



League Rules And Players Guide

Revised May 2010

Contents

Mission.....	4
Guiding Principle	4
League Management	4
Divisions	5
Player Qualifications and Limitations	5
Racism	5
Official Start	6
Table Availability.....	6
Official Start Time	6
Player Forfeit.....	6
Team Restrictions	6
Referees	6
Postponement and Team Forfeit.....	7
Postponement.....	7
Team Forfeit.....	7
Forfeiting Team	7
Opposing Team	7
League Fees.....	7
Repeated Forfeit	7
Quorum of Players	8
Payment of Fees.....	8
Player Eligibility	8
Acceptable Behaviour	9
Player Identification.....	9
Player Rankings.....	9
WWW.QTIMEPOOL.COM & WWW.QTIME.CA.....	9
Rules and Rule Precedence.....	10
Scoring.....	10
Statistics	10
Registration and Sanctioning	11
Locations	11

Handicaps.....	11
Make-up Matches	12
Team Rosters	12
Spares.....	12
Team Splitting	13
Team Dropping Out.....	13
Special Score Definitions.....	13
ERO Defined	13
1st Attempt Defined	13
10-Zip	13
Push Shot Defined (Q-Time variation, not the official BCA Rule)	14
Coaching.....	14
Scoresheets.....	14
Prize Payment	15
Division Specific Rules and Procedures.....	15
Wednesday Cash Division	15
Monday Cash Division.....	16
Tuesday Cash Division.....	16
Las Vegas Trip Division.....	16

Mission

Q-Time pool leagues was established to offer pool players in Saskatoon and area a league in which to play, whose sole purpose is to offer competitive, fair play. Our goal is to avoid those pitfalls that have brought other leagues into disrepute.

Guiding Principle

Unless forced by exceptional circumstances, no league operating rule shall be changed after any league season has begun. Rules will only be adjusted after the season ends, and all divisions have completed their playoff/wind-up.

League Management

Your league operators reserve final decision in all matters pertaining to the operation of the league. Your league operators value your opinion. You are invited to express your opinion or offer suggestions at any time, bearing in mind the Guiding Principle. There will be a Player Representative I, at all times with signing authority on the league bank account. This representative's signature is REQUIRED on all league cheques, along with one of the league operators. No single person can access funds in the league account. Neither league operator alone, nor two together can access these funds without the signature of the player representative.

Administration funds are used for the operation expenses of the league. Surplus funds are normally used to top up division tournament prizes or for promotion of the game in general. No statement will be provided for Administration funds.

Until further notice, Q-Time Pool Leagues will be sanctioned with the BCA Pool League. This association offers the league several advantages.

- Online Stats recording and scheduling program access.
- Current rule books for each player.
- 2 or 3 regional tournaments that all players may attend each season.
- Access to the BCA National Tournament in Las Vegas each May
- Team Captains may request a financial statement with regard to the disbursements of division prize funds FOR THE DIVISION(S) THEY PLAY IN.

Divisions

Q-Time currently offers 4 Divisions of play for 8-Ball.

- Monday Cash, 3 player teams, 27 game format
- Tuesday Cash, 4 player teams, 32 game format
- Wednesday Cash, 3 player teams, 18 game format
- Thursday – Vegas Trips, 4 player teams, 32 game format.
- There are currently no 9-Ball divisions.

Player Qualifications and Limitations

Q-Time reserves the right to set limits on the overall skill levels permitted to play in each division. This information will be published prior to each season on the league website www.qtimepool.com. This site may be accessed at www.qtime.ca as well. A method of determining team and player qualification will be provided on the website.

Q-Time reserves the right to restrict or revoke the right of any player to participate. No reason need be given; the league operator's decision is final. While we are sanctioned with the BCA Pool League, they do not determine who can play.

Players may expect to be disqualified from the league for, but not limited to:

- Any act which would tend to reflect poorly on the league, or its integrity.
- Failure to pay registration, or weekly fees.
- Cheating
- Assaulting, threatening, or verbally abusing another league member.

