



usa pool league™

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Fair and Fun for Everyone!



PLAYER HANDBOOK



WHAT IS THE USA Pool League?

The USA Pool League is a structured pool league that uses FargoRate to handicap the 8-Ball, 9-Ball, and 10-Ball matches to make them as fair as possible. The USA Pool League prides itself on being enjoyable, competitive, fair and as one of the best league systems available to players.

What is FargoRate player ratings? It is globally recognized as the most accurate player rating system in existence and no other league organization offers it besides the USA Pool League and BCA Pool League, both of which are run by the parent company CueSports International.

The USA Pool League is specifically designed for the beginning and social player; the USA Pool League is a great way to get started in the league experience and you could win a trip to Las Vegas, Nevada!! Your League Manager (LM) will send at least one team to Las Vegas each year, many LM's send multiple teams to compete for big cash prizes and an experience of a lifetime. You and your team could be our next champion!

A few of the included benefits of being a USA Pool League Player:

- **NO ANNUAL MEMBERSHIP FEE**
- FargoRate Player App premium version **FREE**
(\$12.99 per year for non-members)
- USA Pool League Scoring App **FREE**
- Every league sends at least 1 team (**FREE** airfare, hotel, and entry) to the USA Pool League Nationals Championship held at the CueSports International Expo.



usa pool league

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What's in it for You?

While we will get into giving you a complete understanding of the USA Pool League structure, the most important question is, "What is in it for you?". There is a reason our slogan is "Fair and Fun for Everyone". It is fair and it is fun and here is what is in it for everyone:

LEAGUE STRUCTURE

MEMBERSHIP BENEFITS

There are many benefits of playing in the USA Pool League!

- **Have Fun!** Play with friends and family in a relaxed and unintimidating environment. The USA Pool League is an amateur handicapped league where all players, no matter what skill level, can be competitive and have fun.
- **Win A Free Trip To Las Vegas!** Your chance of winning a trip to the USA Pool League National Championships in Las Vegas is greater than in any other pool league. Don't take our word for it. Check it out for yourself. All of our League Managers send at least 1 out of every 12 teams to Las Vegas and some send even more.
- **Eligibility for State & Regional Events!** CueSports International is the parent company of the USA Pool League and we hold numerous state and regional events across the U.S. USA Pool League members can become eligible for those events.
- **Online League Management!** All USA Pool League leagues use FargoRate League Management System (LMS). Players can access their league's schedules, team standings, individual standings, and much more.

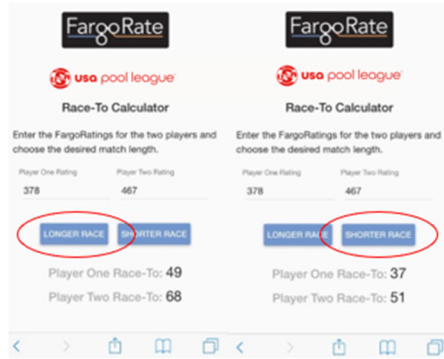
- **Establish a World Rating!** The USA Pool League uses FargoRate player ratings, recognized as the best and most accurate global pool player rating system. USA Pool League results are entered nightly and the data recalculated each morning for up to date player ratings. When you play in the USA Pool League, you earn a Fargo rating that is useful in any play outside of league play and league events. It is a world rating!
- **Mobile Scoring App!** All active USA Pool League members get free access to the USA Pool League mobile scoring app. You can easily score all matches on your smart phone or tablet and instantly submit the results to your League Managers.
- **FargoRate Player App!** All USA Pool League members get the premium version of the FargoRate Player App for FREE (\$12.99 per year for non-members) this allows you to see your complete match history, record against previous opponents, advanced searching and filtering and your digital membership card.
- **Simple Scoring!** There are no complicated scoring systems such as innings, safeties, etc. It's fun to play and easy to score!
- **Special Member Discounts!** USA Pool League members receive special discounts on a variety of goods and services. Visit www.playusapool.com for complete details.

FARGORATE

FargoRate is a global pool player rating system that uses data from leagues and tournaments around the world to rate pool players everywhere on the same scale. FargoRate is a statistical rating system based strictly on wins and losses against others. It factors in the skill level of your opponents and recalculates player's ratings every day for unparalleled accuracy. It has quickly become recognized as the best and most accurate rating system in the world.

The USA Pool League is powered by FargoRate. All USA Pool League members have either already earned an established Fargo Rating or are assigned a Starter Rating. A starter rating is a temporary rating assigned by the League Manager or USA Pool League National Office. As the player accumulates more games in FargoRate, the effect of the starter rating diminishes. When a player reaches 200 games, it no longer has any effect and the player has a true established Fargo Rating.

When two players compete, a race-to number (usually between 25 and 99) is generated using the Race-To Calculator (shown below) that gives each player an equal chance of winning. Depending on the division, longer or shorter races may be used.



All data from the USA Pool League flows automatically into FargoRate and player ratings are updated each and every day. For more information about FargoRate, visit www.fargorate.com.

