

# *Pikes Peak Billiard Club*



*"Formed for players by players"*

**1999 - 2023**

**Sanctioned by  
BCA Pool League (BCAPL)  
Valley National 8-Ball League Assoc (VNEA)  
American CueSports Alliance (ACS)**

League Rules and Information Handbook  
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## Welcome to Pikes Peak Billiard Club!

Pikes Peak Billiard Club was established in 1999 by Laura Lo-Birch. We've had **TWENTY-FOUR** great years and we are very excited for many more to come. We plan to promote billiards in *our* region to a strong level of participation. *You* are joining the second ranked participation sport in America and *together* we can help it soar to number one! Your goal is to have **fun, fun, fun!**

Pikes Peak Billiard Club has many divisions Nationally Sanctioned with BCA Pool League (BCAPL), Valley National 8-Ball League Association (VNEA), and American CueSports Alliance (ACS). We are open to players of all skill levels. We offer four primary league formats, which are Elite (A) 8-ball, Cap Handicap 8-Ball and Rackers' Choice Divisions. We also are open for suggestions to try something new; if you have a suggestion, just drop it in any of our drop boxes with your score sheets! The details of all divisions are outlined in the **Structure & Format** section. Below is a list of our most popular formats:

### ③ NO CAP / NO HANDICAP "A" 8-BALL DIVISION

### ③ HANDICAP CAP 8-BALL DIVISION

### ③ HANDICAP B 8-BALL DIVISION

### ③ RACKER'S CHOICE DIVISION

This is my first year as league director, but I have been managing the league since 2018 and been a member since 1999. I feel it's time to make some updates to encourage participation. I would like to see us start a new division this year, whether it's 9-Ball, Scotch Doubles or Elite. Our motto is "Formed for players by players." I look forward to continuing to learn and grow with you.

Good luck and have fun this session because that's what it's all about.

League Director,

*Jessica Cales*



## VISION

The vision of the league is to introduce and maintain organized league play for the billiard community. Our goal is to support the competitive image of our sport by managing professionally run billiard leagues. Pikes Peak Billiard Club encourages friendly competition, fair play, and good sportsmanship for all level of players, ranging from the beginner to the expert.

## ROLES & RESPONSIBILITIES (R&R)

### League Director Duties

- ⑧ Ensure league competition that is well organized and fair for all players.
- ⑧ Sanction each Pikes Peak Billiard Club member into the BCAPL, VNEA, or ACS.
- ⑧ Provide league supplies and information needed.
- ⑧ Schedule league play and tournaments.
- ⑧ Maintain all the necessary records for operation of the league.
- ⑧ Publish standings in a timely manner.
- ⑧ Issue rulings for all protests and rule violations in a timely manner.

### Team Captain's Roles and Responsibilities

- ⑧ Captains are voted in by the team and approved by the league office.
- ⑧ Must be over the age of 21.
- ⑧ Must maintain a working phone number and email.
- ⑧ Attend Captain's Meeting or be represented by a Co-Captain.
- ⑧ Have authority over team roster (add/remove team members). *Please notify the league office when a roster change occurs.*
- ⑧ Verify the opposing players' identification/eligibility by contacting League Director.
- ⑧ Be the leader of the team.
  - ⑧ Represent his/her team's needs to the league.
  - ⑧ Represent, comply, and communicate league rules/policies to team members.
- ⑧ Manage team conduct, attendance, keep accurate records, and turn in moneys of his/her team for all league activities.
- ⑧ Collection of weekly dues and sanctioning fees from each player on his/her team.
- ⑧ Winning team captains' responsibility to drop the packet off to a PPBC DROP BOX ONTIME. ***Packets are due prior to 2:00 pm the following day the game was played.***
- ⑧ Current drop box locations are: Rac'm, Antiques, Raven's Corner Pocket and Time Out Sports.
- ⑧ Keep accurate match scoring. ***Once both captains sign off the payment sheet, the score stands as is. Any overage or shortage of money enclosed will be reflected in the winning team's money paid.***

- ⑧ The team captain shall be responsible for any minors on his or her team. He or she needs to notify the bar upon arrival that there are minors on the team. If the bar does not allow minors or has restrictions about minors after a certain time, the league cannot overturn this. We will follow the local bars' rules for minors. If the minor is under the age of 18, a parent or legal guardian must be present.
- ⑧ Equitably distribute payouts to his/her team.
- ⑧ If the captain registers the team, it is the captain's responsibility to notify the league if the team is to withdraw from the league. The captain must provide a two week notice and the team must pay two weeks of dues, all missing sanctioning costs, plus shortages including make-up matches. The captain/co-captain will not be able to participate in any club functions until all outstanding balances are made-up. Any sanctioning costs paid will not be refunded.
- ⑧ In the absence of the team captain the co-captain shall assume all the above responsibilities.

