



HUNTINGTON-WELLS

bcapool league

BY-LAWS

DEFINITIONS

- **BCA Pool League** (BCAPL) – an umbrella organization that local pool leagues around the world belong to. It is owned and operated by CueSports International.
- **Team** – a group of players who compete together as a unit against other teams.
- **Game** – a single game played between 2 players, often referred to as “a rack.”
- **Round** – in a round-robin format, each player on the team takes turns competing against every player on the other team. A complete turn (when all players play one game) is referred to as a “round.”
- **Match** – a complete set of rounds played by 2 teams on a given night. With a 3-player team, a match would consist of 3 rounds (9 games).
- **Double Jeopardy** – Teams play a round robin 8-Ball match and a Round-Robin 9-Ball match on the same game night. With a 3-player team, this results in a total of 18 games (6 games per player).
- **Session** – a set period of weeks or months when teams compete on a designated schedule.
- **Division** – a collection of teams that compete against each other over the course of a session. A division might share a common geography or skill level, or play on the same night of the week.
- **In-House Division** – all teams play all their matches at the same location during a session.
- **Traveling Division** – matches are played at different locations, with teams designated as either “home” or “visitor.”
- **League** – one or more divisions under the control of a single League Operator.

- **League Operator** – an administrator who owns and manages the league and has full authority to make league decisions. He promotes the league, recruits members, plans the sessions, creates schedules, collects weekly fees, enforces rules, designates captains, resolves problems, awards prize money, and keeps the machine running.
- **Inning** – two opponents complete one turn at the table.
- **Break-and-Run (BR)** - a player breaks the rack, legally pockets at least one ball, and subsequently clears all remaining balls on the table in that same inning, and wins, without giving his/her opponent a turn.
- **Table Run (TR)** – similar to a break-and-run, the non-breaking player wins the game at his/her first turn at the table by “running out” in the first inning.
- **Win on the Break (WB)** – in the game of 9-ball, the breaking player pockets the 9-ball on the break.
- **Win Zip (WZ)** – the winning player leaves his/her opponent with a score of zero.

GENERAL

- The Huntington-Wells BCA Pool League (HWBCAPL) is sanctioned by CueSports International which owns operates the BCA Pool League. HWBCAPL is identified as league #2483.
- HWBCAPL is a for-profit business, owned and operated by its sole proprietor, Wendell Brane. Contact information: hwbcapl@gmail.com.
- HWBCAPL’s mission is to provide a BCA Pool League for the Indiana counties of Huntington and Wells, which includes organizing pool matches for interested parties to participate in.
- The league’s website is hwpoolleague.com. Members can access information about the league, game rules, team and individual statistics, schedules, etc.
- All games (8-ball, 9-ball, 10-ball) will be played by the Official Rules of CueSports International (AKA, BCA rules).

- Games, formats, sessions, locations, game times, divisions, prize money, etc. are subject to change, as determined by the league operator.
- New players shall complete a membership application. New captains shall also complete a captain's application.

SPORTSMANSHIP

- A high level of sportsmanship will be expected of all players. The league operator has the right to disqualify any player from the league for misconduct. Warnings may be issued, but blatant offenses will not require a warning.
- The league strives to make the game of pool both friendly and professional. *In some venues, minors might be present.* Players should conduct themselves accordingly, avoiding loud outbursts of profanity and explicit sexual references.
- Players are expected to treat their opponents with respect and refrain from distracting the opponent when he/she is down on the shot (see Official CSI Rules on sportsmanship). One is not obligated to call his/her own fouls, but it's considered good sportsmanship to do so. During a game, all players should pay attention and not wander off. The use of headphones and earbuds while playing is prohibited. Players should call their ball and pocket and make their intentions known when it isn't obvious. Refrain from rude sarcasm and contentious remarks. Angry reactions to losing a game is considered bad sportsmanship.
- The league operator may refuse membership (or renewal of membership) to any player who is known to be disrespectful, offensive, contentious, or difficult.

MEMBERSHIP DUES AND WEEKLY FEES

- All players must remit their \$20 BCAPL annual membership dues before their 2nd game night to the league operator, who then forwards it to CSI. Membership is renewed at the beginning of each year. There are no annual dues to join this local league.
- The weekly fees for each player on game night is \$8.00.

SCORING

- The league operator will use CSI's League Management System (LMS) software to manager members, teams, scores, handicaps, stats, schedules, etc.
- Teams will use the BCAPL mobile app to keep scores of weekly matches.
- 8-ball games will be scored using the 10-point system. Each person wins 1 point for each of their balls pocketed (stripes or solids) and 3 points for the 8-ball. The winner of the game earns 10 points, and the opponent earns a maximum of 7.
- 9-ball games will be scored using a win/loss system: winner receives 1 point; loser receives 0 points.
- One bonus point will be awarded to any player who breaks-and-runs or executes a "table run-out" in either 8-ball or 9-ball. There are no points for making the 8 on the break.
- Ultimately, teams compete against each other with points. The team with the highest points at the end of the session wins, which then determines the prize money payouts.
- Points are reset to zero at the beginning of each session.

BYES

- Whenever a division has an odd number of teams, one team each week will not have a match. Therefore, they are given a "Bye."
- Sometimes, all the teams have the same number of Byes in a given session which evens out the points that can be earned.
- In the event that some teams have more Byes than other teams, the teams with the bye shall be awarded the average number of points of their previous matches.