THE TEAM

A USA Pool League team is a group of people, usually friends, family or coworkers, who enjoy fair and fun competition in a social setting. The USA Pool League offers flexibility in team sizes and skill levels to suit local conditions. Teams may consist of three, four, or five players. The maximum team roster sizes and skill levels are as follows:

Flexible Team Sizes (3 players are Ladies Only)

Team Size	Max on Roster
5-Player	8 players
4-Player	6 players
3-Player	5 players

Flexible Team Skill Levels

Team Size	Platinum	Gold	Silver
5-Player	2,750	2,375	2,125
4-Player	2,200	1,900	1,700
3-Player	1,650	1,425	1,275

NOTE: Gold Division limits are used for the USA Pool League National Championships for mixed events and 1275 for ladies only team event.

No Professional Players

The USA Pool League is a social, amateur pool league and therefore, professional players are not permitted. Professionals are those with Fargo Ratings above 720 or those deemed as professionals by the League Manager or the CueSports International Office. The CueSports International Office has final authority on who is considered a professional.

THE TEAM CAPTAIN

The Team Captain is the leader of the team and is responsible for many important tasks. He or she distributes information to the team, ensures the team arrives on time, keeps score correctly, follows all rules of sportsmanship, collects league fees, and submits fees and paperwork to the League Manager.

THE DIVISION

A division is a collection of teams (usually 6-16 teams) that compete with each other over the course of a set schedule. A division normally plays one night per week for a specific number of weeks. The League Manager has the flexibility to offer different types of divisions to suit local demand. Different divisions may offer different games, different team sizes, different skill levels, or different weekly fees.

Games Played

The USA Pool League offers several options for what game(s) may be played. League Managers often offer divisions that play different games.

8-Ball – This is the most popular and recognized game in pool. It is a call shot game played with a cue ball and fifteen object balls numbered 1 through 15. Each player has a group of seven balls: the solid colored balls numbered 1 through 7, or the striped balls numbered 9 through 15. The

8-ball is the game winning ball and the object of the game is to legally pocket your entire group of balls and then legally pocket the 8-ball.

9-Ball – This is the second most popular game in pool. It is played with a cue ball and nine object balls numbered 1 through 9. You must shoot the balls in ascending numerical order, continuing to shoot as long as any ball is legally pocketed. The 9-ball is the game-winning ball and the object of the game is to pocket the 9-ball on any legal shot. Note that no shots must be called in 9-ball.

10-Ball – This game is similar to 9-ball with a few subtle differences. It is played with a cue ball and ten object balls numbered 1 through 10. You must shoot the balls in ascending numerical order. The 10-ball is the game-winning ball and the object of the game is to pocket the 10-ball on any legal shot after the break. The major difference is that this is a call-shot game.

FastRack 8-Ball – This game is essentially 8-ball played with fewer balls and is quickly gaining popularity because it's fun and fast. It is a call shot game played with a cue ball and nine object balls (four solids, four stripes, and the 8-ball). Each player has a group of four balls: solid-colored balls or striped balls. The 8-ball is the game winning ball and the object of the game is to legally pocket your entire group of balls and then legally pocket the 8-ball.

Single-Play Division

A single-play division is one in which teams play a single team match on a given day or night of the week. A single-play division is *normally* set for one specific game (i.e. 8-ball, 9-ball, or 10-ball).

Double-Play Division

For those teams that want to play more without having to play on multiple nights each week, the USA Pool League also offers double-play divisions. A double-play division is one in which teams play two team matches on a given day or night of the week and is normally set for two different games.

For example, Team A plays Team B on a Tuesday night 8-ball / 9-ball double-play division. They play an entire team 8-ball match and an entire team 9-ball match. The matches may be played back-to-back or simultaneously. The 8-ball and 9-ball matches are treated as two separate divisions for team and individual standings, but the same schedule is used for both.

THE LEAGUE

A league is comprised of one or more divisions under the control of a single League Manager. For example, a league may consist of a Monday single-play 8-ball division, a Tuesday single-play 9-ball division, a Wednesday double-play 10-ball & 9-ball division, and a Thursday double-play 8-ball & 9-ball division.

THE LEAGUE MANAGER

The League Manager is a trained professional league administrator. He or she has full authority and license to operate the league and make decisions in accordance with USA Pool League rules and regulations. The League Manager promotes the league, recruits teams, creates division schedules, determines weekly fees, enforces rules, resolves problems, and much more. It is common for League Managers to hire assistants and/or representatives to assist with league administration. These assistants are sometimes referred to as Division Representatives.

LOCAL LEAGUE BYLAWS

Not all regions are the same. While the USA Pool League has many universal rules and regulations, the League Manager has flexibility on a variety of issues to suit local conditions. Examples include but are not limited to weekly league fees, team sizes, team rating limits, bonus points, etc. The League Manager will include these details in the local league bylaws and distribute them to all players.

THE USA Pool League NATIONAL OFFICE

Most matters can and should be handled at the local level by the League Manager or Division Representative. However, if you need further assistance, we are here to help. Our office hours are Monday – Friday, 9am – 5pm Pacific Time (certain holidays excluded). Contact us by any of the following ways.