### **Team Members/League Players**

- ⑧ It is the responsibility of each member to maintain his or her own eligibility and be in good standings to be able to participate in league play and/or tournaments operated by Pikes Peak Billiard Club or the BCA Pool League (BCAPL)/ Valley National 8-Ball League Association (VNEA)/American CueSports Alliance (ACS) throughout the session.
- ⑧ Provide required information accurately and legibly to the league.
- ⑧ All members agree to abide by the policies and procedures and pay all established sanctioning fees and weekly dues.
- ⑧ Sanctioning fees are due when the first match is played and is allowed one week grace period.
- ⑧ It is the responsibility of each individual to conduct his or herself with respect to other league members and good sportsmanship is the key! If a member is involved in a physical confrontation, he or she will be suspended for the remainder of the session. If a second physical confrontation occurs, he or she will be suspended for one year from the date of the incident. If a third confrontation occurs, he or she will permanently be ineligible to play. A three-member board consisting of the league director or representative and two captains in the division will determine the ruling on the suspension of a member.
- ⑧ Each member should play to the best of his or her ability in all matches. If a player is caught intentionally "sandbagging", the player's handicap will automatically be raised by ten points or to the maximum handicap of 50.



## SPORTSMANSHIP IN LEAGUE & TOURNAMENT PLAY

Sportsmanship is simply treating your teammates and opponents with courtesy and respect. While everyone wants to win, the purpose of league and tournament play is to have fun playing the great sport of billiards in the company of friends. Be sure to shake the hand of your opponent before and after each game, acknowledge your opponent's good shots, and make sure you and your teammates always make good sportsmanship your team's trademark. By following a few simple guidelines, you can help ensure everyone gets the most out of the league and tournament play in a BCA/VNEA/ACS sanctioned club. Win or lose, that's what league and tournament play is all about!

1. **Know the rules.** Most disputes can be avoided if both players are knowledgeable about the rules of the game.
2. **Always give your all.** Being a good sport does not mean taking it easy on your opponent, quite the opposite. You'll be respected far more if you give it your best each turn at the table. If you are in a handicapped league, don't "sandbag" by keeping your wins as modest as possible. Handicaps are meant to be a genuine measure of your skill. It's poor sportsmanship to give anything but your best effort.
3. **No "Sharking".** Sharking is any act designed to upset your opponent or disrupt their concentration at any time during the game. Examples of sharking are sarcastic comments, refusing to acknowledge an obvious foul, standing close to your opponent's line of vision, or creating sudden noise.
4. **Resolve disputes the right way.** Disputes will occasionally occur, and most will arise over a judgment call. Learn the procedures for settling disputes and follow them accordingly. This way, disputes can be resolved equitably and without acrimony.

5. **Respect your host bar and their equipment.** They help sponsor your club and provide use of their facilities and equipment. Whether at home or away, you represent your host league or bar.





# **THE LEAGUE STRUCTURE & FORMATS**

All handicap divisions utilize pool's finest handicap system to set competition on more of a playing field.

## **ELITE (A) 8-BALL DIVISION**

- ⑧ Head-to-head competition challenging the serious player.
- ⑧ No cap, no handicap.

## **HANDICAP CAP 8-BALL DIVISION**

- ⑧ Typical team caps are 190, 195, 200, & 202.
- ⑧ Any cap division of 195 or below - maximum of 2 players with handicap 40 or over.
- ⑧ Default division is Handicap 202.

