



BMW'S VNEA POOL LEAGUE PLAYERS HANDBOOK

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CAPTAINS RESPONSIBILITIES

1. FORMING A TEAM: If having Any player with CSR 1700 or higher must be submitted on original roster. (Exception Wed “Any CSR” & Thurs FTCL Pinnacle leagues.) **Cannot add players with CSR 1700 or higher after roster deadline date.** It is the team’s responsibility to make sure their team and all players are legal for the league in which they want to play. Any regular player can report an illegal team or player. Once the office is made aware of the illegal team/player, the team will be subject to forfeit all games won when the illegal player participated.

2. PLAY STARTS AT 7:00 P.M.

(Except Sun. Doubles, Mon Senior and Longmont leagues)

All line-ups need to be finished by 7:00 P.M. and play started.

a) It is recommended captain or team representative show up 10 to 15 minutes before start time to fill out score sheet and make sure all players pay their fees. **If you have a player that can not arrive by your match designated start time of 7 pm, you must notify opposing team captain before the match begins to arrange for that player to be played around and his games played when he arrives, as long as he is not later then 30 minutes past schedule start time.**

b) If a team is missing one or two players at start time, play must still be started. The missing players positions will be skipped over. If they show up while the round is still active they can play their match. If the round finishes and they have not showed up, they will receive a “0” for the match and their opponents will receive a “10”. If they show up anytime throughout the night they can play any matches in which the round is still active. They can not go back (unless the opposing team agrees to let them) and play games in which the round has been completed.

When scoring a 10-0 against a missing player, please do not enter a score for the player that was absent. The non score will still count as a “0”. Need to distinguish the player was absent and not there for that game. A “0” could represent an ERO against player. A non score symbolizes player being absent, so a zero will not be calculated in to missing players average which could result in their handicap dropping.

c) If a team does not have a full team, play cannot be started on two tables. Play must be on one table till the completion of the first round. At that time, if tables are available, teams can use two tables.

d) If team is missing 3 or 4 players. They have a 15 minute grace period before they forfeit that match. If no more players show up by 7:15 PM, the team will forfeit the match. If one or two more players do show up, then the match must get started, and follow rules above.

e) If the whole team is missing, team will have a **15 minute grace period**. At 7:15 PM regular time -not bar time), unless team has been previously notified, the forfeit rule will apply to the late team. (See section “Forfeits” for the forfeit ruling.) Any mutually agreed upon changes in the schedule must be made before the scheduled match, and the league office notified 970-391-7664.

f) Sunday Doubles, Mon Senior, and Longmont leagues, teams will have a 15 minute grace period of start time, before forfeit rule will apply.

3. SCORING 8-BALL:

One point for every object ball made. Three points for the 8-ball. Both players count all balls they have off the table. **WINNER OF THE GAME WILL ALWAYS RECEIVE 10 POINTS.**

[Scoring 9-Ball: One point for every odd numbered ball, 9-ball worth 6 points.]

4. RULES: The recognized official rules of play will be the VNEA rules. Please see the rule sheet.

There is NO COACHING in doubles leagues.

BREAK YOUR OWN RACK. (If a player does not want to break their own, they have option to have opposing player rack for them.)

RACK: If a player or team wants to use a rack that is not furnished by the table it will only be approved if both teams agree. And opposing team also has option to use rack.

SCORING: If a game ends without a group of balls being legally determined, the winner receives ten points and the opponent receives zero points.

5. STANDING SHEETS & SCHEDULES: Will be available on the Compusport app. Also standings & schedule posted on BMW website at: www.bmwbilliards.com

6. SETTING LINE-UPS:

a. . Home team, places line-up 1st. The home score sheet is the official score sheet and will be used to settle any disputes. Both captains are responsible for the accuracy of the home score sheet after each game.

b. 16, 18 & 25 game format - Round Robin - line-ups may be placed in any order. 15 & 20 game format - Captains will match players CSR value with line on score sheet for that players average. In case of matching CSR values order does not matter, among those with same CSR.

c. **Handicap:** The handicap for the leagues will be by CSR values. Handicap based on CSR values automatically gives 1 point per 65 team difference, rounded to the nearest whole number. Maximum of 15 points per round for 5 person team, maximum 12 points for 4 person leagues, 9 points per round for 3-person team, and maximum 6 points for doubles leagues.

In the any league that has divisions, lower division teams will not spot higher division teams any handicap.

d. If a player has no CSR value delete out opponents highest CSR value. Once a player achieves 2.5 Rating Star status (approx. 4 weeks, exhibition night counts as 1 week), then they will have a CSR value for handicaps.

If a player does **not** have an established CSR but has an alternate ranking, consult with the league office for a conversion to ensure it is appropriate for the league. Players of known ability without an established CSR or alternate rating may be assigned a CSR range till they establish a CSR..

e. If playing with a six person team, the CSR of the players involved in each round determine handicap. No one can play the same person twice. The opposing team captain must be notified before the start of the round in which a substitution is being made.

f. It is both captains responsibility to make sure handicap and lineup are correct. **Once play starts, handicap cannot be adjusted.** Note: Easiest way to check handicap is by putting lineup onto score sheet in Compusport.

g. In the 9-Ball league, no handicap will be used.

h. REGARDLESS IF LINE-UP or HANDICAP IS WRONG, GAMES PLAYED WILL STAND AS PLAYED.

i. Played wrong person. In the event that wrong people have played or are playing each other, the following procedures will be followed: 1) If the game is completed, that score will be forwarded to the proper place that they are scheduled to play. 2) If the game is not completed, the captains will get the proper people to the table and restart the game. 3) If a game is played between the same opponents for a second time during the match, the score of the second time does not count. 4) If players are not scheduled to play, scores are negated. 5) It is both team captain's responsibility to ensure that the proper players are playing each game.

j. **All matches will have 1 table to play on.** If an additional BMW table is available to play on teams can play on 2 tables. ***If 2 matches are sharing a third table, at no time can a team claim 2 tables for their match and make the other match play only on one table. As good sportsmanship teams need to work together and cooperate and share the third table fairly.*** Sportsmanship is defined as: fair conduct: conduct considered fitting for sportsman, including observance of the rules of fair play, ***respect for others***, & graciousness in losing.

k. All games **MUST** be played on BMW BILLIARDS operator owned equipment. Even one game played on a non-operator owned table will result in both players disqualification as VNEA members. Both players lose all rights to compete in any VNEA Rocky Mountain or national tournaments.

l. All players involved in the match must be the same players listed on the score sheet. If a person plays under a false name, the team he is on will be subject to penalties ranging from: forfeiting all games he was involved in, to being disqualified from the league system.

m. Players will split quarters. Instead of the person racking paying for the entire game, players split quarters. This is due to some players paying more than other players, and splitting quarters will equate amount paid. It is both players responsibility to be at table when match is up. Before match starts if both teams agree, then when you rack you pay.

n. VNEA no longer has the pocket marker (a.k.a. patch) rule. When shooting at the 8-ball no longer need to designate the pocket by using a marker (patch).