FARGO RATING AND HANDICAPS

- If necessary, new players will be assigned a start-up Fargo rating by the league operator based on established data (current skill levels and handicaps in other leagues) and/or observable data (league operator's knowledge of the player's ability).
- Fargo rating take at least 200 games to be considered *established*. It is common to be overrated until then. This should be kept in mind when competing in state and regional tournaments.
- Ideally, the Fargo rating of the division's players would serve as a fair handicap. However, because these Fargo ratings may take a couple years to become accurate, the League Operator has the option of utilizing a different handicap system.

PLAYING MATCHES

- ~~Using the APA system, a team cannot exceed 15 points with the 3 members who are competing on game night. Using Thursday night handicaps, a team cannot exceed 24.~~
- The final match of a session will be known as a "Position Round." First and second place teams will compete; third and fourth; fifth and sixth; etc. Points from these matches will be added to each team's existing scores to determine the final outcomes.
- There are no lags or flipping of coins to determine the break. In the first round, each player on the home team pays for the table, racks the balls, and breaks. In the second round, each player on the visitor team pays for the table, racks the balls, and breaks. In the third round, each player on the home team pays for the table, racks the balls, and breaks.
- Cue Ball: If both teams agree, a cue ball other than the one provided by the host location may be used. If both teams do not agree, teams must use equipment provided by host location. In some venues, the league operator might provide the cue ball to be used.

PAYOUTS AND AWARDS

- Starting with the Fall Session of 2026, approximately 2/3 of funds received from the weekly fees will be paid out in prize money and awards.
- Every team receives a cash prize.
- The payout will be posted on the website once the session begins.

CAPTAINS

- Starting in 2027, the league operator will cover the annual BCAPL membership dues for captains who meet the following conditions:
 - their teams are active at least $\frac{3}{4}$ of the year
 - their teams do not drop out after a session begins
 - are current with their weekly fees
 - have at least 4 players on their team
 - are faithfully fulfilling their normal responsibilities
- Captains qualify to play in a captain's tournament. There is no entry fee to play in the tournament, and prize money is awarded.
- Captains are subject to approval by the league director. Responsibilities include:
 - Have a working knowledge of BCAPL rules
 - Recruit members to join their teams
 - Secure a host location to play out of (during traveling sessions)
 - Establish a team name that is *family friendly* (subject to approval)
 - Be able to work well with others; have a good reputation among pool players
 - Seen as an example of good sportsmanship
 - Have basic administrative skills and know how to use a smart phone
 - Manage their team well, following through with responsibilities
 - Manage scoring and submit weekly fees
 - Commit team to finish out a current session
 - Actively communicate with their team members (text messages, emails, etc.) about game night, events, and other relevant information

ADDING PLAYERS AND TEAMS ONCE A SESSION BEGINS

- A team may add a player anytime during a session. There is no limit to the number of players a team can have, but each member of the team is required to join the BCA Pool League and pay the annual membership fee.
- An entire team cannot be added once a session begins.

DEFAULTS

- Any team that does not show up for its match for two consecutive weeks will be deemed to be in default and risks being dropped from the league.
- Likewise, any team that doesn't pay their league fees a timely manner risks being removed from the league.

TEAMS THAT DROP OUT DURING A SESSION

- Teams that quit during a session will still owe the league fees for the remainder of the session. Any fees not paid will be split between all players on the roster and members will be responsible to remit their portion. Unpaid balances will affect one's ability to play in future sessions.
- Discontinued teams will be considered a Bye slot, and Bye points will be given moving forward for this slot.

HOST LOCATIONS

- If a host location has banned a player from entering their establishment, the team must play without him/her when competing at that location.
- Rules of a host location take priority over BCAPL rules. These are generally posted in the establishment. For instance, though BCAPL allows jump shots, most area venues prohibit them.
- Players are expected to treat the equipment of the host location with care and be considerate and respectful with the staff.

FORFEITS AND RESCHEDULING MATCHES

- If a team is short a player, they may play one of their members twice (double-play). They may not double-play more than one member of their team. The opposing team chooses the team member who will play twice. If a team remains short on players, then those games are forfeited and the opponent receives the winning points for the games that were not played.
- A team that is short a player, may “borrow” a member from another team provided that member is not playing on that particular game night.
- Matches may be rescheduled due to inclement weather, temporary closing of the venue, and other situations outside the control of either team. Captains should take the initiative to contact each other and negotiate the arrangements for playing the scheduled match.
- Matches may not be rescheduled for merely having an insufficient number of players for game night. This is why captains should fill their teams with 4 to 5 players and work out that week’s playing roster well in advance. However, there may be some situations where this rule could be waived.

OTHER

- There shall be no side-bets or gambling regarding any sanctioned BCAPL game or match.
- In accordance with federal law, any player who is awarded \$2000 or more in prize money during a calendar year will be required to fill out a W-9 Form which is used to collect the person’s taxpayer identification number. They will be issued a 1099-MISC form by January 31 of the following year.
- The league operator has the final word on disputes regarding scoring, games, matches, handicap ratings, sportsmanship violations, prize money, and all other issues.
- Neither HWBCAPL, nor its league operator, are responsible for accidents, injuries, loss of property, or any other damages suffered during any league event.

- *These by-laws were composed by the league operator and are subject to change. The latest version will always be posted on the league's website.*

Version 6/24/2026