

# DIABLO VALLEY WOMEN'S BCA 8-BALL LEAGUE

## 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 Women's 8-Ball League whenever there is a majority vote.

- **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.
- **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 or other officials who assumes 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**

- **League Director**: Duties to include producing articles for "On The Break", over-seeing of all leagues, maintaining sponsor relationships, recording and distributing meeting notes to team captains, and updating website. Set up and run tournaments for local sponsors. Periodically enforce league guidelines to ensure that healthy competition remains the focus.
- **Secretary**: Duties to include working with the BCA/ACS to sanctioning all players and leagues plus provide them with updated stats periodically. Distribution of stats via e-mail, logging and maintaining weekly deposits and expenses. Recruiting of new players, and backing up the league director when needed.
- **Stats Maintenance Person**: Duties include generating weekly stats and projected payouts; keep track of money owed to league by each team.
- **Team Captains**: Duties include having players to matches on time, provide director with names and addresses of team mates, collect \$28/week (including blinds and forfeits), and deliver weekly dues when they are at an away bar to the designated bar. Distribute any schedules, rules, and/or amendments to rules to all teammates and if necessary explain any rules. Refer to a league director for any rule that needs clarification. Watch/referee (or assign to co-captain) shots or matches. Communicate to other captains and players in a sportsperson like behavior at all times, maintaining a professional atmosphere. A team captain is responsible for their player's conduct. Provide updated information on team players.

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

a sportsperson like 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 your opponent can be considered un-sportsperson like behavior.**

**2.Challenge weekly stats:** A captain or player have only two weeks to challenge the stats for any given week, in writing to the league secretary.

### **DISCIPLINARY PHASE FORMAT**

The following are the phases that have been outlined by the league in order to maintain proper sportsperson like behavior.

**Complaints:** It takes two written complaints from two different teams before the League Director and the Secretary issue an official verbal warning. In the case of one of the directors being the offending party, an impartial party will be called upon to help out. If League director and/or secretary present at the time of incident no other written form is required.

**Individual Un-sportsperson Like Behavior:** Un-sportsperson like behavior will not be tolerated. Rude or inappropriate behavior of a player will authorize the captain of an opposing team to give a warning to the captain of the offensive player. If the player persists with the offensive behavior and ignores the warning, a ball in hand foul will be awarded to the other team.

**Verbal Complaint:** This occurs when a team captain approaches the other team captain, with the purpose of making a complaint about a particular action or episode, caused by a single or a group of players from an opposing team, while their match was in progress. On the third complaint within a game, the offending player loses the match 15-0.

**Verbal Warning:** If a player or team has participated in un-sportsperson like behavior, a written complaint should be given to the secretary of the league. Two complaints will initiate the next phase of the Disciplinary Phase Format.

**Warning Phase:** The President and Secretary will verbally/e-mail let the player/team, whichever applies, that they are receiving a verbal warning and therefore a change of behavior is mandatory since a written formal complaint has been filed to the Secretary of the League/President, by a captain of another team.

**Fine Phase:** Will apply when a player/team disregards the warning given by the League officials, and publicly or privately engages in any activity which is un-sportsperson like in nature, embarrassing, disruptive or detrimental to other players, tournaments officials or hosts,

or the sport in general. The League shall have the right to penalize, fine or disqualify the offending player/team.

**Probation Phase:** This is a very sensitive and important period for the team/player. The length of the probation period will be six months under which the League Officials and Governing Body will carefully observe the behavior and demeanor of the player/team. If the behavior continues, the team/player risk the chance of being disqualified of any prize moneys. The Governing Officials will have the right to "strip", the team/player of any accruing prize money that may be collected at the end of a season. The money proceeding would go to the team that placed after them or whatever use the President/Secretary will see right within the acceptable parameters of this league.

**Suspension/Barring Phase:** This phase is only to be used once the league has exhausted every option to try to correct the un-sportsperson like behavior. At this point the League will exercise its option of disqualifying and barring the team/player for one year.

### **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)

**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.

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

**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 head string. If you do not warn the shooter, the play stands. (3.9)

**Refereeing:** Watching a shot should be done by both team captains or by a person identified as the referee of the game. If there was no referee asked to watch the shot then the shot goes to the shooter. It is the non-shooter's responsibility to ask someone to watch the shot if they think it might be a foul. (Push Shot - When 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)

**Eight Ball on Break:** 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)

**After the Break:** 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.

**Legal shots:** 1. Pocket a ball, 2. Hit the object ball first, and then get any ball to a rail (failure to hit a rail after contact with the object ball is a foul.) (3.18)

