



# BMW'S VNEA POOL LEAGUE PLAYERS HANDBOOK

## Contact Information:

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## CAPTAINS RESPONSIBILITIES

1. FORMING A TEAM: If having any "A" players on team, must be submitted on original roster. Teams can not add any "A" or higher players to roster 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 7:30 P.M.

(Except Sun. Mixed Doubles, Senior and Longmont leagues that start at 6:00 PM)

All line-ups need to be finished by 7:30 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 paperwork and get money collected.

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 place an "X" instead of "0" on the score sheet. The "X" 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. An "X" 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 can not 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 5 minute grace period before they forfeit that match. If no more players show up by 7:35 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 5 minute grace period. At 7:35 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 Mixed doubles, and Longmont leagues, teams will have a 10 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 mixed 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:

**Standings will be posted on website at: <http://www.compusport.us> or you can visit our website at [www.bmwbilliards.com](http://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 & 25 game format - Round Robin - line-ups may be placed in any order. 15 & 20 game format - Captains will match players average with line on score sheet for that players average. In case of matching averages order does not matter, among those with same average.

c. In the first three weeks of play, players will use their HIGHEST established average from the past league season. On the fourth week they will use the average that they have established in the first 3 weeks of play. (For summer league will use past season average for 2 weeks.)

d. **Players with no average shoot as highest average, but no handicap will be given.** They cross out with opposing high shooter, for a period of 3 weeks. (Summer leagues 2 weeks.)

e. If playing with a six person team, use the averages of the players involved in each round to 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. Before the match begins, it is both captains' duty to check the current standings sheet and make sure the averages of the players are correct on the score sheet. It is both captains responsibility to make sure handicap and lineup are correct. **Once play starts, handicap can not be adjusted.**

g. **REGARDLESS IF THE LINE-UP OR HANDICAP IS WRONG, GAMES PLAYED WILL STAND AS PLAYED.**

h. 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.

i. **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 a sports person, including observance of the rules of fair play, ***respect for others***, and graciousness in losing.

j. 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 state or national tournaments.

k. 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.

l. 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.

m. Before match starts if both teams agree, teams can agree not to use patch. Should note this on score sheet and have both team captains initial if agreeing not to use patch. If you have agreed not to use the patch, do not call the league office asking what the rule is if you do not agree on the pocket the 8-ball dropped. Since the VNEA rule has been voided, the two team captains must agree on the ruling.

## 7. CONCLUSION OF MATCH:

After the match is completed, both captains are responsible for verifying score sheets and obtaining necessary signatures. Home team captains are responsible for putting the white copy of the score sheet into the envelope. **It is important both home and visiting team captains keep their copy of the score sheet.** This copy 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:

Home team captains are responsible for collecting the money and making sure the correct amount is in the envelope. If the envelope is short (with no explanations) it will come off the home team's payback. Home team will not be penalized if it is noted that shortage came from opposing team.

**THERE WILL BE ABSOLUTELY NO IOU's ALLOWED! IF YOU DONT PAY - YOU DONT PLAY!**  
**IF YOUR TEAM IS SHORT, REGARDLESS OF HOW MUCH, YOUR TEAM WILL RECEIVE ALL ROUND LOSSES! ALL PERSONAL POINTS WILL NOT BE ENTERED.** (Barring an exemption from league office)

It will be under the league office discretion that once the standings are posted there will be absolutely no retrieving those round wins or points. It is very important that the home team captain checks the amount in the envelope, and if the visiting team is the team short to include a note stating how much and who is short. If no note included home team will be automatically responsible for the shortage, and will lose all rounds!

## BOUNCED CHECKS:

**A \$20 service fee will be charged on each bounced check. If a player bounces a check the entire team will be required to pay cash for the rest of the season.** If the player does not take care of the bounced check, that amount plus the service fee will be taken out of the team's payback at the end of the season. It may also result in referral to a collection agency.

## 9. DROP OFF ENVELOPES TO COLLECTION POINTS: (For Ft. Collins/Loveland leagues)

At the conclusion of the match, one player from either team needs to be responsible to take envelope with money enclosed and drop off at one of the 5 collection points. Those collections points are: **Emporium** (925 S. Taft Hill Rd, Ft. Collins), **Match-Ups** (625 S. Mason, Ft. Collins), **Matt's Place** (6013 S. College Ave., Ft. Collins), **Mulligan's** (2439 S. College, Ft. Collins), **Night Shotz** (3329 N. Garfield Ave., Loveland) & **Pitchers** (1100 W. Drake Rd., Ft. Collins).