Phone: 866-USA-POOL

Email: leagues@playcsipool.com

Online: www.playcsipool.com/contact

Fax: 702-307-1609

ONLINE LEAGUE MANAGEMENT / MOBILE SCORING

The USA Pool League offers a modern league management software system complete with a mobile scoring app. League data flows automatically into FargoRate and player ratings are updated each and every day.

Players can login any time to:

- View team standings
- View individual standings
- View player ratings
- View past scoresheets
- Score league matches right on your phone or tablet!
- Best of all – IT'S FREE!

The USA Pool League mobile scoring app allows players to score league matches on their smart phones or other mobile devices. The interactive app submits scores directly to the League Manager without the need for paper score sheets, pens, or calculators. For those that like paper score sheets, the League Manager may still provide them.

LOCAL PRIZES & AWARDS

Every USA Pool League offers local prizes and awards. Prizes can include travel and/or entry into the USA Pool League National Championships, entry into USA Pool League state or regional events, trophies, plaques, banquets, cash, etc. The League Manager will specify the exact prizes and awards for each league.

League Managers submit monthly payments for the prize fund. The prize fund is then held in an escrow account by the USA Pool League National Office until it is needed for league prizes.

USA Pool League

NATIONAL CHAMPIONSHIPS – LAS VEGAS!

There is no better league accomplishment than winning a trip to the USA Pool League National Championships, held in Las Vegas, NV. In many other league organizations, only 4-5% of the players get to compete nationally. The USA Pool League does better!

Win a Trip to Las Vegas!

One or more teams from every USA Pool League win a trip to the USA Pool League National Championships! Below are the *minimum* requirements for each league to send teams to Las Vegas.

- Every league is required to send a *minimum* of one team.
- Every league is required to send a *minimum* of one out of every 12 teams (based on 40 weeks of league play).
- The League Manager may structure the league to also send members to compete in singles divisions.

Important Note: Even if your team doesn't win a free trip, you may still compete in the USA Pool League National Championships! You are always guaranteed the *opportunity* to play in the USA Pool League National Championships!

Eligibility Requirements

The basic eligibility requirements to play in the following divisions at the USA Pool League National Championships are as follows.

Divisions	League Play Requirement
Singles	8 weeks of regularly scheduled league play during a single session in a single division for that game type.
Teams	8 weeks of regularly scheduled league play during a single session in a single division with the same team that qualified, and must remain active. Active means they must play a minimum of 2 weeks in the calendar year of the event they are attending.

During a qualifying year, a player can receive credit for one match played as a member of their team for a forfeit received during a match. No more than one match may be credited regardless of how many times that player has received forfeits.

Original Player Requirements

Each team competing in the USA Pool League National Championships must meet specific *original player* requirements as outlined in the table below. An *original player* is defined as a person who has played eight (8) regularly scheduled weeks of league play with the same team during the ***Fall session***.

Divisions	Original Players Required
Mixed 8-Ball Teams	2
Mixed 9/10-Ball Teams	2
Ladies' 8-Ball Teams	0

Other players on a team who do not meet the definition of an original player must have played eight (8) regularly scheduled weeks of league play with the same team that qualified during any single session in the calendar year.

For eligibility requirements to qualify for local USA Pool League tournaments, contact your League Manager.

LEAGUE FEES

The USA Pool League has no annual membership fee!

Weekly League Fee: Variable

Different regions have different economies. Therefore, League Managers have the flexibility to set weekly fees at an affordable price to suit local conditions.

Pool Table Use: Variable

Any cost for pool table use at the host locations should be equally shared by the two teams.

GETTING STARTED!

Step 1 – Form a Team

League play is the most fun when you play with friends, family, or co-workers. Remember, the USA Pool League is a handicapped league that is *Fair and Fun for Everyone* so experience is not required. Therefore, the first step should be to form a team with people that you enjoy spending time with. It's perfectly fine to recruit your friends and family and make them have fun too. Five-person teams are recommended and additional players may be added to your team roster to account for those that cannot play from time to time.

If you are new to an area or cannot form a team yourself, contact your local League Manager. He or she may have others just like you that are looking to join a team. The USA Pool League is a great way to make new friends!

Step 2 – Join a League

Once you have your team, you're ready to join a USA Pool League. To find a league near you, visit www.playusapool.com and click "Find a League." Contact the League Manager listed for your area. If you prefer to speak with someone to help you find a league, feel free to call us at 866-USA-POOL Monday - Friday, 9am - 5pm Pacific time (excluding major U.S. holidays).

Step 3 – Select a Division

Many leagues have multiple divisions that play different games on different nights. For example, there may be a Monday night 8-ball division or a Wednesday night 9-ball division. Select the division that's right for you.

Step 4 – Receive a Schedule

Once you have formed your team, joined a league, and selected the right division for you, your League Manager will develop a league schedule and distribute it to everyone.

Step 5 – Show Up, Play, and Have Fun!

