

DIABLO VALLEY OPEN BCA 8-BALL LEAGUE

I. LEAGUE DYNAMICS

These rules were created from the following sources: BCA Rule Book 1996, and a majority vote from the team captains during the season a rule is enacted. All rules can be modified or added for Diablo Valley Open 8-ball League whenever there is a majority vote.

1. **ADMINISTRATIVE DISCRETION:** The management of each league/tournament shall reserve the right to set forth rules and procedures appropriate and reasonable for the particular tournament involved, such as may regard player's dress requirement, method of receiving entry fees, refund policy of entry fees, scheduling flexibility, pairing procedure, etc.(1.6)
2. **FINAL LEAGUE/TOURNAMENT AUTHORITY:** Though these rules attempt to cover the vast majority of situations that arise in competition, there still may be an occasional need for interpretation of the rules and their proper application under unusual circumstances. The league directors of other officials who assume final responsibility for a tournament will make any such required decision (other than referee's judgment calls) at her discretion, and they shall be final.

GOVERNING BODY OF THE LEAGUE

- A. League Director: duties include generating of schedule, revision and updating of the league rules. General oversees smooth running of the league.
 - B. Secretary/Co-Director: main duty is to deal with the B.C.A. Responsible for sanctioning the league, registering each player, providing monthly updates of our league to the BCA, recording and distributing meeting notes to team captains, being spoke person on a daily bases.
 - C. Public Relations Officer: In charge of the promotion and growth of the league. Responsible for recruiting and having a good working relationship with the sponsors. Reports league status through the news letter "In The Zone" bimonthly, also in charge of keeping current status in the pool website dypool.com
Sets up monthly women's tournaments at all of the bars participating in the season.
 - E. Data entry clerk: input of scores for the night of play and producing stats for next week.
3. **Captain's responsibility:** To get players to matches on time, provide director with names and addresses of team mates, collect \$20/week (including blinds and forfeits), deliver weekly dues when they are at an away bar, distribute to their team, schedules, rules, and amendments to rules.
Watch/referee (or assign to co-captain) shots or matches. Communicate to other captains and players in a sports personlike behavior at all times, maintaining a professional atmosphere. A team captain is responsible for their player's conduct. Provide updated information on team players. It is the captain's responsibility to give a copy of the rules to team players, and if necessary explain those rules. Refer to directors for clarification of the rules.

4. **Players(s)/Team responsibility and conduct:** It is the player's responsibility to be aware of all rules, the schedule of team play, and maintain their dues with their captain. (1.1) Conduct herself

5. **Personal conduct:** A player must conduct them self in a sportpersonlike manner. Call shots to insure communication between players. Maintain a steady game (do not disappear or slow down the game). Do not stand in the line of an opponent's line of shooting, no threats or derogatory remarks, touching, or moving any ball or equipment in an offensive manner. Any behavior that distracts or irritates the other player can be considered unsportpersonlike behavior.

6. **Team conduct:** A team must conduct themselves in a sportspersonlike manner at all times. The following are the phases that have been outlined by the league in order to maintain proper behaviors in the league.

7. **II. GAME PROCEDURES/RULES**

(Refer to "Billiards The Official Rules & Records Book" Billiard Congress of America 1996 for exact wording for all of their rules listed in this interpretation, specifically 1.1 through 4.21)

1. **Equipment:** It is the responsibility of the player to use the proper equipment correctly. A player may use a house or personal cue, cue chalk, mechanical bridge, hand chalk, jump stick, hand towel, glove, or any other recognized equipment.

2. **Rack:** Eight in center, solid and stripe at corners. (4.3)

3. **Scratches:**If a player scratches on the break, it is ball in hand behind the line. The opponent must warn the shooter that the cue ball is behind the headstring. If you do not warn the shooter, the play stands. (3.9)

4. **Refereeing a shot** should be done by both team captains or by a person identified as the referee of the game. If there is not a consensus between players on a shot, replay the game (especially for suspected push shots, the cue ball is less than a cue chalk away from the object ball, watch for the cue ball to travel in the same direction as the object ball). If a cue ball hits the object ball and the opponents' ball at the same time, the shot goes to the shooter. Once referees are asked to participate, what they declare on a shot goes. (2.1-2.28 of BCA rule book for exact wording of particular rules)

5. If the eight ball is pocketed on the break, it is the breaker's option to re-rack or to spot the eight and take the cue ball in hand behind the head string. However, if the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option to re-rack or have the 8-ball spotted, and begin shooting behind the line. (4.9)

6. The table is open after the break. A player may use a combination of stripe/solid to make a shot. If a player uses the eight ball to make a shot, it is only loss of turn.