7. CONCLUSION OF MATCH:

After the match is completed, captains are responsible for finishing entering scores into Compusport and sending it for approval. If not entering scores during match at the location, suggest to take a photo of score sheet so it does not get lost till it can be entered into Compusport when score keeper gets home. This photo may be necessary to verify score on Compusport or if original copy is turned in late or missing. **Match needs to be entered into Compusport within 24 hours of completion of match.** Either home or visiting score keeper can enter match. Please communicate with the opposing team on who will be entering match.

8. COLLECTION OF MONEY:

Weekly fee is \$7 or \$10 a night per person depending on which league you are playing. Check schedule or Compusport app for payment information.

Pay weekly fee through Compusport app with credit card per player or for entire team, per each league night. With app you can pay weekly, or multiple weeks at a time, or pay for fellow members of your team. In app select a match, in match details below orange “Enter Score” bar is an area that is “Pay My Fees”. Make sure your are in the current correct event, “BMW Billiards 2025-2026 Season & Summer 2025”.

[Note: May be easiest to have one person “The Payer” on team pay for the entire team on app. Team members pay cash or use Venmo to pay back “The Payer”. “The Payer” does need to be mindful to keep the cash to pay credit card bill. Using Venmo might help keep the cash from being spent to easily.]

Tip: Have team ante up monthly and get a reloadable gift card for paying the fee weekly. Thereby not leaving the payer with credit card to pay off.

Captains are responsible for making sure all your teammates are paying their fees. Can check in Compusport under “Pay My Fees” or check the stats team/player column of amount paid. Under teams also shows amount owed.

Players Responsibility: If giving the weekly fee to one person and relying on them to pay fee it is your responsibility to check and make sure that person is paying fees. BMW Billiards is not responsible for a member on the team keeping the money and not paying the fees. Can easily check to make sure payments are being paid by looking at team & player stats and seeing amount paid by each players names or checking the “Pay My Fees” area.

Amount Due weekly per team:

\$10 a person: 5 Person Team \$50 a team, 4 Person Team \$40 a team

\$7 a person: 5 Person- \$35 a team, 4 Person - \$28 a team, 3 Person - \$21 a team, 2 Person Doubles—\$14 a team

Note: If have pre paid for nightly fees on app, will need to pay for position night when position night matches are scheduled. Can not pre pay for position night as it is not yet a scheduled match, so there is no link to pay fees till it becomes a scheduled match for your team.

If wanting to pay fees through your desktop computer go to www.compusport.us, log in and make sure to select “Launch Player App”.

Violation of not paying league fees weekly:

Teams not paid in full by one week from match date will have their rounds wins for that week subtracted from that score sheet. And will lose those round wins. Teams will not be able to get those round wins back. (Opposing team would not get those round wins.) This feature in Compusport will be enforced after the 3rd week of play in the fall/winter season.

The league office is **NOT** responsible for calling/texting to warn teams of shortages before subtracting them. **It is the CAPTAIN’S responsibility to make sure all team members are paid. Captains by the end of the match need to make sure everyone has paid for that night or that the designated “payer” has paid for the entire team.**

Any player on a team with missing fees will not be eligible to participate in any of the VNEA following tournaments: Rocky Mtn. Singles, Rocky Mtn. Team, BMW player’s tournament & VNEA World Championship.

PRE-PAY CASH FOR THE ENTIRE SEASON: A player can pre pay the regular weekly fee for the entire season in cash or check on the first week of the season. Can leave payment on that first week at one of the collection sites. **Ft. Collins/Loveland collection locations** (put envelope in drop boxes): **Emporium** (925 S. Taft Hill Rd, Ft. Collins), **Match-Ups** (625 S. Mason, Ft. Collins), **Matt's Place** (6013 S. College Ave., Ft. Collins), **Night Shotz** (3329 N. Garfield Ave., Loveland) & **Pitchers** (1100 W. Drake Rd., Ft. Collins). For **Greeley contact league office at 970-391-7664 for drop off locations**. Contact the league office to notify envelope has been left at 970-391-7664. The typical fall/winter league has 24 payable weeks, although there may be a BYE in league. This is only for the first week of the season. Weekly envelopes are **NOT** being picked up!

Examples of how much money will be needed for games:

5 PERSON 20 GAME FORMAT - \$.150 TABLES:

20 x \$1.50 = \$30.00 in quarters for the match

\$30.00 divided by 10 players = **\$3.00** per person

5 PERSON 25 GAME FORMAT - \$.150 TABLES:

25 x \$1.50 = \$37.50 in quarters for the match

\$37.50 divided by 10 players = **\$3.75** per person

4 PERSON 16 GAME FORMAT - \$1.50 TABLES:

16 x \$1.50 = \$24.00 in quarters for the match

\$24.00 divided by 8 players = **\$3.00** per person

COMPUSPORT

Download the Compusport App on your Smart Phones. Follow yourself and get alerts for your matches and special announcements. The app is available on smart phones go to your app store to download. There is a free basic plan or you can upgrade and pay yearly or monthly. Essential is 0.99 a month/\$5.04 for a year, Premium \$3.99 a month/\$30 a year. Premium has a lot of information including CSR information and leaderboard, league history, chart on players stats, unlimited follow players, etc. Premium package will have more features added soon.

