the table, the Players on the Team alternate shots (not turns), and the general rules of 8-Ball apply.

C. Determining The Break

1. 8-Ball Divisions

The designated Visiting Team will RACK and BREAK the first and third Rounds. The designated Home Team RACKS and BREAKS the second and fourth rounds. In other words, Racking and Breaking is alternated each round.

2. Scotch Doubles Divisions

The Home Team breaks first. Breaks are alternated between the Teams on all subsequent breaks. The same Player on a Team may break whenever the Team's turn arises.

PLEASE NOTE: The person who is breaking needs to break their own rack.

D. Coaching and Time-Outs

1. 8-Ball Divisions

Coaching and Time-Outs are NOT permitted during Match Play. If a shooting Player has a rules-oriented question, then they should ask the Captains, or Acting Captains, of BOTH Teams for clarification of the rule in question.

It is NOT permissible for a Teammate of an Incoming Shooter to inform said incoming shooter that he or she has "ball-in-hand" prior to them shooting. Or, it is also NOT permissible for the teammate of an opponent to tell him to check to see if "The Ball is frozen". All coaching violations will result in a "cue-ball-in-hand" foul.

2. Scotch Doubles

A Scotch Doubles Team is allowed one Time-Out per game for Coaching when it is their turn to shoot. When a Time-Out is being used, it must be clearly stated to the Opposing Team, and logged onto the Score Sheet by circling the T/O in the appropriate section for the Team.

Any other coaching by a Teammate during their turn at the table is a "cue-ball-in-hand" foul.

- E. Protests
Protests will NOT be considered. All disputes are to be resolved at the time of the dispute, and play will continue. If the Players cannot resolve their dispute, then the issue is to be referred to the Team Captains. If an impasse still exists, the Game is to be re-played with the original participants racking and breaking in the original order.

To minimize the occurrence of disputes, it is advisable to have at least one non-playing member of each Team watch each Game in play. If the dispute still cannot be resolved, please feel free to call the League Operator (585) 489-3863

XVI. SCORING

- A. 8-Ball
1. Scoring shall be based on a total of ten (10) possible points per Game in each Round of Match Play.
 2. The Game is won when a Player legally pockets all seven (7) of their Object Ball Group – Solids (balls 1-7) or Stripes (balls 9-15) – and the 8-Ball.
 3. The Winning Player receives one (1) point for each of their pocketed Object Balls, and three (3) points for legally pocketing the 8-Ball.
 4. The Losing Player receives (1) point for each of their pocketed Object Balls.
 5. The Score for both the Winning and Losing Players is to be entered into their respective fields for that particular Round on the Score Sheet.
 6. The sum of all the Rounds are totaled down, and entered in to their respective “Scratch Total Field”.
 7. If a Team is receiving Handicap points (Section XIX.B)
 - a) Enter the number of Handicap Points per Round in each Round’s respective Handicap field.
 - b) Add each Round’s “Scratch Total” to the number of Handicap Points per Round, and enter the results in the “TOTAL” field below each Round.
 8. If a Team is NOT receiving Handicap Points, then the sum of all the “Scratch Total” Scores is their Team Score for that round.
 9. Each round’s totals are added to get a Final Team Score.

Each round of play is awarded one (1) point for the team with the most points at the end of that round for a total of four (4) points. An additional point is awarded for the team with the most overall points at the end of the fourth round of play. Should a round end in a tie score after the handicap has been added, each team will receive one half point (1/2).

If the overall four-round point total is tied, a 1 game sudden death match will be played. Teams choose a player, home team will have option to break, winner receives overall total team point.

