

Redwood Empire Pool League

2025-2026 Sessions Scotch Doubles

ACS

BCAPL

POOL LEAGUES

The purpose of the Redwood Empire Pool League is to improve the image of our sport by encouraging friendly competition, fair play and good sportsmanship within all levels of players, from the beginner to the expert.

Here is what we expect from the teams:

1. Remain in good standing.
2. Fill out a Code of Conduct and Ethics agreement the first week of play. **If the league does not receive the signed Code of Conduct and Ethics agreement the first night of play, then that team's scores will not be counted.** Each year all players must sign a NEW Code of Conduct and Ethics agreement, effective June 1st through May 31st of the following year.
3. **Fill out and return your team roster with complete information the first night of play or the team scores will not be counted.**
4. Agree to abide by all policies and procedures set forth by Redwood Empire Pool League.
5. Each member is responsible to pay all established fees and conduct him or herself in a civilized and reasonable manner.
6. Each member is responsible for maintaining his or her eligibility throughout the season. All players must pay an annual **\$40.** registration fee. Each member shall familiarize him or herself with the **Redwood Empire Pool League** rules and conduct.
7. **All players MUST sign a release of liability form to participate in the Redwood Empire Pool League with their legal name**
8. **Dress Code:** Although there are no formal dress requirements in the league (with an exception to the LAs Vegas Tournament), Players are asked to respect the fact that other leagues, associations, clubs or individuals look at us as an example, so dress accordingly.

SCOTCH DOUBLES TEAMS:

1. A team will consist of one man and one woman player.
2. There will be one male substitute and one female substitute allowed.

3. The team captain shall be the team's representative and be responsible for the conduct, attendance, fees and legible paperwork for the team.
4. In the absence of the captain, the co-captain will be responsible for his/her duties.
1. The team captain is responsible for the dues paid and paperwork that accompanies the score sheet envelope until it is handed off to a league official or designated official. **The Home team score** sheet will be the official score sheet. The two Captains should check both sheets to make sure that they are the same.
5. There will be no roster changes after the 10th week of play.

SCORING:

Scotch Doubles will follow Las Vegas format. All ACS / BCA 8-Ball rules will apply and there will be no Time Outs allowed and No Coaching of shots. Each Man/Woman Team will play eight (8) games each night in an alternative shot format. Visiting female breaks first, followed by the home female, visiting male, home male, etc. There will be a ninth (9th) round, which will reflect the total points scored of the eight (8) games played. This round will also be designated by a (W) for the Win and an (L) for the Loss. It is possible to have a tie match. Should this happen each team will then receive 4 and ½ points.

A team will receive one (1) point for each ball he/she has pocketed, plus one (1) point for the legally pocketed 8-ball, for a total of eight (8) points for the win. The loser will receive one (1) point for each legally pocketed ball that he/she pockets.

At the end of the 18-week session, the top half of the teams in each division, decided by the most rounds won, will compete for the bonus trip money to Las Vegas. The bottom half teams will play for money allocated. Team placement for play-off positions and final team rankings, will be determined by number of rounds won; if a tie, then number of games won; and, if another tie, then the total points.

LEAGUE DIRECTOR: The League Director reserves the right to make discretionary decisions as to the placement of teams within divisions and players on teams. This is intended to ensure fairness and similar competitive levels within each division at all levels of play. If the local rules do not cover a specific subject then members should refer to the BCA national rule book.

LEAGUE RULES:

Starting time will be 7:00 pm on Sundays (real time, not bar time) unless otherwise noted.

Each team is allowed five (5) minutes after starting time for players to arrive. After this time, the match must start. After five (5) minutes, the clock starts, allowing five (5) minutes for each match. If a team does not show up to play after 20 minutes, the night will be considered a Forfeit. Forfeits are scored as follows:

- Players that forfeit get a zero (0) for that round.
- Winning player scores 8 points for the winning round.

TEAM MUST PAY ALL DUES FOR FORFEITS.

In the event of a full-night forfeit, the winning team will receive nine (9) round wins and 64 points. The forfeiting team will receive zero (0) wins and zero (0) points.

No team will be allowed to forfeit the last two weeks of play. If this happens, all scores will be factored out of the session and that team will forfeit all of its winnings. Forfeiting teams may be dropped from the league and not allowed to return to future sessions.

The Player shooting or the next shooter from the opposing team or any designated person (third party asked to watch a close shot) may call fouls. **No other player or spectator is allowed to call a foul.** It is the responsibility of the players to keep an eye on his/her game. Any foul called by someone other than the above will not be considered a foul.

