

USAPL

USA POOL LEAGUE

Fair and Fun for Everyone!



PLAYER HANDBOOK



Thank You to the Sponsors of USA Pool League



WHAT IS THE USAPL?

The USA Pool League (USAPL) is designed specifically for people who want a fair and fun experience without the intense pressures found in other leagues. **No experience is necessary** and you do not need to already be a “pool player” to enjoy the USAPL.

The USAPL solves many problems that are common in other leagues. In the USAPL, all players have an equal chance of winning, player ratings are accurate, scoring is easy, league prizes are mandatory, and much more.

The USAPL is also powered by FargoRate – the most accurate and only global pool player rating system. All league data flows into FargoRate and player ratings are recalculated each and every day for the entire world!

Our state-of-the-art online League Management System (LMS) makes running the league and viewing league statistics extremely easy. Additionally, the USAPL mobile scoring app makes scorekeeping easier and faster than ever.

USAPL MISSION

The mission of the USAPL is to be the most fair and fun amateur pool league in the world. This mission is at the heart of everything we do. Whether it be the format, scoring system, player ratings, prizes, etc., it must support fairness and fun for players of all skill levels. This is why the USAPL is “Fair and Fun for Everyone!”

Welcome to the USA Pool League!



TABLE OF CONTENTS

WHAT IS THE USAPL?	3
USAPL MISSION	3
TABLE OF CONTENTS.....	4
LEAGUE STRUCTURE	8
MEMBERSHIP BENEFITS	8
FARGORATE.....	9
THE TEAM.....	10
Flexible Team Sizes	10
Flexible Team Skill Levels	10
No Professional Players	10
THE TEAM CAPTAIN	10
THE DIVISION	10
Games Played in the USAPL.....	11
Single-Play Division	11
Double-Play Division	11
THE LEAGUE	12
THE LEAGUE MANAGER	12
LOCAL LEAGUE BYLAWS.....	12
THE USAPL NATIONAL OFFICE.....	12
ONLINE LEAGUE MANAGEMENT / MOBILE SCORING	13
LOCAL PRIZES & AWARDS	13
USAPL NATIONAL CHAMPIONSHIPS – LAS VEGAS!.....	13
Win a Trip to Las Vegas!.....	13
Eligibility Requirements	14
Original Player Requirements	14

LEAGUE FEES	15
GETTING STARTED!	15
Step 1 – Form a Team	15
Step 2 – Join a League	15
Step 3 – Select a Division	15
Step 4 – Receive a Schedule.....	15
Step 5 – Show Up, Play, and Have Fun!	16
SCORING.....	16
OVERVIEW.....	16
LONG & SHORT RACES	16
8-BALL & FASTRACK 8-BALL SCORING.....	17
Game Scoring.....	17
Set Scoring	17
Winning Ball Rule.....	17
Additional Scoring Options	18
9-BALL & 10-BALL SCORING	18
Game Scoring.....	18
9-Ball on the Break Rule.....	18
Three-Foul Rule.....	19
Set Scoring	19
Additional Scoring Options	19
TEAM TOTAL CALCULATION.....	20
Score	20
Margin of Victory	20
Team Penalty Points	20
Team Bonus Points	20
BREAKING TIES	20
SCORING BYE WEEKS	21

SCOREKEEPING RESPONSIBILITY	21
TEAM STANDINGS	21
PLAYER STANDINGS (MVP POINTS)	22
SET SCORING	23
TEAM SCORING	24
GENERAL RULES	25
CHOICE OF TABLE	25
TWO TABLE PLAY.....	25
STARTING THE MATCH.....	25
ORDER OF THE BREAK	25
COACHING.....	25
Coaching Timeouts.....	26
Coaching vs. Communication.....	27
FORFEITS	27
Forfeit the Entire Match	27
Forfeit Individual Sets	27
Scoring a Forfeit.....	28
DUPLICATE PLAYER POLICY	28
PROOF OF IDENTITY	28
ILLEGAL SUBSTITUTION.....	28
ADDING & DROPPING PLAYERS	29
PLAYERS ELIGIBLE ON MORE THAN ONE TEAM.....	29
RESCHEDULING AND MAKE-UP MATCHES.....	29
DROPOUT TEAMS.....	29
TEAM RESPONSIBILITY FOR FEES	30
REPLACEMENT TEAMS	30
SLOW PLAY	30
SPORTSMANSHIP	31

FALSIFYING DATA	31
MANIPULATING DATA.....	31
APPEALS	32
AGE REQUIREMENTS.....	32
FINAL AUTHORITY	32

LEAGUE STRUCTURE

This manual will give you a complete understanding of the USAPL structure, forming a team, winning a division, and winning a free trip to the USAPL National Championships in Las Vegas, NV!