***All envelopes need to be dropped off by 1:00 PM Friday afternoon.***

Contact league office at 970-391-7664 if this is not possible. **It is important that all home and visiting captains keep a copy of the score sheet. This copy may be necessary if pool envelope was not dropped off in time for verifying standings.**

**Continual violation of not turning in league money:** In Ft. Collins/Loveland area if there is a drop box in your home location a team's envelope with both teams money and score sheet needs to be dropped the night they play. If you are playing out of a location without a drop box, notify the office if envelope cannot be dropped off Friday by 1 PM.

If team has past violation(s) of not turning in envelope and money, and scores are entered into Compusport, team not paying money will have their points and data taken out of Compusport till they pay the missing money. They will also be charged a \$10 service fee for the additional office work for every missing envelope. This service fee will be deducted from their end of year payouts. Any player on a team with missing envelopes will not be eligible to participate in any tournaments (including Longmont singles, Rocky Mtn. Singles, Rocky Mtn. Team, BMW player's tournament and VNEA World Championships).

This rule will also be enforced on any Greeley or Longmont team that money envelope is missing from home bar (or drop off location).

## NIGHTLY LEAGUE FEE:

### **\$6.00 PLUS QUARTERS - FOR ALL LEAGUES**

Examples of how much will be in cash envelope:

#### 5 PERSON 20 GAME FORMAT - \$.1.00 TABLES:

20 x \$1.00 = \$20.00 in quarters for the match

\$20.00 divided by 10 players = \$2.00 per person

**Amount in cash envelope will be \$60.00** (\$6.00 x 10 players = \$60.00)

#### 5 PERSON 25 GAME FORMAT - \$.1.00 TABLES:

25 x \$1.00 = \$25.00 in quarters for the match

\$25.00 divided by 10 players = \$2.50 per person

**Amount in cash envelope will be \$60.00** (\$6.00 x 10 players = \$60.00)

#### 4 PERSON 16 GAME FORMAT - \$1.00 TABLES:

16 x \$1.00 = \$16.00 in quarters for the match

\$16.00 divided by 8 players = \$2.00 per person

**Amount in cash envelope will be \$48.00** (\$6.00 x 8 players = \$48.00)

## POT OF GOLD

The pot of gold is a 50/50 cash drawing every week. It is optional to players. The cost is \$1.00 per player. All players names for every week will be put in the pot and one name will be drawn for that weeks winner. If the person drawn has contributed that week they will win 1/2 the pot. The other 1/2 of the pot will go into the travel fund. If the person drawn did not contribute, then the pot will roll over into the next week, till there is a winner. For summer league pool and dart players are combined for drawing of Pot Of Gold.

## PRE-PAY FOR THE ENTIRE SEASON

A player can pre pay the regular \$6 fee for the entire season.

## COMPUSPORT

**Download the Compusport App (for FREE) on your Smart Phones.** Follow yourself and get alerts for your matches and special announcements. The app is available on: App Store (Iphone/Ipad), Windows Store (windows phone), and Google play (Android phones).

All teams MUST appoint a score keeper. League office recommends all score keepers download app. Teams can have more than one score keeper. If team is using a new score keeper that has not registered with Compusport from past seasons, this person will need to create an account in Compusport. Please see "Compusport Directions".

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.
2. Once the match is entered it will be sent for approval to the opposing team. **Opposing team then 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. App is much easier than through Goggle Chrome internet. If using Goggle Chrome make sure in desktop version not mobile version.
5. If entering a new player not in system, both first and last name MUST be entered.
6. Compusport will use last season history average till a person has 3 weeks played in a league. (If this average does not show up in Compusport please reference the history average sheet posted on BMW website at [www.bmwbilliards.com](http://www.bmwbilliards.com) and located in bars by score sheets & envelopes.) If opposing player has no average established it is important to remember to cross out corresponding player average in Compusport. Whatever handicap you have used during match (even if incorrect) must be the averages you report in Compusport. Type over average in Compusport to make it match score sheet.
7. 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.