Racism

In our diverse society there is no place for racism. • For the purposes of this league a race is defined as any ethnic group, not limited to visible groups, and not necessarily minority groups.

No player shall be discriminated based on his or her race. A player may be removed or disqualified from the league for, but not limited to:

- Making racist slurs toward another player, or official.
- Organizing or participating in any race based event.
- Encouraging others to engage in racist activity.

Official Start

Table Availability

Tables are available for practice at 7:00 pm. Players starting prior to that time should expect to be charged for their table time.

Official Start Time

For the purposes of determining a forfeit, the official start times are as follows:

All divisions except Wednesday Cash -7:30

Wednesday Cash – 7:00

Player Forfeit

A forfeit may not be scored against a player until they are 15 minutes late for their first game. This does not mean that a game is forfeit at 7:45 (7:15 wed.). A Player is not late until 15 minutes after he was called to the table based on his position in the order on the scoresheet.

A 10-0 loss will be recorded after 15 minutes; subsequent losses are recorded for the missing player in subsequent games with no waiting period.

Team Restrictions

The league will specify at the start of each season what the eligibility requirements are for each division. These restrictions will be posted on the Q-Time website prior to the start of each league season. The league will make every effort to have this information posted before July 1st of each year to facilitate team formation and adjustments.

Referees

The league will ensure that a qualified person is in attendance to referee all league tournaments. Q-Time has 2 BCA Certified referee's for this purpose. In the event that a certified referee is playing in a tournament, a suitable replacement will be provided.

Regular league play is meant to be a recreational endeavour, and therefore referees are not normally provided. Should a shot require adjudication normal practice would be to ask a player in a neighbouring match to watch the shot. When a third person is invited to watch a shot, THEIR DECISION IS FINAL.

Postponement and Team Forfeit

From time to time it is necessary to postpone a match. When this situation arises common courtesy dictates that the opposing captain be notified. Team Captains should notify the opposing team captain at least 24 hours prior to start time. It is good policy to ensure that your players pay you the same courtesy.

Postponement

The captain of a team postponing a match is responsible for scheduling the make up of the match. The makeup must be played before the second regular league night following. The opposing team should be given 3 dates to choose from for the makeup. If the makeup is not played as described above the match will be scored as follows:

- i. The Postponing team will receive their average score, with a penalty of 25%. Scores will be determined using the rostered players with the lowest average.
- ii. The opposing team will receive their team average, plus any handicap points they would have received, less a penalty of 15%. This will be based on the most advantageous arrangement of players.
- iii. In any event, weekly fees are due and payable by both teams.
- iv. No points will be scored until fees are paid.

Team Forfeit

In cases where a team does not notify the opponent that they are unable to attend, at least 12 hours in advance, the opposing team has the right to claim a forfeit. Scoring in this case is as follows:

Forfeiting Team

The forfeiting team will receive their average score, less 25%, based on the 4 rostered players with the lowest average ball count. No handicap points will be awarded.

Opposing Team

The opposing team will receive their average score, plus normal handicap points. Scores will be calculated using the 4 players with the highest ball count average.

League Fees

In the case of a postponement or a forfeit, teams will only be scored the appropriate points upon payment of their weekly fees for that week. Effective November 1, 2009 payment for forfeits must be made within 2 league weeks or Zero scores will be entered. Outstanding fees will be deducted from any end of season prize payout.

Repeated Forfeit

Effective June 1, 2010, any team that forfeits 3 matches in a row, or 4 matches in any season will be disqualified. All records of play will be removed. The league will NOT enter any disqualified team into any tournament, including Las Vegas.

Quorum of Players

- 3 player divisions – Due to the “Fun” nature of these divisions, a match may be played so long as one of the rostered players is in attendance. While it is preferred that house sub(s) be used, it is permitted to use a spare player from another team if there is one in attendance.
- 4 player divisions – teams must have at least 3 rostered players in attendance to play. House Subs must be used in these divisions, players are not permitted to spare for other teams in the division.