## **HANDICAP B 8-BALL DIVISION**

- ⑧ Max of two players with handicap of 39-41 **OR** one player with handicap 42 or over.
- ⑧ Any team winning the handicap B division will move up to the higher division for a minimum of one session.
- ⑧ Any team winning the handicap B division three times or more within three years will not be allowed to play the handicap B division for at least a year.
- ⑧ When needed, to balance divisions to keep a Handicap B division, any Handicap B division team that places in the top 40% may be placed in the non-handicapped division based on the order of finish.

## **HANDICAP 9-BALL DIVISION**

- ⑧ 9-Ball using a simple handicap system.
- ⑧ Could be played utilizing 9-foot tables.

## **RACKERS' CHOICE DIVISION**

- ⑧ Handicap System using 8-Ball averages as a base and adjusted based on win percentage.
- ⑧ Racker chooses 8-Ball, 9-Ball, or 10-Ball.

## **MIXED SCOTCH DOUBLES**

- ⑧ This format is for Men and Women in an alternating shot format to enjoy a tandem victory!

## **HANDICAP SCOTCH DOUBLES**

- ⑧ This format uses combined 8-Ball averages of any two players not to exceed a total average of 86 to handicap play.



### ***PLEASE NOTE:***

Teams will sign up to play on a specific night, the division may vary based on availability. While we strive to meet division preferences, it will be at the discretion of the league director to place teams accordingly. Please keep in mind that whenever we have one division only, we all play together.

## **TEAMS**

- ⑧ Each team will have a home billiard establishment with a minimum of 2 tables and will provide a proper playing atmosphere.
- ⑧ Each team will carefully select and organize the players that represent their home billiard establishment.
- ⑧ Each team will advertise the leagues by displaying and providing information to interested parties.
- ⑧ Each team will help distribute and post schedules, standings, and events.
- ⑧ Each team will have the game tables ready for play by time list on the division schedule, typically on-time start is 7:00 pm, late start is 7:30 pm
- ⑧ Teams have until the end of the third round for late players to arrive and be able to make up any missed rounds. If a player arrives after the end of the third round, the first three rounds are forfeits but the player may play the last 2 remaining rounds.
- ⑧ Teams will conduct themselves without vulgarity, sexually suggestive meanings and without physical confrontations.
- ⑧ For 8-Ball Division, full teams consist of five players weekly and are allowed up to 3 substitutes per match. To start a match, a team must have a minimum of three players.
- ⑧ Each team may have one late packet per session as a warning without penalty; a second and subsequent late packet in the same session will result in a loss of match.
- ⑧ Each team should play to the best of his or her ability in all matches. If a B or lower division team is caught intentionally “sandbagging”, the team will no longer be eligible to play in any Handicap B division will automatically be raised to the higher division, like A or Handicap 202.

## **ROSTERS**

- ⑧ Rosters consist of no more than ten players in handicap and Elite divisions, no more than six players in Rackers’ Choice division, and no more than four players in scotch doubles division.
- ⑧ If an **entire team** does not have an established PPBC player playing will have starting averages of 40 for men and 35 for women.
- ⑧ Players may be added at any time. Brand new players to PPBC must play all 5 games their first night of play. Their average will be what they shoot that match, as long as there is at least one player on their team that has an established PPBC average. An unestablished player may choose to play in the Upper Half Singles Tournament as a “45”.
- ⑧ All players must be sanctioned and paid within one week of playing.

# **POLICIES, RULES, & DEFINITIONS**

## **LOCAL RULES**

- ⑧ No earbuds allowed while shooting.
- ⑧ Optional to rack your own.
- ⑧ Scratch on the break is ball in hand to opponent.
- ⑧ Opponent's choice for spotting balls.
- ⑧ Timeouts are allowed for the up-and-coming players. Definitions are as follows:
  - **8-Ball**
    - Any member who has an average of 34 and under may receive one coaching time out per game. Any brand-new player without a current PPBC average will not get a time out until after their first week of play (5 games).
  - **Rackers' Choice/9-Ball 5-man teams**
    - Any member with a Rank of 3 and under
  - **Rackers' Choice/9-Ball 3-man teams**
    - Any member with a Rank of 3 and under
  - Either the player or the coach may call the time out.
  - Time outs should not last more than one minute. If the time out is taking too long, the opposing player may call the time out over and the game must resume at that time. In order to call the time out over, a watch must be present and both parties know when the time out started and when it should be over.
  - Coach responsibilities
    - Coach does not have to remain the same throughout the match.
    - Coach may not have a conference with any other member of the team.
    - Coach may not touch any active equipment in play especially any balls in the game including the cue ball (not including the table).
      - Coach touching active equipment in play will result in a foul for the opponent.

