



2008 Handbook

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I. INTENT

The intent of the Paradise Pool League (PPL) 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 PPL follows the leadership of, and is fully sanctioned by, the Billiard Congress of America Pool League (BCAPL).

II. GENERAL RULES

The Paradise Pool League follows the rules specifically outlined by the BCAPL Player Handbook, except as modified herein. The PPL 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 a PPL Operator.

III. SPORTSMANSHIP

The Paradise 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, does not pay their dues or sanction fee, becomes abusive toward other Individuals or Teams, or exhibits 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 PPL to not refund any fees collected during said Season.

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 a League Operator immediately by calling 480-759-0465.

IV. PLAYERS

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.

NOTE: A Roster Player on a single team may also be a House Sub within the same Division.

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V. TEAMS and ROSTERS

The Paradise Pool League offers Divisions for 8-Ball, 9-Ball, and Scotch Doubles Teams. The guidelines for each of these Team types are described below.

A. 8-Ball Teams

1. Consist of four (4) Players or five (5) Players, depending on the Division being played.
2. Team Rosters for both In-House and Traveling Divisions must not exceed ten (10) Players for 4-person Teams, and twelve (12) Players for 5-person Teams, at any time during the Season

B. 9-Ball Teams

1. Consist of four (4) Players
2. Team Rosters must not exceed ten (10) Players at any time during the Season

C. Scotch Doubles Teams

1. Consist of two (2) Players, one (1) male and one (1) female (a.k.a. Jack & Jill)
2. Team Rosters may not exceed six (6) Players at any time during the Season.

Players may be added to Team Rosters at any time during the first two thirds (2/3) of the current season. No new Players can be added to a roster during the final third (1/3) of the current season. During the final third (1/3) of a season, any House Sub from within that Division may be utilized as a Substitute player, except during a Position Round. For a House Sub to be eligible to play during a Position Round, he/she must have had played at least three weeks in that Division, within the current Season.

To add a Player to the Roster, simply complete a Player Registration Card for the new Player, which is included in the weekly Packets. Return the completed card, along with their ten dollar (\$10) Sanction Fee (See Section VII), if applicable, in the Money Envelope provided by the PPL.

VI. SANCTIONING

For the Paradise Pool League to be sanctioned by the BCAPL, all Roster and Substitute Players participating in the League must pay a *one-time* ten dollar (\$10) 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 fifteen dollars (\$15).

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. The following payment options are available:

1. The Substitute Player may pay for his or her own Sanction Fee
2. The Sanction Fee of the Substitute Player may be paid entirely by the Missing Player
3. The entire Team may contribute to the payment of the Sanction Fee of the Substitute Player

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Every Division of the Paradise Pool League is BCAPL Sanctioned. There is no separate Paradise Pool League Sanction Fee.

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.)

VII. TEAM CAPTAINS

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

- A. The communication of rules, procedures, and all other information passed on to him or her by the Operators of the Paradise Pool League to each of the Players on the Team
- B. Having an understanding and knowledge of both the Paradise 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.
- C. Reviewing and signing Recap (Score) Sheets, collecting and documenting Team dues, ensuring proper Score keeping of Matches, and ensuring that the completed Packets are given to the Establishment at the conclusion of League play.
- D. Collecting and submitting registration information for ALL Roster and Substitute Players, including, but not limited to, completed Player Registration Card, applicable Sanction Fee, and Weekly Dues.

VIII. SPONSOR FEES

It is the responsibility of the Paradise Pool League to solicit Sponsor Fees from participating bars for both Traveling and In-House Divisions. Prior to each Season, the League Operators will provide a list of Establishments that are interested in sponsoring Teams, along with any services they may provide to the Teams (i.e. Team shirts, open tables, Team drinks, etc.) The Establishments will be invoiced after the completion of the Season. Because it is the responsibility of the Paradise Pool League to collect the Sponsor fees, 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, the Team Captain is to notify the Paradise Pool League of the Establishment name, and provide contact information.

IX. WEEKLY DUES

Weekly Dues are eight dollars (\$8) per Player, per week of scheduled play. This amount is due regardless of the number of Players who play in a given Match.

