

Gulf Coast Billiard Association of Jackson County

Administrative Rules

1. League Board will consist of the league officers: President, A Division Vice President, B Division Vice President, Secretary and/or Treasurer. During a meeting, each paid member will have one vote on each issue, except the League President. In the event of a tie during a meeting, the League President may cast one vote.
2. Dues are \$40.00 per season. All players on the initial roster shall have \$40.00 paid by the 2nd week of the season; a meeting will be scheduled to collect said dues after the 2nd week.
3. If a player is going to join the league after registration, then the dues are a minimum of \$40.00 the night the player joins if it is before the half way point of the season. After the half way point the dues shall be \$20.00 the night the player joins. Before a new player is allowed play, it will be the responsibility of the team captain to notify a Board member, and the dues of the new player are to be paid to the **Board Secretary**. Please note any new players and the recipient of the monies on the score sheets.
4. Players dropped due to lack of payment of dues shall forfeit all games played (including doubles) to the opposing players of all previous matches. The team with most points after the transfer of such points shall be the winning team of the match.
5. All teams must have a roster of at least 5 players to join the league.
6. All matches are scheduled to begin at 7:00 PM on Mondays. It will be at the discretion of both team captains to begin the match at an earlier time. However, a player is not considered late until 7:15 PM and is allowed to play as equally as possible from the start of the match that is feasible.
7. Teams must have at least four players present at the HOME TEAM BAR by 7:15 PM or the opposing team can:
 - A. Take a forfeit (based on AVG Points and 0 points to the team forfeiting).
 - B. Agree to reschedule the match (forfeit is entered until match is turned into secretary).
8. Score sheets (original sheets only) shall be provided to the Secretary or President by 3:00 PM on Thursday following the match; a picture texted to the Secretary or President will be sufficient.
9. League game results and standings will be available to team captains **online** no later than 8:00pm Sunday following the match. Stats in paper form can be provided by request.
10. No player may join the league or change teams within the league after the 3/4 point of the season unless a team would have to drop from the league and with board approval.
11. A player may change teams after the season starts if both team captains agree.

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12. All players must be played as equal as possible, however, if a player shows up after the match has begun, then that player must play equally as possible from the time of arrival and not from the beginning of the match. Please note any late players on the score sheets. For example, teams with 6 players must play 3 players 5 times and 3 players 4 times.
13. In addition to Rule #12, players must play as equal as possible in Doubles and in Singles. Therefore, if a player arrives late to the match, there is no stacking within the last set of Doubles in order to make up missed games.
14. It shall be the duty of the Board to request a captain's meeting for any grievances or for any business concerning the League. Notification of such meetings shall be announced within the League's Media page and phone announcements to captains 2 weeks prior of such meetings.
15. Grievance committee consists of team captains/representatives and the league board. Grievances can only be filed if the dispute was noted on the bottom of both score sheets, and the captains only sign their score sheets, not the opposing captain's score sheet. The two captains/representatives involved will not have a vote on the issue.
16. The opportunity to host the league parties will be determined by the 1st Place Team. Spring Season will be the Home Establishment of the **A Division Champions** and Fall Season will be the Home Establishment of the **B Division Champions**.
17. This league will tolerate no un-sportsmanlike conduct. Any player showing misconduct shall be noted at the bottom of the score sheet. In the event that the same player is noted three times, then the league will have a captain's meeting. Any action taken before then will be at the discretion of the league board.
18. Coaching (calling fouls, telling team players what balls to shoot, etc.) is considered to be un-sportsmanlike conduct; only if the coaching is from a team player not involved in the game being played and this will constitute as a ball-in-hand foul. Repetitive coaching could result in a forfeiture of the remaining games by the grievance committee. Outside coaching from non-league members shall be considered outside interference and normal game rules shall apply. If an agreement cannot be met by the player's involved or by the captains due to outside coaching, then the game shall be replayed with the original player breaking. Coaching may be called by any league member, and not just the team players involved.
19. Barred players are not allowed to shoot at the establishment of which the player is barred. In the event that a player is barred, yet plays at that establishment, then the barred player will forfeit any points won and be noted for un-sportsmanlike conduct.
20. Players must play at least 2/3 of all possible matches of the entire season not including forfeits in order to qualify for the Top Gun Award.