After receiving your schedule, it's time for the most important step of all – ***PLAY AND HAVE FUN!***

SCORING

The USA Pool League scoring system is designed to be the most fair and fun format in existence. It offers many major advantages over other systems such as:

- Points are awarded based on balls made in all games! Even if you lose a game, you still have the opportunity to score points for your team.
- Incentivizes everyone to play their best! Anti-sandbagging!
- Requires that all games be played to conclusion! A game is never suddenly stopped because someone reached a certain score.
- Simple scorekeeping! There is no need to count missed balls, innings, safeties, or any other statistic!
- Best of all - it's fun and easy!

OVERVIEW

The USA Pool League uses a head-to-head format where each player on a team plays one player from the opposing team multiple games (*called a set*). For 5-player teams, there are five sets in match. For 4-player teams, there are four sets in a match. For 3-player teams (ladies only), there are three sets in a match.

The USA Pool League is powered by FargoRate. When two players from opposing teams are designated to play each other, a race-to number is generated for each based on both players' Fargo Ratings.

LONG & SHORT RACES

The League Manager also has the flexibility to use longer or shorter races generated by FargoRate. Generally, 8-ball games take longer to complete than 9-ball or 10-ball games. Therefore, 8-ball divisions may use shorter races while 9-ball and 10-ball divisions may use longer races.

Team sizes may also dictate whether longer or shorter races are used. Divisions with 3-player teams (ladies only) may elect to use longer races while those with 5-player teams may chose shorter races.

8-BALL & FASTRACK 8-BALL SCORING

Game Scoring

In 8-ball and FastRack 8-Ball, the winner of each game receives 14 points regardless of how the game is won. The loser receives points for each ball of his or her group (*i.e. solids or stripes*) pocketed. In 8-ball, the loser of each game receives one point for each ball pocketed. In FastRack 8-ball, the loser receives two points for each ball pocketed. Therefore, the loser of an 8-ball game can never earn more than seven points and the loser of a FastRack 8-ball game can never earn more than eight points.

Example: Mary wins the game and John has 3 balls left on the table; the game score is 14-4 in favor of Mary. Mary earns 14 points for winning the game while John earns 4 points because 4 of his 7 balls were pocketed (regardless of how they were pocketed).

Set Scoring

Games are played consecutively until one player reaches his or her race-to number. If a player reaches his or her race-to number before the end of a game, the game must still be completed.

Since the winner of each game is awarded 14 points, if both players are within 14 points of their race-to number at the start of the next game, both players are "on the hill" and the winner of the next game is the winner of the set, regardless of who reaches their race-to number first or how far each player exceeds their race-to number.

Example: John (race to 54) vs. Mary (race to 48). After game #5, the score is 49-40 in favor of John. John is 5 points from his race-to number while Mary is 8 points from her number. Because both are within 14 points of their race-to numbers, the winner of game #6 wins the set.

PLAYERS			RATING	RACE		1	2	3	4	5
Home	John Harvey	5 0 3	5 4	Game Score	1 4	3	4	1 4	1 4	
	SET 1 Timeouts - Gm. #s _____				Total	1 4	1 7	2 1	3 5	4 9
Visitor	Mary St iles	4 7 4	4 8	Game Score	5	1 4	TR	4	3	
	Timeouts - Gm. #s _____				Total	5	1 9	3 3	3 7	4 0

Winning Ball Rule

Any ball that wins a set, must be legally pocketed by the player needing that ball to win, if your opponent makes your winning ball that ball is deferred until you legally pocket a ball. If a “winning ball” is illegally pocketed, the following stipulations apply:

- Your inning ends and any foul occurred is applied normally.
- The point for the illegally pocketed ball is deferred until you legally pocket another ball in that game.
- If you do not legally pocket any more balls in that game, the illegally pocketed ball is not scored.
- You cannot win the set on an illegally pocketed ball.

Additional Scoring Options

Additional scoring options may be used for individual standings and awards. Local league bylaws shall dictate their use.

BR (Break & Run) – A player wins the game by breaking and legally clearing all balls of his or her group plus the 8-ball with the opponent not having a turn at the table.

TR (Table Run) – The non-breaking player wins the game by legally clearing all balls of his or her group plus the 8-ball on the first turn at the table.

WZ (Win-Zip) – Hold opponent to zero points but does not meet the definition of a BR (Break & Run) or TR (Table Run).

WF (Win by Forfeit) – Win by forfeit. If a set is forfeited, 200 points are awarded to the team receiving the forfeit for that set.

9-BALL & 10-BALL SCORING

Game Scoring

9-ball and 10-ball scoring is very similar to 8-ball. The winner of each game receives 14 points regardless of how the game is won. The loser receives one point for each ball he or she *legally* pockets. Therefore, the loser of each game can never earn more than eight points in 9-ball and nine points in 10-ball.

When scoring on a paper scoresheet, balls legally pocketed are indicated with an "X." Balls illegally pocketed are called *dead balls* and are indicated with an "O." No points are awarded for dead balls.

Example: Mary wins the game but John legally pocketed three (3) balls; the game score is 14-3 in favor of Pam. Pam earns 14 points for winning the game while John earns three (3) points for legally pocketing three (3) balls.