All Weekly Dues are to be paid at the time of the scheduled Match, and may be in the form of cash or check. If paying by check, please make it out to PARADISE POOL LEAGUE. However, be advised that the PPL charges a fifteen dollar (\$15) fee, in addition to any bank charges, for returned checks.

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If an Individual Player'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 will be according to the following schedule, and will be calculated by the PPL:

- 4-Person Team: 25% off of total scratch Score for each delinquent Team member
- 5-Person Team: 20% off of total scratch Score for each delinquent Team member
- Scotch Doubles: 50% off of total scratch Score for each delinquent Team member

NOTE: Scratch Scores, after the penalty has been applied, will be rounded down to the nearest point.

Notices will be in the envelopes each week, 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 scratch Score, from that point forward.

X. 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 Paradise Pool League Web site, www.paradisepoolleague.com.

Pool tables will be available for practice at each location a half an 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 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 XII) 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 XI, Legal Lineup.

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

A. 8-Ball and 9-Ball

A Legal Lineup consists of a minimum of three (3) Players for five (5) person Teams, and a minimum of two (2) Players for four (4) person Teams.

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.

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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 XIV.

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 XIII.
2. The Match may be forfeited according to the “TEAM FORFEIT” guidelines in Section XIV.

The Paradise 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 Recap (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.

XII. 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. Handicap Divisions (8-Ball Divisions Only)

A “Missing Player Rule” may be used for up to two (2) positions. However, there must be a Legal Lineup as described in Section XI.

If a Team has a Legal Lineup, the “Missing Player Rule” will be applied as follows:

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1. From the list of Players on the Team's Roster, select a Player not in attendance that has the most Games played (as listed on the Individual Average Sheet.) In the event that two or more Players on the Roster have an equal number of most Games played, use the Player with the highest average, then next highest, and so on.
2. Enter the selected Player's name(s) into one of the Player fields on the Recap (Score) Sheet, with the word "MISSING" next to the name.
3. Enter the selected Player's Handicap into the "Player's Avg" field associated with that Player.
4. Divide the Handicap of the selected Player in half, and round it *up* to the nearest whole number. This new number will be the Score of the Missing Player for each Round of the Match. The total number of Match points for the selected Missing Player will not be averaged into his or her overall Individual Average.
5. The Score for each Opponent will be the remainder of available points.

EXAMPLE: Joe is on the Team Roster, is not in attendance to play the current Match, and has played the most Games. Joe's Individual Handicap, according to the Individual Standings Sheet, is a nine (9). Joe's name and Handicap is entered onto the Recap Sheet, with "MISSING" next to his name. Divide nine (9) by two (2), to get 4.5, then round it up to the nearest whole number, to give Joe a Score of five (5) points for each Round of the Match. For every Player who is to play Joe, their Score will be the potential fifteen (15) points, minus the five (5) points from Joe's Score, giving them a total of ten (10) points for the Round.

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 still receive half of their Handicap Points for that Round.

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 "Missing Player" would have a handicap of eight (8), and would receive four (4) points per round. The opposing players would each receive eleven (11) points per round. The scores for both the "Missing Player" and that night's opponents do not get averaged into individual statistics.

B. Non-Handicap Divisions (8-Ball & 9-Ball)

If there is one or more Missing Players, and a Legal Lineup exists, for each Missing Player:

1. A Loss (L) will be entered for each round of the Missing Player(s)
2. A Win (W) will be entered for each round of the Missing Player(s)' Opponents

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).

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C. 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 XIII (Makeup Matches) of this document.

XIII. MAKEUP MATCHES

Makeup Matches are allowed in the following situations:

- A. If a Team or Teams are added to a Division by the Paradise 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 PPL 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 Paradise Pool League are notified at least 48 hours prior to the scheduled Match. The Makeup Match is to take place in the location of the originally scheduled Match, at a time agreed upon by both Teams, and must occur within two weeks of the originally scheduled Match. The PPL will contact the location to ensure that tables will be available during the time the makeup Match is to occur. If no tables are available, then the PPL will notify both Teams of the location the Makeup Match is to take place.
- C. If one of the Teams Forfeit, and the Opposing Team offers to schedule a Makeup Match (Section XIV - Option 1)

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

XIV. TEAM FORFEIT (All Divisions)

A Team Forfeit may occur when a Team does not have a Legal Lineup, as described in Section XI. 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 XIII, 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 Recap 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. Collect dues from both Teams and sign the Recap (Score) sheet.