## **GAME RULES**

**Please refer to BCAPL, VNEA, and ACS rulebooks online, links below:**

- ⑧ BCAPL <http://www.playcsipool.com/bcapl-rules.html>
- ⑧ VNEA <http://new.vnea.com/8-ball-rules.aspx>
- ⑧ ACS <https://americancuesports.org/world-standardized-rules>

## **ELIGIBLE PLAYERS**

A player must be current in all sanctioning and weekly dues to be considered an “eligible player” to qualify for league awards.

## **MEMBER STATUS**

- ⑧ **ACTIVE** – Currently on a team with a min of 25% matches played based on total weeks to date. Use current average.
- ⑧ **NON-ACTIVE** – Not currently on a team or has less than 25% matches played based on total weeks to date.
  - If available, use inactive (older than 18 mos) average + 10% rounded up.
  - All players without an average will start as a 45 for tournaments or at the league operator or tournament director's discretion.

## **TEAM STATUS**

- ⑧ **ACTIVE TEAM** – All team members must be ACTIVE PPBC MEMBERS. Comprised of a minimum of three original team members from any PPBC team in the last calendar year. All original members must play every round.

Example: Any team that played the 2017 calendar year, Spring 2017, Summer 2017 or Winter 2017 may be considered an ACTIVE TEAM (based on team member status) for 2018 Team Tournament.

- ⑧ Any player listed on the roster must be PPBC Sanctioned.

## **WITHDRAWALS**

When a team member or full team withdraws without satisfactory reason or is expelled from the league for sufficient cause, all money including sanction fees, dues and payout/prizes shall be forfeited.

## **SESSIONS**

- ⑧ All sessions will run approximately 12-16 weeks.
- ⑧ Approximate start dates for sessions
  - Summer will start the end of May/Beginning of June
  - Winter will start in September
  - Spring will start in February
- ⑧ There will be at least one week of tournaments or at least a one week break between every session.

## **PLAYER SUBSTITUTIONS**

- ⑧ Substitutions are allowed before the start of each round, either team may substitute a legal player(s) for any of their starters. Both captains must be notified of any change. If a starter re-enters the match, that player must be placed back into their original lineup position.
- ⑧ Maximum of three substitutes are allowed per match for 5-man teams.
- ⑧ Maximum of two substitute is allowed per match for 3-man teams.
- ⑧ Must use the higher of the 2 averages.

## **TEAM PROTESTS**

- ⑧ Only captains can officially protest a match when they can't agree on a solution.
- ⑧ The protest must be declared immediately and not after the match is over.
- ⑧ The game will continue under protest and the match must be completed.
- ⑧ Both captains must submit in writing on the back of the original score sheet their point of view of the protested match to the league office. A deposit of \$100 must be attached to the protest by the protesting team. If the result of the protest is in favor of the protesting team the \$100 will be refunded to the team. In the event the protest is not in favor of the protesting team, \$50 dollars of the \$100 dollars will be a fee for the league directors and the remaining \$50 dollars will be added to the prize fund.
- ⑧ The league office will review all protests. A three-member board comprised of the league director or representative and two captains in the division will determine the ruling of the protest.

## **RESCHEDULING TEAM MATCHES**

- ⑧ Rescheduling must be done at least 48 hours before the match. Discretion must be used for short notices.
- ⑧ All rescheduled matches must be played, and packets turned in by 2pm on the last Saturday of the season. If the match is not made up by the deadline, it will result in a double forfeit and each team will be responsible for their weekly dues.
- ⑧ The rescheduling team automatically loses their home site advantage.
- ⑧ The office must be contacted as to when the match will take place.
- ⑧ Winning team captain is in charge of the pay slip and money drop.
- ⑧ **EXTREME WEATHER CONDITIONS.** In the event an extreme weather condition occurs, the teams may agree to make that match up. The team captains must communicate and cannot assume that the match will be made up. This would waive the 48-hour rule for make-ups. It is not an option to forfeit the other team due to extreme weather conditions. The league office will decide an extreme weather condition.