**Fouls:**

- 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).
- It 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.
- It is a foul to place equipment on the table (ie, bridge, pool cue) and take your hands off of it - it can be construed as an aiming device. When using a bridge the bridge can rest on the table or table rail as long as your hand is not taken off the bridge.
- You can't use anything to measure except your eyes. For example if you have ball in hand you are not sure if a ball will clear another ball that is sitting close to a pocket you can not use the cue ball to measure this. You might see players trying to fit the cue ball by the ball sitting next to the pocket to see if there is enough room for a ball to go pass – this is a foul.
- Anytime the shooter scratches the cue ball.
- Coaching from another teammate or from a spectator. The person should be warned once of this rule, then a foul can be called.
- 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.
- Shooting the wrong object ball or suit out of turn.
- **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.
- **Frozen ball rule:** If a ball is frozen on a rail the opponent must declare it. 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 re-hit the same rail). (3.37)
- One foot must be on the floor at all times. The player will receive one warning then a foul can be called. (3.12)
- **Time-out:** Each player can call one time-out per game. The shooter who is at the table is the only person that can call a time-out and it should last no longer than

30 seconds. Friends, teammates, and supporters of the team cannot call a time-out or insinuate to the shooter in any way shape or form for them to take a time-out. (Each case needs to be evaluated individually.)

### TEAM DYNAMICS/SCORING

1. Mandatory of five players to sign up with the league. Maximum of eight players per team. Four players per night maximum, minimum of three. A player may be added to a team no later than eight weeks 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. Each player will pay \$40 in fees. (\$10.00 seasonal fee, a \$10.00 BCA fee, and a \$20.00 scorekeeper fee.) All teams must have all money's that are owed to the league paid in full by the end of the season. If a team still owes the league money they can be disqualified from receiving any prize money.
  3. **Home Team:** Decides if you play on one or two tables. Keeps the score during the night of play. Puts their roster down first.
  4. **Away Team:** Delivers the completed score sheet and dues to designated bar.
  5. **Blinds:** A team who is short one player may play a blind.
    - a. Add the averages of the three players.
    - b. Divide the total by three; this is the average for the blind.
    - c. 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 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 eights games played. New players will have a 7.0 average until a current average can be established.
  7. **Handicap:**
    - a. Add the weekly average of all four players together for each team.
    - b. Deduct the lower total from the higher total.
    - c. Multiply this total by the league handicap of 130%.
    - d. Round up for .5 or higher and round down for .49 or lower.
    - e. This is the handicap to be given to the team with the lower total averages.

Example:  $35.6 - 29.4 = 6.2 \times 130\% = 8.06$  rounded down to 8 balls handicap

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  $\frac{1}{2}$  round point goes to each team.
9. **Drop out:** If a team drops out during a season each team will be treated equally.
10. **Scoring:** If you win a game you will receive 7 for every one of your object balls you dropped and one for the eight ball for a total of 8 plus you will also get one point for each of your opponent's balls that were left on the table (maximum of 15).

Example: You win the game and your opponent has 3 balls left on the table. The score is 11-4

11. **Start time:** Start time is 7:30 with score sheet filled out and players playing their first matches (if there are only two players present start playing anyways). The second player should be ready to play no later than five minutes after their match is called. The third player must be present and ready to play their match by 7:45. Failure to have enough players present by 7:45 may call for a double blind or a reschedule. It is up to the captains to deal with this issue on a friendly manner. Some flexibility is necessary at times should there be good cause for players to be delayed, but please be considerate. If you know your team is going to be late please contact your opponent or a league director so they can contact them and let your opponent know what's going on. If possible try and give an estimated time of arrival. If after exhausting all efforts a forfeit has to be awarded the winning team will receive their own team's average round points plus one (maximum 5 round points). **Reschedules:** Reschedules are allowed but must be completed and score sheet/money turned in prior to the following weeks scheduled match being played.
12. **Awards/Winter:** The top four teams qualify for the Las Vegas money and will receive a predetermined amount of money for entry fees and travel cost. However, if any of the top four teams do not go to Las Vegas the entry fees and travel cost will go to the next placing team. The team not going will still retain their team winnings from the main prize fund payout. The balance of the prize fund payout will go to the rest of the teams and a top ten shooters list.
13. **Awards/Summer:** This league is played for straight cash for all the teams and the top ten shooters. This league is based upon participation.
14. **End of Season Tournament:** The sponsor of the team that finishes the league in first place has the choice to host the end of the season tournament. If the sponsor refuses than the league directors will determine the location. This is a single elimination tournament.