IMPORTANT:

- ALL "Fielded Team" Players must be present.

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- ALL Fees, Dues, and completed Recap (Score) sheet must be returned in Team Packet for the “Fielded Team” to receive the Forfeit Score!
- Scores will be calculated into the overall Team Point Average by a PPL Operator.
- ALL dues owed by the “Forfeiting Team” must be paid for the week of play that has been Forfeited.

XV. RECAP (SCORE) SHEETS and PAYMENT ENVELOPES

Recap (Score) Sheets are to be filled out by both playing Teams, prior to the start of play. The designated Visiting Team Captain will complete their portion of the Recap Sheet first, filling in the fields for Fee/Dues Paid, Player Avg/HCP, and persons playing that week’s Match. When it has been completely filled out, the entire Recap (Score) Sheet is passed on to the Home Team Captain to be completed.

IMPORTANT: FIRST and LAST names of players **MUST** be included for each Player on EVERY weekly Recap (Score) Sheet. (This will drastically decrease confusion for the PPL Operators when entering Player information into statistics database.)

After both Teams have completed their respective sections of the Recap (Score) Sheet, the PINK copy is given to the Visiting Team, and the Home Team retains the WHITE and YELLOW copies, to be completed during Match Play. It is strongly recommended that the Visiting Team also keep track of the scoring on the Pink copy of the Recap (Score) Sheet to compare it with the White copy at the end of Match Play.

At the end of each scheduled Match Play, the Captains of both the Home and Visiting Teams are to review the Recap (Score) Sheet for accuracy, and sign the WHITE copy. The WHITE Recap (Score) Sheet, and all monies collected, are 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 plastic Packet (folder envelope). The Packet is then given to the Establishment’s manager, or to the bartender if the manager is not present. A PPL Operator will personally pick up the Packets from each of the Establishments the same day or night of Match Play.

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

XVI. GAME PLAY

A. 8-Ball Divisions:

In a single Match, each Player from one Team plays each Player on the Opposing Team. Therefore, a 5-person Team will play a total of 25 Games in a single Match, and a 4-person Team will play a total of 16 Games in a single Match. Refer to Section XVII (Scoring) for instructions on how to score 8-Ball Matches.

B. 9-Ball Divisions:

The format of the Paradise Pool League’s 9-Ball Division play is similar to that of 8-Ball League play. Each Player plays one round against each Player on the Opposing Team.

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When a Player faces an Opponent in a single Round, they play a two-game Set of 9-Ball. Therefore, a 5-person Team will play a total of 50 Games in a single Match, and a 4-person Team will play a total 32 Games in a single Match. Refer to Section XVII (Scoring) for instructions on how to score 9-Ball Matches.

C. Scotch Doubles (8-Ball) Divisions:

Scotch Doubles Teams consist of two Players, one (1) Male Player and one (1) Female Player. A Match consists of 10 rounds 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. Refer to Section XVII (Scoring) for instructions on how to score Scotch Doubles Matches.

D. Determining The Break

1. Scotch Doubles Divisions:

The Visiting 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.

2. 8-Ball Divisions:

The designated Visiting Team will RACK and BREAK the first Round, and every other Round thereafter. The designated Home Team RACKS and BREAKS the second and fourth Rounds. In other words, Racking and Breaking is alternated each round, between the Home and Visiting Teams.

3. 9-Ball Divisions:

The designated Home Team Player RACKS the first Game of the Set for all odd numbered Rounds. The designated Visiting Team RACKS the first Game of the Set for all even numbered Rounds. The Winner of the first Game in a Set, RACKS the balls for the second Game of that Set.

E. Coaching and Time-Outs

1. 8-Ball and 9-Ball Divisions:

Coaching and Time-Outs are NOT permitted during Match Play in 8-Ball and 9-Ball 5-Person and 4-Person Team Divisions. 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.

A Player may quietly converse with a Teammate (in a non-distracting manner) during a game when it is not their turn to shoot. However, while a game is in progress and a member of the Opposing Team finishes a Team's inning and leaves the table, no Coaching of any kind can occur between the Teammates on the incoming Team.