# **LEAGUE SCORING**

## **GENERAL**

- ⑧ If one team does not have all their players at the start of the match, a forfeit will be taken at the end of the third round for the first 3 rounds, and at the end of every round thereafter. A minimum of three players are needed to start.
- ⑧ Forfeits are mandatory starting at the end of the third round.
- ⑧ It is up to both captains to maintain correct scoring and player rotation. Please follow the rotation at the bottom left on the CompuSport scoresheet or on the paper scoresheet in the BREAK MATCH-UP CHART. If there is a game played out of turn (in the wrong round), the scores need to be placed in the right spot. It is the breaker's responsibility to know when he or she is supposed to break. Once the balls are broken, the breaker forfeits his or her right to break. The game will continue as is.
- ⑧ If there is a tied match after all the games are played and everything is added correctly, a tiebreaker will be played. Both teams will choose a player from their lineup, who has played in that tied match. Players will coin flip for the choice of break; alternating breaks thereafter. Best 2 out of 3 games win!
- ⑧ Once both captains sign off the score sheet, the score stands as is. *Please take a moment to verify that the submitted information is accurate and legible.*
- ⑧ Any changes required to signed and submitted score sheets will require a research fee of \$25 per occurrence.

## **ELITE (A) 8-BALL TEAM SCORING**

- ⑧ Round robin, five individual games per player/substitute, per match.
- ⑧ Individual winners of each game receive 10 points. If a player breaks and runs or table runs, please note in comment section (including the round number) on the score sheet.
- ⑧ Individual losers of each game receive one point for each of their balls pocketed.
- ⑧ Forfeits will be 10 points for the player receiving the forfeit, and a zero for the forfeiting player.
- ⑧ All 25 games must be played each match. Division ranking is based on overall wins AND points scored per match.

## **HANDICAP 8-BALL TEAM SCORING**

- ⑧ Round robin, five individual games per player/substitute, per match.
- ⑧ Individual winners of each game receive ten points. If a player breaks and runs or table runs, please mark it in the corresponding box in CompuSport or note in comment section (including the round number) on the score sheet.
- ⑧ Individual losers of each game receive one point for each of their balls pocketed.
- ⑧ Forfeits
  - If a team must forfeit a spot due to a missing player, the team must still load a non-playing player to the roster in CompuSport to calculate the team handicap. The non-playing player will be changed to a "Forfeit" player when stats are finalized by

the League Director. The player receiving the forfeit win will receive his/her average divided by five for that “win”. For example, an average of 40 divided by 5 equals 8. The forfeiting player will receive a zero.

- If a single team is forfeiting an entire match, the opposing team will receive a win and 200 points for the match. The opposing team will also choose 5 players to receive 5 wins for that match. Both teams are still responsible for weekly dues.

### **RACKERS CHOICE TEAM SCORING**

- ⑧ Round robin, six individual games per player per match, playing each opponent twice.
- ⑧ 1<sup>st</sup> break of the round follows BREAK MATCH-UP CHART, 2<sup>nd</sup> break in the round is loser breaks.
- ⑧ Individual winner of each game receives a “1” including forfeits.
- ⑧ Individual loser of each game receives a “0” including forfeits.

### **HANDICAP 9-BALL TEAM SCORING**

- ⑧ Round robin, ten individual games per player per match.
- ⑧ Individual winner of each game receives a “1” including forfeits.
- ⑧ Individual loser of each game receives a “0” including forfeits.

### **SCOTCH DOUBLES TEAM SCORING**

- ⑧ Handicap Scotch Doubles matches are based on handicap chart.
- ⑧ Individual winner of each game receives a “1” including forfeits.
- ⑧ Individual loser of each game receives a “0” including forfeits.
- ⑧ Visiting team will have the first break and alternate breaks thereafter.

## **STATS / STANDINGS**

### **TEAM / INDIVIDUAL RANKING**

- ⑧ Team standings are determined by the highest win/loss match record in the division.
  - Then most team points scored during the session without handicap.
  - Followed by the last head-to-head matchup.
- ⑧ Individuals receive one win for each game won, one loss for each game lost and actual points scored. Players will be statistically classified according to their win percentage then most games won.