Payment of Fees

League Fees are due and payable on each league night. Fees are considered payment for services rendered and as such are not refundable.

Fees are due and payable on the night of play. Arrangements can be made in RARE circumstances for deferment, please contact one of the league operators.

Fee amounts for each division will be determined and published at the start of each season. Fees will not normally change during a season, however Q-Time reserves the right to adjust fees in a division if necessary, with the unanimous consent of the team captains in that division. In ANY case, players more than 2 weeks in arrears MAY be suspended until such time as fees are made current. Such action is at the option of the league operators. The league does not accept cheques of any kind. Cash or Postal Money Order are the only acceptable forms of payment.

All payments should be put in the weekly envelope. Payments other than regular league fees must be noted on the back of the envelope to ensure they are credited correctly.

- THE HOME TEAM WILL BE RESPONSIBLE FOR ANY SHORTAGE in the envelope
- HOME TEAM CAPTAINS must ensure that the envelope contains the correct amount.
- Envelopes should NEVER be left unattended.
- Envelopes should only be turned over to a League representative.
- All outstanding fees will be deducted from any prize payout.
- Some divisions use a tournament to determine prizes. Players who have outstanding fees may not participate in these tournaments.

Player Eligibility

Please refer to the Division Section or www.qtime.ca for details.

Acceptable Behaviour

Players are expected to be respectful of their opponents at all times. Extreme situations will be dealt with by the league on a case by case basis. Q-Time reserves the right to take ANY measure deemed necessary to resolve, or end bad behaviour.

Violence, or threat of violence, will NOT be tolerated. While the league reserves the right to take what ever measures are required, these measures will be severe.

Any case of actual physical violence will result in the offending party being suspended for the remainder of the current season at a minimum. Such suspension may be extended by the league as deemed appropriate.

In all cases the League will be the sole arbiter of what corrective action is appropriate.

Player Identification

It is the player's responsibility to know who they are playing. Players have the right to request to see picture identification to ensure the player at the table is the player listed on the scoresheet. Any player playing under a false name should be reported immediately to the league.

Any points scored by a player using a name other than his own will be deducted from the team score.

Player Rankings

The league will establish player rankings on an annual basis. These rankings will be used in determining eligibility for the various divisions.

- A facility will be made available on the website to enable teams to ensure that their teams will qualify for the division they are interested in.
- There will NOT be a complete list published. Player names will need to be checked individually.
- Player Rankings DO NOT CHANGE in the course of the season. Player improvement cannot make a player ineligible for a division.

WWW.QTIMEPOOL.COM & WWW.QTIME.CA

These are the domain names registered to Q-Time Pool Leagues.

Registration and participation in league play infer the right for Q-Time to publish your name as it relates to the league. This is mainly for statistics, but may be used otherwise.

Statistics are kept in a password protected portion of the website, however due to the nature of the internet, and the need to publish this data to the players, Q-Time cannot reasonably guarantee that this information is secure.

Rules and Rule Precedence

Q-Time operates on the basis of the BCA Pool League rule book. Each player will be provided a copy of the rule book near the beginning of the season.

Q-Time also has a number of rules that are either not in the BCA book, or in some cases Differ from the BCA book. In such instances, the Q-Time League Rules & Players Guide will supersede the BCA rule book.

Scoring

Team Captains are responsible to ensure that the handicaps and scores entered on the scoresheet are correct.

- Any player found to be entering false data (including names) will be disciplined. Since this qualifies as Cheating, such action is likely to result in expulsion. The league reserves the right to take such action as it deems appropriate.
- Write neatly. Scores that are not legible will be entered as ZERO.
- Please enter your names as they normally appear on the Stats Sheets.
- Scoring methods may be adjusted from time to time.
- Players will be advised at the start of the season whether their matches will be scored by Points, Games Won, Rounds Won, etc.