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.

All coaching violations will result in a "cue-ball-in-hand" foul.

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2. Scotch Doubles:

A Scotch Doubles Team is allowed one 20-second Time-Out per Round 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 Recap Sheet by circling the T/O in the appropriate Round for the Team. Any other coaching by a Teammate during their turn at the table is a “cue-ball-in-hand” foul.

F. Raking Foul

Raking three or more balls in an active Game, results in a Loss of Game foul. This is intended to address the unsportsmanlike conduct of a Player that may move the balls on the table with equipment or by hand in disgust; and/or to address a Player that may think the current Game is over, and begins collecting the remaining balls on the table.

If this foul occurs during a Handicapped 8-ball Match, it will be scored as follows:

1. If accurate ball count can be determined, the Player committing the foul will receive a point for each of their pocketed object balls. The Opposing Player will receive a point for each of their pocketed object balls, as well as a point for each ball remaining on the table.
2. If accurate ball count cannot be determined, the score will be a default of eleven (11) to four (4), in favor of the Opposing Player

If the foul occurs during a Non-Handicapped Match, it is a loss of that Game within the current Round.

G. 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.

XVII. SCORING

Scoring is different for 8-Ball and 9-Ball Divisions, as well for Handicapped and Non-Handicapped Divisions.

A. 8-Ball Handicapped Divisions (Including Scotch Doubles)

1. Scoring shall be based on a total of 15 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, one (1) point for legally pocketing the 8-Ball, and one (1) point for each of the Object Balls of the Opposing Player remaining on the table.
4. The Losing Player receives one (1) point for each of their pocketed Object Balls.

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5. The Score for both the Winning and Losing Players is to be entered into their respective fields for the particular Round on the Recap (Score) Sheet.
 6. When all Players have completed Match Play, the Individual Players' Scores are totaled across, and entered into their respective "Total" field.
 7. The sum of all the Rounds are totaled down, and entered into their respective "Scratch Total Field."
 8. The sum of all of the "Scratch Total" Scores should be equal to the sum of all the Individual "Total" Scores.
 9. 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.
 - c. Add the "TOTAL" columns across, to determine the final Team Score
 10. If a Team is NOT receiving Handicap Points, then the sum of all the "Scratch Total" Scores is their Final Team Score.
- B. 8-Ball Non-Handicapped Divisions (Including Scotch Doubles)
1. Scoring is based on the Win (W) or Loss (L) of a Game
 2. The Game is Won when a Player or Team legally pockets all seven (7) of their Object Ball Group, and the 8-Ball.
 3. A "W" is entered in the "Round" field corresponding to the appropriate Round, and Player or Team, who won the Game; and an "L" is placed in the corresponding "Round" field for the Player or Team who lost the Game.
 4. At the end of each Round, total all Wins and enter the result onto the Recap (Score) Sheet in the corresponding "Total Wins" field for that round. This does not apply to Scotch Doubles.
 5. At the end of the Match, total all Wins for each Player or Team, and enter the result in the Player or Team's corresponding "Total Wins" field on the Recap (Score) Sheet.
 6. The sum of all Player or Team Wins should equal the sum of all Round Wins. The Team with the highest number of "Total Wins" is deemed the Winner of the Match.
- C. 9-Ball Non-Handicapped Divisions
1. Scoring is based on the Win (W) or Loss (L) of the Game
 2. The Game is won when a Player legally pockets the 9-Ball.
 3. A "W" is entered in the corresponding "Round" and "Game" fields for the Player who won the Game within the Round, and an "L" is placed in the corresponding "Round" and "Game" field for the Player who has lost the Game within the Round.
 4. At the end of each Round, total all Wins and enter the result onto the Recap (Score) Sheet in the corresponding "Total Wins" field for that round.
 5. At the end of the Match, total all Wins for each Player, and enter the result in the Player's corresponding "Total Wins" field on the Recap (Score) Sheet.
 6. The sum of all Player Wins should equal the sum of all Round Wins. The Team with the highest number of "Total Wins" is deemed the Winner of the Match.
- D. 9-Ball Handicapped Divisions
- There are no 9-Ball Handicapped Divisions offered at this time.