# **THE LEAGUE FINANCES**

## **PLAYER REGISTRATION FEES**

- ⑧ Registration is \$31-\$63 per player; this includes:
  - \$20 BCAPL (good from January 1 to December 31) and/or
  - \$17 VNEA (good from June 1 to May 31 of the following year) and/or
  - \$15 ACS sanctioning (good from June 1 to May 31 of the following year) and
  - \$11 Pikes Peak Billiard Club membership fee (paid every session).
    - Anyone who is playing in multiple divisions may need to pay VNEA and/or ACS sanctioning fees in addition to BCAPL. Please ask to find out if you are playing in a dual or triple sanctioned division.

## **TEAM DUES**

- ⑧ Handicap divisions' weekly dues are \$35 per team (\$7 per player X 5 players).
- ⑧ Elite (A) division weekly dues are \$50 per team (\$10 per player X 5 players).
- ⑧ Scotch Doubles weekly dues are \$20 per team (\$10 per player X 2 players).
- ⑧ Racker's Choice weekly dues are \$30 per team (\$10 per player X 3 players).
- ⑧ Each team is to place collected money and score sheets/pay slips in the designated envelope.
- ⑧ Winning team captain will take that envelope to the pre-posted PPBC DROP BOX before 2:00 pm the following day the game was played.
- ⑧ Each team may have one courtesy warning for late packets per session. Subsequent violations will result in the winning team receiving a loss and zero points as penalty.
- ⑧ Each team is responsible for the full team's dues each week, regardless of absent players.

## **TEAM & INDIVIDUAL PAYOUTS**

- ⑧ League only keeps Team Accounting. Any over/short is applied to the team.
- ⑧ All official divisional team payouts will be available to pick up at the Captain's meeting. Only the captain, co-captain, or designee may pick up the check.
- ⑧ The payout will be less any shortages owed by the team or individual on that team. In the event the shortages exceed the payback, no payback will be issued, and no member of that team may participate in any club functions until all shortages are made up.
- ⑧ Team payouts are made out to the Captain. It's the Captain's discretion on payout distribution.

## **PRIZE FUND DEDUCTIONS**

- ⑧ Any checks made out to Pikes Peak Billiard Club that are returned as insufficient funds (bounced, NSF) will have an additional \$30 service charge added!
- ⑧ If a member bounces more than two checks, he or she will no longer have the option to pay with a check!!!



- ⑧ If a team finishes in the top three places and has a negative balance of \$100 or more anytime during the session, 10% of the team winnings will be deducted from the team's prize money.

### **NO PAY- NO PLAY**

- ⑧ All teams are required to maintain a zero-dollar balance. In the event of an emergency situation, the league will allow a team to owe no more than \$100.00 for a fourteen-day grace period. If by the fourteenth day this has not been corrected, then the penalty is **NO PAY-NO PLAY**, this is only done upon notification from the office.

### **WHAT IT'S ALL ABOUT**

In case you haven't heard, the club's primary goal is all about social, fun interaction. That's how we started and that is what it will always be about. This will never be a professional pool players' practice field, nor is it designed for the hustlers to make a buck. If you are joining the league to just make money, **STOP!!** The money won is designed to offset the expenses of going to nationals. This is a place for fun loving people to get together, socialize, and enjoy the game of pool.



# **RECOGNITIONS & AWARDS**

*All players must be in good standing to be eligible for recognitions or awards.*

## **Top Shooter**

- ⑧ Prize – Pre-Custom Designed shirt (available at Captain’s meeting)
- ⑧ Highest winning percentage for the session
- ⑧ Tie breaker
  - 1<sup>st</sup> - # of wins
  - 2<sup>nd</sup> - # of combined break and runs or table runs
  - 3<sup>rd</sup> - # of break and runs
- ⑧ Minimum matches played requirement
- ⑧ Closest number of matches played 70% of total matches
  - Summer Session 12-week session = 8 weeks
  - Winter Session 16-week session = 11 weeks
  - Spring Session 14-week session = 9 weeks

## **Most Valuable Player (MVP)**

- ⑧ Prize – Custom Designed T-Shirt (available at Captain’s meeting)
- ⑧ Highest combined total number of break and runs and table runs
- ⑧ Tie breaker
  - 1<sup>st</sup> - # of break and runs
  - 2<sup>nd</sup> - winning percentage for the session
  - 3<sup>rd</sup> - total number of wins

## **TOP OF THE PEAK**

- ⑧ Next award 2025-2026.
- ⑧ Custom Designed Polo for any player with over 500 total lifetime matches.
  - Special recognition for any player with over 1000 total lifetime matches.