Statistics

The league will make every effort to ensure that statistics are updated and published on the website each week. Updates will normally be done on Sunday. Statistics will also be available in printed form at the league venue. Handicaps will be provided on the scoresheet. In case of disagreement between the scoresheet and the published statistics, the published statistics shall be taken as correct.

It is possible that statistics can be in error due to data entry errors. Any noted error should be brought to the attention of the league operators as soon as possible. A facility is available on the website to report errors.

Errors found will be corrected up to 21 days after the match date. After this time the statistics will be deemed to be correct as entered, and no changes will be entertained.

Registration and Sanctioning

All players in Q-Time Pool Leagues are required to be registered, this includes spares.

- The registration fee is \$20.00 per person. All Q-Time players are required to pay this registration fee.
- Q-Time pays sanctioning fees to the BCA on behalf of our players. In the case of players registered with the BCA through another league, the surplus funds are directed to general prize funds.
- Registration fees **MUST** be paid no later than the second week of play.
- Registration is "Player" registration, and need only be paid once no matter how many divisions a player plays in.

Locations

The league operates at more than one location. Schedules will include the venue for a particular match. It is the team's responsibility to make themselves aware of the location they are to be at in any given week. Printable schedules are available on the web-site.

- Makeup games must be played at the originally scheduled location, at a time that is approved by the Location Management.
- Location House Rules take precedence at all times.
- Location staff should be treated with respect at all times.
- Most locations permit tipping, feel free to test this theory!
- Please support our sponsoring Locations. They provide us with good equipment and facilities at a very reasonable price. You can enhance the relationship by supporting them.
- **NO OUTSIDE FOOD OR BEVERAGE IS PERMITTED AT ANY TIME!**

Handicaps

The intent of handicaps is to make it possible that EVERY Team has a realistic possibility of finishing in first place. While at times the handicaps may seem excessive to some, they are a necessary and integral part of the league system.

Please also refer to the SPARES heading regarding handicaps for spares who are ranked differently than the player they are sparing for.

Make-up Matches

- Make-up matches are to be played prior to the second regular league night following the original scheduled date.
- Make-up matches must be played at the location in which they were originally scheduled.

Permission must be obtained prior to the date of play from the location owner. Play is RESTRICTED TO THE REGULAR NUMBER OF TABLES. PLEASE DO NOT ASK FOR EXTRA TABLE SPACE.

Team Rosters

Teams' rosters are restricted to the following number of rostered players.

- 3 player teams – 6 rostered players
- 4 player teams – 8 rostered players • When the addition of another player will put a team over the roster limit, another player must be removed from the roster. • If a player is dropped from the team roster, he may not be added back to the roster prior to the next occurrence of August 1st.
- Rosters are considered final after the second week of play in January. No player added after this date may play in any Playoff Tournament. Such players may play in any Regional tournament, or in Las Vegas.
- If a player is dropped from a team for any reason, and is in good standing, he may be picked up by another team.
- Note that adding players late in the season may result in difficulties in that player gaining the required weeks of play to qualify in tournaments. 8 weeks of play are normally required.
- Any player added to a team must meet the division requirements. This is the captain's responsibility. Should a player be found to be "illegal" for his division, all points scored by that player will be deducted and the player disqualified.

Spares

Spares are required to pay their registration fee the first night of play. If not paid, it will be deducted from the team's prize payouts at season's end. This deduction will be from the first team the spare played with.

Payment for the weekly fee for spares is left up to the teams to determine. It is normal practice for the missing player to pay the fees, however teams may make any arrangement they wish with spares. Bear in mind that spares do not participate in the prizes at the end of the season. In any event, payment of fees is ultimately the responsibility of the team.

Spares may participate in wind-up events, with the exception of the Vegas Division.