All teams **MUST** appoint a score keeper. Score keepers need to download app. Teams can have more than one score keeper. If team has a new score keeper that has not registered with Compusport, this person will need to create an account in Compusport. See "Compusport Directions" or YouTube tutorials on BMW's website.

- 1. If not using app feature during match, then match needs to be entered into Compusport within 24 hours of completion of match.** Either home or visiting score keeper can enter match. Please communicate with the opposing team on who will be entering match. Note: If not entering match on site take a photo of score sheet in case score keeper misplaces score sheet before it gets entered.
- 2. Once the match is entered it will be sent for approval to the opposing team. Opposing team has 24 hours to validate score sheet. All scores need to have been entered and approved within 48 hours of the match.**
- 3. If score sheet has not been accepted by opposing team after 72 hours (3 days) that the match has been played, the league office will accept the score sheet.**
- 4. If using phone to enter scores use app feature. If entering scores on laptop and using website version, log in and make sure to select "Launch Player App".**
- 5. If you have a new player that is not in system, you must contact the league office (970-391-7664) to add the player to your team so they will show up in your drop down list of players on the score sheet.**
- 6. If entering a player not on your team but has played before with BMW, make sure to select the correct player from the drop down list. You can no longer add this person as a new player, as it will askew their CSR and the handicap. It is very important to select the correct person for CSR & handicap. If wanting to make sure the correct player is added, contact the league office (970-391-7664) at least one day prior to match and league office will add the correct player to your team.**
- 7. Compusport will use CSR values for handicap. Handicap based on CSR values automatically gives 1 point per 65 team difference, rounded to the nearest whole number. If a player has no CSR value delete out opponents highest CSR value. Whatever handicap you have used during match (even if incorrect) must be the handicap you report in Compusport. Type over handicap in Compusport to make it match score sheet.**
- 8. If a score sheet has to be denied, make sure to keep the reply polite and detailed with exactly what is incorrect. League office does receive a copy of all rejection emails, so remember good sportsmanship.**

9. If the paper copy of score has been added incorrectly and round total or points change due to miscalculations, Compusport will not allow incorrect addition and will correct points & round wins. Even if both teams have agreed to point & round totals, the score sheet will be corrected with the correct scores. Teams should not lose or gain round wins or points due to bad math.
10. When entering scores also enter feats ERO, 8-ball break & Table Run in box below score.

Laptop Compatibility: Compusport is web based and works on all systems. However, Internet explorer 8, which is still available on Windows XP is no longer supported (for security reason). If have an old computer with Windows XP, use Google Chrome.

With app feature score keeper can easily fill up score sheet. Since the schedules are done at the beginning of the season, will not receive notifications on schedule unless a match is moved (date/bar). Example matches on a position night receive notification of location of match, if following yourself or your team with the app feature.

COMPUSPORT (More info)

- If you have not downloaded the app, all players (not just the captain & score keepers) should download the Compusport app. Set up your player log in and then select the correct BMW league season (“BMW Billiards 2025-2026 Season & Summer 2025”) and **type in your name and click you play in this league**. This will enable you to receive notifications on matches, where your team will be playing on a position night & upcoming tournament dates and deadlines. For every new BMW league season you will need to login to new season icon and select Yes, play in this league.
- Score keepers are encouraged to use app to input scores as game is progressing. To input scores either score keeper can update line up & scores as game is going on. Home team score keeper should log in and input players line up and get correct CSR’s. Then visiting score keeper can log in and input their players and get CSR’s. Setting lineups can be done at the same time. In order to see what opposing score keeper has entered close score sheet and open back up as a refresh. Once match starts either score keeper can enter scores. Score keepers can take turns inputting the scores. If one is busy playing a match the opposing score keeper can input score. Reminder only need to input losing score, the winner will automatically receive the 10. Again if both score keepers are entering scores remember to close score sheet & re-open to refresh. At the conclusion of the match check over scores once they are correct in Compusport one score keeper will need to send off to opposing team for approval or rejection. If anything needs to be corrected such as a score or missing ERO. Reject score sheet and first score keeper can make change. Do this the night of your match and standings on Compusport will be updated that night. Once a score sheet is approved only league office can make a correction.
- App has a feature that every player or team can upload a photo for personalizing their player/team profile.
- A player will not see their CSR value till they have achieved a 3 star rating.
- If you have recently substituted for a team and prefer not to receive notifications or see weekly fees in “Pay My Fees” for that team, you can disable notifications. On the home page, search for the team name, and you will find an option to turn off notifications. Conversely, if you are not receiving notifications for a team, check this area to ensure notifications are enabled.

RECORING ERO’S AND TR’S

ERO: EIGHT BALL RUN OUT. The only time a player may achieve an ERO is in his first approach, with 15 balls on the table. If the breaker runs out and wins the game from the break, it’s an ERO. If the breaker does NOT make any object balls, his opponent will have a shot at an ERO. He must pocket his 7 object balls and the 8-ball without a miss. **It is required that all ERO’s must be recorded on the score sheet.** If a team is deliberately not tracking ERO’s, all players on that team will be placed in a minimum of the “Elite” division for tournaments. Any team not tracking ERO’s needs to be reported to the league office.

TR: TABLE RUN. A players first attempt at table and less than 15 balls are on table and player runs all of his balls off the table and pockets the 8-ball, in one turn at the table. **It is required that all TR’s are recorded on score sheet.**

SETTLING DISPUTES:

- a. Please refer to the rule sheet or booklet for a detailed list of rules on the game.
- b. If a player has a question on a rule during a match he/she should ask the opposing team captain for a rule clarification. The player should make sure their captain is also present to make sure they agree on the ruling.

