



Cochise County Pool League
League #1891
Bylaws 2025

League Operator: Deena Hudson
President – Deena Hudson
Vice President – Chris Miller
Treasurer – Jerry (Seattle) Holaway
Secretary – Molly Schmitt
Activities Committee – Kristen Robbins, Amy Moss, Brae Williams, Ashley Watkins

The following rules will govern play in the Cochise County Pool League. Along with these rules, the Official Rules of Cue Sports International will be used.

Stats such as Team Standings, Player Stats, Top Shot, Schedules, Player Histories, and much more are available at <https://lms.fargorate.com/publicreport/alldivisions>. Enter our league #1891 to access quicker.

Prize Fund Distribution

All funds minus league sanction fees will be distributed 100% at our end of session party.

1. Starting Time of Match

Starting time of the first match will be 7:00 PM. If all ten players are present and can start play before 7pm, they may do so, but teams may not pre-arrange to start any earlier than 7pm. In addition, if both teams agree, they have the option of starting at 7:15pm. If a late player arrives before their name is called in the first match, (e.g., player is the 5th player), they may play round one. If the player arrives before their name is called in the second match, they may play their second match (already forfeited first match). The same rule applies to the following rounds, up to and including Round 5. ***Teams may not rearrange the order of players after league play has begun, in order to accommodate a tardy player.***

2. **Sanctioning Fees & Membership Lookup** All players' annual sanction fees must be paid on the second week of play (Prior to even playing a match). Failure to do so will result in a match forfeit for any team with unsanctioned players. Players may check their membership status and membership ID number by going to www.playbca.com on the "Membership Lookup" page.

3. Weekly Team Fees

The team captain is responsible for the entire team's fees each week, regardless of absent players. Tardiness in the payment of weekly player fees will lead to the suspension of that team's membership in the league and forfeiture of that team's right to any team or individual awards, prizes, prize money, or right to participate in the league playoffs or city tournament. Failure of a team to deposit all monies and score sheets at the designated drop-off location (Paul's Pub) within 3 days (by Friday) of the start time of the match will result in a match loss reflecting no awards of round points, or games won for that week's play. Before that team plays another match, they must have brought their balance to zero.

4. **Tables and Equipment Used**

Tables and pool balls used should be in "playable" condition. If deemed "unplayable" by the League Operator, the match may be moved to another venue.

5. **Number of Tables Match is Played On**

Matches will be played on 2 tables unless otherwise specified by the League Operator.

6. **Setting Team Lineups**

The visiting team captain will set the lineup on the score sheet first, and then give it to the home team captain to do the same.

7. **Subs**

Each team is responsible to find their own subs. Any Fargo rated player can sub for any team, i.e., someone is visiting from out of town. However, each new sub must be BCA sanctioned and provide a sanction fee of \$20 before they begin play, the second time they sub. Note if they have already paid a sanction fee to another league for the current year, player must provide verifiable details of payment (name and location of league and when it was paid); it will be forwarded to CSI, who collects league sanction fees. A CCPL fee of \$5 is due from a sub, who is brand new to the CCPL league, the first time they sub. Subs who are designated to play for a particular team, may not sub for another team.

Shooting Fee: Will be paid by the player of the team, subject to team discretion.

Table Money: Will be paid by the sub, subject to team discretion.

8. **Scoring**

Scores will be entered in the BCAPL app by one or both (optimal) teams. App should be 'refreshed' before match begins to ensure accuracy of handicap. Each team captain or representative is responsible to verify scoring, before submitting on the app.

9. **Time Limits to Report to the Table**

Each team will have two (2) minutes to have their player report to the table for their game. Even though there is a "late" policy in place, we encourage team captains to work with each other whenever possible. Remember, this is a pool league where the idea is to have good clean competition AND TO HAVE FUN!!!

10. **Breaking**

Breaking will be determined by the score sheet unless otherwise specified by the League Operator.

11. **Starting Rating (New Players)**

All "new" players (players without an established rating from a prior session) will be rated by a CCPL Board Member or other designated CCPL player before the session begins (date TBD for each session). Once a rating is established for a new player, it can be obtained through the Fargo Rate app. The league management software will then calculate the next week's rating based on "Points scored divided by games played" from their first week of play.

12. **Bye Weeks**

If there is an "Even" schedule (where all teams have the exact same number of "Bye" weeks) then the League Operator could simply leave the "Bye" week score sheets blank, and it will have the same affect on every team at the end of the year.

13. **Rescheduling Matches**

If both team captains agree to reschedule a match, it must also be approved by the League Operator and location owner and played prior to the next scheduled match. Regular rules apply to turning in score sheets and team weekly fees.