9-Ball on the Break Rule

In 9-ball, making the 9-ball on the break in any pocket without committing a foul is a win and is scored as 14-0.

Three-Foul Rule

Committing three successive fouls results in loss of game. The winner receives 14 points and the loser receives the points for his or her balls made up to that point in time. Please refer to the Official Rules of CSI for more information.

Set Scoring

Games are played consecutively until one player reaches his or her race-to number. If a player reaches his or her race-to number before the end of a game, the game must still be completed. If both players are within 14 points of their race-to number before the start of the next game, both players are "on the hill" and the winner of the next game is the winner of the set, regardless of who reaches their race-to number first or how far each player exceeds their race-to number.

Example: John (race to 54) vs. Mary (race to 48). At the end of game #5, the score is 49-40 in favor of John. John is 5 points from his race-to number while Mary is 8 points from her number. Because both are within 14 points of their race-to numbers, the winner of game #6 wins the set regardless of how much each exceeds their race-to numbers.

PLAYERS		RATING	RACE	1		2		3		4		5								
Home	John Harvey	5	0 3	5	4	Game Score	2	3	1	4	1	2	3	1	4	1	4	1	4	
						4	5	6	4	5	6	4	5	6	4	5	6	4	5	6
				Total	1	4	1	7	2	1	3	5	4	9						
Visitor	Mary Stiles	4	7 4	4	8	Game Score	1	2	3	1	4	1	2	3	1	4	1	4	1	4
						7	8	9	10	7	8	9	10	7	8	9	10	7	8	9
				Total	5	1	9	3	3	3	7	4	0							
SET 1				Timeouts - Gm. #s _____, _____, _____																

Additional Scoring Options

Additional scoring options may be used for individual standings and awards. Local league bylaws shall dictate their use.

BR (Break & Run) – A player wins the game by breaking and legally clearing all balls with the opponent not having a turn at the table.

TR (Table Run) – The non-breaking player wins the game by legally clearing all balls on the first turn at the table (minimum of 5 balls).

WZ (Win-Zip) – Hold opponent to zero points but does not meet the definition of a BR (Break & Run) or TR (Table Run).

WF (Win by Forfeit) – Win by forfeit. If a set is forfeited, 200 points are awarded to the team receiving the forfeit for that set.

TEAM TOTAL CALCULATION

Score

The winner of the set receives 100 points while the loser receives the number of points he or she actually scored during the set.

Margin of Victory

The winner of each set earns additional margin of victory points based on how far he or she holds the opponent under their race-to number. These points are calculated as the margin of victory multiplied by 2. This provides an incentive for everyone to always play their best.

Example: John (race to 58) vs. Pam (race to 44). John wins the set by a final score of 61-31 and receives 100 points for winning. He also earns 26 margin of victory points for holding Pam 13 points below her race-to number. John scores a total of 126 points while Pam scores 31.

Team Penalty Points

Each USA Pool League division has a specified team rating limit set by the League Manager. If the sum of the members' ratings that actually play exceeds the limit, the team incurs one (1) penalty point for every point over the limit. USA Pool League team limits are as follows. ([Used at USA Pool League National Championships](#))

Team Size	Platinum	Gold	Silver
5-Player Teams	2,750	<u>2,375</u>	2,125
4-Player Teams	2,200	1,900	1,700
3-Player Teams	1,650	1,425	<u>1,275</u>

Team Bonus Points

The League Manager also has the option to award bonus points for timely completion of scoresheets, submission of team fees, etc. The League Manager may award 50, 100, or some other number of bonus points. Check your local league bylaws or ask your League Manager if this is used in your division.

See the Completed Scoresheets section for an example of how to properly complete scoresheets for 8-ball, 9-ball, and 10-ball.

BREAKING TIES

Although it is very rare, there is a possibility of a match being tied after all sets are completed and all penalty and bonus points are applied. Below is the order in which ties are broken.

Order	Description
1	The team that won the most sets
2	The team with the most margin of victory points
3	The lower-rated team

SCORING BYE WEEKS

If a division has an odd number of teams, one team will have a scheduled bye each week. Byes will rotate through the division schedule until each team has had one bye and then the cycle will repeat.

No points are awarded for a bye. However, if a cycle is incomplete at the end of the session, causing some teams to have more bye weeks than others, each team with an extra bye will be awarded the average number of points per match that they scored up to that point in the session.

SCOREKEEPING RESPONSIBILITY

Good scorekeeping is essential for accurate league standings and player ratings. The following is a list of recommendations for paper scorekeeping.

- Any person may score and they do not have to be on the team. However, team members are encouraged to share scorekeeping responsibilities.
- Both teams should score each set to help ensure accuracy. Scorekeepers should pay close attention to each game. Copying the opponent's scoresheet is not recommended.
- Check with the other team's scorekeeper frequently to prevent errors. The League Manager will resolve any discrepancies.
- Always list complete player names and ratings on score sheets. Using only first or last names is not acceptable.
- Team captains must sign both scoresheets at the end of the match.

