

League By-Laws

**Amended on 1/22/2026*

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Support Our Locations:

- **2 Drink Minimum Per Player or Food** - Team captains must enforce
- **Equipment** - The bar owners should repair or replace defective equipment.

End-of-Season Events & Rules:

- **Team Payouts** - Shall take place on the first evening of Top All-Stars Tournament (**Payout - 80+% league revenue**).
- **Top All-Stars Tournament** - May be played in two sessions or two weeks. Locations TBD based on captains feedback, locations table numbers and league directors discretion. All efforts will be made to play out of the winning teams location. **FORMAT** - double elimination, race to 2 and 1, (**Payout - 10% league revenue**).
- **Bottom All-Stars Tournament** - May be played in two sessions or two weeks. Locations TBD based on captains feedback, locations table numbers and league directors discretion. **FORMAT** - double elimination, race to 2 and 1, (**Payout - 5% league revenue**).
- **Top Shooter Award** - Ranked by percentage and players must have participated in **at least 80%** of the season. Late joining players to the season are not eligible for top shooter award.
(**Total fixed payout \$500: \$100 to the top shooter on each of the top five teams**)
- **Captains Meeting & Tournament** - Locations TBD based on captains feedback, locations table numbers and league directors discretion. **FORMAT** - double elimination, race to 2 and 1 (**Payout fixed - \$375**)
- **Final Tournament Qualifier** - Players must play **70%** of available games in a season to be eligible for Player's Tournament.
- **Player Dropped / Player Added** - During league play, if a new player joins a team for another player they must play **70% of available games in a season** to be considered for eligibility to play Final Tournaments. Captains **MUST** notify and discuss this with league operators to make them aware.
- **Emergency Situations** - If a player knows that he/she is going to be out due to emergency, or surgery, that player may request not to be penalized for those weeks off so as to be allowed to play at the player's tournament. Captains **MUST** notify and discuss this with league operators to make them aware.
- **Missed Payments** - Any team that has **not paid \$\$** their dues in full by the last week of play, if money is due, will be deducted from team winnings payouts.

BCA Requirements:

- **Fee** - Each player is required to pay \$20 which is applied to a BCA Membership fee per calendar year.
 - Calendar year is Jan. 1st - Dec. 31st for BCA dues.

Note: Each "New" player needs to provide their legal identification to the league directors to ensure player information is input accurately.

League & Team Rules/Requirements:

1. **Team Format** - All teams will comprise a roster of six players and two subs max. Players may be men or women.
2. **Team Fargo Cap** - All teams have a max FargoRate cap of 3000 (Platinum). If at any point in any of the 3 rounds played that night a team surpasses 3000, that last player's game in round will be considered a forfeit.
3. **Handicap** - Maximum handicap per team per night is 5, which is set in BCA LMS. Also set in BCA LMS is a 115% handicap percentage, which works out to roughly 1 point per 85 points difference in team fargo rates.
4. **Subs** - Teams can have up to 2 subs on their roster, \$20 BCA Fee must be paid that evening, if not it will be deducted from team dues. **New Subs must be sent to League Directors by noon of the day of play at latest to be added. Subs may play for more than one team.**
5. **NO NEW SUBS TO A TEAM AFTER 80% OF WEEKS OF PLAY.**
6. **Pea** - Player(s) can only pea once in a night. Only 7 matches may use a Pea per half season. The player who plays is who is used on the scorecard. You **CAN NOT** use two subs and a pea in the same night.
Examples of use of subs and peas: 3 roster players, 1 sub and 1 pea or 2 roster players and 2 subs. If you have only 2 players, but you have 2 subs, then the 5th player's spot is forfeit unless the opposing captain allows.
7. **Roster** - Captains must submit a roster of their players before the 1st week of play.
8. **Nightly Fee** - Players will contribute **\$10.00** each/week of league play. (\$50 per team per week)
9. **Play Begins** - Start time is **7:00pm**, two players minimum must be present to start. If no opposing team is present by **7:15** ready to play, then the match will be a forfeit. These times are based on actual time, **not bar time**. You may start the game with 2 players minimum, which will give time for the other players to arrive. (see below for subs and peas). However two players can play a match and pea once each, but they will receive 7 forfeit losses.
10. **Forfeits will be applied as such** 10 wins to the team score for team who showed, 5 wins to the team score for no show team. Players will have zero wins and losses..
11. **Night of Play Conflict** - If **TEAM** will not be available to play on the night scheduled, the team captains can agree to reschedule. The captain must notify the other by noon of the day of play to avoid a forfeit. **The league director must also be notified.** Makeup games **must be played within two weeks** and cannot take place in the last two weeks of league play. If an agreement cannot be reached, the forfeit rule will come into effect. All makeup matches must be played by last night of team play.
12. **Nightly Location Of Play** - if agreed by both captains, the match can be played at any location other than what is scheduled.
13. **Nightly Player Lineup** - this is **blind drawn**, both captains set their lineup and then share with each other.
14. **Player timeouts**, A player may ask for coaching (1) one per game. The player may ask any team member for coaching and after assistance has been given, the "coach" may not return to the table to offer additional advice for the same shot **(No time limit however after a couple minutes captain may ask to wrap it up).**
15. **Nightly Scores & Payments** - Each captain must submit nightly scores via the BCA Scorer App. Leagues weekly dues to be paid in cash or Zelled. Zelle preferred for record keeping.
16. **A PLAYER CANNOT LEAVE A TEAM AND JOIN ANOTHER TEAM IN THE SAME SEASON WITHOUT LEAGUE APPROVAL.**
17. **Drop out team:** Matches played will remain as is for both team and players. For teams scheduled to play the dropped team in future they will receive a score of (10) team and (0) individual wins. Team dues will still be owed for that evening.
18. **Stats** - All stats are available via the FargoRate App which can be downloaded via Apple or Android stores. There is also a link to stats on our website www.LBilliards.com.

Standards of Conduct

1. **Calling Fouls** - Players are responsible for calling fouls on their opponent. If a foul is not called by the player, no other player or teammate is obligated to do so. Players should request a neutral observer for close shots when needed. If anyone other than the two players calls a foul, the offending team shall receive a loss-of-turn penalty unless the opponent agrees to waive the penalty.
2. **Sportsmanship, Conduct, and Interference** — Foul language, threats of violence, sharking, harassment, or any form of unsportsmanlike conduct is prohibited. No loud talking, pointing, or other distracting behavior is permitted while an opponent is shooting. Opponents and spectators must remain at least one (1) pool cue length away from the table during play. ****Penalties:**** First violation shall result in a warning. A second violation may result in loss of turn or loss of game. Serious or repeated misconduct may result in forfeiture of winnings, suspension, or removal from the league, at the discretion of the League Directors and Oversight Committee.
3. **Player Communication at the Table** - A player at the table may not discuss their game with others while shooting. First violation: warning. Second violation: loss of turn
4. **Unsafe or Disruptive Conditions** - (a) A captain may refuse to continue play if an opposing player is unable to compete safely or appropriately, or if outside interference (including patrons) disrupts play and the home captain does not address the issue. (b) The League Administrator must be notified immediately for instruction.

Condensed Rules of Play:

1. **BCA rules apply** unless otherwise noted within. Below is some summary of rules. It is the players responsibility to know the rules, <https://www.playcsipool.com/bcapl-rules.html>.
2. **Rack your own break** or have a teammate do it. The 8-ball must be racked in the middle with one strip and one solid in the corners at the bottom of the rack. **Break order**, home team racks/breaks 1st, visiting team racks/breaks 2nd. Home team flips the coin, visitors call flip to decide the rack/break in the 3rd round.
3. **Call pocket**, obvious balls and pockets do not have to be indicated. It is the opponent's right to question which ball and pocket the shooter is planning if he/she is unsure. Bank shots and combos are not considered obvious. The opening break is not a "called shot." Making a ball on the break is still considered an open table.
4. **Open table:** The table is "open" when the choice of groups has not been determined by a legal shot. When the table is open, it is legal to hit a solid to make a stripe, or visa-versa. However, contacting the eight ball first, is considered a foul, and ball in hand will be rewarded. The table is always open after the break.
5. **Choice of group:** The choice of stripes or solids is not determined by balls made on the break, it is determined only after a player legally pockets a called object ball on his or her next shot
6. **Legal break**, the breaker must either pocket a ball or drive at least three balls to a rail. If the breaker fails to make a legal break, the incoming player has the option of; 1) allowing the breaker to re-break, 2) have the balls re-racked and shoot the opening break, 3) accept the table as is and continue play.
7. **Scratch on a legal break**, the scratch is considered a foul and the table is open and his/her opponent has ball in hand.
8. **Eight ball break** is not an automatic win. The eight ball will be spotted, and play will resume. Or, the player can re-rack and break again. If there is an 8-ball break and scratch, simultaneously, the same rules apply for the incoming player.
9. **Playing the eight ball**, it is not an automatic loss if the player scratches and the eight ball stays on the table.
10. **Loss of game:** If a player jumps the 8-ball off the table, pockets the eight ball in a pocket other than the one called, pockets eight ball when it is not the object ball, or pockets the eight ball and scratches, it is a loss of game.

11. **Legal shot:** On all shots, the shooter must hit one of his group balls first and; 1) pocket any ball or 2) cause cue ball or "any other numbered ball" to contact a rail after his/her ball has been struck.
12. **Balls moved:** Any ball moved by outside interference can be placed as close to its original position or be left in place. Opponent makes this call. If the ball(s) placement cannot be agreed upon, the team captains can elect to replay the match. If two or more balls are moved it is a loss of turn and ball in hand for the incoming player, balls remain in their place.
13. **Simultaneous hits:** When both the object ball and opponent's ball are clearly hit at the same time it is a good hit. **If the captains cannot agree if the shot was legal or not, the game will be replayed.** Videoing by cell camera in slow motion is permitted.
14. **Out of turn:** When players are mismatched to play an incorrect opponent, the game must be replayed with the correct players. However, if the players play at any point during the match, play must continue, and the outcome of the match will be noted in the correct place on the score sheet.
15. **Foot on floor:** Any player must have at least one foot on the floor at the moment the cue tip strikes the cue ball, or the shot is a foul and the opponent will receive ball in hand.
16. **Jumping the cue ball:** It is allowed at the expense of the PLAYER. Neither the team nor the bar will be held accountable for damage to the table. (Jump shot is not allowed if the bar does not allow it). Scoop shot, lifting cue ball from underneath is a foul.
17. **Balls jumped off table:** Balls jumped off the table will be pocketed. (8-ball is an automatic loss)
18. **Breaking down his/her stick** at any time during a match, will be an automatic loss. This is unsportsmanlike conduct and is not acceptable. The players should confirm that he did break down his stick and conceded the match. If a player concedes the match before it is finished, it is an automatic loss. Should you continue shooting after the match is conceded and you miss, the game is still on.

Fouls Short List:

The following shots are considered fouls and will result in loss of turn & ball in hand for the opponent.

1. Contacting the opponent's ball or the eight ball first with the cue ball is a foul.
2. Failure to make a legal shot is a foul.
3. Hitting the cue ball while it is still in motion can be a loss of game.
4. Player double hits the cue ball, it is a foul. (Double hit cue ball while pocketing the eight ball = loss of game).
Note: When cue ball and object ball are less than a chalk length apart it is best to hit the object ball at a 45 degree angle to avoid double hit. If the cue ball crosses the line of the object ball and a 45 degree angle is not used, it could be considered a double hit.
5. Push shots, a shot in which the cue tip maintains contact with the cue ball longer than the momentary contact allowed for a legal stroke. (Captains, make sure you watch the shot). *Suggestion: Use video in slow motion replay!*
6. Captains, any player who touches or picks up the cue ball, while in motion, or, to the pocket, could be given an automatic loss. (unless the opponent waves it off).