7. **Legal shots:** 1. Pocket a ball, 2. Hit the object ball first, and then get any ball to a rail (safety shot). Failure to hit a rail is a foul. (3.18)

8. Fouls:
 1. A Foul must be called by the opponent and acknowledged by the other player. If a player picks up the ball without calling a foul, it is a foul on that player. A player may place the cue ball anywhere on the table (except on the break).
 2. If is a foul to strike, touch or in any way make contact with the cue ball in play. ie; while picking up or placing the cue ball, if you touch another ball on the table with the cue ball, that is a foul.
 3. Anytime the shooter scratches the cue ball.
 4. Coaching from another teammate or from a spectator. The person should be warned once of this rule, then a foul can be called.
 5. Moving a ball back to its former position without permission from the opponent is a foul. Let your opponent replace the ball to its former position.
 6. Shooting the wrong object ball or suit out of turn.
 7. Jumped balls: Balls jumped off the table are placed on the center spot with a consensus of both players. Anytime an eight ball is jumped off the table, it is a loss of game.
 8. Frozen ball rule-A ball is frozen on a rail, and must be declared such by the opponent. The shooter must hit the object ball, then get the object ball to a different rail or get the cue ball or any other ball to a rail. (The object ball can come off the rail, hit another ball, and rehit the same rail). (3.37)
 9. One foot must be on the floor at all times. The player will receive one warning, then a foul can be called. (3.12)
 10. Delay of game-Any player who does not show up within five minutes of the time a match games is called, unless agreed upon earlier by the captains, it is a loss of game. If a player disappears during a game without calling a time-out (5-minute break per game), it is a loss of game. (1.11)
 11. Time-out: A player is allowed a 5-minute time-out per game. (1.13)
 12. Players cannot play on any table after the first game of the first round has started, until all your assigned games are finished (blinds). (majority vote 9/96)

III TEAM DYNAMICS/SCORING

1. Four players per night maximum, minimum of three. A player may be added to a team no later than eights prior to the end of that season (8 weeks required to qualify for Las Vegas). A player can only shift to another team with the oral or written permission of team captains, the player and the Directors. The Directors may add or shift players to maintain continuity of league payout.
2. Fees Initial fees are \$40.00 per player (\$10.00 BCA dues, \$20.00 scorekeeper fees, \$10 per seasonal fee. Any team owing money to the league by the end of the last night of play will automatically disqualify any individual on that team from collecting any prize money.
3. Home team: 1. Keeps the score during the night of play, 3. Puts their roster down first.
4. Away team: Delivers the completed score sheet and dues to designated bar. It is the visiting team captains responsibility to make sure the envelopes get to the proper hands.
5. Blinds-

A team who is short one player may play a blind.

1. Add the averages of the three players.
2. Divide the total by three; this is the average for the blind.
3. The fourth player to play the blind chooses which player from the three regular players to play against.

Note: It is the captain's responsibility to pay the five-dollar fee for the blind.

6. Averages-Averages will be established after two weeks of play by adding up the total points, and dividing by the eight games played. Averages from returning players will be carried through the next season.
7. Handicaps
 1. Add the weekly average of all four players together.
 2. Do this for both teams.
 3. Deduct the lower total from the higher total. round up for .5 or over. round down for .49 or lower. The difference from the two is the handicap.
Example: 35.6-29.4 is 6.2 rounded down to 6.0
8. Round points-The highest score at the end of the round, including handicaps, wins one round point (a total of 5 possible). The team, who has the highest total points at the end of four rounds, wins the fifth round point. If there is a tie in any round, 0.5 goes to each team.
9. Forfeits -. After exhausting all options a forfeit will award a team only the average of the team which fail to show up. No free round points will be given.
10. Scoring-If you win a game/match, you will receive 7 for every one of your object balls you dropped, and one for the eight ball for a total of 8. You will also get one point for every of your opponent's object balls left on the table (maximum of 15). Example: you win the game, 3 balls left of the table, score=11/4.
11. Start time- Meet time is at 7:30 by 8:00pm all teams should be playing unless notified by someone traveling in to concord stuck in traffic.
12. Reschedule-Reschedules are allowed. Teams have a month to get it done and reported to the league
13. Practice-Teams can practice while other matches if there is an agreement between the two team Captains.
14. Awards/Summer-This league is played for straight cash for all the teams and the top ten shooters. This league is based upon participation.
15. Final Tournament-the place of the final tournament will be decided by the directors for each individual season, with a first chance of refusal to the number one team.. The banquet is to be held in sponsoring facility. This is a single elimination tournament