8. 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 signed paper copy of score sheet the score sheet will be corrected with the correct scores. Teams should not lose or gain round wins or points due to bad math.
9. When entering scores also enter feats ERO, 8-ball break & Table Run in box below score.

**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.

**Now with the app feature the score keeper can easily fill up score page which before was only available on the desktop version.**

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 Changes**

Compusport will soon be releasing a new app. If you have already downloaded the old app when the new one is released it will ask for you to do an update.

- If you have not downloaded the app, all payers (not just the captain & score keepers) should download the free Compusport app. Set up your player log in and then select the correct BMW league season (“BMW Billiards 2018-2019”) and type in your name and follow yourself. 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 follow yourself. (Similar to following yourself at a new tournament.)

- Score keepers are encouraged to use app to input scores as game is progressing. One change to inputting scores is that 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 averages. Then visiting score keeper can log in and input their players and get averages. Setting lineups can be done at the same time. In order to see what opposing score keeper has entered close score sheet and open beck 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.

- New app will have a feature that every player can upload a photo for personalizing their player profile. No longer will need to send in photo to league office.

## ***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 “B” 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. TR's may be tracked, but it is not required.

## 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 then 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.)
- d. If no one watches a controversial shot and the players involved can not agree, the 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 NIGHT & SANCTIONING:

- a. The exhibition/sanction night will be the first week during regular 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 night for collecting **league sanction fees: \$23.00 per person**. Fee includes a \$3 Compusport fee.
- c. **“Start Up Discount” sanction fees. Discount available only in first week of the season (week #1).** Players that play in week #1 of the season qualify to pay the special “Start Up Discount” **sanction fee of \$19 per person**. Fee includes a \$3 Compusport fee. 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 \$6 per person fee plus sanction fees.
- d. Captain responsible during regular league play for collecting sanction fees (\$23.00 per person) when a sub plays for the first 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 \$23 sanction fee, then they will get points.** Sanction fees expire on Aug. 31st. Summer sanction fees will be credited towards the next regular season.
- e. Captains must have their players completely fill out the player registration sheet. **WITHOUT THIS FORM COMPLETED A PLAYER WILL NOT BE OFFICIALLY SANCTIONED AND ANY POINTS HE EARNS WILL NOT BE ENTERED.** (His points will be subtracted from all rounds, which could effect round wins & losses.) A player without this form will also not be allowed to compete in state or national tournaments. All subs when the first time they play must also complete this form and pay sanction fee.
- 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 history average sheet for that week.

## ENTRY TO NATIONALS:

Entry into national competition is for only regular season 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 15 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. In order to be considered a regular player that person must have played a comparatively equal number of games with everyone else on that team. To figure handicap use the averages of the players involved in each round.
- b. **Certain "B" leagues can have one "A" player on their team as a regular.** In "B" leagues that allow one "A" player, that "A" player must be approved of by the league office. This player must be listed on the original roster turned into the league office at the beginning of the league season. An "A" player can not be added to a team during the middle of a season, unless replacing the "A" already listed on the team, and approved of by the league office. Playing in the "A" league does not automatically make a player an "A" player. No "AA" or "AAA" players can play on a "B" team. (Exception Tues Greeley league)
- c. **NO** "A" players can play as a regular or sub in the Ft. Collins/Loveland Thursday Div. II & III league. No "A" player can play in the Greeley Thursday B Div. II league.  
Tues. Greeley B leagues: Div. I can have 2 "A" players on a team (2 AAA or 2 AA can not play together), Div. II can have one "A" player (no AAA players), and Div. III can **NOT** have any "A" players or subs.
- d. Thursday A league has limit of one "AA" per team, and no "AAA" players. The "AA" player must be listed on the original roster turned into the league office at the beginning of the league season. An "AA" player can not be added to a team during the middle of a season, unless replacing the "AA" already listed on the team, and approved of by the league office.

- e. The Wednesday A league does not have any restrictions on the number of "A's" players on a team.
- f. In the "Wed. A" and "Thurs. A" 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. Players become ranked "A" or above by placing in tournaments. But players of known ability may also become ranked "A" players. (If a player is moved up a rank during the season do to placing in a tournament, it does not effect any team on which they are a regular, for that season.)
- h. Women's ranking: When playing in an open league, the following guideline will be used for rating women players. Women who are ranked "A" will be considered a "B" for open leagues. Women rated "AA" or "AAA" will be considered an "A" player for open leagues.