- c. A player may select a member from his team or opposing team to watch a shot. Both players involved in the game need to agree on the selected person watching the shot. If it is going to be a close call, a member from each team should watch the hit. The players who asked for the shot to be watched must abide by the decision made by the judge watching the hit. (When a player is asked to watch a hit they are then acting as a referee.) Also have the option if players agree to use Smartphone to video the shot.
- d. If no one watches a controversial shot & players involved can not agree, decision will rest with the shooter.
- e. Captains shall be responsible for settling any disputes that might arise during a match.
- f. The team captains and players are expected to be adults, decide what to do and continue the match.
If a dispute can not be settled, call the league director or coordinator for final ruling (970-391-7664).
- g. Unsportsmanlike conduct will be dealt with in one of two ways 1) One warning before disqualification or 2) Immediate disqualification. A night of league play is for entertainment and should never result in name calling or profanity.
- h. If there is consist problems with a player, the board of advisories will be called to meet and decide on what action should be taken with that player.
- i. If a dispute should result in a physical confrontation, it will be up to the discretion of the league office to disallow the player (s) involved in the fight to participate in the league.
- j. If a player uses profanity towards a league director, coordinator, or a league office worker, it will be considered bad sportsmanship. And that player could be immediately disqualified.

EXHIBITION/SANCTION NIGHT:

- a. The exhibition/sanction night will be the first week during the fall/winter season in all leagues. Exception will be if the number of teams in a league will not accommodate the scheduling of the exhibition/sanction night.
- b. Captains are responsible on exhibition/sanction night for making sure players pay ***league sanction fees:***
\$30.00 per person. (Fee includes a \$6 Compusport fee.) Pay sanction fees through Compusport app. In app on match details go to "Pay My Fees". Make sure your are in the current correct event, "BMW Billiards 2025-2026 Season & Summer 2025". If paid sanction fee during summer league, it is good for the fall/winter season (expires May 31st).
- c. **"Start Up Discount" sanction fees: Discount available only in summer league and the first week of fall/winter season on exhibition/sanction night (week #1).** Players that play in week #1 of the fall/winter season qualify to pay the special **"Start Up Discount" sanction fee of \$25 per person.** (Fee includes a \$6 Compusport fee.) Pay sanction fees through Compusport app. In app on match details go to "Pay My Fees". Make sure you are in the current correct event, "BMW Billiards 2025-2026 Season & Summer 2025".
A team having a "BYE" on first week can still qualify for the start up discount rates by paying this fee in the second week. If having a BYE on first week, then on second week would also need to pay regular fee per person fee plus sanction fees.
- d. After week #1 of fall/winter season, captain is responsible during regular league play for having player pay sanction fees (\$30.00 per person) when a sub plays for the third time. **If sanction fees are not collected for ALL regular players and ALL subs, then player not paying sanction fee will NOT receive any points. Once player pays the \$30 sanction fee, then they will get points.**
Sanction fees expire May 31st. Summer sanction fees will be good for the fall/winter season.
- e. In Compusport app can update email, phone number, city & state through your settings account.
- f. On exhibition night only the sanction fees and the quarters for the games need to be paid. Teams will not receive any round wins or points, just players individual points will be counted.
- g. If a team has a BYE for the exhibition /sanctioning night the regular players will receive their history average points from the last season for that week.

ENTRY TO NATIONALS:

- Entry into national competition is for only fall/winter season BMW Billiards teams, and does not include any summer leagues.
Only 1st place team receives their entry fee (not including green fee) paid to nationals. If that team is not going then the 2nd place team will have their entry paid (not including green fee). It does not go beyond 2nd place if the 2nd place team is not going.

There will be a required **CASH** deposit of entry fee money from teams that want to attend and have won their entry fee paid. The teams will get back this cash deposit in Vegas. If they do not show up the deposit will be placed in the travel fund money for the next season.

- a. If a league is 8-18 weeks long only 1/2 of the entry will be paid. Leagues over 19 weeks long will have the entire entry fee paid (not including green fee).
- b. **Players must be 21 years old or older to participate in the nationals in Las Vegas (VNEA rule).**
- c. A league night is defined as majority of games played. (Must play 2 games in 16 game format, 3 games in 18 game format, 2 games in 20 game format, and 3 games in 25 game format.)
- d. If there is no ladies league during a season, then there will be *ONE* ladies entry spot paid to nationals. The team that will receive this spot must have played 90% of the league season with 4 women on the same team, be the same 4 women playing together in Vegas and participated in the Rocky Mountain Team Tournament as a team. The entry will be awarded to the team with the highest win % for the season. If there is a tie, the ladies teams will play a playoff for the spot, using the 16 game format.

DO NOT EXPECT A COMPLIMENTARY BAR ROUND!! IT IS NOT A RULE!

The current economy and drinking and driving laws have effected bars income. Bars can not economically anymore be able to offer a free bar round. It is up to each individual bar as to their policy on offering any type of complimentary bar round. All players need to recognize that bars do not have to give any free drinks.

PLAYER BANNED FROM BAR

If a player has been banned (86'd) from a location, they must find a legal sub when they are to play at that bar.

PLAYING AT A DIFFERENT LOCATION THEN SCHEDULED

If a team contacts opposing team and moves match without approval of scheduled home bar and the league office, the home team will receive all loses for that night. If a team wants to move a match they must contact home bar and league office and get approval from both.

TEAM WANTS TO CHANGE HOME LOCATION AFTER LEAGUE STARTS

If a team wants to change home bars after the league is in progress, the team must first contact the league office. Then contact current home bar location. It is only with the approval of the current bar location that a team can move to a different bar.

TEAM DROPS OUT BEFORE END OF SEASON

Any team that drops out of the league before the end of the season will forfeit all monies paid in. If a player(s) from that team would want to play in future leagues, then it would be up to the discretion of the advisory board for further penalties. Penalties could range from: ban all players for a minimum of a one year period, or collect all money in advance for the next season, or assess no penalties.

REGULAR PLAYERS:

a. Team can have more than 5 regular players. Just placing a person on your roster does not make that person a regular player. To be considered a regular player, that person must play a comparatively equal number of games with everyone else on that team. To figure handicap use the CSR value of the players involved in each round.

b. **Certain leagues have restrictions on players CSR values that can play as a regular.** Tuesday FTCL, Wed FTCL 3 Person, Thurs FTCL Elite Div I and Thurs Greeley Div I all have Limit 1 CSR 1700-1799, no 1800 or higher players. The player with CSR 1700-1799 must be listed on the original roster turned into the league office at the beginning of the league season.