XVIII. SCORING ANOMOLIES

A. 8-Ball Pocketed Out of Turn (8-Ball Handicap Team):

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 Player pocketing the 8-Ball shall lose the match, receiving a default score of four (4). The Opponent shall receive the remaining eleven (11) points as their score.

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 eight (8) points, plus one (1) additional point for each of the Opponents’ balls left on the table. The person who pocketed the 8-Ball out of turn receives one (1) point for each of their object balls that have been pocketed.

B. 8-Ball Pocketed Out of Turn (8-Ball Non-Handicap and Scotch Doubles Divisions):

If the 8-Ball is pocketed out of turn, the Player pocketing the 8-Ball shall lose the match, scored as an “L.” The Opponent shall receive the win, scored as a “W.”

C. 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 of 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 eight (8).

D. 8-Ball on Break (Both 8-Ball Team and Scotch Doubles Divisions):

If a Player pockets the 8-Ball off of the Break, and the cue ball is not scratched, fouled, or jumped off of the table, it is not considered a Win. Instead, it is the Breaker’s choice to either ask to have their Opponent re-rack and start the game over, or to “spot” the 8-Ball on the “foot spot” of the table, without disrupting the remaining balls on the table, and continue shooting.

Although pocketing the 8-Ball on the Break is not a win, an area is provided on the Recap (Score) Sheet to record when this event occurs. If this event does occur, fill in the “8-Ball” “bubble” corresponding to Player who pocketed the 8-Ball on the break, for the appropriate Round.

If the 8-Ball is pocketed off of the Break, and the cue ball is scratched, fouled, or jumped off of the table, it is NOT considered a Loss. Instead, it is the Opponent’s choice to either ask for a re-rack or “spot” the 8-Ball on the “foot spot” of the table, without disrupting the remaining balls on the table, and continue shooting. If this event occurs, do NOT fill in the “8-Ball” “bubble” corresponding to Player who pocketed the 8-Ball on the Break.

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The PPL keeps track of each Player who receives a valid 8-Ball Break, and the Player with the most occurrences at the end of the Season, in each Division, will receive recognition and an award at the Season-Ending Party.

E. 9-Ball on Break (9-Ball Divisions Only)

If a Player pockets the 9-Ball off of the Break, and the cue ball is not scratched, fouled, or jumped off of the table, it is considered a Win, and should be entered as such on the Recap (Score) Sheet. Additionally, an area is provided on the Recap (Score) Sheet to record when this event occurs. If it does occur, fill in the "9-Ball" "bubble" corresponding to the Player who pocketed the 9-Ball on the break, for the appropriate Round. The PPL keeps track of each Player who receives a 9-Ball Break, and the Player with the most occurrences at the end of the Season, in each Division, will receive recognition and an award at the Season-Ending Party.

F. Break & Run (All Divisions)

When a Player or Scotch Doubles Team breaks the balls and continues to shoot all of their object balls (without committing a foul) until pocketing the 8-Ball (when playing 8-Ball), or the 9-Ball (when playing 9-Ball), this is considered a Break & Run. An area is provided on the Recap Sheet to record when this event occurs. If it does occur, fill in the "Break and Run" bubble (®) next to the appropriate Player for the corresponding Round and Game on the Recap Sheet. The PPL keeps track of each Player and Scotch Doubles Team who receives a Break & Run, and the Player and Scotch Doubles Team with the most occurrences at the end of the Season, in each Division, will receive recognition and an award at the Season-Ending Party.

G. Game Ball Off Table (8 or 9 Ball, dependent on game type)

1. 8-Ball:

- a. If the 8-Ball is jumped off the table it is a loss of game, and is scored as if it the 8-Ball was pocketed out of turn (Section XVIII.A and .B).

2. 9-Ball:

- a. If the 9-Ball is jumped off the table, it is not a loss of game. The 9-Ball is placed on the Foot Spot on the table, with the Opponent receiving cue ball in hand.

XIX. AVERAGES and HANDICAPS

A. Individual Averages:

1. Handicapped Divisions:

Individual Averages are determined for each Original and Substitute Player by dividing the total number of points earned during Match Play by the total number of Games played. Averages are based on the Players' cumulative points and Games. All Averages will be computed by the League, and will be included in weekly Packets. Averages will be rounded and reported to the hundredths (x.xx) place.