14. **Hardship Rule**

If for any reason a team cannot play a scheduled match (for example, due to insufficient number players, or emergencies), the team captain may invoke a hardship condition and notify the

opposing team captain no later than 12pm on the day match is scheduled to be played. In addition, the team captain cancelling the match must notify one of the League Officers (President, Vice President, or Treasure/Secretary). Noncompliance will result in a forfeiture of match. To reschedule the match the cancelling Team Captain must coordinate with the opposing Team Captain to reschedule the match. The following requirements must be met when re-scheduling: (1) The rescheduling action must be completed no later than 12pm the following week of the cancelled match. (2) The new match date must be within 3 weeks of the cancelled date.

15. Magic Rack

Any team wishing to use a Magic Rack may do so. If a team uses a Magic Rack, they must offer its use to the opposing team as well.

16. Drop Out Teams

Teams that drop out during the course of a session can create problems within the league. It can have an uneven or unfair effect on the division standings and reduce the prize money for the other teams.

All players on a team that drops out of the league will forfeit all singles and team prize money won in that session. And permanent players cannot switch to a different team during the session; only under extenuating circumstances can a player move to another team at the discretion of the board members by majority vote.

The League Operator will try to find a "replacement" team to fill the vacant spot, but if that is not possible the League Operator will try to find the most equitable and fair way to adjust the league's team and/or singles standings. This may include averaging points by a team for the session and applying that number of points to a forfeited match, or a similar method of points averaging.

17. Suspending Teams from League Play

Any team that forfeits two consecutive weeks or any three weeks in a league session will be automatically suspended from all further league competition. All sanction monies, fees / dues and prize money shall be forfeited.

18. Eligibility for BCAPL National Championships in Las Vegas, NV

Players who have played a minimum of eight (8) full regularly scheduled BCAPL league matches in the same division during a single sanctioned session and are deemed an active player by the League Operator, are eligible to play in the BCAPL National Championships.

19. Coaching

Coaching is allowed in Cochise County Pool League but not in any BCA tournament or championships. Each player is allowed 2 coaching's a game from the same person on their team. The only exception to the rule is when the coach is called away to play before player's match ends. In this case, another coach from the same team is permitted. Outside coaching is not allowed by anyone else watching league play (bystanders). In addition, only the player can touch the table and balls during play. Coaches, or non-playing persons, may not touch the table or balls while coaching or observing. If it is decided there is a foul, then the opponent has ball-in-hand. Slow motion video is recommended and permissible to confirm a 'good' hit.

20. Team Roster Limit

The maximum number of players on a roster is 8.

21. Proof of Identity

All players must be able to provide proof of their identity prior to the start of a match.

22. Unsportsmanlike Conduct

The guidelines for unsportsmanlike conduct are outlined in the Official Rules of the BCA Pool League on pages 38-39 and pages 100-101. This includes but is not limited to actions that are

embarrassing, disruptive, or detrimental to other players, spectators, event officials, or the sport in general.

23. Penalties for Unsportsmanlike Conduct

Exact penalties will be determined by the League board members by majority vote. These penalties may range from a warning to suspension / expulsion from the league, disqualification from a tournament or playoff, and forfeiture of prize money won during the regular or post session. Any player, who has been suspended from the league, may not return to play without taking a vote; subject to discretion by board members and team captains affected by suspension.

24. Sandbagging Policies

This league will not tolerate "sandbagging" (playing at a skill level below a player's true ability in order to manipulate and gain an unfair advantage) of any kind. The League Operator reserves the right to manually adjust any player's rating at any time if sandbagging is suspected. If the League Operator chooses, they may use a panel or committee to review player ratings or make necessary rating changes. A player may be warned by the League Operator if they are suspected of sandbagging, and repeated offenses may result in suspension or expulsion from the league.

25. Player Courtesy/Etiquette

Be courteous with your opponent and be aware of other matches in progress when you are playing. Treat and respect others the way you would want to be treated. Remember, we are people first, players second.

Talking loudly is very distracting, especially when a player is down on a shot.

Don't walk around and stand directly in a player's eyeline or behind them during a shot. It is acceptable to be situated in the line of the shot if you are already positioned there and remain still.

Maintain a courteous distance away from the table, i.e., not hovering over the pocket.

26. Right of Appeal

Any player or team will have the right of appeal before a committee of neutral league members, if such a committee has been formed. The League may form and govern an appeals committee made up of league players, team captains, and/or division representatives. If a committee member is on the roster of a team filing an appeal, this committee member will not be allowed to vote or sit in on the proceedings.

27. Slow Play

We encourage people to have fun, play at a reasonable pace, and enjoy league pool. However, there may be a rare occasion when the League Operator will have to rule on slow play. Either player or both players may be put on a 45 second clock at the League Operator's discretion.