A players with CSR 1700-1799 can not be added to a team during the middle of a season, unless replacing the player that had CSR 1700-1799 already listed on the team, and approved of by the league office.

c. No players with CSR 1700 and above can play play as a regular or sub in the Thurs FTCL Elite Div II and Thurs Greeley Div. II leagues.

Tues. Greeley restrictions: Div. I+ Limit of 3 CSR 1700-1799 players per team or limit 1 CSR 1800 & higher plus 1 CSR 1700-1799 per team, Div. I Limit of 1 CSR 1700-1799 player per team, no 1800 or higher players , Div. II No CSR 1700 or higher players.

d. Thursday FTCL Pinnacle (formerly A) league has limit of Limit of 2 CSR 1800-1899 per team, no 1900 or higher players). The 1800-1899 players must be listed on the original roster turned into the league office at the

- beginning of the league season. A player of 1800-1899 can not be added to a team during the middle of a season, unless replacing a 1800-1899 already listed on the team, and approved of by the league office.
- e. The Wednesday Any CSR leagues do not have any restrictions on the CSR values of players on a team.
- f. In the “Wed. Any CSR” and “Thurs FTCL Pinnacle” leagues if a higher ranked player is brought in as a regular and was not listed on roster: 1) Player may be ruled illegal for team and not eligible to play on team., or 2) Team may be moved up a division (if divisions are in same league).
- g. If a player does **not** have an established CSR but has an alternate ranking, consult with the league office for a conversion to ensure it is appropriate for the league. Players of known ability without an established CSR or alternate rating may be assigned a CSR range.
- h. If a player's CSR rises above the league limit during the season, they will not be expelled from the league and can complete the season with their team. Registering for a league and having a team within legal CSR values does not guarantee that your team won't be moved up or down a division if multiple divisions are offered on that night. Players close to CSR limits may be allowed to play based on their previous history. Any exceptions need to be approved by the league office.

UNDERAGE PLAYERS:

A team can only have ONE player under 21 on the team. That player must be at least 16 years old. One of the underage players parents must play on the same team. It is the captain's responsibility to call the league office and declare any player that is under the age of 21. If the league office agrees to that person playing, then the captain must call ALL bars their team is scheduled to play and receive permission to let that underage player come into their bar on a weekly basis. When the underage player arrives at bar, they need to report to the bartender or waitress and inform them they are the underage player. **If a bar does not allow under age players into their bar, it is the team's responsibility to find a sub for that player on the night they are to play there.** BMW Billiards is not responsible for calling bars, finding subs, or rescheduling matches. It is the team's responsibilities.

Please Note: The leagues are conducted in bars at late hours. There may be language and conditions not best suitable to a young player.

IF UNDERAGE PLAYER VIOLATES POLICY

If the league office or a bar is not informed of an underage player, then that player will be placed on probation. The players' advisory board will decide how long the underage player will not be allowed to participate in the league system. If same player keeps violating rule of not notifying bars of age, then that player will be expelled from the league until they are 21 years of age. Any underage player that violates any bar's policies will also be expelled till they are 21.

SUBSTITUTES (Subs)

1. SANCTION FEE:

All subs are required to pay **\$30.00 sanction fee** their first night of play. **The sub, unless they play in week #1 on exhibition night, will also need to pay the regular weekly fee.** If the sub does not pay the sanction fee, they will not receive any points or average. **Once player pays the \$30 sanction fee, then they will get points.** (See page 6 if you are including your subs sanction fee on the week #1 of play.)

2. WHEN A SUB CAN PLAY (not including position or playoff nights):

- a. For leagues that have CSR restrictions subs need to be within the below ranges.
- Regular players with CSR values 1699 and below, subs need to be below 1699.
 - Regular players 1700-1799, can have subs 1799 and below.
 - Regular players 1800 and above, can have subs 1899 and below.
 - Players that have not yet established CSR (less than 2.5 star), can have subs 1699 and below.
- b. Illegal sub: If a team knows the other team has an illegal player, they must inform opposing team that night that they have an illegal player. To give them options to change player.
- Any regular player can report an illegal sub in the league that they play **within one week** of when the standings were posted. Once the office is made aware of an illegal sub, the team with the illegal sub will be subject to forfeiting all points made by illegal sub, subtracting these points from teams rounds. If an opposing team agrees to let an illegal player sub, any regular player in that league can still report the illegal sub as long it is **within one week** of when the standings were posted. As an illegal sub could affect more than just that match outcome, that player could affect the standings of other teams.

- c. A person can not sub in a league in which he/she is a regular player. (For instance if a team has a make-up game, they can not use a regular player from another team in that league as a sub.)
- d. A player can only play one team per night, so they will not cause any conflicts with matches.

3. POSITION OF SUB:

- a. Opposing team captain must be notified before the start of the round in which the substitution is being made.
- b. A substitute player will not be allowed to play any opposing player more than once.
- c. In the 15 & 20 game format sub must play in the corresponding average position.

4. SUB with no established CSR:

a. A sub with no established CSR, will cross out against highest CSR player of the opposing team for handicap. This will need to be done manually by deleting out the highest CSR. If there is a sub on each team with no CSR, they would cross out each others no CSR.

f. Sub on the Wed "Any CSR" leagues: CSR 1700+ player can sub anytime during the season, exception position & play-off nights. Position night 1700+ player can sub if played 1/3 of the season with that team. Otherwise no 1700+ can sub for a 1699 and below player on position night.

5. SUB ON POSITION NIGHT:

On the last night of play for any half/third (usually called position night), a team can only bring in subs that have played a minimum of 4 weeks anywhere in the BMW league system for 2025-2026 (summer session weeks count) and sanctioned. **And their CSR needs to be within in legal range.** Range level of CSR on position night for players with CSR value 1450 and below can add 100 to CSR to find sub, CSR 1451 to 1500 can add 50 points, 1551 to 1650 add 20 points, 1651 and above sub needs to be same CSR value or lower. If the sub has a lower CSR, must use the CSR of the missing regular player. Can not gain handicap points for using a sub on position night.

In the summer league a sub on position night must be within legal CSR range as stated above. And must have played either 4 weeks anywhere in the summer league or 4 weeks during the past regular season. If the sub has a lower CSR, must use the CSR of the missing regular player.