MINUTES OF CAPTAINS MEETING FOR THE OPEN SUMMER SESSION 2005-06

Items :

- 1) RE-schedules allowed**
- 2) Handicap 125%.**
- 3) Short summer season.**
- 4) Blinds are allowed.**
- 5) Roaster sheets need to be submitted on the fourth week of league, so that we can sanction league faster than in the past. MUST BE ON TIME.**
- 6) All leagues will pay \$10 Bca + \$20 Scorekeeper fees + \$10 seasonal fee which will go in to main payout pot. (one time fee ONLY as well as BCA).**
- 7) Averages from the previous session will be carried through on the next season.**
- 10) We are in the process of creating a brochure as an advertisement tool for all leagues.**
- 11) Only one lateral move allowed per season, which must not be in the last week 8 weeks of play.**
- 12) Parties and brochures expenses will be absorbed by all the leagues expense accounts.**
- 13) Magoo's only has a table available.**
- 14) Sponsors only pay for one table; not two. DO not assume.**
- 15) You will get your second drink free at play night. That means you BUY the first one.**
- 16) We are loosing too many envelopes at the bars. Captains of the visiting team will be held responsible for the envelopes and the money. A security box will be placed at Vinnies for dropp off.**
- 17) All information regarding stats, rules, captain's list, schedules will be posted in our website <http://dvpool.com/>.
We will continue to distribute hard copies to all teams as not every one has computer access.
Stats will be posted on Monday's.**

**AGENDA FOR CAPTAINS MEETING
OPEN-MIX
FALL SESSION 2006**

Items :

1) RE-schedules allowed within the same week of play. It throws numbers off when we do it past the week of play.. Right now the team that showed up for league get 5 round points and the other team 0? If match its not played with in a week an average of rounds will be given to team present . If the team that showed up for league night can't make it any other night to do a reschedule they will still get average of rounds. NOT 5 free rounds any longer.

THERE WILL BE NO MORE FORFEITS WHERE 5 ROUNDS WILL BE GRANTED, THE TEAM THAT SHOWS UP WILL GET THE OPPOSITE TEAM'S AVERAGE. THE FORFEITING TEAM WILL ALSO BE CHARGED A \$10 FORFEITING FEE FOR THE FIRST TIME, WHICH WILL CONTINUE TO INCREASE IF THEY FORFEIT AGAIN. ONCE A TEAM REACHES 5 FORFEITS TEAM WILL BE TERMINATED UNLESS PREVIOUS COMMUNICATION WITH DVP..

**2) Handicap 125%.
WILL REMAIN.**

**3) 2 round or more season, depending on how many teams?
WE WILL PLAY 2 ROUNDS.**

4) 1 double blind allowed per season and cannot be used when 1st and 2nd place teams are playing each other or cannot be used in last night of league. Or vote on not allowing double blinds at all. Team must have atleast 3 players present to play. Blinds are to be used in case of emergency only.....not to be used as a strategy!!!! Limit on how many times a team can use a single blind per season. (5 per season?) suggestions?

ONE DOUBLE BLIND PER SEASON ALLOWED AND 5 SINGLE BLINDS PER SEASON. WE WILL DEAL WITH CAPTAINS INDIVIDUALLY WHEN NEEDED.

5) Roster sheets need to be submitted on the fourth week of league, so that we can sanction league faster than in the past. MUST BE ON TIME.

ROASTERSHEETS AND FEES WILL BE DUE ON THE FOURTH WEEK OF PLAY.

6) All players/league's will pay:

\$10 Bca + \$20 Scorekeeper fees + \$10 seasonal fee. (\$40 total) FOR NEW PLAYERS

-Players who qualified in the summer session will not have to pay BCA again.

-Players who played in the summer will only pay ½ for scorekeeper fee.

-All Players will pay \$10 towards the seasonal fee.

-Players who did not pay all fees during the summer league will become part of our new BLACK LIST and will not be allowed to participate on any of our current leagues until their dues are paid off.

7) Averages from the previous session will be carried through on the next season. **NEW PLAYERS WILL COME IN AS 8'S, UNTIL THEY STABLISH THEIR AVERAGES (2 WEEKS OF PLAY).**

8) Players are only allowed one lateral move per season from team to team. Lateral moves to another team not allowed on the last week 8 weeks of play.