### ***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.**

### ***SUBS & HANDICAPS***

#### 1. SANCTION FEE:

All subs are required to pay **\$23.00 sanction fee** their first night of play and **complete their player form.** **The sub, unless they play in week #1 on exhibition night, will also need to pay the \$6.00 regular fee.** If the sub does not pay the sanction fee, they will not receive any points or average. **Once player pays the \$23 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. HANDICAP:

a. The history average sheet will contain the averages for everyone that has played 3 weeks or more for BMW Billiards. If you have played in multiple leagues, your **highest most established** history average will be listed. All regular and sub players will use their average from last season for the first 3 weeks of play. On the fourth week, they will use the average that they have established in the first 3 weeks. (Exhibition night to be counted as 1 week) **In the any league that has divisions, lower division teams will not spot higher division teams any handicap.** New players with no history average will shoot as highest average, but no handicap will be given. They cross out with opposing high shooter. It is teams responsibility to make sure they are using the correct averages. It is not the responsibility of the league office to check any handicaps. It is both captains responsibility to make sure handicap and lineup are correct. **Once play starts, handicap can not be adjusted.** It will be up to the league office discretion as to when handicap will begin in the summer leagues.

Compusport will use last season history average till a person has 3 weeks played in a league. (If this average does not show up in Compusport please reference the history average sheet posted on BMW website at [www.bmwbilliards.com](http://www.bmwbilliards.com) and located in bars by score sheets & envelopes.) If opposing player has no average established it is important to remember to cross out corresponding player's average in Compusport. Whatever handicap you have used during match (even if incorrect) must be the averages you report in Compusport. Type over average in Compusport, to make it match score sheet.

b. Maximum handicap to be given: 15 total per round in 5 person game, 12 total per round in 4 person game, 9 total per round in 3 person game.



- c. In the Wed. AA division, when a AA play another AA the teams will play straight up with no handicap.
- d. In the 9-Ball league, for those that played previous 9-ball season, you will use your past 9-ball average for the first 3 weeks. Any player without a previous 9-ball average will not have a handicap till they play 3 weeks. On the third week players will use the average that they have established in the first 3 weeks.
- e. In leagues that have a large gap in skill ability, league office may install an "Adjusted Handicap". Where an additional handicap point value will be added to every round for the lower skill ability team.

**3. WHEN A SUB CAN PLAY:**

a. **A sub must be of the same ranking (AAA/AA/A/B) or lower than the person they are subbing for.** (Example: If the regular player is rated "A", they can NOT bring in a "AA" player to sub for them. The sub needs to be ranked "A" or lower.) For leagues, all players that are "B" ranked or lower will be considered as "B" players. Only for some tournaments will there be a division of "C" or lower. Rocky Mountain ranking list is posted on website [www.vnea.com/bmw](http://www.vnea.com/bmw). Please check this ranking list to make sure of a players ranking.

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. The eligibility of the sub will be determined by the subs ranking as of the day the match was played.

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.

**4. POSITION OF SUB:**

a. The 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.

**5. First and last name of sub must be entered on hard copy of score sheet.** This is very important so the correct player can be added to Compusport. If player has no last name, will not receive any points or average.

**6. AVERAGE OF SUB:**

a. A sub with no established average, will shoot against highest average player of the opposing team.

Example: Home: #1 Player - 6 AVE.	Visitor #1 Player - 7 AVE.
#2 Player - 7 AVE.	#2 Player - 7 AVE.
#3 Player - 7 AVE.	#3 Player - 8 AVE.
#4 Player - 7 AVE.	#4 Player - 9 AVE.
#5 Player - 8 AVE.	#5 Player - <u>NO AVE.</u>
TOTAL 27	TOTAL 31

$$\begin{array}{r} 31 \\ -27 \\ \hline 4 \end{array}$$

4 The home team would have a handicap 4 of 4 per round. (12 points total for 15 game format, 16 points total for 20 game format, 20 points total for 25 game format.)

If there is a sub on each team with no average, they would cross out each others "No Average".

b. If a player has an average from the last league season, he will use that average for 3 weeks, until he has established an average for the current season.

c. If a sub has no established handicap (over 3 weeks of play) for a night he is to play, and no history average, but does have an established handicap on another night - he uses his highest established average for leagues of same rating. Meaning if a player, plays in a B league he uses his highest B average. Same for player from an A league playing in another A league.