6. SUB ON PLAY-OFF NIGHT:

At the end of the season on play-off night, **original team members must play on play-off night.** If there is an emergency situation and a regular player can not play, contact the league office. A sub may be allowed to play but must be cleared and approved by the league office. (The following is criteria the league office will use in approving an emergency sub: a team can only bring in subs that have played a minimum of 1/2 the season anywhere in the BMW league system. And their CSR value can not exceed that of the player they are replacing. A subs past history will also be researched to determine eligibility.

7. LEAGUE OFFICE IS NOT RESPONSIBLE TO FIND SUBS:

It is the captain and team's responsibility to find subs!! If the league office is called to find a sub, there is no guarantee a sub can be found especially on a last minute notice. It is also up to the team either to cover the subs fee or make the sub pay. (Tip: It might be easier to get a sub if they do not have to pay.)

MAKE-UP GAMES

1. EMERGENCY AND NON-EMERGENCY SITUATIONS:

a. Emergency: If you have to cancel a match because of a snowstorm, etc. the captain of team canceling must call league office (970-391-7664), also notify the team they are playing that night, and the bar where they are to play at must be notified of the cancellation. The league office will help you contact the people you need to call. In emergency situations the opposing team must agree to a make up match.

b. **If there is a non-emergency situation league office needs to know 5 days prior to the match. Call the office - 970-391-7664 !** The league office will help you contact the people you need to call. **Opposing team needs to agree to schedule a make up game.** Team rescheduling must notify the league office of the date for make up game, this way the league office will have documentation of agreed date for make up. Canceling team needs to notify the bar where the match was to play of the cancellation, and date of make up match.

c. If you have a last minute (less than 5 days) non-emergency situation you can call the league office. The office will give you the phone number of the opposing team, and you can ask the team if they would schedule a make up game with you. They do **NOT** have to reschedule. If they say no to the make-up you must find subs and play the match, if they do agree to the make up you must make sure to set a date for that make-up match.

If the team agrees to a make up, the team rescheduling must then notify the league office that the other team has agreed and the date for the make up. This way the league office will have documentation of the agreed make-up. Team needs to notify the bar where the match was to play of the cancellation, and date of make up match.

2. HOW TO SCHEDULE MAKE-UP:

- a. A postponed match must be scheduled within 2 weeks after the scheduled match. The league office must be notified of the make-up date.
- b. If the teams can not agree on a make-up date after the 2 week period, contact the league office. The league office will ask for 5 dates from each team. If there are no matching dates, the league office will choose a random date that is not on either list. Any teams not playing decided match will automatically forfeit.
- c. If there are any postponed matches before a position night, the match must be made up at least 4 days before the position night.

3. MATCHES NOT PLAYED WILL BE A FORFEIT:

Any make-up matches not played before a position night that ends a half or third, will result in a forfeit for both teams.

4. NEW TEAM REPLACING DEFUNCT TEAM:

A) If a team quits the league and a new team is formed to take their place, they must do make-up games with teams that received a forfeit from previous defunct team.

B) If team drops out early in season, new team taking their spot will get credit for any money paid by dropped team if make-up matches are played.

5. CSR TO BE USED FOR MAKE-UP GAMES:

CSR values used for make up games will be what your CSR was on the date of when match was originally scheduled. Score keepers need to input names in Compusport score sheet to see what CSR values come up from the date the match was to be played.

FORFEITS

Forfeits are bad for the whole league and should be avoided.

1. OPTIONS IF A TEAM IS LATE:

a. See page 1 under rule #2 for grace period times. After the grace period the opposing team captain has the following options:

1. Accept the forfeiture. At this time the team captain will need to notify the league office that they are taking the forfeit. That way the league office has been notified and the time the forfeit was taken can be documented. Please call 970-391-7664 to reach the league office.
2. Demand that the match be rescheduled
3. Continue to wait for the tardy team

b. If a player is absent, the match must still begin and the absent player will have until the end of that round to show up. In the Ft. Collins/Loveland and Greeley leagues (not including Sun. Mixed Doubles or Seniors) the start time is 7:00 PM, if a whole team is missing, team will have a **15 minute grace period**. See play start rule on page one for all details. If a missing player shows up any time throughout the night they can play any matches in which the round is still active. They can not go back (unless the opposing team agrees to let them) and play games in which the round has been completed. A team must have at least 3 regulars for a 5 person team, and 2 regular players for a 4 person team to play, unless approved by league office prior to match.

When scoring a 10-0 against a missing player, please do not enter a score for the player that was absent. The non score will still count as a "0". Need to distinguish the player was absent and not there for that game. A "0" could represent an ERO against player. A non score symbolizes player being absent, so a zero will not be calculated in to missing players CSR which could result in their CSR dropping.

2. SCORING A FORFEIT:

- a. In scoring forfeits, the forfeiting team receives all losses and no wins. The team receiving the forfeit receives 6 round wins in 25 game format, 5 round wins in 20 & 16 game format, and 4 round wins in 15 game format, and no losses; **except** when a forfeit is taken during the **last 3 weeks** of any half. *Then the team receiving the forfeit will receive the higher round win percentage between the two teams.*