## EVENTS & TOURNAMENTS

*All players must be in good standing to be eligible.*

### MEMBER STATUS

#### ACTIVE

- ⑧ Currently on a team with up-to-date sanctioning paid.
- ⑧ Based on updated average.

#### NON-ACTIVE

- ⑧ Pays double or triple the entry fee of an active member plus an \$11 Admin Fee per person/tournament.
- ⑧ Not currently on a team.
- ⑧ If available, use inactive (older than 18 mos) average + 10% rounded up.
- ⑧ All players without an average will start as a 45 for tournaments or at the league operator or tournament director discretion.

**MONEY ADDED** to all tournaments based on total team count per session.

#### **Singles – Money Added Minimum \$200+ in each**

- ⑧ Sign-up onsite at 11:00am, Noon Draw
- ⑧ Handicap based on average

##### **Lower – Average 37 and Under**

- FREE entry for ACTIVE PPBC MEMBERS
- \$21 entry fee NON-ACTIVE PPBC MEMBERS
- Limited to first 32 players



##### **Upper Half – Averages 38 and up**

- \$10 entry fee for ACTIVE PPBC MEMBERS
- \$31 entry fee NON-ACTIVE PPBC MEMBERS
- Limited to first 64 players

##### **Scotch Doubles - Money Added Minimum \$400+**

- ⑧ Sign-up onsite at 11:00am, Noon Draw
- ⑧ 13+ teams = \$10 per person (\$20 per team) entry fee for ACTIVE PPBC MEMBERS
- ⑧ 13+ teams = \$31 per person (\$62 per team) entry fee NON-ACTIVE PPBC MEMBERS
- ⑧ Handicap based on combined average, not to exceed 86
- ⑧ Limited to first 32 teams

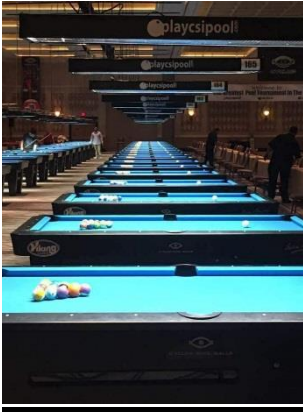
## **TEAM STATUS**

### **ACTIVE TEAM**

- ⑧ All team members must be ACTIVE PPBC MEMBERS
- ⑧ Comprise of a minimum of three original team members from any PPBC team in the last calendar year. All original members must play every round.
  - Example: Any team that played the 2017 calendar year, Spring 2017, Summer 2017 or Winter 2017 may be considered an ACTIVE TEAM (base on team member status) for 2018 Team Tournament.
- ⑧ Any player listed on the roster must be currently PPBC Sanctioned\*

### **Teams - Money Added Minimum \$1000+ (DRAFT)**

- ⑧ Will seek sponsors for the event
- ⑧ Open to ALL players\*
- ⑧ Each PPBC member may only be on one team roster
- ⑧ 5-Man Teams
- ⑧ Maximum of 10 players on team roster
- ⑧ Using ACS/VNEA Lists - ONE Advanced, Intermediate or Masters Male player **OR** TWO Advanced, Intermediated or Masters Female players allowed per team,  
**Exception:** if all members are on an ACTIVE Current Session (Winter Session) PPBC TEAM, ALL ACTIVE Current Session teams will be allowed
- ⑧ No professional players allowed – Using lists from ACS, VNEA, WPBA, etc. Not currently using Fargo Rating until it's more established (will update)
- ⑧ No Green/Blue/Admin fees
- ⑧ Split quarters
- ⑧ \$250 entry fee for per TEAM
- ⑧ \$100 discount entry fee for ACTIVE PPBC TEAM
- ⑧ \$50 LATE fee
- ⑧ Sign-up starting December 1<sup>st</sup> prior to the tournament (i.e. 2018 PPBC Team Tournament
- ⑧ Sign-up by turning in entry form and fee
  - ON TIME – Due by 5:00 PM Winter Session Singles Tournament Date (i.e. 2018 - January 13, 2018 5:00 PM)
  - LATE – Due by 5:00 PM Friday before tournament week (i.e. 2018 – January 19, 2018 5:00 PM). Add LATE fee
  - No refunds after sign-up
- ⑧ Tournament board will be electronically sent to team captains before tournament week (i.e. 2018 – January 21, 2018 10:00 PM)
- ⑧ Limited to first 16 teams (<10 tables), 32 teams (>10 tables)



