

Captain Responsibilities & Team Guidelines

CAPTAINS RESPONSIBILITIES

A good, working knowledge of the league documents and procedures will prevent most of the discrepancies that arise during league play. By joining these leagues, the players agree to the rules and procedures as determined by Jenkins Music.

1. It shall be the captain's responsibility to thoroughly educate their team members on the following.
 - A. Using the Fargorate app and BCAPL app
 - B. League rules, score sheet completion and procedures
 - C. Team cap, ranking system and handicap system
 - D. Captain responsibilities and team guidelines
 - E. Inform team members as to the rules covering forfeitures
2. The captain shall have someone appointed to represent them in games or functions they cannot attend.
3. The captain will serve as a go-between to league officers, committee members or league coordinator when any difficulties arise.
4. During the match **both captains** are responsible for the following.
 - A. Ensuring all games in the match are played on the same table
 - B. Verifying the score sheet is correct
 - C. Signing the score sheet
 - D. Placing the white copy in the score sheet envelope
 - E. Placing the weekly fee money in the envelope
 - F. Sealing the envelope and placing it in the drop slot in dart machine or giving it to the bartender when there isn't a dart machine available
 - G. Settling disputes
5. Captains are responsible for confirming all players and subs have paid sanction fees (\$21.00 per person), and completing the sanctioning process at www.jenkinsmusic.net/product-page/bca-pool-league-sanction
 - A. If a player's name is not on one of the weekly standing sheets, they are not sanctioned!

- B. If sanction fees are not paid for all players or subs and a correct email provided the games they play will count as zero points.
NO PAY - NO PLAY!!
- 6. If you must cancel or postpone a match, and want to reschedule, it shall be the captain's responsibility to call **Jenkins Music** at least 24 hours prior to the match. Jenkins Music will notify the proper people.
- 7. It shall be the **Home Team Captain's** responsibility to make certain a copy of the following documents are present at the bar for inspection and computation for the night's match.
 - A. Pool Player Rankings and Pool Team Criteria.
 - B. Score sheet and Captain Responsibilities & Team Guideline
 - 1. The "Captains Packet" should always remain at the home bar.
- 8. Both captains shall be responsible for settling any disputes that might arise during a match. The team captains and players are expected to be adults, decide what to do and continue playing the match.
 - A. Captains resolve any disputes
 - B. If no resolution can be determined, play the game over
 - C. If players refuse to play the game, call the league coordinator
 - D. If there is still no satisfaction, play the game under protest and file a grievance
 - 1. All grievances filed require a \$30.00 fee. Decisions made by the grievance committee are **final**. The team receiving the favorable decision receives the \$30.00 back. Protests must be filed with the league office within 24 hours.

PLAYER'S RESPONSIBILITIES

- 1. Conducting yourself in a respectful manner.
 - A. **Absolutely no abuse of equipment will be tolerated!!**
 - B. **Absolutely no unwanted physical or verbal abuse to a player or patron during league matches!!**

FAILURE TO FOLLOW THESE RULES WILL RESULT IN
EJECTION FROM LEAGUE PLAY, AND ALL LOCAL AND
NATIONAL EVENTS!!!

POOL LEAGUE HOTLINE

You may reach the pool league hotline for rescheduling, questions and league matters in the evenings from 5pm-11pm. Call Jenkins Music @ (307)362-5700.

REFEREES

1. Any player at any time may call for a ref. **Both team captains must mutually agree on choosing a ref who is knowledgeable of league rules and capable of determining a legal shot!** The ref's decision is FINAL, no grievance may be filed on a referee call.