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21. Any team forfeits three consecutive games, then the team is automatically dropped from the league
22. Any teams dropped from the league will not qualify for a League Awards. Players of such teams are allowed to join other teams without having to pay duplicated dues. However, in order to participate in league functions or receive any benefits from the league one must be a team member or guest of a team member of an active team not dropped from the league.
23. The Most Valuable Player from each team shall receive an award provided that the player meets the following requirements:
 - A. Player must play at least 50% of all possible games not including forfeits.
 - B. Award will be based on highest Overall percentage and not Singles.
 - C. Is a paid member on a non-dropped team.
23. When interpreting the 8-Ball Rules, Cue Ball Fouls Only shall be the Rule of Play.
24. Unless a double hit or contact with the cue ball is made with anything other than the tip can be clearly seen with the naked eye, whereas a legal shot is met in accordance to 3.19 General Rules or 4.11 8-Ball Rules, then miscues are NOT fouls.
25. It is the responsibility of the Captain and Co-Captain to ensure that all players including those of the opposing team are played equally as possible. In the event a player is played more than equally, then the Captain must adjust the score sheet accordingly in order to satisfy Rule #12. However, if the match is completed or the game of infraction is played before the infraction is discovered then the Captains are to resolve the issue before signing the score sheet. If the score sheet is signed by both Captains then the match stands as played. In the event the issue can not be resolved then a grievance can be called in accordance to Rule #14.
26. If a player must leave a match early due to an emergency, then the players that remain must play as equal as possible from the time the player leaves. Unless this is known beforehand, then the player leaving before the end of the match can play the required amount of games at the beginning of the match. In the event that a player leaves early for no reason or due to un-sportsmanlike conduct, then that player forfeits the remaining games that would satisfy Rule # 12 as if the player was still present.

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27. In reference to General Rules # 3.10 Cue Ball behind the Head String the following shall apply. Since there is a dispute in the definition of the term “obviously”, the term shall be defined as from the perspective of the shooter. Therefore, if the incoming player places the cue ball up to his/her arm length from behind the head rail then the placement, if outside the kitchen, shall be presumed to be inadvertently placed. The same shall apply during placement from behind the head string and on the side rails. Any other form of placement shall be considered obviously and completely outside the kitchen; such as placing the cue ball at the bottom rail, which constitutes a foul if executed. If the opposing player does not warn the incoming shooter of an inadvertently placed cue ball and calls a foul as to distract the opposing player or cause tension among the teams at play, then the player shall be noted for un-sportsmanlike conduct on the bottom of the score sheet.
28. Jump Shots must be made by striking down on Cue Ball (scoops are fouls).
29. After the game winning shot is made, no balls are to be pocketed by either player. Captains are responsible for counting the number of balls pocketed and recording the tally on the score sheet.
30. Doubles are to be played by each partner alternating shots during an inning. Breaks count as a shot and the alternate partner is next up. It is a foul if partners shoot “Out-of-Turn” either within the same inning or during the transition of innings. 8-Ball rule 4.10 also applies to the alternating partners shooting “Out-of-Turn”. The foul must be called before the next shot is taken by the alternating partner or else the foul is considered stale / missed. This style of play is known as “scotch doubles”.
31. Lagging for break is the original rule of play with Billiard Congress of America (BCA). Therefore it takes precedence over the lot (coin toss) for the break. Before each game within the match, the players may lag or lot for the break. However, if one of the players wishes to lag before the break is determined, then it must be a lag for the break. This rule applies in all divisions of the league; even when different divisions are matched. Lagging for break is defined at 3.6 General Rules.

Home Field Advantage Clarification

This is a Rule since the start of the League and is a Rule of Thumb and not Mandatory
Score Sheet Lineup: Visiting Team gives all the Doubles Line-ups and 6th-10th of the Singles Line-ups. Home Team gives the 1st-5th and the 11th-15th of the Singles Line-ups.