



bcapool  
league

# Crossroads to Indy

This is a dual league with VNEA (Valley)

**Crossroads to Indy / Indy BCAPL**  
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The following rules will govern play in the Crossroads to Indy/Indy BCA Pool League. A copy of the Crossroads to Indy/Indy BCA Pool League can also be found on the [www.IndyBCAPL.com](http://www.IndyBCAPL.com) website. Along with these rules, the Official Rules of BCA Pool League (BCAPL) and CueSports International (CSI) will be used, with possible slight variations. BCA Pool League (BCAPL), CueSports International (CSI) and Crossroads to Indy may make various changes for the betterment of the league at any time.

## 1. Sanction Fees

Sanction Fees are for two (2) leagues and must be paid by the **second week of session play** or 10 points will be deducted from the team total points every week of session play until fees have been paid. The Amount of sanction fee is based on location.

- Brickyard Billiards:

BCAPL - \$25.00 01/01/xxxx to 12/31/xxxx  
Mason Amusements \$30 06/01/xxxx to 05/31/xxxx

- John Wayne's Sports Bar:

BCAPL - \$25.00 01/01/xxx to 12/31/xxxx  
Gametime Entertainment \$25.00 6/1/xxxx to 09/1/xxxx  
Gametime Entertainment \$30.00 09/02/xxxx to 05/31/xxxx

- Sanction fees for non-sanctioned BCAPL players who join their team mid-session during the spring, summer, or winter session will be due the second week of their league play (or the 10 point deduction rule applies).
- If a player pays their sanction fee by check and it bounces, that player must then pay with cash and will be charged the NSF fee the bank charges. If the NSF fee is not paid, that amount will be deducted from the team winnings at the end of the session.
- Any unpaid sanction fee will be deducted from the Team winnings at the end of the session.

## 2. Qualifications

- BCA League players must play a minimum of **four (4) full scheduled weeks** in **one session** to be eligible to play in any BCA State Tournament **or eight (8) full scheduled weeks** in one session for the **BCAPL World Championships** in Las Vegas Nevada.
- VNEA sanctioned League Players must play a **minimum of twelve (12) full scheduled weeks and 36 games** to be eligible to play in an **IAMOA State Tournament** or the **VNEA World Championships** in Las Vegas Nevada. The games must be played between **February 15th, xxxx and February 15th, xxxx**, preceding the tournament.
- Any local event requirements will be determined by league operators and posted prior to the event.
- Eligibility requirements for sanctioned members to compete in any upcoming events may change and will be communicated to the members.

## 3. Matches

### Starting time/ Match time

- Start time for the first match of league play will be 7:30pm. Please allow 10 minutes of grace time for players and captains that are running late, if necessary.
- If a player cannot be at any of their games by the time his/her match is ready to start, the opposing captain must allow the player to be played around until it is that player's turn again. At that point the opposing captain has the option to continue to play around the player or force them to forfeit matches until the player arrives.
- Players must report to the table for their game in a reasonable amount of time. For example, if a player needs a restroom break or wants to go outside for whatever reason, they can look at the BCAPL scoring app to see when they will be playing again and allow enough time to be at their game. There is no reason a player needs to be chased down to play their game. 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!!!

### Pre-playing games

- Pre-plays are always allowed, providing you can work out a time with the opposing team. When doing a pre-play, a blank score sheet will need to be used so those games can be entered during the league night that they represent.
- Pre-playing is allowed without team point penalty. Please work with the other team if they need to do a pre-makeup or a post makeup.

### Missing Player

- If your team has a missing player, one of the other players present will double play (meaning 10 games for the night (5 player teams), (or 6 games for 3 player teams)).
- The person who will double play will be chosen by the opposing team.
- If both teams have a missing player, both teams will have a player double play, and be chosen by the opposing team.
- There will be a 2 missing player maximum allowed per league night. More than 2 players missing will result in the additional players receiving a forfeit (10-0).