ONLY ONE LATERAL MOVE WILL BE ALLOWED.

9) Parties expenses will be absorbed by all the leagues expense accounts.

13) Magoo's only has one table available.

14) Sponsors only pay for one table; not two. DO not assume.

15) You will get your second drink free at play night. That means you BUY the first one.

16) Drop off of envelopes at Vinnies seemed successful for summer session. We still have an issue with some team captain's not turning in envelopes in a timely manner. Please have all league envelopes turned into Vinnie's before Friday. We are getting very frustrated having to track down the same captain's envelopes on a regular basis.

17) We need new rules on teams that don't pay. Antioch league is if you don't pay by the following week you take a forfeit. End of story no exceptions. Crown leagues don't play at least they pay up front almost \$300 Suggestions? What kind if any penalties for team that fall behind in their weekly fee's.

\$5 PER PLAYER WILL NEED TO BE PAID EVERY NITE OF PLAY. NO EXCEPTIONS. ROUND POINTS WILL NOT BE GRANTED IF MONEY IS NOT IN ENVELOPE.

18) Pay only top 5 in shooter money??? We have been paying up to \$600 for top 10 shooters. We want to suggest only pay half of the field and throw the rest of money in to pot. Suggestions?

WE WILL PAY ONLY THE TOP FIVE MALE TOP SHOOTERS. REST OF MONEY WILL GO TOWARDS POT.

19) We have been paying point standings money to all places, we want to suggest to pay only $\frac{1}{2}$ or $\frac{3}{4}$ of the field. Suggestions?

ALL TEAMS WILL CONTINUE TO GET PAID AS IN THE PAST.

20) We have 2 new bars joining the league, Rack them up in Concord and O'kerneys in Walnut Creek. They both want to sponsor 2 teams.

**WE ACTUALLY HAVE 3 BARS .
(CJ'S, RACK THEM UP, O'KERNEYS)**

21) We have loose players looking for teams please let us know who needs players.

Tentative teams for Fall 2006 session
Captains please confirm today

1) Shawn	-Vinnie's	(CONFIRMED)
2) Annette	- Farrington's	(CONFIRMED)
3) Rick	-Rack them up	(CONFIRMED)
4) Nathan	-O' kerneys	(CONFIRMED)
5) Ed	-Vinnie's	(CONFIRMED)
6) Kenny	- Jace's	(CONFIRMED)
7) Denise	-CJ	(CONFIRMED)
8) Holly	-Vinnie's	(CONFIRMED)
9) Jim	-Jace's	(CONFIRMED)
10) Jeff	-Rack them up	(CONFIRMED)
11) Frankie	-Vinnie's	(CONFIRMED)
12) Lea	-Scores	(NOT CONFIRMED)
13) Claudia	-Farrington's	(CONFIRMED)
14) Carol	-Scores	(MUST CONFIRM)
15) Beverly	-Okearney	(CONFIRMED)
16) Veronica	-Magoo's	(MUST CONFIRM)

Thank You
Tina Mendoza
DVP
01/10/06
01/13/06

ADDENDUM TO RULES FOR THE FALL SESSION 2006-07

1/23/07

- Unsportsmanlike behavior it's not tolerated in any of DVPL leagues nor functions.
- Players will get a single verbal warning, if it repeats it self we will take a round off affecting entire team, no questions asked.
- So please control your tempers and moods, constant outburst will not be allowed at all.

2/20/07

-WARNING:

CAPTAINS:

IF WE DONT RECIVE ENVELOPES BY THE END OF WEEK (FRIDAY NITE AT VINNIES) WE WILL FORFEIT YOUR ROUNDS. AT THIS POINT OF THE COMPETITION WE SHOULD NOT HAVE TO BE CHASING ENVELOPES AROUND.....THERE WILL BE NO MORE QUESTIONS ASKED.....

2/27/07

-WE CONTINUE TO SEE OUTBURST FROM PLAYERS.

- 4 TEAMS HAVE RECIVED THEIR VERBAL WARNINGS. ANY MINOR INCIDENT FROM ANY MEMBER WILL MERIT 3 ROUNDS OFF AND A FINAL ONE WILL DICTATE A SUSPENSION FROM PARTICIPATION IN OUR LEAGUES.

-WE RUN A MONEY COMPETITIVE POOL LEAUGUE, PLEASE KEEP YOUR PRIVATE MATTERS PRIVATE (NO BODY CARES) AND TAKE YOUR MEDS, OR TAKE A BRAKE.