- b. When leading 1st place team loses due to receiving a forfeit and only getting average round wins, in the last week of any half/third, the two 1st place teams will play a play-off.
 - c. Individuals will receive their average points in a game, based on the standings of the previous week. Teams receiving forfeits in the first 3 weeks of the season, will have their points held for that match so averages can be established.
3. BEING IN 1ST OR 2ND PLACE DUE TO A FORFEIT BEFORE A POSITION NIGHT:
In the week before a position night that ends a half or third, if the 1st or 2nd place teams are there due to having received a forfeit earlier in the same season, then in that match when they received the forfeit that team will get only their average round wins.
- For leagues that do not have a position night (example some summer leagues), then in the week before the league ends (or end a half/third) the same above rule will be in effect.
4. HOW TO PAY FOR A FORFEIT:
- a. **A team receiving a forfeit must pay for that forfeit!!** Failure to do so will result in a forfeit against both teams. **In order to receive your forfeit points you must pay the regular weekly fee per person.**
 - b. **The forfeiting team will also have to pay for the forfeit.** Not paying for the forfeit will result in losing all previous round wins & points.
5. CONTINUOUS FORFEITING:
If a team forfeits 3 consecutive weeks or 4 times during a season they will be subject to forfeit all prize money at the end of the season.
6. **FORFEITING IN THE LAST 4 WEEKS OF THE SEASON-AUTOMATIC LOSS OF PAYBACK**
If forfeiting in the last 4 weeks of the season it will be an automatic loss of all payback pending discretion of the players advisory board. The team receiving the forfeit must contact the league office that night (970-391-7664), so a meeting with the advisory board can be arranged.
7. TEAM DROPS OUT OF LEAGUE:
- a. If a team drops out of the league in the first 4 weeks of a season then the teams that have played the forfeiting team will have their money refunded (not including the quarters for the games) and will have their round points and player points earned against that team subtracted. If a team drops out after 4 weeks into a season then the teams that already played that forfeiting team receive all round wins. And the teams that have yet to play the forfeiting team need to pay the correct forfeit amount (see above) and will receive all round wins and average team and player points. This will be the only exception for Rule #2 in the last 3 weeks of a season, the team still will receive all round wins. But not including a position night.
 - b. If team is replaced with a new team see rule #4 under Make-Up Games.

POSITION NIGHT & PLAY-OFF NIGHT

(The following rules only pertain to the position nights that are in the last week of any half or third.)

1. BYES ON POSITION NIGHT:
- a) If the position night is a regular night of play and does **not** end a half or third of a season, then the **last** place team will have the BYE. The team receives their average round wins, and players their average points.
 - b) If the position night **does** end a half or third of the season, and the first place team has already mathematically won that half/third, the BYE will be given to the first place team. They will receive their team average round wins and player average points.
 - c) If the position night **does** end a half or third of the season, and first place team has **not** mathematically won that half/third, then the last place team will receive the BYE. They will receive their team average round wins and player average points.
2. TEAMS TIED BEFORE POSITION NIGHT:
If two or more teams are tied going into position night, the team with highest total team points will be the leading team.
3. BEING IN 1ST OR 2ND PLACE DUE TO A FORFEIT BEFORE A POSITION NIGHT:
In the week before a position night that ends a half or third, if the 1st or 2nd place teams are there due to having received a forfeit earlier in the same season, then in that match when they received the forfeit that team will get only their average round wins.

For leagues that do not have a position night (example some summer leagues), then in the week before the league ends (or end a half/third) the same above rule will be in effect.

4. SUB ON POSITION NIGHT:

On the last night of play for any half/third (usually called position night), a team can only bring in subs that have an established CSR and played a minimum of 4 weeks anywhere in the BMW league system for 2025-2026 (summer session weeks count) and sanctioned. **And their CSR needs to be within in legal range.** Range level of CSR on position night for players with CSR value of 1000 (or lower) to 1450 can add 100 to CSR to find sub, CSR 1451 to 1500 can add 50 points, 1551 to 1650 add 20 points, 1651 and above sub needs to be same CSR value or lower. If the sub has a lower CSR, must use the CSR of the missing regular player. Can not gain handicap points for using a sub on position night.

In the summer league a sub on position night must be within legal CSR range as stated above. And must have played either 4 weeks anywhere in the summer league or 4 weeks during the past regular season. If the sub has a lower CSR, must use the CSR of the missing regular player.

5. RELOCATION OF MATCHES ON POSITION NIGHT

If a location does not have enough equipment to hold all the matches that should be played there, then the lowest placing team will be relocated to play at another location.

6. TEAMS TIED AFTER POSITION NIGHT:

If two or more teams are tied with round wins for first place **after a position night** half (or third), first place will be determined by comparing the head-to-head records of the tied teams for that half (or third). The team with the most round wins in that match is the winner. If they also played on position night, the round wins from both matches are added together. (First week of league Exhibition/Sanction night is *not* used in any head-to-head records.) If the round wins are still tied, the secondary tie-breaker will be the total points (including handicap) for the matches between those teams in that half (or third). If still tied, the third tie-breaker will be the total points for that half (or third).

Exception summer league: Tie-breaker in summer league will be team with highest team points to determine lead team.

7. SUB ON PLAY-OFF NIGHT:

At the end of the fall/winter season on play-off night, **original team members must play on play-off night.** If there is an emergency situation and a regular player can not play, contact the league office. A sub may be allowed to play but must be cleared and approved by the league office. The following is criteria the league office will use in approving an emergency sub: a team can only bring in subs that have played a minimum of 1/2 the season anywhere in the BMW league system. And their CSR value can not exceed that of the player they are replacing. A subs past history will also be researched to determine eligibility. Other factors may also be considered by the league office to determine eligibility.

8. QUALIFIED LEAGUE PLAYER FOR PLAYOFF (and position night):

For teams with more than 5 players, a league member is considered a regular and can participate on playoff night if they have played a minimum of 10 league nights on that team. A league night is defined as majority of games played. (Must play 2 games in 16 game format, 2 games in 20 game format, and 3 games in 25 game format.)

9. 8 TEAM LEAGUES:

Leagues where there are 8 teams will have 1 winner for every third. At the end of the season if there are different winners the play-off will go as follows:

a. If 3 different winners a round robin play-off will be scheduled, home team will be determined by team with highest season to date round wins for each match. If this should be tied, then tie-breaker for home will be team with highest team total points. **Winner is the team with the most match wins of the 3 matches.** Winner of a match is by most points scored (not round wins). If tied, total points at the end of the 3 matches determines winner. In any match if point total is tied at end of match, the whole last round will be played again to determine match winner. If there is a second tie at end of playoff round robin with points (not counting points from additional tie breaker round), winner will be determined by head to head record of playoff match.

b. If one team wins 2 of the thirds and another team wins 1 of the thirds, the team that won one must beat the team that won two of the thirds twice. Home team will be team that won the 2 thirds. If there is a second match, home team will be team with highest season to date rounds wins, if tied then team with highest team total points. The date & time of 2nd match (if needed) must be determined before the 1st match is played.

