

Monday 8-Ball League

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Overview and General Procedures

For one half hour before the start of matches you will be permitted to warm up free of charge, the policy concerning warm-up tables is as follows: The tables will be reserved by the staff and available for play before league. Each team is allowed one league table that will be given 1/2 of hour of free warm up time before the match begins (if table space is limited, this may not always be possible for later matches, however, teams can certainly agree to take some warm-up time before they begin play). Any additional tables used by league players will be charged normal rates.

The League Director will make the first call for sign up at 6:40, any team that has arrived and is playing on a table may come up to pay its charges and have the table put on free warm-up time according to the guidelines above.

Rosters must be turned in by 7pm with the league fees due that week. You should always pay team fees as a whole, and not as individuals or in partial payments. Please place player #'s on the rosters, a list of these numbers is posted on the back wall where league stats are kept. If there is a player who has not played with your team to date, please give them a number that has not been used and check the "UR" box to indicate that the player is not registered (Rules for using substitutes can be found in Alternates and Substitutes - pg. 4). Be aware that there is a new policy regarding the handicapping of new players (Handicapping - Pg. 2).

Players may continue warming up until the matches are called. Upon hearing match and table designation, teams should immediately go to the tables their match is played on.

Teams have the league tables until 9pm of that night, regardless of the progress of the match. Any team that is still playing the match after 9pm should tell the staff that the match is going past the normal time and free time will be extended until the match is completed.

Length of Season:

The league will be of a length determined by the League Director based on the number of teams and availability of time, and give every player a chance to play one another.

Fees for the League

This league works best when all teams participate and work towards playing regularly. For this reason, the league now has the following policy:

All league payments (currently \$150) are due before the start of the second week of play. If you are unable to pay by the start of the third week of play, your team will be dropped from the league. Until such time as this payment is made, there will be no free drink tickets given and they will not be given for weeks missed after the league fee has been paid.

PLEASE!!!

Please fill out the required information before the league starts, this includes: names, phone numbers, and email addresses as well as a team name.

Handicapping

The handicapping system will use a point-based system where each ball is worth a point and the 8-Ball is worth three. In this system every game won is worth 10 points and the opponent gets credit for any balls pocketed during the game.

After the introductory matches (matches without a handicap) of the season, a team develops its average ability to outscore other teams (based on the statistics of the individuals competing the night of the match). This net score will be adjusted and given to the team with the lower scoring average at the end of each round. This number is derived by taking 75% of the difference between the average net points of one team and the average net points of another. Net points are defined as follows - every individual after a match has a certain amount of points scored and an amount scored on them, the resulting number is a net points score.

For example, if "The Great Shots" are a team that have two players with net averages of +4 and +1.25, they have a team net average of 5.25 (which is the average amount of points per round they outscore their opponents) and they are playing the "The Warped Cues" who have individuals with net scores of +.75, -1.75 for a team net average of -1. The difference between these two averages is 6.25 (which you multiply by 2 because they play twice each round) and 75% of this score is 9.375, which rounds down to 9 points per round, which are given to the "Warped Cues". In the event there is a tie in any round, the win is given to the team "giving" points.

At least the first two matches of the season will not be handicapped so that teams may develop the most accurate handicap possible before it is applied, there may be more matches played without a handicap.

Handicap Adjustment for Unregistered Players

An Unregistered player is any member who has not played a number of games determined by the League Director to develop a legitimate handicap. Please let the league director know if there is a player without a handicap participating in the match so they can be handicapped.

The first two weeks of the season will not use handicaps - so that we can develop accurate handicaps. If an unregistered player is playing or a player that has not played a minimum of 8 games (2 matches) this must be indicated when the captain turns in the team roster.

If a team has an unqualified player or players, it is at the discretion of the league director how to handicap them. One of the following methods will be used: The opposing team will have the highest ranked playing member/members of their team removed from the handicapping calculation. The player will be issued an estimated handicap (and it should be noted that the tendency will be to handicap the player on "the high side" in order to discourage "ringers"). The league director reserves the right to create, at their discretion, a new method if it is believed to be an improvement. Either way, the decisions of the League Director are indisputable and not open to protest.

League Benefits

Players registered for the league will be extended the following benefits for the duration of the season. Players will be allowed one half hour of warm up time before each match and will be given a “drink card” which is redeemable for a free drink (Three cards may be used for a pitcher). For all of these benefits it may be necessary to produce identification for the league which will be made available the third week of the season.

Sandbagging, Ettiquette, and Coaching

Sanbagging: If a team believes that another team is deliberately playing badly to pad their handicap (this can be avoided if both captains make certain that rounds one and two and rounds three and four are played simultaneously), the captain of the accusing team should bring this to the attention of the League Director. If numerous allegations are made against a particular team they will be warned, and if the accusations continue, action will be taken and this may or may not include handicap adjustment, forfeiture and expulsion - Please Don't Sandbag - it is bad ettiquette.

Ettiquette: the following ettiquette will be enforced.

