



League Rules and Player's Guide

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About the League	3
Sanctioning Membership and Registration Fees	3
Rules and Rule Precedence	3
Referees	3
League Management	3-4
Sportsmanlike Behaviour	4
Player Eligibility/Acceptable Behaviour	4
Scheduling	4
Official Start	4-5
Postponement/Forfeit	5
Repeat Forfeits	6
Team Drop Out	6
Payment of Fees	6
Scoresheets	6-7
Racking	7
Scoring	7
Slow Play	7
Player Rankings	8
Team Rosters	9
Division Information	9
Quorum of Players and Substitution Players	9-10
Handicaps	11
Substitutes	11
Coaching	11
Push Shots	12
Prizes	12
Sportsmanlike Behaviour	12
Most FAQ	13
Misc	14

About the League

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. The league operates as a club organization. Membership is open to all players, as long as they maintain good standing with the club.

*Sanctioning Membership and Registration Fees

*Player registration of \$20 is required for each player for all Q-time events.

*Q-Time Player Membership is required by anyone with more than 1 week of play in a Q-time League & Q-Time Player Membership covers Q-Time Member only events, Player registration for all Q-Time events as weekend tournaments.

Anyone with 2 weeks or more in a BCA-PL & CCSA division will receive a one-year BCA-PL & CCSA Membership (www.playcsipool.com) (www.cdnqsport.com).

*Q-Time Player Memberships are \$50 and covers from May 1st to April 30th events.

Rules and Rule Precedence

Q-Time Pool Leagues use the rules of the BCA-PL. Their rulebook is available at playcsibca.com or at qtimepool.com

Additional rules exist in this document. In the event of contradictory or differing rules, this league rule book supersedes the BCA-PL rulebook.

Referees

Regular league play is a recreational endeavour and referees are not provided. Where a rule interpretation is required, players should seek out a league representative, committee member or a league operator.

If a particular shot may lead to disagreement, either player in the match may request a third party to observe the shot. The judgment of the third party is final.

League Management

Your league operators reserve final decision in all matters pertaining to the operation of the league.

The management of the league consists of League Operators and Assistant Operators. There is also a League Committee, and League Representative for each division.

Q-Time League Representatives are voted for at the start of each year for each.

Current contact information for each League official can be found on the league website.

Administration funds are collected from fees and are used for the operation expenses of the league. Funds are normally used to:

- Top up divisions and tournament prize funds.
- For the promotion of the league and game in general.

No statement will be provided for Administration funds.

Sportsmanlike Behaviour

Players are to behave in a sportsmanlike manner always.

Player Eligibility/Acceptable Behaviour

Players are expected to be respectful of other players and pool hall employees at all times.

League management reserves the right to restrict or revoke the privileges of a player to participate.

Players may face restriction or disqualification from the league for inappropriate actions. Examples include:

- Failure to pay fees
- Cheating
- Threatening, assaulting, or verbally abusing another person
- Disobeying league rules or the rules of our host pool halls
- Any behaviour which reflects poorly on the league or the sport

League management will be the sole arbiter of any situation and the appropriate corrective action.

Scheduling

*Following the first week of play, a schedule is published for each division that includes the billiard hall location and tables assigned to the matches. The schedules can be found on the website.

If a league schedule is made where not all teams have the same number of byes the teams with more byes will receive their team average for one bye and no cost for that week.

Official Start

*The official start time of a match is 7:00pm. Teams can practice on tables before their match after 6:30pm if other customers of the host hall are not using the tables.

A forfeit may be scored against a player once all the following criteria are met:

- Their name is called to a table based on their position on the scoresheet.
- A third party is asked to start a timer on the absent player
- They are not ready to play within 15 minutes of these two criteria being met
- A forfeit can not be called on a player before 7:15pm

A 10-0 loss will be recorded at that point. Subsequent losses will be recorded each time the players name appears on the scoresheet to play with no further waiting period.

A team with a missing player may make a substitution for the player **before** the next round starts.

Postponement/Forfeit

In the event that a team needs to postpone a match, the team captain on the opposing team must be notified of the postponement more than 24 hours before the match or a forfeit may be declared by the opposing team.

Postponed matches must be made up within 4 weeks. These matches must be played at the billiard hall where they were originally scheduled. Teams are responsible to ask permission from the billiard hall management about table availability for their makeup match ahead of time.