TEAM STANDINGS

Players can view the division's team standings through the online league management system (LMS) at any time. The League Manager has some flexibility in determining how team standings are determined. For example, some divisions may use wins and losses as the first criteria while others may use total points. Consult your local league bylaws or ask your League Manager how your division's team standings are determined.

PLAYER STANDINGS (MVP POINTS)

Players can also view the division's player standings through the online league management system at any time. League members earn MVP points each time they play and awards may be given based on player standings at the end of the session. MVP points are calculated as follows:

Winner of Set	Loser of Set
100 points for playing	100 points for playing
100 points for winning	Actual points scored
Margin of Victory points	

Example: John (race to 54) vs. Mary (race to 48). Mary wins the set by a final score of 54-51. Mary earns 206 MVP points (100 points for playing + 100 points for winning + 6 margin of victory points). John earns 151 MVP points (100 points for playing + 51 points scored).

SET SCORING

USAPL 8-BALL SCORESHEET

DATE: 0.9./0.5./1.6 DIVISION: 9.9.-1.6 Monday 8-Ball TEAM: The 8-Ballers NIGHT: Monday

BR = Break & Run (5 balls min) TR = Table Run (non-breaking player runs out on 1st turn) WZ = Win-Zip (winner holds opponent to 0 pts.) WF = Win by Forfeit (enter 200 pts. as game 1 score)

PLAYERS	RATING/RACE												
	1	2	3	4	5	6	7	8	9	10	11	12	13
John Harvey	14	3	4	14	14	2							
Game Score	5	0	3	5	4								
Total	14	17	21	35	49	51							
SET 1 Timeouts - Gm. #s	5	14	TR	4	3	14							
Game Score	4	7	4	8									
Total	5	19	33	37	40	54							
Timeouts - Gm. #s													
Winner / Total													51
Winner / Total													54

USAPL 9-BALL / 10-BALL SCORESHEET

DATE: 0.9./0.5./1.6 DIVISION: 9.9.-1.6 Monday 8-Ball TEAM: The 8-Ballers NIGHT: Monday

BR = Break & Run (5 balls min) TR = Table Run (non-breaking player runs out on 1st turn) WZ = Win-Zip (winner holds opponent to 0 pts.) WF = Win by Forfeit (enter 200 pts. as game 1 score)

PLAYERS	RATING/RACE												
	1	2	3	4	5	6	7	8	9	10	11	12	13
John Harvey	14	17	21	35	49	51							
Game Score	1	2	3	4	5	6	7	8	9	10	11	12	13
Total	14	17	21	35	49	51							
SET 1 Timeouts - Gm. #s	5	14	TR	4	3	14							
Game Score	4	7	4	8									
Total	5	19	33	37	40	54							
Timeouts - Gm. #s													
Winner / Total													51
Winner / Total													54

INSTRUCTIONS

1. Print neatly and legibly.
2. Write first and last names of all players.
3. The *Margin of Victory (MOV) Points* section does not need to be completed for the losing player of each set.
4. In the *Score* field, the winner receives 100 pts. while the loser receives the pts. he or she actually scored.

DATE: 09/05/16

DIVISION: 99 - 16 Monday 8 - Ball

HOME TEAM: The 8 - Ballers

Rating	Player Name	Opp. Race	Opp. Score	Margin	MOV Pts.	Score	Total
Set 1 5.03	John Harvey			=	x 2 =	+ 51 =	51
							Winner: 100 pts. Loser: actual score

VISITING TEAM: Behind the 8

Rating	Player Name	Opp. Race	Opp. Score	Margin	MOV Pts.	Score	Total
Set 1 4.74	Marty Stiles	54	51	= 3	x 2 = 6	+ 100 =	106
							Winner: 100 pts. Loser: actual score

GENERAL RULES

The following is an overview of the general rules for USA Pool League play. For specific game rules, refer to The Official Rules of CueSports International, which can be downloaded at www.playcspool.com.

CHOICE OF TABLE

At locations with more than one pool table available, the home team has the choice of table. Whenever possible, poorly maintained equipment is to be avoided. Local league bylaws may implement other regulations on equipment.

TWO TABLE PLAY

If available at the host location, matches may be played on more than one table. Consult your local league bylaws or ask your League Manager about this in your league.

STARTING THE MATCH

The match begins with a coin toss between the team captains. The winner of the toss may choose a member of their team to play the first set or require the opposing team to choose its player first. Once the first player is chosen, the opposing team chooses the opponent. The order of choice alternates for each set.

The first team to choose for any set may change the player up until the opponent is chosen and announced by the opposing team. Neither team may make a change after the opponent has been chosen and announced.

ORDER OF THE BREAK

At the beginning of each set, players lag for the first break. The break will alternate between players for all subsequent games of that set.

COACHING

Coaching provides a great opportunity for newer players to learn from more experienced teammates in a competitive environment. Coaching in the USA Pool League is not only allowed, it is *highly encouraged*.

Coaching Timeouts

Coaching is encouraged but must be done in accordance with the following timeout regulations.

- Each team may use a maximum of one timeout per game and three timeouts per set. There is also a maximum number of timeouts that may be used per team match which differs based on team size (see below).