- ◇ Please take your seat when the opposing player is shooting
- ◇ Teams will refrain from any actions which are distracting to the shooting player. This includes talking too loud, talking to the shooting player, or hovering over the other player during their turn.
- ◇ Please do not set drinks on the table.

Coaching: (Also covered in Captain's Duties) Any player may call **one** time out in **each** game and ask the captain, and only the captain advice on any shot or other matter. The Captain may NOT call a time out independently to give advice.

Forfeits, Byes, and other Bothersome Issues

Any team that does not arrive, in its entirety (or at least three members) at 6:30 pm is risking forfeiting the match. The captain of the team that is present must declare a forfeit to the league director which declares they are there in their entirety and prepared to play. Affirming this means that this team may take a forfeit if they wish or if they are unable to determine a time for a make-up match with the opposing team by the league deadline. Any matches that are ruled neutral, by virtue of neither team being present at the deadline will be scored as forfeits for both teams if a make-up match is not played by the deadline.

This forfeit will not affect the handicaps of the winning or losing team's individuals, however, it will impact the score in the team statistics as follows: The team that is present and was intending to play the forfeiting team will receive a win and the rounds will be left untouched. The forfeiting team will

receive a loss and the rounds will be left untouched. The exception to this is if the two team captains can come to an agreement about a makeup date (This must be approved by the League Director) or if some of the players are present, with the others to arrive before their turn would come up.

If a team only has three players and wishes to play the match receiving 10-0's for the absent player, this is also acceptable.

If a team forfeits to the point of dropping from the league, it is at the discretion of the League Director how this situation will be handled dependent on the circumstances. It is within the rights of this league to "zero out" a team that unexpectedly drops and return any prize fund money to a team that has played a team that becomes "zeroed out".

Substitutes

You are not allowed to use any more than eight different individuals on a team, these players should be registered with the League Director before or during roster sign-up. You may use any of these players in any number of matches.

Captain's Roles:

1. Make certain their team plays the proper team on the correct tables in the correct order. Make certain that all of the players on their team follow the rules of etiquette.
2. Bring the rosters to the League Director by 6:30pm
3. Both Team Captains should try to resolve any rule disputes calmly and reasonably. Each player may call one time out in the game to ask the Captain a question of any nature. Either Captain may call over the league director to make a ruling on a given shot. In the event the League Director is not present, the Captains may agree on a temporary referee, or to find the ruling as designated by the BCA.
4. Declare a forfeit (or a possibility of forfeit to League Director), or to arrange a make-up with the opposing team if one is intended to be played.
5. Responsible for filling out the scoresheet fully, checking scores and signing the scoresheet to affirm its validity.

The role of the captains is to settle disputes within games based on a knowledge of the rules, if they can't solve a dispute, both captains should come to the League Director and present their case - the league director's decision is final and binding.

Payment and Free pool time:

Bye weeks do not cost a team anything, and teams given a bye are not required to show up, nor are they required to pay any league fees the week of the bye.

If a team comes in to play a match and their opponent does not show, they are welcome to receive one hour of free time.

Scoring/Standings

Matches

Matches are won by the team which wins two rounds. Remember that individual stats and rankings will be affected by every round of play, even if it does not impact on the match being played at the time. It is also crucial that every game is played to the fullest by each player because some tiebreaking methods look at overall play comparisons.

Ties

Any round that ends in a tie, with the handicap figured in, the round is won by the team which is giving points in the match. If teams are even and a round or the match ends in a tie, the two captains decide on a representative from the team playing to play a "sudden death tiebreaker". The winner of this game wins either the round or the match.

Standings:

The standings will be determined by the following system: match winning percentage, round winning percentage (this will only include the first four rounds), head to head competition, total points scored (If all these are identical, the award for place will be split).

Scoring on an illegally pocketed 8-ball

If a game is lost by illegally pocketing the 8-ball, the opponent automatically scores a 10 and the player who has lost on said shot is credited for every ball pocketed up to the point they pocketed the 8-ball (This would include any additional balls made on this turn - for example, the ball illegally pockets the 8-Ball and caroms into a ball of their group, pocketing it.)

Ten-0's/ERO's

If a player makes a ball on the break and proceeds to run out from this point, it is scored 10-0, regardless of any balls pocketed from the opponents group. If a player does not make a ball on the break and their opponent proceeds to run out from this point, it is scored 10-0, regardless of any balls pocketed from the opponents group. Please mark these occurrences on the scoresheets.

Incidental balls made by winner:

Scoring is done by counting all balls on the table at the conclusion of the match. This means any balls not on the table are scored as points for the losing player, whether or not they are responsible for pocketing them.

Other Issues**Time Outs:**

A player may call a time out for advice from the captain once, however, if they believe that there is a rule that is about to be violated they may call a time out to call a referee over.

Breaking:

The home team breaks in the first, third and fifth rounds.

MVP:

At the end of the season a prize will be given to the player who has the best overall stats. Depending on the length and nature of the season, there may also be prizes for second and third place. This will be determined by the league director. To qualify for MVP, a player must compete in 75% of the matches that their team played.

Rules:

This league will play by World Standardized BCA Rules. For a copy of these rules, ask the league administrator or go to thebrassringmadison.com