## Make-up games

- No make-up games are allowed unless both teams agree.
- With no agreement or double play, then the missing player will receive a forfeit.
- We encourage everyone to do a pre-play, or double play.
- 1<sup>st</sup> two weeks of a new session play are exempt from this ruling.
- Make-ups (re-scheduled games) must be played by the next scheduled week.
- Make-ups (re-scheduled games) should be played before or after regular league play. (if tables available can be during league play)
- If a makeup is done, 10 points will be deducted from the total team points.
- No make-ups or pre-playing games in the last **2 weeks** of league play.

## Game Rules

**Crossroads to Indy** will follow the official Game Rules established by CueSports International which can be found at [www.playbcapool.com](http://www.playbcapool.com) . A copy also can be found on the [www.IndyBCAPL.com](http://www.IndyBCAPL.com) website.

## 4. Scoring Forfeited Games / Matches / League Fees

- Both teams must pay their regular weekly fees. Any fees not paid will be withheld from any monies the team may have coming to them and 10 points will be deducted from the total team points
- If a team must forfeit one player, that team will receive 0 points for that match and the opposing player will receive **10 points**. Team captains may agree to an alternative scoring for forfeits or missing players.

## 5. Conduct

### Sandbagging Policies

This league will not tolerate "sandbagging" (playing at a skill level below a player's true ability to manipulate and gain an unfair advantage) of any kind. A player may be warned, suspended, or expelled if this type of play is discovered.

### 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 60 second clock at the League Operator's discretion.

### Personal Conduct

As a BCA Pool League Member, it is understood that all players (members or non-members), leagues and the public shall be treated with dignity, respect and courtesy and we always conduct ourselves in a fair, courteous, and honest manner. As a BCA Pool League Member, we refrain from conduct that reflects poorly upon the sport or harms the reputation of Crossroads to Indy and the BCA Pool League. Guidelines for punishment for personal conduct are outlined in the CSI Official Rules of the BCA Pool League on page 38, AR I-45.

- The guidelines for unsportsmanlike conduct are outlined in the Official Rules of the BCA Pool League on page 38, AR I-45,. 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.

## 6. Roster / Team rating

### Roster

- 5 Person Teams may have up to 8 players on a team
- 4 person Teams may have up to 7 players on a team
- 3 person Teams may have up to 5 players on a team

No Team roster changes the last **4 weeks** of league play.

Team Captains are held responsible and accountable for the conduct and the attendance for their team members.

- Any disputes that might arise between teams during a match, the Team Captains shall try their best effort to settle the dispute. When they cannot come to an agreement, they can consult with the league operator.
- It is not the League Operators' responsibility to find a replacement player for the team. This is solely the responsibility of the Team Captain and/or the remaining team players. The League Operator may assist when able.

Sub players are only allowed to play as a sub one league night, and on one team only. After the sub plays once, they will have to choose a regular team and will not be allowed to play as a sub for the rest of the session. You can only change teams once, unless approved by the LO. Occasionally, you may see a team roster with more than the allowed number of players listed. This will be because they had a sub, or they had players move on or change teams.

If your team does not play the complete session, then the forfeiture of that team's right to any team or individual awards or prizes shall be forfeited. Any team member of that team that want to continue to play, may join another team.

### Team Rating Limits/Limits on Top Tier Players for Tournaments (State or National)

**At the current time we do not implement any Fargo rating limits for regular weekly Team league play.** You do need to be aware of the limits when your Team is considering playing at a BCAPL State or World Championship. Any team considering playing in any of these tournaments should check the tournament's website for team maximum team point requirements.

Maximum team Fargo ratings for different skill level divisions can be found on the CSI website.

## 7. Tournament selection

Crossroads to Indy is sponsoring a team to go to the BCAPL Las Vegas World Championships.

We want all the players who fully supported the league full-time to have a chance to go and with that we have come up with some qualifying guidelines.

- Player needs to have played at a minimum of 80% during all the Crossroads to Indy sessions (spring, summer, fall), unless otherwise approved.
- Player needs to have all their sanction fees paid in full.
- Player needs to be **playing** on a current roster.
- Player needs to have at the minimum of full 8 weeks of league play
- Player needs to be able to travel during the month of February
- For the entry into the BCAPL **Nationals in Las Vegas, 2 of the core players** need to come from the **same original team**.