MEMBERSHIP BENEFITS

There are many benefits of playing in the USAPL! Below are just a few.

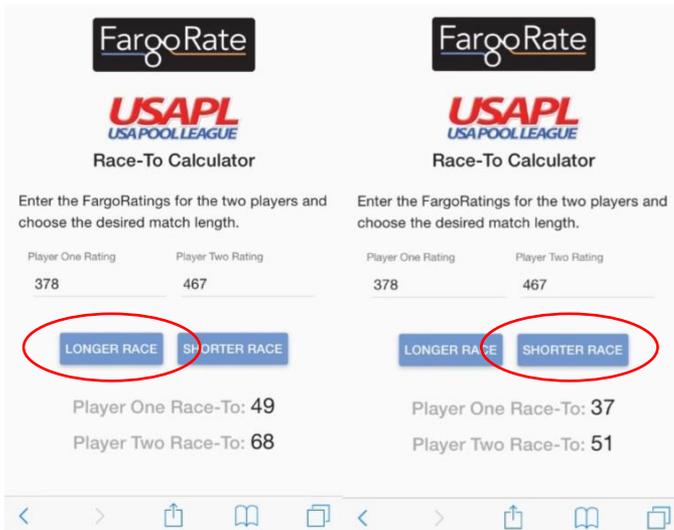
- **Have Fun!** Play with friends and family in a relaxed and unintimidating environment. The USAPL is an amateur handicapped league where all players, no matter what skill level, can win.
- **Win A Free Trip To Las Vegas!** Your chance of winning a trip to the USAPL National Championships in Las Vegas is greater than in any other pool league. Don't take our word for it. Check it out for yourself.
- **Eligibility for State & Regional Events!** We hold numerous state and regional events across the U.S. and internationally. Playing in the USAPL is the best way to become eligible for those events.
- **Online League Management!** All USAPL leagues use our proprietary league management software for free! Players can access their league's schedules, team standings, individual standings, and much more.
- **Establish a World Rating!** All USAPL league data is entered into FargoRate. Therefore, your league play directly contributes to your rating so you can see how you compare to the rest of the world!
- **FargoRate Mobile App!** All active USAPL members get free access to the FargoRate mobile app. Here, you can view your match history, see your rating progress, lookup other players' ratings, lookup fair races between players, find statistical odds, and much more!
- **Official CSI Membership Card!** All USAPL members get an official CSI membership card with their membership number and barcode. This card can be scanned at CSI events for faster service.
- **Special Member Discounts!** USAPL 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 USAPL is powered by FargoRate. All USAPL 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 USAPL National Office. As the player accumulates more games in FargoRate, the effect of the starter rating diminishes. When a person 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 USAPL 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 USAPL team is a group of people, usually friends, family or coworkers, who enjoy fair and fun competition in a social setting. The USAPL 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

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 USAPL National Championships.

No Professional Players

The USAPL 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 National Office. The National 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 in the USAPL

The USAPL offers several options for what game(s) may be played in your local league. League Managers often offer divisions that play different games.

8-Ball – This is perhaps 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 perhaps 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 USAPL 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 USAPL 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 USAPL 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 USAPL 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@playsipool.com

Online: www.playsipool.com/contact

Fax: 702-307-1609

ONLINE LEAGUE MANAGEMENT / MOBILE SCORING

The USAPL offers a modern league management software system complete with a USAPL 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 USAPL 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 USAPL league offers local prizes and awards. Prizes can include travel and/or entry into the USAPL National Championships, entry into USAPL state or regional events, trophies, plaques, banquets, cash, etc. The League Manager will specify the exact prizes and awards for each league.

League Managers to submit weekly payments for the prize fund collected. The prize fund is then held in an escrow account by the USAPL National Office until it is needed for league prizes.

USAPL NATIONAL CHAMPIONSHIPS – LAS VEGAS!

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

Win a Trip to Las Vegas!