Timeouts	5-players	4-players	3-players
Per Game	1	1	1
Per Set	3	3	3
Per Team Match	10	9	8

- A timeout may be called by the shooter or anyone on the shooter's team, and must be acknowledged by the opposing player (not the opposing player's teammates) before the timeout is granted.
- If a timeout is called and the shooting team has no timeouts remaining, any member of the opposing team may issue a warning. If the warning is issued, no timeout may be taken and there is no further penalty. If no warning is given, the timeout is granted. The opposing player may check with his or her team to verify the availability of timeouts.
- Once a timeout is called and affirmatively acknowledged, it must be taken at that time. If not taken when called and affirmatively acknowledged, it is still charged.
- Timeouts are limited to 90 seconds.
- Any player on a team's roster may be a coach, regardless of whether they are playing in the match. However, a coach cannot simultaneously play a match on one table and coach on another.

- Once a timeout is called and the coach is named, only that coach may confer with the shooter. No other player may offer an opinion or advice to the shooter or the coach.
- The shooter will designate the coach on each instance and may change coaches throughout the set.
- The coach is allowed to point at or touch the table while offering advice but may not touch any ball or mark the table in any way. The coach must leave the table before the shot and cannot stand in the shooter's line of sight.
- The coach may inform his or her teammate of a prior foul committed by the opponent and the teammate may then call the foul.
- Any violation of the coaching rules is considered unsportsmanlike conduct and the penalties are as follows:
 - First offense – ball-in-hand for the opposing player
 - Subsequent offenses – loss of game scored as 14-0

Coaching vs. Communication

A distinction must be made between *coaching* and *communication*. When it is not his or her turn at the table, a player may engage in quiet conversation with teammates. This is considered normal team *communication*. When the opponent's turn is over and all balls have stopped rolling, all *communication* concerning the match must stop immediately.

Any communication with your teammates during your turn at the table is considered *coaching* and the following stipulations apply:

- Coaching from the area around the table is not permitted during a player's turn at the table.
- No person in the area around the table (except the opponent), may call a foul, tell a player that they are shooting the wrong ball, or offer other advice or instruction of any kind regarding the match.

FORFEITS

All team members are expected to be present and ready at the scheduled time. However, play may begin if a team has only one player present. The forfeit rules are as follows:

Forfeit the Entire Match

If no players are present at 15 minutes past the *scheduled* start time, the entire match is forfeited (all sets).

Forfeit Individual Sets

If a team does not have a player available at the time the next set is to begin, that set will be forfeited. The following stipulations apply:

- The receiving team must have a player present that has not already played a set in that match.
- The forfeited set must be scored as the last set of the match that has not yet been scored. For example, a team is not allowed to forfeit the 4th set and play the 5th set to avoid playing a specific player. Sets actually played must be listed before forfeits.
- If a player is refused entry into the host location, no exception will be made concerning forfeits.
- A team may choose to forfeit at any time even if another teammate is present.

Scoring a Forfeit

The team receiving a forfeit will receive 200 points for each forfeited set. “WF” should be marked in the Game 1 score field. No other points are added.

DUPLICATE PLAYER POLICY

To avoid forfeits in emergency situations, one team member may play twice (two sets) in a team match. The following stipulations apply.

- Your team must notify the opposing team before the match starts that you intend to use a duplicate player.
- Only one duplicate player per team per night is allowed.
- The opposing team has the right to choose which player will play twice among all players that competed during the match.
- The team using a duplicate player must still pay the entire team fee.
- The duplicate player will only get credit for one week of play towards eligibility for USA Pool League state, regional, and national events.
- The duplicate player will get MVP points from the first set only.
- Local league bylaws may prohibit or limit the use of this option.

The duplicate player policy is *only* for local league play. Duplicate players are *not* allowed at the USA Pool League National Championships.

PROOF OF IDENTITY

All players must be able to provide proper identification (ID) upon request during league play. Requests for ID may be made before or after, but not during a set. Contact your League Manager if a player cannot provide proper ID.

ILLEGAL SUBSTITUTION

If a team plays a person using another person's name and/or rating, that team will lose all points for the entire match. The opposing team is allowed the option of accepting the results of the match or accepting a complete match forfeit.

For an illegal substitution during post-season play, the team will be disqualified from any further play that session and will forfeit all prize money earned.

ADDING & DROPPING PLAYERS

Teams are allowed to add or drop players during the first five weeks of each session. From the sixth week until four weeks before the end of the session, a team may only change its roster for survival and all changes must be approved by the League Manager. No changes are allowed during post-season play.

PLAYERS ELIGIBLE ON MORE THAN ONE TEAM

You may choose to play in more than one division during a session. However, when local post-season tournaments include teams from more than one division, your League Manager may require that a player be on only one team roster in the event.

Players are allowed to play on multiple teams at the USA Pool League National Championships. However, matches will not be delayed because a common player is competing in another match. Teams with common players must have additional players on the roster to account for scheduling conflicts. If a team does not have a player ready for the start of the next set, that set is forfeit. Teams competing against each other that have common players on both teams must declare which team they will play for during that one match only, after that match they may play for either team again.