A player who repeatedly calls fouls, whether playing or not, will be subject to suspension at the discretion of the league operator.

All players will rack their own break. The opposing player has the right to check the rack. If he/she believes the rack is not correct, then he/she may ask for a re-rack.

If a player inadvertently breaks in the wrong round of play, then that game will be re-played with the correct player breaking as soon as the mistake is realized or identified.

If a player intentionally hits – slaps – bumps or in any other method tries to divert the path of a ball, that will be a ball in hand foul.

Scratch on the break will be be ball in hand anywhere on the table.

If a Player touches a ball and it moves, that will be a ball in hand foul.

NO COACHING OR TIME OUTS.

TEAM PROTEST:

Only team captains may “officially” protest a match. The protest must be declared immediately and not after the game is over. If the two captains cannot agree to a solution, then the steps listed below will be followed.

1. The game will continue under protest.
2. The match will be completed.
3. Both captains will submit IN WRITING their viewpoint of the protest to the League Director within one week.
4. Failure to submit a claim by one Captain will result in favor of the submitting Captain's claim.
5. Failure to comply by both captains will result in the game standing as completed.
6. The decision of the League Director is final.

RULES THAT NEED SPECIAL ATTENTION:

1. **CASH ONLY.** Dues must be paid in cash (no checks) each week with **\$30 per team** in the score sheet envelope to be left at the Home team's location, to be picked up by a league official the day following your match. If a player does not pay his/her dues for that week of play, then the team will not receive points for that week. If a team gets \$30, or more, in arrears they will not receive any points until the monies owed are paid to the league.
2. **BYE.** If there is a BYE in your division schedule you have **3 weeks** to pay: The week before the BYE, the week of the BYE, or the week after the BYE. Your team will forfeit the points for that week and continue to owe the money if the BYE has not been paid by the end of the third week.
3. **SCORE SHEETS** must have full names of players to make things easier on the league official keeping score. All dues paid must be clearly indicated on the score sheet and dues envelope to be accurately documented. It is up to the team captain to make sure each team member is up-to-date with dues paid and properly recorded with the league. A list of player's dues will be provided if requested.
4. **ROSTER CHANGES.** You can play as many players as needed up to the end of the tenth (12th) week of play as long as a new sign-up sheet and National dues (\$40) are provided in the score sheet envelope for that player. **No Code of Conduct, Roster Sheet, no Member Dues or Local Dues means the team's score will not be counted** unless prior arrangements have been made ahead of time with a league official. No roster changes can be made after the tenth (12th) week of play. There is a maximum of four (4) players (2 males/2 females) on one team at any given time. If you are adding a player, you must drop a player to bring your total to four (4) players (2 males/2 females) at one time. We need to know who is being added and who is being dropped.
5. **Team captains must provide legal names and current contact information to league officials with detailed address – city - zip code - phone and email for contact purposes, the first night of play**
6. The decision to postpone or reschedule a regular match must be made at least 24 hours prior to the match or the opposing team captain has the right, if he /she so chooses, to declare a forfeit. **A postponed match must be made up within 3 weeks, or neither team will receive points and monies are still owed to the league.**
7. A minimum of six (6) teams in a division must compete the entire session in order for the first place team to qualify for the ACS / BCA National Championship prize award. This is a ACS / BCA Pool League requirement to play in the Las Vegas tournaments.

8. **PLAYOFFS.** All team players must have played at least **five (5) weeks** of play to qualify for the team playoffs. Players must have completed at least **eight (8) weeks** of play in the session to qualify for the BCAPL Las Vegas Tournament or **eight (8) weeks and forty (40) games** to qualify for the ACS Las Vegas Tournament. Any unpaid dues will have to be paid in full before playoffs for teams and members to qualify in any playoff or risk disqualification.
9. There will be no arguing with the Referee during playoff competition. Any disruption by players in the game or team members viewing the game will result in automatic loss of game at the discretion of the Referee.
10. An Aramith cue ball or equivalent is the official cue ball to be used. Cue balls may not be changed after practice time and before official play starts.
11. It is the captain's responsibility to ensure that every player on his/her team understands and abides by the rules of the game.

PLAYOFFS:

Playoffs will be a race to five (5) in the style of Las Vegas. The highest ranked team will be the home team and will break first. A sub may play if they qualify by playing at least five (5) weeks in that session.

Thank you for joining the Redwood Empire Pool League. Our success will be measured by your success and continued participation in our league program.

**Good Luck, Shoot Well, and most of all ~
HAVE FUN.....**

redwoodempirebcapl.com

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