- B. **Scotch Doubles**
1. Scoring shall be based on a total of ten (10) possible points per Game.
 2. The Game is won when a Team legally pockets all seven (7) of their Object Ball Group – Solids (balls 1-7) or Stripes (balls 9-15) – and the 8-Ball.
 3. The Winning Team receives one (1) point for each of their pocketed Object Balls, and three (3) points for legally pocketing the 8-Ball.
 4. The Losing Team receives (1) point for each of their pocketed Object Balls.
 5. The Score for both the Winning and Losing Players is to be entered into their respective fields for that particular Game on the Score Sheet.
 6. The sum of all three Games is totaled across, and entered in to their respective “Scratch Total Field”.
 7. If a Team is receiving Handicap points (Section XIX.B)
 - a) Enter the number of Handicap Points per Match in the Handicap field.
 - b) Add the “Scratch Total” to the number of Handicap Points per Match, and enter the results in the “TOTAL” field.
 8. If a Team is NOT receiving Handicap Points, then the sum of all three games played is their total Team Score for that match.

XVII. SCORING ANOMOLIES

- A. **8-Ball Pocketed Out of Turn**
There are two possible scoring scenarios when a Player pockets the 8-Ball out of turn.
1. **Open Table:**
If the table is “open” (object balls have not yet been established) when the 8-Ball is pocketed out of turn the winner will receive ten(10) points and the person pocketing the 8-ball out of turn will receive the most balls that have been pocketed of one group.
 2. **Non-Open Table:**
If object balls have been established by either Player, and the 8-Ball is pocketed out of turn, the result is a loss of the game for the Player pocketing the 8-Ball.

The Game is scored with the “winner” receiving a baseline of seven (7) points, plus three (3) additional points for the eight ball. The person who loses receives one (1) point for each of their object balls that have been pocketed.
- B. **8-Ball Scratch (8-Ball Team and Scotch Doubles Divisions):**
If a Shooter legally pockets the 8-Ball, and the cue ball is scratched on the same shot; or if the 8-Ball goes off the table and lands on a surface other than the table, the result is a Loss of Game for the Shooter. The Game is scored

with the Shooter receiving a Score of seven (7) and the Opponent receiving a score of ten (10).

XVIII. AVERAGES and HANDICAPS

A. Individual Averages

Individual averages are determined for each Original and Substitute Player by using a national power average database. Power Averages are based on the Player's ball average plus thirty (30) percent of the positive average ball difference per game. All averages will be computed by the League Secretary and will be posted on the website www.rochesterpool.com before each week of play.

1. Substitute Averages

A Substitute Player's Average will be computed as above for each night of play.

If a Player participates in multiple Divisions, their individual averages may vary from Division to Division.

B. Handicaps

1. The handicap system begins on week #1. Any sanctioned player who has not yet established an average will be assigned a "blind" average of 7.5. If the UBA Director has any prior knowledge of any new player, the blind average may be adjusted accordingly.
2. The lower of the two teams' total player averages is subtracted from the higher to get the difference of the averages.
3. The difference of the teams's averages is the handicap points (awarded to the team with the lowest average).
4. Handicap points are added into the teams' actual scoring for each round.
5. Handicap points are never figured into individual records – only teams receive handicap.

XIX. TEAM and INDIVIDUAL STANDINGS

A. Team

Determination of overall Team Standings is based on total Rounds won, vs. Rounds Lost.

If there is a tie between teams, placement is as follows:

1. Most rounds won (head-to-head).
2. Most individual games won (head-to-head).
3. Total overall player points scored (including handicap).
4. One match play off.

- B. Individual Standings
Each individual is ranked against other individuals in their division. The placement is as follows:
1. Individual Average
 2. Win Percentage
 3. Win/Loss
 4. Ball Count

XX. ELIGIBILITY FOR SEASON ENDING AWARDS

All members must be **RPL/BCAPL** sanctioned. The **Rochester Pool League** will regulate leagues to those players who are amateur. A player will be considered professional if he/she falls into any of the following classifications:

1. A player who has paid an entry fee of Three Hundred dollars (\$600.00) or more for men, Two Hundred dollars (\$400.00) for women, and has doubled his/her money in that tournament in the past three years.
2. Anyone listed in the top sixty-four (64) point positions of the **Men's Professional Billiard Association (MPBA)** current 9-ball ranking or any woman on a list of players provided by the **Women's Professional Billiard Association (WPBA)**.
3. The **BCAPL Tournament and Rules Committee** also reserves the right to disqualify anyone considered a touring pro. Players of professional status shall be *INELIGIBLE* for the *BCAPL 8-Ball National Individual and Team Championships*.