10. FORMAT FOR PLAY-OFF NIGHT:

- a. Where the match will be played will be determined by team with highest season to date round wins.
If this should be tied, then tie-breaker will be team with highest team total points.
- b. There will be no handicap used. Teams will play straight up.
- c. Format will be a complete round robin. Teams playing 15 or 20 game format will play 25 games.
- d. Winner will be determined by team with most points at the end of the match. (Not round wins.)
- e. If point total is tied at end of match, the whole last round will be played again.
- f. The team that wins the playoff and league, take a photo that night and send to league office.

11. DETERMINING 2ND PLACE (and lower): The winner of the play-off match will determine only the 1st place team. Second place on down will be determined by adding together the teams round wins from both halves/thirds of the season: season to date round wins.

SMOKING POLICY: Plan any smoke breaks ahead of your time up to the table for a match. Be considerate and consult your captain and score sheet when you will be up next before leaving for a smoke break. Any team or player who is consistently not available to play a match will be considered bad sportsmanship and brought before the player advisory board.

SPORTSMANSHIP: All players and teams should display good sportsmanship at all times. Sportsmanship is defined as: fair conduct: conduct considered fitting for a sportsperson, including observance of the rules of fair play, *respect for others*, and graciousness in losing. Positing negative comments on social media sites about a team/player is bad sportsmanship and will result in actions taken by the advisory board ranging from a warning to be expelled from the league.

PROTEST PROCEDURE

1. WHO CAN PROTEST: Authority to protest rests with the captain.
2. HOW TO PROTEST:
 - a. If a match is under protest, **DO NOT ACCEPT SCORE SHEET**. An accepted score sheet voids all rights to protest. Exception: The only exception when a team can still protest and have accepted score sheet is when opposing team used an illegal sub. Only in this instance team has **within 5 days** of the match to make protest.
 - b. Protest must be in writing and emailed to the league office within 24 hours after the game.
 - c. Protest shall include a fifty dollar deposit. Protester loses the deposit if loses the protest. The fifty dollars is placed in the league fund. If protester wins, his deposit is returned. The league office will review the protest and confer with the other captain involved, advisory board, then render a decision. The league office has the authority to disregard any protest not properly presented.
 - d. The two team captains will attempt to settle all disputes. If they can not agree it will be ruled upon by the league office or advisory board.
 - e. Any regular player can report an illegal sub in the league that they play **within one week** of the match. Once the office is made aware of an illegal sub, the team with the illegal sub will be subject to forfeiting all points made by illegal sub, subtracting these points from teams rounds. If an opposing team agrees to let an illegal player sub, any regular player in that league can still report the illegal sub as long it is **within one week** of the match. As an illegal sub could affect more than just that match outcome, that player could affect the standings of other teams. The eligibility of the sub will be determined by the subs ranking as of the day the match was played.

Force Majeure: For unforeseeable circumstances such as war, earthquakes, disease, etc. the league office will make the best informed decision considering the safety for the players to cancel or suspend league play.

Mask Mandate: If county where league plays is being played has a mask mandate then all players in that county will need to wear a mask during league play.

END OF THE SEASON AWARDS AND PAYOUT

1. BMW PLAYERS TOURNAMENT : Players will need to have played 80% of the fall/winter league season in order to participate.

2. **TROPHIES:** Trophies will be given for overall placing.
 3. **SPECIAL AWARDS:** Players must have played a minimum of 80% of the fall/winter league season in order to qualify for any special award, such as MVP, Most Wins, etc.
 4. **MVP—** MVP will be chosen by the player with most points, in each league. (No MVP in summer leagues.)
 5. There will be a MVP award given to top female player in league. Qualifications will be: There must be at least 3 females playing as regular players in that league/division. Players must have played a minimum of 80% of the league season.
 6. **PAYOUT CALCULATION:** Payout will be calculated by total points receiving 2/3 of the prize fund, and total rounds 1/3 of the prize fund.
Summer: Ft. Collins/Loveland & Longmont leagues — all teams will divide the total payout equally.
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STATE AND NATIONAL TOURNAMENT QUALIFICATIONS

ROCKY MOUNTAIN VNEA SINGLES: All players must have played in at least 25% of league scheduled matches as of the tournament date. All players must be deemed an active player. A player under the age of 21 must play in the higher skill level of “Elite” or above.

Players will be placed into division based on CSR values.

Men/Open

Legend 1850 & above

Apex 1775-1849

Pinnacle 1700-1774

Elite 1600-1699

Rising 1599 & lower

More information to be out late September.

Women

Women 1750 & above will play with Men/Open in appropriate level

Apex 1675-1749

Pinnacle 1600-1674

Elite 1500-1599

Rising 1499 & lower

ROCKY MOUNTAIN VNEA TEAM:

Teams will be placed into division based on CSR values. Two players on team need a minimum of 75% of season played, remainder of team must have played a minimum of 6 scheduled league matches for the same charter holder.

Information for divisions is pending for team event.

VNEA INTERNATIONAL SINGLES :

All players must have played a minimum of 12 league nights. A league night is defined as majority of games played. (Must play 2 games in 16 game format, 3 games in 18 games format, 2 games in 20 game format, and 3 games in 25 game format.) There will be 9-Ball and 8-Ball double elimination singles events. Placement into divisions will be based on CSR. The divisions in these events will be Valley, National, Entertainment, and Amateur for both men and women.

VNEA INTERNATIONAL TEAM:

A team can be comprised of any 5 players from within BMW Billiards league system (4 players for women's). All players must have played a minimum of 12 league nights. Placement into divisions will be based on team CSR. The divisions in these events will be Valley, National, Entertainment, and Amateur.

VEGAS TRAVEL FUND:

Any qualified player that goes to International tournament that has registered through BMW Billiards for at least one (1) event will be eligible for travel money if played in BMW Billiards fall/winter leagues. If only playing on-site sign-up events in Vegas (Example scotch doubles), you must notify the BMW league office by the deadline for regular Vegas entries that you will be there playing in events. If league office is not aware you will be there, do not expect to collect any travel money. As you were not counted in the allotment of money to be divided amongst players for the travel fund.