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

- Every USAPL league is required to send a *minimum* of one team.
- Every USAPL 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 are still encouraged to register for the USAPL National Championships! Any team or member may register for the USAPL National Championships even if the team or member did not win the trip through their local league. You are always guaranteed the *opportunity* to play in the USAPL National Championships!

Eligibility Requirements

The basic eligibility requirements for the USAPL 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
Teams	8 weeks of regularly scheduled league play during a single session in a single division with the same team

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 USAPL 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 spring session.

Divisions	Original Players Required
Mixed 8-Ball Teams	2
Mixed 9-Ball Teams	2
Women's 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 during the summer or fall sessions.

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

LEAGUE FEES

The USAPL 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 USAPL 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 USAPL is a great way to make new friends!

Step 2 – Join a League

Once you have your team, you're ready to join a USAPL league. To find a league near you, visit www.playusapool.com and click "Find a League." Contact the USAPL 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 USAPL 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 USAPL 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, there are three sets in a match.

The USAPL 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 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	503	54	Game Score	14	3	4	14	14
	SET 1 Timeouts - Gm. #s _____, _____, _____				Total	14	17	21	35
Visitor	Mary Stiles	474	48	Game Score	5	14	TR	4	3
	Timeouts - Gm. #s _____, _____, _____				Total	5	19	33	37

Winning Ball Rule

Any ball that wins a set, must be legally pocketed. 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	503	54	Game	X 2 3	1 4	1 X X	3	X X X	4	1 2 X	14	X X X	14			
				Score	4 5 6	4 7 8 9	10	4 X 6	10	X 5 6	10	X X 6	10	X 5 6	10		
					X X X	10	7 8 9	10	X X X	10	7 X 9	10	X X X	10	7 8 X	10	
SET 1 Timeouts - Gm. #s _____				Total	14	17	21	35	49								
Visitor	Mary Stiles	474	48	Game	1 X X	5	2 3	14	1 2 3	TR	X X 3	4	1 2 3	3			
				Score	X X X	X X 5	10	X X 5	10	4 X X	10	X X X	10	X 8 9	10	X X 9	10
					7 8 9	10	X X X	10	X X X	10	X X X	10	X 8 9	10	X X 9	10	
Timeouts - Gm. #s _____				Total	5	19	33	37	40								

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 USAPL 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. USAPL team limits are as follows.

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

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 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: 09/05/16 DIVISION: 99-16 Monday 8-Ball TEAM: The B-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	Winner / Total
John Harvey	503	54	14	3	4	14	2									51
SET 1 Timeouts - Gm. #s			14	17	21	35	49	51								✓
Mary Stiles	474	48	5	14	TR	4	3	14								Winner / Total
Timeouts - Gm. #s			5	19	33	37	40	54								54

USAPL 9-BALL / 10-BALL SCORESHEET

DATE: 09/05/16 DIVISION: 99-16 Monday 9-Ball TEAM: The B-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	Winner / Total
John Harvey	503	54	23 456 10789	14 456 10789	11 356 10789	3 456 10789	4 123 456 10789	14 356 10789	14 356 10789	14 356 10789	123 456 10789	123 456 10789	123 456 10789	123 456 10789	123 456 10789	123
SET 1 Timeouts - Gm. #s			14	17	21	35	49	51								51
Mary Stiles	474	48	14 356 10789	5 456 10789	14 356 10789	TR 456 10789	3 456 10789	4 123 456 10789	4 123 456 10789	4 123 456 10789	123 456 10789	123 456 10789	123 456 10789	123 456 10789	123 456 10789	✓
Timeouts - Gm. #s			5	19	33	37	40	54								54

GENERAL RULES

The following is an overview of the general rules for USAPL 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 USAPL 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).
- 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 *before* the opposing player acknowledges the timeout, 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 acknowledged, it must be taken at that time. If not taken when called and 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 USAPL 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 USAPL 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 USAPL 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.

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 USAPL until *all* fees are

paid. Other members will not be allowed to play in the USAPL until *their portion* of team fees are paid. Member portions are as follows:

Dropout Team Size	Member Portion
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 USAPL. 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 USAPL 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 USAPL 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 USAPL 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 USAPL 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 USAPL and all other leagues and events owned by or affiliated with CueSports International.

APPEALS

USAPL 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 USAPL 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 USAPL 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 USAPL 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 USAPL National Office is the final authority on all rules, rule interpretations, and rule changes.