## NATIONAL TOURNAMENT QUALIFICATION REQUIREMENTS:

### BCAPL

- Nationals – Rio All-Suite Hotel & Casino, Las Vegas
  - ⑧ 8 full weeks in **one scheduled session** on **one team** by December
  - ⑧ Online entry info can be found at <https://www.playcsipool.com/events.html>

### VNEA

- VNEA requires League Operators to submit entries with qualification requirements.  
**Players cannot sign-up for the tournaments listed below:**
  - ⑧ Nationals - Westgate, Las Vegas
    - 12 weeks to qualify by the end of Spring Session
  - ⑧ Rocky Mountain Singles - Cheyenne, WY
    - 25% of total weeks starting in June to qualify before November
  - ⑧ Rocky Mountain Teams - Colorado
    - 8 weeks to qualify for Teams by February
- Submitting Entries for VNEA Tournaments
  - ⑧ Completed Entry forms and Fees are due by the communicated deadline!!!
  - ⑧ The deadline date is approximately 14-21 business days prior to tournament due date for on time entry.
  - ⑧ Any late entry will incur an additional \$50 PPBC Fee!!!
  - ⑧ Team Entries must be submitted with a complete entry form with all required information.

### ACS

- Nationals - Tropicana, Las Vegas
  - ⑧ 8 full weeks in **one scheduled session** on **one team** by May
  - ⑧ Online entry info can be found on <https://www.americancuesports.org/home.html>

## FAQs

### General

- ⑧ NO AVG are new players to 8-Ball. It takes four weeks to have an established average.
- ⑧ If a substitution occurs, use the higher of the two averages.
- ⑧ If an **entire team** has no established average players, for the 1<sup>st</sup> night, all males start as 40 and females start as 35.
- ⑧ Any new player joining an existing team must play all 5 games in their first match and must use his/her actual score for his/her average (as long as there is at least one player on that team with an established PPBC average).
- ⑧ The team with the lower average gets the difference of the two teams' average added to their actual points.
- ⑧ Individual forfeits are zero for the forfeiting player and the player receiving the forfeit gets their average divided by five and rounded up or down to the next whole number (.4 round down, .5 round up). Example:  $37/5=7.4=7$  points,  $38/5=7.6=8$  points.
- ⑧ Full team forfeits are 200 to 0 and must be paid by both teams.
- ⑧ If no player asks for a shot to be watched, if there is any dispute over the legality or intent of the shot, it will default to the shooters' decision.
- ⑧ Anyone with an average of 34 and under may have one time out per game.
- ⑧ If there is a tied match after the 25 games and everything is added correctly, a tiebreaker will be played. Both teams will choose a player from their current lineup. Flip for choice of break, loser breaks thereafter. Best 2 out of 3 games win! Winner gets 1 point added to the team total.
- ⑧ Players shouting out fouls or any other guidance to teammates whose turn it is, will forfeit their next game. If the shouting player has completed all their match games then 10 points will be deducted from their team's total score. This includes members of the team whether they are in the lineup for that match or not, or any spectator that has a relation to the team (spectator will receive one warning before points are deducted from the team).
- ⑧ Pikes Peak Billiard Club reserves the right to refuse service to any establishment and/or individuals at any time!

### CompuSport

<https://compusport.us/>

- ⑧ All captains and co-captains are required to have a CompuSport account (Facebook integrated log ins will not be accepted)
- ⑧ New Players to PPBC can ONLY be added by the League Director. On their first night of play, leave their player spot blank and fill in their information on the team roster. They will get added when stats are finalized.
- ⑧ If you have 2 or more new players, please use a paper scoresheet to document which new player played in which spot.
- ⑧ Score keeper can add existing PPBC players to Team Rosters
- ⑧ No CompuSport Account needed to view Schedules or Stats