RESCHEDULING AND MAKE-UP MATCHES

There are various reasons for teams to re-schedule a match. Full matches or individual sets may be rescheduled. Rescheduling is the responsibility of the two team captains involved.

No make-up matches or sets are allowed less than seven days before the last scheduled date of regular session play. Teams are required to give at least five days' notice to the League Manager before playing a make-up match or set.

The team requesting a make-up match must make every reasonable effort to accommodate the other team's wishes in re-scheduling. If the teams are not able to agree on a date and time before the deadline, neither team receives points for the match and both teams are responsible for weekly fees. However, if the League Manager determines that one of the teams intentionally caused the deadline to pass, that team will forfeit the entire match.

DROPOUT TEAMS

Teams that drop out during a session can create problems for the entire league. It can have an effect on team standings, individual standings, and the prize fund.

A team that starts a session is responsible for the full session's fees. The captain of a dropout team will not be allowed to play in the USA Pool League until *all* fees are paid. Other members will not be allowed to play in the USA Pool League until *their portion* of team fees are paid. Member portions are as follows:

<u>Dropout Team Size</u>	<u>Member Portion</u>
5-Player Team	20%
4-Player Team	25%
3-Player Team	33%

TEAM RESPONSIBILITY FOR FEES

Teams are responsible for weekly fees. Prizes and awards will be withheld from any team that has a balance due until all fees are paid.

REPLACEMENT TEAMS

If possible, the League Manager will fill a vacancy created by a dropout team with a replacement team. The replacement team will accept the points earned by the dropout team and continue the session under the existing schedule. If time and scheduling permits, replacement teams will also have the right to play up to three makeup matches for previous bye weeks created by the dropout team.

If a replacement team is not found, the League Manager will attempt to minimize the effect on the remaining teams. The specific actions are at the discretion of League Manager but may be any one or a combination of the following:

- Erasing some or all of the dropout team's previous matches.
- Awarding average points to remaining teams.
- Converting played matches into byes.
- Awarding the maximum points scored against the dropout team to all teams.
- Any other equitable method.

SLOW PLAY

Continual or excessive slow play can negatively affect the enjoyment of the league. We encourage every player to enjoy league play while playing at a reasonable pace. Complaints regarding slow play should be submitted to the League Manager as soon as possible. The League Manager is responsible for resolving such complaints.

SPORTSMANSHIP

Having fun is the main objective of the USA Pool League. Poor sportsmanship can quickly ruin the fun and excitement for others. Winning with class, losing with grace, shaking your opponent's hand, and congratulating the winning team, are examples of good sportsmanship.

Unsportsmanlike conduct can take various forms and it is covered thoroughly in The Official Rules of CueSports International. However, specific attention will be given to the following:

- Displays of anger or poor sportsmanship
- Intentionally performing below your ability (sandbagging)
- Illegal coaching

The USA Pool League takes this very seriously. The penalties for unsportsmanlike conduct may range from a warning to a lifetime ban.

FALSIFYING DATA

Falsifying league data is a serious offense that can affect team standings, individual standings, prizes, ratings, and more. The USA Pool League has a **zero-tolerance policy** for intentionally falsifying data. Some examples of falsifying data include but are not limited to the following:

- Intentionally recording incorrect scores
- Intentionally placing scores under the wrong player
- Intentionally playing under another name and/or rating

Anyone found to have intentionally falsified league data will be immediately and permanently banned from the USA Pool League and all other leagues and events owned by or affiliated with CueSports International without refund or compensation of any kind. Any awards or prizes won to that point are forfeited.

MANIPULATING DATA

Manipulating data is also a serious offense that can affect team standings, individual standings, prizes, ratings, and more. It is related to falsifying data with a few subtle differences. Some examples of manipulating data include but are not limited to the following:

- Intentionally losing games (also called sandbagging)
- Intentionally not playing to your true ability

Anyone that is found to have intentionally manipulated league data will face the following consequences:

- 1st Offense – Immediately banned from the USA Pool League for a period of at least one year without refund or compensation of any kind. Any awards or prizes won to that point are forfeited.
- 2nd Offense – Permanently banned from the USA Pool League and all other leagues and events owned by or affiliated with CueSports International.

APPEALS

USA Pool League members who do not agree with the application of a specific rule or the outcome of a rule interpretation may file an appeal in the following manner.

- 1st Appeal – Submit a written appeal to the local USA Pool League Manager. The appeal must contain all necessary information and detail to completely understand the issue. Incomplete or a lack of information will result in a denial.
- 2nd Appeal – If you still do not agree with the outcome and/or decision of the League Manager, you may file a written appeal to the USA Pool League National Office. The appeal must contain all necessary information and detail to completely understand the issue. Incomplete or a lack of information will result in a denial.

AGE REQUIREMENTS

The USA Pool League encourages people of all ages to play and have fun. Therefore, there are no age restrictions. However, host locations that may have age restrictions. Therefore, the League Manager and the local bylaws should be consulted.

FINAL AUTHORITY

The USA Pool League National Office is the final authority on all rules, rule interpretations, and rule changes.