Handicapping: in a case where the spare has a higher handicap than the person they are replacing, it is necessary to compensate the opposing team. In this instance the opposing team will receive handicap points in the amount of the difference. This will apply regardless of which team gets the normal handicap.

Example: Team A has a sub with a 3 point handicap advantage over the player he is replacing. Team A is receiving 5 points per round handicap. Team B will receive 3 points per round as well.

Team Splitting

It is not normal procedure for teams to be required to split if they win their division, however Q-Time does reserve the right to require a division champion to split up. Should a split be required, no more than 2 original players may return on the same team. Team splitting is done for the good of the league, and only where it is deemed necessary to maintain fair and equitable competition in a division.

Team Dropping Out

In the case of a team dropping out of a division for any reason the league will reschedule the division as necessary. In some cases this will require make-up games to be played.

All Registration and weekly fees paid by the team dropping out are forfeit.

Special Score Definitions

ERO Defined

- An ERO or Run Out is defined as follows
- It must be your First turn at the table.
- There must be 15 balls on the table at the start of your inning.
- You must pocket all of the balls in your group, then the 8-ball.
- The score for a successful ERO is 12 points.

1st Attempt Defined

A first attempt is defined as follows:

- Must be your FIRST turn at the table.
- There can be ANY number of balls on the table
- You must pocket all of the balls in your group, then the 8-ball.
- The score for a successful First Attempt is 11 points.

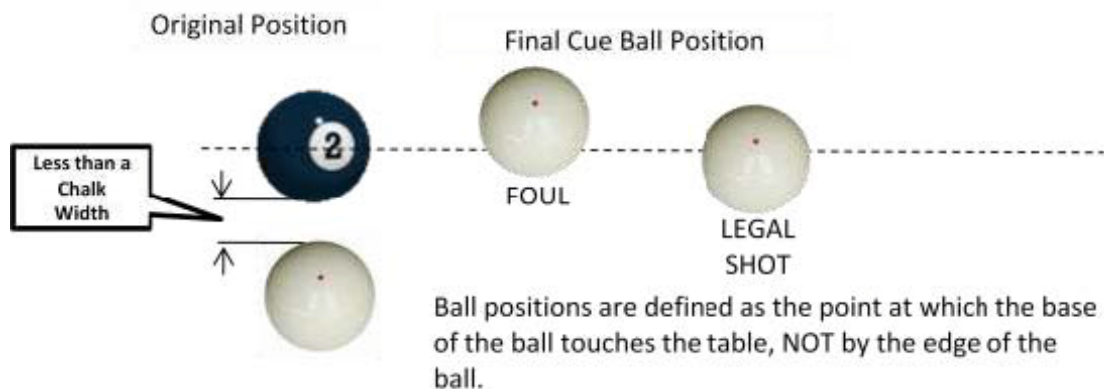
10-Zip

- While this is an obvious score, we ask that you please Circle the ten when your team scores a 10-zip.

Push Shot Defined (Q-Time variation, not the official BCA Rule)

No player involved in the match may call a push shot! In EVERY case a 3rd party must observe the shot and determine the call. Once the 3rd party makes his/her ruling, players DO NOT have the right to question the call.

- Shots made on a 45 degree angle to the left or right are not push shots.
- Shots made with the cue elevated 45 degrees or more may still be a push shot. See the diagrams below to aid in determining if it is a foul.



Coaching

Coaching is permitted in some divisions. Coaching is not intended to be detailed shot instruction. Coaching is intended to be strategy advice given while the opponent is at the table.

No person other than the shooter is permitted to approach the table.

Brief suggestions or advice may be given while a player is at the table but the person offering this advice must be seated away from the table. Suggestions should be so brief as to not delay any shot being taken. Long or protracted comment while the player is actually at the table is not permitted.

Scoresheets

- Your scoresheets contain a wealth of information
- Date of play.
- Team Names
- Player Handicaps
- .Player Rankings
- NEVER reverse the home and away assignments on the scoresheet.
- Please write LEGIBLY. Scores that are not written legibly will be entered as ZERO.