HANDICAP SYSTEM for "ALL LEAGUES"

1. The handicap league spot will begin on the first night of play.
2. Handicap per round will be determined by BCAPL and Fargorate automatically once all players have been entered onto the scoresheet.
3. The max spot will be 6 pts. per round in B and A League.
4. A player substitution may change the handicap based on their Fargorate.
5. An absent player in any division will still need to be entered into the scoresheet. This absent player must be from one of the four original team members that were signed up together. The app will not work correctly if a player is not selected for the absent player.
 - A. The BCAPL app will calculate the handicap. When recording the player vs absent player score, the WF button will need to be selected.
 - B. WF is short for Win-By-Forfeit. These stats will not show in the standings.
 - C. On the paper scoresheet, it will need to be marked in the correct spot who the absent player was.

SCORING & SCORE SHEETS

1. During the match **both captains** are responsible for verifying the score sheet accuracy both on the BCAPL app and the paper copy. The captains still need to sign the paper copy. Team captains are responsible for putting the white copy of the score sheet, and weekly fee money in the

envelope, sealing it, and then placing it in the dart machine drop slot. Leave score sheets at the bar where the match is played.

- A. If the weekly fees are short, (with no explanations) the shortage will be deducted from the **home team's payback**.
 - B. You must include the full weekly fee for 4 players even if one is missing. It is the **team's** responsibility to chip in and make sure the weekly fee is correct.
 - C. **THERE WILL BE ABSOLUTELY NO CHECKS OR I.O.U.s ALLOWED. IF YOU DON'T PAY, YOU DON'T PLAY!**
2. All scoresheets on the BCAPL App need to be submitted at the conclusion of the match. This is the main scorekeeping option this year. Paper copies are going to be used only as backups.
 3. Pencils are the **only** method for marking a paper scoresheet.
 4. Scoresheets should be neat and clean.
 5. There will be a penalty for unacceptable score sheets. **Both teams** will be penalized for each infraction.
 6. If you feel the score sheet was not done correctly, you have the option of not signing the score sheet or filling out a new one. Either way, submit a brief explanation of the reason you do not take responsibility for the way the score sheet was completed.
 7. If a captain, or representative, has attended the score sheet workshop, there will be a 3-week grace period in the which league office will correct any mistakes. After 3 weeks no corrections will be made to any sheets.

PLAYER RANKING & TEAM CAP SYSTEM

1. All "known" members with a record of 20 league games played in a given year in our league have been given a ranking number this year by the league officers. These numbers fall between (8 and 15). The higher the number, the more skilled the player.
2. New players without a ranking will be allowed to enter all leagues with a default ranking of 9.
 - A. **This system shall not be used to slip in a "ringer". All new players are subject to a review of their rank by league officers.**

3. "Team Cap System": This criterion is posted online @ www.jenkinsmusic.net and should be downloaded and placed with the "Team Manual". Please make sure you understand this system! Each player has been assigned a "ranking"; this ranking is separate from your "average". Each league has a "point cap" which must not be exceeded during any round of play.
- A. **"Player Rankings"** are used to make sure a team is not overloaded with higher ranked players during any round of play.
- B. **"Player Average"** is the average amount of ball points that player will make in a single game of pool.

LEAGUE	"POINT CAP"	"Player Cap"
"A" league	No Cap	NO CAP
"B-12" league	42 points total	Only 1-12

4. To use this system any round you play, take the 4 players in the round and look on the ranking sheet for their ranking numbers. The total of their 4 numbers may never exceed the "Team Cap" for the league you are in.
5. If the "Team Cap" is exceeded in any round, the offending team will lose all points for that round. Team captains, watch the "Team Cap" points closely, it is up to you to prevent any team from going over the "Cap".

SUBS

1. A player may not sub in a league in which they are a regular player.
2. A sub must meet "Team Criteria and Cap" guidelines.
3. If a sub has never played in one of our leagues before, you must notify us at least 24 hours prior to the start of the match. We will need to add them to the BCA League Management System for you to find them on the BCAPL App. Failure to notify us will result in you not being able to fill out the scoresheet on the BCAPL App correctly and will cause problems for your match.