- d. If a player has an existing average from an "A" league, and is an approved sub, subbing in a "B" league. Then that sub will come in and play in the spot of the highest average player. If that player's average is higher than the other team's highest average player, he uses that average. But if his average is lower he will cross out his average and play straight up.
- e. If a sub plays for 2 or more different teams in the same league, his name and average will be reported under the first team where he subs. The team he plays for will still get his points reported under team total points, but his personal points will only be listed once. So if you plan to pay back your subs by point total it is the captain's responsibility to keep track of their points. Again, this is only for subs playing on 2 or more teams in the same league.
- f. If playing with a 6 person team then use the averages of the players involved in each round to 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.

#### 7. 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 3 weeks anywhere in the BMW league system. And their average can not exceed that of the player they are replacing. **A sub must be of the same ranking (AAA/AA/A/B) or lower than the person they are subbing for.** The sub must use the average of the missing regular player.

In the summer league a sub on position night must have the same average or lower, and must have played either 3 weeks anywhere in the summer league or 3 weeks during the past regular season. The sub must use the average of the missing regular player.

#### 8. 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 average can not exceed that of the player they are replacing. A sub must be of the same ranking (AAA/AA/A/B) or lower than the person they are subbing for.)

#### 9. 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. If you have to cancel a match because of a snowstorm, etc. the captain of the team canceling must call the league office (970-391-7664), also need to notify the team they are playing that night, and also 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.
- b. **If there is a non-emergency situation the 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 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 made up 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. AVERAGE TO BE USED FOR MAKE-UP GAMES:

Players will use their current average for make up game.

## **FORFEITS**

### 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 director or coordinator on the street 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 person on the street.
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) the start time is 7:30 PM, if a whole team is missing, team will have a **5 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 place an "X" instead of "0" on the score sheet. The "X" 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. An "X" symbolizes player being absent, so a zero will not be calculated in to missing players average which could result in their handicap 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, 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, using their average from the time when the match was to be played.

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 that night 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 of \$6.00 per person.**
- b. The forfeiting team will have their share of the regular nightly fee deducted from the team payback at the end of the year.

#### 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 will need to pay their regular fee of \$6.00 per person. The team will then receive their average round wins, and the 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 need to pay their \$6.00 per person and 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 need to pay their \$6.00 per person and 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, using their average from the time when the match was to be played.

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:

Sub must have played a minimum of 3 weeks anywhere in the BMW league system. And average can not exceed that of player they are replacing. **A sub must be of the same ranking (AAA/AA/A/B) or lower than the person they are subbing for.** The sub must use the average of the missing regular player.

In the summer league a sub on position night must have the same average or lower, and must have played either 3 weeks anywhere in the summer league or 3 weeks during the past regular season. The sub must use the average 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 rescheduled 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, 1st place will be determined by a play-off match being played.

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 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 average can not exceed that of the player they are replacing. A sub must be of the same ranking (AAA/AA/A/B) or lower than the person they are subbing for.)

#### 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 15 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 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. If there is a second tie at end of playoff round robin with points, winner will be determined by head to head record of playoff match.

b. If one team wins 2 of the thirds and a different team wins 1 of the thirds, then the team that only won one must beat the team that won two of the thirds twice. Home team will be the team that won the 2 thirds. If there is a second match, then home team will be team with highest season to date rounds wins, if tied then team with highest team total points.

#### 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.

#### 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.

#### **SMOKING POLICY:**

In any location that has a no smoking policy please plan any smoke breaks ahead of your time up to the table for a match. Please be considerate and consult your captain and the 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. "One man practicing sportsmanship is far better than a hundred teaching it." - Knute Rockne; "Victory is remembered for at best a decade; an act of good sportsmanship is remembered for a lifetime." - Simon Nguyen

## ***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 SIGN THE SCORE SHEET**. A signed score sheet voids all rights to protest.

Exception: The only exception when a team can still protest and have signed the score sheet is when the opposing team used an illegal sub (example if an "A" rated player subbed for a "B" rated player). Only in this instance the team has **within one week** of when the standings were posted to make a protest.