Prize Payment

All prizes, with the exception of portions of the Vegas Trip payouts, are paid in cash to the Team Captain, who will sign a receipt.

Prizes are paid out, with the exception of the Vegas Trip payouts, at the Division Wind-up Tournament.

The division of prizes between team members is strictly the business of the team members. The league will not become involved, nor offer opinions with regard to how teams divide their winnings.

Q-TIME POOL LEAGUES recommend that teams establish a formula by which their winnings will be divided, at the start of the season. A short memo to that effect, signed by all team members, with copies distributed to each, will usually go a long way toward avoiding disputes.

Division Specific Rules and Procedures

Wednesday Cash Division

- 3 player teams.
- Plays on Wednesday evenings
- 18 game format – players play each opposing player 2 games.
- Matches are played on one table.
- Break order is noted on the scoresheet.
- Coaching is permitted within the limits of rule 33.
- No Jump Shots or Masse Shots.
- Players may spare for other teams in the division if need be.
- Official start time is 7:00 pm.

Monday Cash Division

- 3 player teams.
- Plays on Monday Evenings.
- This division may play out of more than one location as determined by the league, based on the number of entries and tables available.
- 27 game format – players play each opponent 3 games.
- Matches are played on 2 tables for rounds 1 and 2. And on 1 table for the third round. Balls from the second table must be returned to the counter as soon as the second round is complete.
- Break order is noted on the scoresheet.
- Coaching is permitted within the limits of the Coaching rule. (Pg 14)
- Jump shots are permitted.
- It is preferred that teams use House Subs when a spare is required; however it is permissible to use a free player that belongs to another team in the division.
- Official start time is 7:30 pm. 11. Maximum Handicap is 10, match total of 90.

Tuesday Cash Division

- 4 player teams.
- This division may play out of more than one location as determined by the league operator based on the number of entries and tables available.
- 32 game format – players play each opponent 2 games.
- Matches are played on 2 tables.
- Break order is noted on the scoresheet
- Regular BCA Pool League rules govern except if contradicted herein.
- Spares must be House Subs. Use of persons that are rostered to another team within the division is not desired, but may be permitted in extreme circumstances. Contact one of the League operators for permission.
- Player eligibility and team makeup criteria will be determined prior to the start of each season. This information will be published with the promotional information and can be found on posters or on the Q-Time website.

Las Vegas Trip Division

- 4 player teams
- This division may play out of more than one location as determined by the league, based on the number of entries and tables available.
- 32 game format – players play each opponent 2 games.
- Matches are played on 2 tables.
- Break order is noted on the scoresheet.
- Regular BCA Pool League rules govern except if contradicted herein.

- Spares must be House Subs. Use of persons that are rostered to another team within the division is not permitted.
- Player eligibility and team makeup criteria will be determined prior to the start of each season. Such information will be made available in early summer to accommodate team planning.
- Team makeup restrictions will be determined each season. This information will be published with the promotional information and can be found on posters or on the Q-Time website.
- Prizes are awarded according to a format determined at the beginning of each season. Prizes are determined by the number of teams entered therefore cannot be pre-set.
- The following conditions must be met before the league will place an entry into the Las Vegas Tournament on behalf of any team:
 - All league fees must be current.
 - All players intending to travel to Las Vegas must provide a photocopy of the personal identification page of their passport.
 - Teams must meet all requirements of the Las Vegas tournament.
 - The team must have completed the Q-Time league season.
- It is the intention of the league to award at least 2 trips per 8 teams entered with the remaining teams collecting cash awards. 1 trip will be awarded to the division champion, with the other going to the winner of a playoff tournament, however the league reserves the right to alter this format as circumstances dictate.
- There will be no Maximum Handicap.

In the case that an Open division is offered, the handicap rules herein will not apply to that division.