2. Non-Handicapped Divisions:

Individual Averages are determined for each Original and Substitute Player by dividing the total number of Wins earned during Match Play by the total number of Games played.

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Averages are based on the Players' cumulative wins and games. All Averages will be computed by the League, and will be included in weekly Packets. Averages will be rounded and reported to the hundredths (x.xx) place.

Substitutes Players' Averages will be determined by overall game play for a single Season, in a single Division, regardless of the number of Teams they have participated on within that Division.

If a Player participates in multiple Divisions, their Individual Average may vary from Division to Division.

B. Handicaps:

On the *first calendar date* of play, any Player who participated in the full season (14 weeks or more) *immediately prior* to the current Season, and is playing in the *same Division* as the previous season, must utilize the Handicap that they established in their previous Season's Division. If a player did not participate in the previous full Season, or they do not play on the *first calendar date* of play, they will establish their Handicap the first time they play in a new Season, within a given Division. If a Player participates in multiple Divisions, they will establish a Handicap for each Division they participate in. To determine a Players' initial Individual Handicap, the sum of all points received in each Round of Match Play is divided by the total number of Rounds played, and rounded down to the nearest whole number. For example:

Player	Round 1	Round 2	Round 3	Round 4	Round 5	Total	Average	Handicap (HCP)
Matt Smith	9	14	8	12	6	49	9.80	9

For each subsequent week of the Season, Handicaps are determined by rounding down the Individual Players' cumulative Average to the nearest whole number. This will be calculated by the League Operators, and will be listed on the Individual and Team Standings Sheet included in weekly Team Packets.

Team Handicaps are determined by summing the Individual Handicaps of Players on both Teams that are either participating in Match Play, or are entered as a Missing Player (refer to Section XII, Missing Players).

The Team with the lower Team Handicap will receive Handicap Points per Round of play. The total number of Handicap Points given to a Team per Round is determined by taking the Difference between both Teams' Team Handicap. The total Match Handicap is determined by multiplying the Difference by the number of rounds in the Match (5 for 5-person Teams, and 4 for 4-person Teams.)

As shown in Figure 1, Individual Handicaps are entered onto the Recap (Score) Sheet in each Player's respective "Indv. HCP" column. The Team Handicaps are then totaled, and entered into the appropriate "Home Team HCP" and "Visiting Team HCP" fields. The difference between the Home Team Handicap and the Visiting Team Handicap is entered into

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“Difference” field, as well as into the “Handicap” fields for each Round. The total Match Handicap is entered into the “Total” column, and is included when determining the Match Total.

NOTE: Occasionally, errors are noticed by the PPL Operators as scores are entered into the statistics database. The Team Captains of both Teams will be notified of any corrections that have been made.

Fee Paid	Indv. HCP	Home Team				Round 1	Round 2	Round 3	Round 4	Round 5	Total	
		Player's Name										
	7	1	Mary Ellen Cavanagh				1	2	3	4	5	
	9	2	Richard Plank				2	3	4	5	1	
	8	3	Josh Farley				3	4	5	1	2	
	7	4	Shane Goddard				4	5	1	2	3	
	8	5	Mike Ruttman (MISSING)				5	1	2	3	4	
Home Team HCP	39	SCRATCH TOTAL										
Captain _____						HANDICAP		/	/	/	/	/
						TOTAL						
Fee Paid	Indv. HCP	Visiting Team				Round 1	Round 2	Round 3	Round 4	Round 5	Total	
		Player's Name										
	7	1	Matt Balka									
	7	2	Tom Panopoulos									
	7	3	Mike Kwilosz									
	7	4	Bob Nudo									
	6	5	Eric Dusenberry									
Visiting Team HCP	34	SCRATCH TOTAL										
Home Team HCP	39					HANDICAP		5	5	5	5	5
Difference	5	Handicap points per round				TOTAL						25

Figure 1 – 8-Ball Recap Sheet

XX. TEAM and INDIVIDUAL STANDINGS

The determination of Team and Individual Standings varies depending on the type of Division being played. For the purpose of Individual Awards, for all Divisions, the Individual Player’s Average will be used to determine awards.