- b. Protest must be in writing and be presented to the league office within forty-eight hours after the game.

- c. Protest shall include a five dollar deposit. Protester loses the deposit if he loses the protest. The five 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, 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.

## ***END OF THE SEASON AWARDS AND PAYOUT***

### 1. BMW PLAYERS TOURNAMENT

Players will need to have played 80% of the 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 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.

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 "B" or above.

### ***ROCKY MOUNTAIN VNEA TEAM:***

#### ***OPEN "A", "B" & "C" TEAMS***

Open "A", "B" & "C" is a 5 person team event. Each team must have at least 2 *regular players* who have played on the same team, and those 2 players must have played 75% of their regularly scheduled matches. The remainder of the team must have played a minimum of 8 scheduled league matches for the same charter holder.

Limit of 8 players can be listed on the team roster.

"A" DIVISION: ONLY 1 "AA" PLAYER CAN BE LISTED ON THE TEAM ROSTER, & THAT "AA" PLAYER MUST HAVE PLAYED 75% OF THEIR REGULARLY SCHEDULED MATCHES. (AA player does NOT have to be a regular on this team.) No "AAA" players can play on an "A" team.

"B" DIVISION: ONLY 1 "A" PLAYER CAN BE LISTED ON THE TEAM ROSTER.

"C" DIVISION: NO "A" PLAYER CAN PLAY ON A "C" TEAM. THE "C" DIVISION TEAMS CAN ONLY HAVE 2 "B" PLAYERS LISTED ON THE ROSTER.

OPEN "AA" AND WOMEN'S "A"

OPEN "AA": 5 person team. An "AAA" player can play on an "AA" team ONLY. Team can consist of 5 members with a minimum of 8 league nights and can combine together from any charter holder area.

WOMEN'S "A": 4 person team. An "AA" women can play on an "A" team ONLY. Team can consist of 4 members with a minimum of 8 league nights and can combine together from any charter holder area. Women master teams must play in minimum of Open A.

WOMEN'S "B" TEAMS

Women's "B" is a 4 person team event. Each team must have 2 regular players who have played on the same team 75% of their regularly scheduled matches. ONLY ONE "A" PLAYER CAN BE LISTED ON THE TEAM ROSTER, & THAT "A" PLAYER MUST BE A REGULAR PLAYER ON THAT TEAM, & HAVE PLAYED 75% OF THAT TEAMS SCHEDULED LEAGUE MATCHES. The remainder of the team must have played a minimum of 8 scheduled league matches from the same charter holder. Limit of 8 players can be listed on a team roster.

WOMEN PLAYING IN THE OPEN DIVISION

An all ladies team can choose to play in the Open division and can drop down one skill level of where they would be placed in the women's division. Women's "AAA" or "AA" will both be rated as Open "A" player. Women's "A" will be rated as Open "B" player.

## ***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 15 game format, 2 games in 20 game format, and 3 games in 25 game format.) There will be both 9-Ball and 8-ball double elimination events. The divisions in these events will be open, intermediate and masters for both men and women.

## ***VNEA INTERNATIONAL TEAM:***

### **Open Regular Team:**

Team must be comprised of at least 2 **original** players from their league team. The remaining players can come from any team within BMW Billiards league system. Four members of the team must have played a minimum of 12 league nights and the fifth member must have played a minimum of 8 league nights. (See above for definition of a legal league night.) No master or intermediate (male) players can play on a regular team.

**One Intermediate FEMALE will be allowed to play on an Open Regular Team.**

### **Women's Regular Team:**

Team must be comprised of at least 2 **original** female players from their league team. The remaining females can come from any team within BMW Billiards league system. Three members of the team must have played a minimum of 12 league nights and the fourth member must have played a minimum of 8 league nights. No master or intermediate players can play on a Regular Women's team.

### **Intermediate Team:**

One master player can play on an Intermediate team. Any players listed as Intermediate must play on an Intermediate (or master) team. (Exception: One Intermediate FEMALE will be allowed to play on an Open Regular Team.)

### **Masters Teams:**

A master team can be comprised of any 5 players from within BMW Billiards league system (4 players for women's master). All players must have played a minimum of 12 league nights.

### **TRAVEL FUND:**

Any qualified player that goes to International tournament that has registered through BMW for at least one (1) event will be eligible for travel money.