Teams can only have 2 postponed matches at a time on the books, if a 3rd is made the oldest postponed match will be recorded as a forfeit.

If a match is postponed and team players still come out to practice on the scheduled tables, they must pay the billiard hall normal table time cost.

When 24 hours or more notice is given of a postponement, the two captains are responsible for scheduling a makeup match. If there is no agreement between the captains, consult league management for a resolution.

Makeup matches cannot be played during that divisions regular time.

Regardless of timeframe, league management may override the 24 hours notice when it involves out of city players/teams and unfavourable weather conditions.

A team may declare a forfeit if they are given less than 24 hours notice of a postponement. Scoring of a forfeit match will be:

- Team point average for the opposing team at the point in the season the match occurs.
- Team point average less 25% for the forfeiting team at that point in the season.
- 4 rounds awarded to the non-forfeiting team in a division that uses rounds for scoring.
- No Names or scores will be recorded in the Q-Time League System.

Regular league fees are due from both teams regardless of whether a match is postponed or forfeited.

Repeat Forfeits

Any team that forfeits 3 matches in a row, or 4 matches in a league season may be disqualified at league management's discretion.

Team Drop Out

If a team drops out of the league or is disqualified, they forfeit all prizes and privileges associated with the league.

League management will seek to find new players or a whole new team to fill the team, or A new schedule will be made with a Bye and likely new table arrangements.

Payment of Fees

*Weekly league fees are due on the night of play. Team captains are responsible for ensuring their team has paid in full. Team captains can E-transfer the treasurer the team's full amount.

League Management will deduct points from a team with fees in arrears of more than 2 weeks, or in the request of a team captain league will disqualify a player from playing without the option of replacing that player (zeros will be scored in this event).

One envelope is provided for the use of the home and visiting team each week. The home team is responsible for the safekeeping and submitting the envelope to league management, as well as ensuring the correct funds are enclosed prior to sealing and turning in the envelope.

Each team is responsible for marking the responsible players name and amount paid on the front of the envelope.

NOTE! Scoresheets are **not** to be placed in the envelope but handed in separately.

Scoresheets

*The home team of a match is responsible to enter scores correctly on a scoresheet and turn in to league management at the completion of a match. If a league representative is not available at a billiard hall to collect the sheets and envelopes, team captain can drop it into the drop box at the Snooker Shack or league management will write at the top of the scoresheet what you are to do that evening with the sheet and envelope.

To ensure correct scoring, both teams are responsible to:

- Write names neatly as they appear in the stats system
- Include the first and last name for a player
- Write the first and last name, phone number and email address for a player new to the league on the back of the score sheet.
- Mark scores neatly

In the event of incomplete information for a player, the league may enter that player's scores as zeros. Changing these scores from zeros to the actual scores is the option of league management if the correct information is received within 2 weeks. After 2 weeks, no changes will be made.

*Marking of scoresheets is final once handed to league management or league drop box. Taking a photo with incorrect scores is deemed as accepting of the scores on the score sheet.

Racking

Q-Time is a league that believes in sportsmanlike behaviour. Normal procedure is for a player to rack for their opponent who is breaking. However, if a player wishes to rack their own, they may do so.

If a player chooses to use a racking template, they must offer the template to their opponents also.

Scoring

Normal Game: 10 points to the winner, 1 point for the defeated player for each object ball off the table.

Win - Zip: 10 points to the winner, 0 to the defeated player.

First Attempt: On a player's first turn at a table that has less than 15 object balls, the winner receives 11 points for pocketing all their object balls and the 8-ball in one turn. 11 points to the winner and 1 point for each object ball down for their opponent.

ERO: On a player's first turn at a table that has all 15 object balls, the winner receives 12 points for pocketing all their object balls and the 8-ball in one turn. 12 points to the winner and 1 point for each object ball down for their opponent.

Slow Play

Teams that show a consistent pattern of completing their matches in a longer than reasonable amount of time shall receive a slow play warning from league management.

Team captains are responsible to ensure their players are aware of this warning and work as a team to keep their matches on pace.

If a team continues to complete their matches at a slow pace, league management shall take whatever corrective action is needed.

Player Rankings

To maintain fair competition across each division, limits are set on the overall skill level a team may field. Prior to the start of a league season, rankings are updated and is published on the website.

Formula and cut-off points are set by league management and committee.
Player improvement may increase a person's ranking for the next season.