**MINUTES OF CAPTAINS MEETING FOR  
WINTER SESSION  
JAN 9, 2008**

1. Handicap system to go up to 130%.
2. There is a 20 ball maximum handicap per match.
3. We will play a double round starting Jan 16, 2008.
4. For teams going to Vegas we will pay the \$1500 “Vegas Money” to the top 4 teams after the end of first round. Team must be going to Vegas to qualify for this money.
5. There is 1 double blind and 3 single blinds per round are allowed. Double blinds cannot be used when 1st and 2nd place are playing each other or on the last night of league.
6. Reschedules are allowed but must be completed and score sheet/money turned in prior to the following weeks scheduled match being played. In case of a forfeit the team that shows up will be awarded their own team’s average plus 1 round (maximum 5 rounds). Both teams are responsible fees.
7. Roster sheets need to be submitted by the fourth week of league so that we can sanction league faster than in the past.
8. Total fees: \$30 for returning players (\$20 score keeper, \$10 seasonal fee) and \$40 for new players (\$20 score keeper, \$10 seasonal, \$10 BCA fee).
9. Players are only allowed one lateral move per season team to team. Lateral moves to another team are not allowed during the last week 8 weeks of play. Please no new players in the last 4 weeks of play either.
10. Averages from the previous session will be carried on the next season. All new players will start with 7.0 until their averages are established (2 weeks of play).
11. Sponsors only pay for one table; not two. DO not assume.
12. You will get your second drink free on play night. That means you have to BUY one first. Also, whatever you bought is what you get as your free drink. You can’t expect to buy a bottle of water then want a mixed drink for your free one.
13. The envelopes are due no later than Friday night at Vinnie’s bar. If your envelope is not at the bar by the time the Friday night tournament is over a half a round point will be deducted from your team. Worse case scenario - please e-mail numbers. No exceptions!
14. Captains please communicate w/the rest of the league members about upcoming tournaments and events. We will continue to hold one tourney every month.
15. Players need to conduct themselves in a proper manner at all times. Be kind and treat others like you want to be treated, unsportsman like behavior is not tolerated in our leagues. Players with warnings from last season for unsportsman like behavior have a clean slate starting this season.
16. DVPL reserves the right to refuse participation to anybody we believe has a

- problem conducting themselves in a sportsmanlike manner or owes money.
17. It is the responsibility of all captains to keep a full team or at least 3 players until the very last night of league.
  18. In order to qualify for the Top Ten Shooter's List you must play a minimum of 65% of the weeks in the season.
  19. We will have a trophy for the Most Improved Player. All players are eligible for this prize and it's based on the most improved average from the previous season.
  20. Starting time for all matches is 7:30. If there are still missing players at 7:45 a blind must be used. If there are not enough players present by 8:00 reschedule arrangements need to be made and the match must be played prior to the following Monday.
  21. We will allow one time out per game. The shooter needs to address the opponent first and let them know you are taking a time out. The time out shall be no longer than 30 seconds. If any player from the team of the shooter suggest or implies in any way for the shooter to take a time out this is considered a coaching foul and ball in hand will be awarded to the opponent. This also applies to any person not on the team. For example a friend, spouse, boyfriend/girlfriend or anybody else that is associated with the player calls out "take a time out" or "shoot a shot a certain way". It is YOU as a player's responsibility to let anybody who is with you watching you play know that they cannot coach in any way or it's a ball in hand foul to the opponent.
  22. Expense account will be \$600.
  23. Caroline Prescott has become our league "Public Relations" figure. She will contribute ideas and activities to help us show league with a more human side.
  24. We will try the position round in this session. There will be one week added to every round played. We will have teams play each other according to placing, handicap applies, and it will affect the standings.

For the end of 1st round this will be the schedule:

1st @ 2nd  
3rd @ 4th  
5th @ 6th  
7th @ 8th  
9th @ 10th  
11th @ 12th

For the end of 2nd round this will be the schedule:

2nd @ 1st  
4th @ 3rd  
6th @ 5th  
8th @ 7th  
10th @ 9th  
12th @ 11th

Teams for this 2008 Winter Session  
Team #1-Teresa B- Scores  
Team #2-Annette W- Farrington's  
Team #3-Cathy R- Vinnies  
Team #4-Claudia S- Farringtons  
Team #5-Sally H- Vinnies  
Team #6-Lee Ann A- Rack'em up  
Team #7-Carmen- Farringtons  
Team #8-Zorah-Erin- Magoo's  
Team #9-Jenny H- The office  
Team #10-Cary-Tina- Magoo's  
Team #11-Heather O- 1220 Pine  
Team #12-Cheryl Q-Laura- Rack'em up

First week of play:

1 Teresa B- Scores @ 2 Annette W- Farrington's  
3 Cathy R- Vinnies @ 4 Claudia S- Farringtons  
6 Lee Ann A- Rack'em up @ 5.Sally H - Vinnies  
7 Carmen- Farringtons @ 8. Zorah-Erin- Magoo's  
10 Cary-Tina- Magoo's @ 9.Jenny H- The office  
11 Heather O-1220 Pine @ 12 Cheryl Q-Laura- Rack'em up