A. Handicap Divisions

1. Teams

Determination of overall Team Standings is based on the total accumulated Scratch and Handicap (if any) points, of a Team’s Individual Players, including Substitutes, over the course of the scheduled Season.

If, after all Season Matches have been completed, there is a Tie between two Teams in a single Division, Standings Placement will be determined in the following order:

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1. Season Head-to-Head Team Scores (with Handicap, if any)
 2. Season Head-to-Head Team Scores (Scratch)
 3. Season Overall Team Scores (Scratch)
 4. The two Teams will participate in a Play-off Match, to be held on a predetermined date and time prior to the Season-Ending Party / Tournament. The winning Team of the Play-off Match will receive the higher placement in the overall Season Team Standings.
2. Individuals
Determination of Individual Standings is based on the Player's overall Individual Average over the course of the scheduled Season, and is rounded to the one hundredth place (x.xx).

In the event of a tie between two or three of the top three Individual Averages within a single division, placement will depend on the total number of Individual Games played. If a tie still exists, the placement monies will be combined and evenly divided by the tying Players. For example:

$$\begin{aligned} 1^{\text{st}} \text{ Place} &= \$100 \\ 2^{\text{nd}} \text{ Place} &= \$35 \\ 3^{\text{rd}} \text{ Place} &= \$15 \end{aligned}$$

If the 1st and 2nd Place Players have identical Individual Averages, and have played an equal number of Games throughout the Scheduled Season, both Players would receive \$67.50 ($\$100 + \$35 = \$135 / 2 = \67.50)

B. Non-Handicap Divisions

1. Teams

Determination of overall Team Standings is based on the total number of Wins accumulated by the Individuals on a Team over the course of the scheduled Season.

If, after all Season Matches have been completed, there is a Tie between two Teams in a single Division, those Teams will participate in a Sudden-Death Match, to be held on a predetermined date and time prior to the Season-Ending Party / Tournament. The Match will consist of the following:

- 5-Person Teams: A race to Win thirteen (13) games
- 4-Person Teams: A race to Win seven (7) games
- Scotch Doubles Teams: A race to Win nine (9) games

The Team that Wins the Sudden-Death Match will receive the higher placement in the overall Season Team Standings.

2. Individuals

Determination of Individual Standings is based on the percentage of Wins accumulated by an Individual Player over the course of the scheduled Season. The percentage is

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calculated by dividing the total number of Games Won by the total number of Games played, and is rounded to the one hundredth (x.xx) place.

XXI. ELIGIBILITY FOR SEASON ENDING AWARDS

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 70% of the scheduled Games to be eligible for Individual Player awards. Substitute's Total Games played is totaled from all the different Teams that they played on during the Season within a single Division. Games that have not been played (i.e. missing Player) will not be included in this calculation.
- B. Any Team or Individual that drops, or is dropped, from The League is not eligible for any Season-Ending Awards or Prizes.

NOTE: Monetary Awards will be readjusted, based on the total number of current Teams within that Division, for the remainder of the Season.

- C. Any Team who has any unpaid sanction fees or dues at the end of the Season shall have those fees deducted from any Team awards prior to being paid any balance.

XXII. TOURNAMENTS

- A. Any Tournaments before, during, or after a League Season are held at the sole discretion of the PPL. Location, format, prize funds and all other matters related to any Tournament will be decided expressly by the PPL, and there is no consideration given to place of finish or participation in scheduled League Play. Tournaments have no affect on a Player's Individual Average or Standings. It is possible for a Tournament to be held at a location that did not have any Team representation throughout the scheduled League Season.
- B. If your Establishment would like to host a tournament, PPL uses the following criteria for determining viability of the establishment.
 - 1. Number and quality of tables (location must have a minimum of 4 tables to be considered as a tournament site).
 - 2. Space available for Players and Spectators
 - 3. Willingness to contribute to prize funds
 - 4. Provide finger foods
 - 5. Establishment location, and any other factor which the PPL 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.