Team Rostered Players rankings do not change during the course of a season,
Players who are not rostered to a team in any division can be subject to a ranking change at any time.

Exceptions are at the discretion of the league committee.

Any player may have their ranking adjusted or assigned based on known ability by league management.

*Unranked Players will be considered to be the rank of the division they play in as follows

Expert division is a 110-Expert	Advanced division is a 100-Advanced
Proficient division is a 90-Proficient	Intermediate division is a 80-Intermediate
Novice division is a 70-Novice	Elementary division is a 60-Elementary

If an illegal team is formed by using a substitute or rostered player the team will be penalized 30% of the highest scoring player in points in each round for each player rank above the violation and

15% of that players score will be added to the other team for each player rank above the violation.

Decimals will be round to hole numbers.

*Example 1: Novice division an 80-Intermediate player with 2 70-Novice's and the highest score is 20 in the round.

The illegal team scores 6 points (30%) less for that round and the opposing team receives 3 points (15%) more.

*Example 2: Intermediate division has 2 80-Intermediates and 2 90-Proficiant players, and the highest round score is 18

The illegal team scores 11 points (60%) less for that round and the opposing team receives 5 points (30%) more.

*Example 3: Advanced division has 1 90-Proficiant, 1 100-Advanced, 1 110-Expert and 1 120-Master

player and the highest round score is 22

The illegal team scores 13 points (60%) less for that round and the opposing team receives 7 points (30%) more.

Team Rosters

3 Player Division: Team rosters may contain a maximum of 5 rostered players.

4 Player Division: Team rosters may contain a maximum of 7 rostered players.

5 Player Division: Team rosters may contain a maximum of 8 rostered players.

The request for a player to be added to a team roster must be placed to league management 48-hours prior to a match, or the stronger sub rule above will still apply.

Division Information

Information specific to a division is published prior to the start of a season. This information may include:

- Match format
- Number of locations used
- Number of tables used
- How standings are calculated (points or rounds)
- Weekly fees
- Start date

Team eligibility based on rankings

Quorum of Players and Substitution Players

*Elementary Divisions

1 Rostered team player must play in each round of a match.

The team skill average must be 60-Elementary or lower, players that are ranked higher than Elementary may play but must be rostered on the team & the team must maintain a team average of 60-Elementary.

70-Novice or higher skilled players may not sub in the Elementary divisions.

*Novice Divisions

1 Rostered team player must play in each round of a match.

The team skill average must be 70-Novice or lower.

Players that are ranked higher than 70-Novice may play but must be rostered on the team & the team must maintain a team average of 70-Novice.

80-Intermediate or higher skilled players may not sub in the Novice divisions.

*Intermediate Divisions

1 Rostered team player must play in each round of a match.
The team skill average must be 80-Intermediate or lower.
Players that are ranked higher than 70-Intermediate may play but must be rostered on the team & the team must maintain a team average of 80-Intermediate.
90-Proficient or higher skilled players may not sub in the Intermediate divisions.
Rostered players can only play on 1 team and can not sub or spare on another team.

*Proficient Divisions

2 Rostered team players must play in each round of a match.
The team skill average must be 90-Proficient or lower.
Players that are ranked higher than 90-Proficient may play but must be rostered on the team & the team must maintain a team average of 90-Proficient.
100-Advanced or higher skilled players may not sub in the Proficient divisions.
Rostered players can only play on 1 team and can not sub or spare on another team.

*Advanced Divisions

2 Rostered team players must play in each round of a match.
The team skill average must be 100-Advanced or lower.
Players that are ranked higher than 100-Advanced may play but must be rostered on the team & the team must maintain a team average of 100-Advanced.
110-Expert or higher skilled players may not sub in the Advanced divisions.
Rostered players can only play on 1 team and can not sub or spare on another team.

*Expert Divisions

2 Rostered team players must play in each round of a match.
The team skill average must be 110-Expert or lower.
Players that are ranked higher than 110-Expert may play but must be rostered on the team & the team must maintain a team average of 110-Expert.
120-Master or higher skilled players may not sub in the Expert divisions.
Rostered players can only play on 1 team and can not sub or spare on another team.

Open Divisions

2 Rostered team players must play in each round of a match.
The team skill average has no maximum skill,
Rostered players can only play on 1 team and can not sub.