The following criteria must be met for any Player to be eligible for Individual Awards at the end of the current Season:

- A. A Player, either Roster or Substitute, must compete in at least seventy (70) percent of the scheduled games.
 - B. Any Team or Individual that drops, or is dropped from The League is not eligible for any Season-Ending Awards or Prizes.
 - C. Any Team that has ANY unpaid dues will not be eligible.
1. Trophy for Individual Highest Average Awards (Players ranked by their actual averages).
 2. Trophy for Individual Highest Break & Runs.
 3. Trophy for Individual Highest 8-Ball Runs.
 4. Trophy for Individual Highest Consecutive Wins.
 5. Trophies and Prize Money for 1st, 2nd, and 3rd Place Teams.
 6. Prize Money for ALL Remaining Teams.
 7. Prize Money for Individual Perfect Scores Clubs.
 8. Prize Money for Team 5 & 0 Clubs.
 9. Trophies and Prize Money for 1st and 2nd Place Individual Tournament Winners.

XXI. GRAND PRIZE BCAPL NATIONALS FIRST PLACE TEAM ALLOWANCE

Based on the number of teams necessary to adequately fund a Las Vegas trip, the allowance awarded to the first place team will be \$3000.00. This figure will be adjusted whenever necessary due to inflation.

This money will be awarded in the following manner:

1. \$250.00 – Regular team BCAPL Nationals entry fee,
2. Five (5) non-refundable hotel and air fare reservations, and
3. Balance distributed evenly among the team players.

Any and all teams winning allowances to Las Vegas **MUST** take the trip and compete in the BCAPL National Events. If the winning team does not wish to take the trip they will be dripped down to the second place prize money and the second place team will have the option of the trip.

If the luck of the draw team does not wish to take the trip they will remain in the same place and another team will be drawn.

It is our hope that this organization, together with growth and sponsorship, will have more Las Vegas trips to give away. At that time we will make it possible for any team playing in the **RPL** to win a trip just by the luck of a drawing or drawings at our annual Banquet. Until this time, any extra money will be used to offset operational costs and/or additional awards and prizes.

XXII. LAS VEGAS ELIGIBILITY RULES

A. Player

1. A player must play in a minimum of eight (8) team matches during the session.
2. A player must play a minimum of thirty-two (32) games during the session.
3. Any eligible **Rochester Pool League** player may compete in the **BCAPL Nationals** at their own expense.

B. Team

1. A team electing to go to Las Vegas **BCAPL Nationals** must have a minimum of three (3) eligible original roster team members.
2. If any player(s) on participating team decline to attend, the declining player(s) may be replaced by any currently eligible **Rochester Pool League** player(s), but at least three original roster players from said team must attend. Players being replaced must have declined of their own accord.

NOTE: The **BCAPL Nationals** are played with five (5) player teams. Any team advancing to the **BCAPL Nationals** will play scratch; there is no handicapping

XXIII. TOURNAMENTS

Any Tournaments before, during, or after a League Season are held at the sole discretion of the RPL. Location, format, prize funds and all other matters related to any Tournament will be decided expressly by the RPL, and there is no consideration given to the place of finish or participation in scheduled League Play. Tournaments have no effect on a Player's Individual Average or Standings.

If your Establishment would like to host a tournament, RPL uses the following criteria for determining viability of the establishment:

1. Number and quality of tables (location must have a minimum of four (4) tables to be considered).
2. Space available for Spectators and Players.
3. Willingness to contribute to prize funds.
4. Provision of finger foods.
5. Establishment location, and any other factor which the RPL feels would contribute to a better playing environment for the participants.
6. Availability of the Establishment on the desired Tournament Date.

For information on BCAPL sanctioned events, please visit the BCAPL website at www.playbca.com.