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XXIII. BCA POOL LEAGUE PLAYER HANDBOOK (2007 – 2011) QUICK REFERENCE

A. General Rules Quick Reference

Rules	Page	Paragraph
Use equipment only as intended	19	1.3
Using any measuring device is a foul.	19	1.3.f
Either shooting Player practicing during the match is a foul.	20	1.8
Banks and combo's are not obvious - so call them.	24	1.17.3
Legal Shot	25	1.19
Object balls frozen to a rail	25	1.20
Must have one foot on the floor	26	1.25
Balls off the table - foul. Balls are not spotted.	27	1.29
Push - extended contact for longer than the moment of contact is a foul.	27	1.30
Double Hit Fouls	27	1.31
Cue ball fouls	27	1.33
Touching impeding ball during jump/masse - foul	28	1.34
Jumps are legal. Must strike with a downward motion. <i>PPL Note: unless establishment does not allow jump/masse shots.</i>	28	1.34
Marking is a foul.	29	1.39
Intentionally causing ball(s) to move by illegal means – Is a Loss of Game	30	1.40.f
Interference or distraction from the non-shooter is a foul.	30	1.42
Concession – Breaking down the playing cue – is a Loss	31	1.44
Balls falling in pocket after 5 seconds - return to position	33	1.49.3

B. 8-Ball Rules Quick Reference

Rules	Page	Paragraph
The Rack - 8 in the middle, stripe in 1 corner, solid in the other corner.	34	2.2
Legal Break - 4 numbered balls to a rail or pocket a ball	34	2.3.1
Balls off the table on a break - foul. Balls are not spotted.	35	2.3.7
Open table	35	2.4
Scratch on 8-Ball - not a loss if you don't make it.	37	2.8.1
Stalemated game – re-rack.	37	2.10

C. 9-Ball Rules Quick Reference

Rules	Page	Paragraph
The Rack - 9 in the middle, 1 at the top of the diamond and on the foot spot.	37	3.2
Legal Break – must strike the 1 (one) ball first and drive 4 numbered balls to rail or pocket a ball	38	3.3
Push Out	38	3.4
Legal Shot	39	3.5
Bad Hit – Wrong Numbered Ball Hit	39	3.5.a
Fouls – Ball In Hand, 9-Ball re-spotted	39	3.5.c

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Ball(s) Off the Table – Foul; ball(s) are not re-spotted, except the 9-Ball	39	3.5.d
3 Foul Rule – Loss of Game	39	3.6

XXIV. CHECKLIST *(for Team Captains)*

A. Beginning of the Season

1. Familiarize yourself with this Handbook
2. Check your Schedule for play location
3. Complete and submit the BCA Roster Sheet by week four of Season Play
4. Try to have all members of your Team Roster participate in Match Play by week four

B. Weekly Play

1. Check your schedule
2. Be on time at your scheduled location. Practice begins a half an hour before the Match is scheduled to begin.
3. Get the plastic packet from the establishment, and verify its contents:
 - Standings Sheet
 - Individual/Team Average Sheet
 - Recap (Score) Sheet
 - Payment Envelope
 - Any communications from League Operators
4. Visiting Team is first to complete Recap (Score) Sheet
5. Collect all Sanction Fees that are due
6. Collect Weekly Dues up front.
7. White and Yellow copy of Recap (Score) Sheet is completed by the Home Team; the Pink copy is completed by the Visiting Team.
8. Follow Game Play for your specific Division, as outlined in Section XVI.
9. Keep score. The Home Team is required to keep score on the White Recap Sheet, but it is highly recommended that the Visiting Team also keep score on their Pink Recap Sheet.
10. After the final Match Game is played, tally the scores (including any Handicap Bonuses, where applicable), and have both Captains verify totals.
11. Sign the Recap sheet and payment envelope.
12. Enter any notations and messages to the PPL in the Comment section at the bottom of the Recap (Score) Sheet, if needed.
13. Seal money and White copy of Recap (Score) Sheet in the Payment Envelope.
14. Place Payment Envelope in the plastic packet and return to the bartender at the Home Team's bar.

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C. Season

1. Schedules will be assigned based on number of Teams and length of Season. The schedules are subject to changes throughout the Season, at the discretion of the PPL, but all Captains will be notified if this occurs.
2. Check the www.paradisepoolleague.com frequently, for schedules, standings, events, and other communications from the League Operators.
3. Contact the League Operators at 480-759-0465, or leagueop@paradisepoolleague.com, with any questions or concerns that you may have.