There is a list of players willing to sub, including contact information and availability on the website. Teams are encouraged to contact these players when they require a sub.

Handicaps

Each player on a team has a handicap that is calculated based on their actual play in a division.

A player's handicap in one division does not affect their handicap in another division.

New players to a division with no ranking will start as follows

3 in a Expert division, 2 In a Advanced division, 1 in a Proficient division,
0 in a Intermediate division, -1 in a Novice division, -2 in a Elementary division.

Ranked players are as follows for all divisions,

120-Master 4, 110-Expert 3, 100-Advanced 2, 90-Proficient 1,
80-Intermediate 0, 70-Novice -1, 80-Elementary -2, Beginner -3.

When league management enters scores into the stats system, a player's history in that division is automatically calculated to provide their handicap.

*Substitutes

*When a team uses a substitute player who is more than 2 handicap points above their regular player, The team with the substitute player is penalized the difference of the regular player and the substitute player. This will be marked as a minus number in the handicap box at the end of each round. If the team with the substitute is the team receiving the round handicap the penalty will be applied to the handicap. *However, if the incoming player spare/sub has a negative handicap the higher handicap penalty will not be applied.

Example: Regular player is a 70-Novice & handicap is -1, the sub is an 80-Intermediate & handicap of 3. The difference of the regular player and sub's handicap is 4.

Therefore a "-4" will be placed in the team's handicap box.

If the substitute's team is receiving the handicap -4 would be applied to the receiving amount.

Coaching

*Coaching is permitted in the Elementary, Novice and Intermediate divisions.

There is no coaching permitted in Proficient Advanced, Expert or Open divisions.

The player in the match must ask for advise, the coach can not give advise with out being asked to do so by the player and the player can only ask for advise once a game.

Coaching must be limited to strategic advice, given to a player in a manner that does not delay a game in an unsportsmanlike manner.

Strategic information must be offered verbally from the non-players seat.

Detailed shot instruction and approaching the table are not permitted in this rule.

*Push Shot (League specific variation)

A push shot is when a cue tip contacts the cue ball two times in a stroke.

A push shot is also when a cue tip is still in contact with the cue ball when the cue ball contacts another object.

No player involved in a match may call a push shot a foul. A third party must be called to the table to observe the shot for a foul to occur. The third party's judgement is final.

Shots made at a 45-degree angle to either side are not push shots.

*Shots made with the cue elevated 45 degrees or more may still be ruled a foul.

Prizes

Prize payouts are awarded at the season end windup based on team standings.

Deductions are made directly from a team's payout for any money owed to the league for any reason.

How a team divides their payout is a team issue and is not the business of the league management.

Sportsmanlike Behaviour

Players are to behave in a sportsmanlike manner always.

Most Frequently Asked Questions

Balls jumped off the table

- Any object ball that jumps off the table during a shot results in a foul. The object ball is pocketed and scored as such; the winning ball is spotted.

Legal Break

- For a break to be considered legal, one object ball must be pocketed during the break or four numbered balls must be driven into a rail (cushion).

Open Table after the Break

- It is legal to contact any ball on the table first, but can not contact the 8-Ball first when claiming a group.
- You cannot establish a group when a safety is called.
- If every ball of each group is pocketed and the table is open the 8-Ball becomes a legal ball.

8 Ball Pocketed on the Break

- Provided no foul has occurred during the break, the 8 ball is spotted and the player who took the break shot continues at the table, or the player may rerack and break the balls again.

8 Ball Pocketed on the Break and Foul Occurs

- Opponent can spot the 8-ball and take ball in hand, or the opponent can rerack and receive the break

Misc

- Fill out the envelopes completely. This means listing all players responsible for payment and the amount of money they have enclosed. If there is a sub for a player, write in the regular responsible players name with 0 as the amount.
If a sub is not responsible for payment the subs name is not needed on the envelope.
- If it is a regular or substitute players first time playing on a team, fill in their first and last name on the backside of the scoresheet.
- Immediately upon completion of a match, balls are to be placed in their tray and turned into the bar (or bartender notified to start the clock on your table). Failure to do so may result in point deductions for your team at league managements discretion.
- *If your team has a player who is known to be a slower player when it comes to game play the league and house hall requests the slow player be marked on the score sheet to finish their matches first on the team. Example player 1 on home or last starting player on visiting team.
- A * is an indicator a rule has been changed or is new for this rule book revision.