4. All un-sanctioned subs are required to pay **\$21.00 sanction fee** their first night of play and fill out a registration form online. Captains should check the standing sheets to make sure all subs listed to play are sanctioned players. If they are not on at least one of the pool standing sheets they have not been sanctioned.
A. If you still have a problem call JENKINS MUSIC @ 362-5700
5. A person may sub for any team until they sub for one team 4 times. On the 4th time they will be considered a regular on that team
EXAMPLE: Jeff subs for team A twice, team B three times, and team C once. He then subs for team B one more time for a total of 4 times. He is now considered a regular on team B.
6. If a sub has no "Ranking" on the RANKING SHEET then you have a "new" player! Ranked 9 **See Player Ranking #2**
7. During the last 3 weeks of play and at the end of the year tournament, a team may only use subs that have played on the team before! Some exceptions to this may occur with prior approval from the committee.

ABSENT PLAYERS

1. **For All leagues**, in the event your team must play with only 3 players because of no subs available, the absent player will score zero (0) points, per round, **for the team**. The absent player will not get credit for games not played. When filling out the scoresheet, mark **ABSENT** in the name area of the paper scoresheet and put the number 0 in for each game. An absent player will be a (10) ranking when computing team spot points.
2. When filling out the scoresheet on the BCAPL App, the absent player still needs to be added to the spot of where they would have played if they were present. The absent player added needs to be one of the original players on the team at the time of signups. This is a must! Failure to add a player will result in the BCAPL App handicap not being calculated correctly.
3. Jenkins Music or the pool league have no recourse to help players that have been 86'd from a bar. The team will have to find a sub and play the match as scheduled.

MAKE-UP GAMES

1. One missing player is not grounds for a make-up game.
2. If you have to cancel a match because of weather or circumstances beyond your control, it is the captain's responsibility to make every effort to notify **Jenkins Music at 362-5700**. If you reach the answering service leave a message, Jenkins will contact the correct people.
3. Non-emergency situations that require a postponed match will, at the very least, require a 24-hour notice prior to the match. The captain will be responsible for contacting **Jenkins Music at 362-5700**.
4. A postponed match must be made up within two weeks after the scheduled match. If the teams cannot agree on a make-up date after the 2-week period is over, **league officers will set the date and place of play.** Any team that does not show up for the make-up match will forfeit.
5. **A.** If a team cancels a match because of a non-emergency situation, or within the 24-hour notice period, the opposing team has the option of where the make-up match will be played.
B. If the cancellation is due to weather or circumstances beyond your control, the site of the make-up match will be at the home team's bar.
6. Any make-up matches not **played or paid for** will result in a forfeit for both teams.
7. **All make-up games must be completed before the last 2 weeks of the season.**
8. **A TEAM CAN ONLY RESCHEDULE TWICE FOR NON-EMERGENCY!! PLEASE HAVE SUBS ON YOUR ROSTER.**

FORFEITS

1. All league matches are scheduled for 7pm start time. All leagues have a 30-minute grace period. If the opposing team has not shown up by 7:30pm, the captain has the following options.
 - A.** Continue to wait for the tardy team.
 - B.** Accept the forfeit.

C. Demand the match be rescheduled.

2. In scoring forfeits, the forfeiting team receives all losses and no wins. The team receiving the forfeit receives 5 rounds won and no losses. **The exception to this rule is during the last two weeks of the season. During that time the team receiving the forfeit will receive their average wins and losses. During the last 2 weeks the league office will figure scoring, turn in a blank sheet with team name on it.**
3. Forfeiting matches will not affect individual averages up or down whatsoever.
4. Both teams involved in a forfeit must pay for that scheduled night of play. **The team receiving the forfeit must pay on that night** or a forfeit will be entered against them. The team forfeiting will pay on their next scheduled night of play. If they fail to do so, the money will be withheld from the payback. Full weekly fees for a full team are due.
5. **ON THE SCORE SHEET** when you are receiving a forfeit you write in all the names and numbers of players present on your team.
 - A. Do not write in any individual points, games played, or wins, this will boost your average out of proportion. The individual points will be added to your final standing sheet.
 - B. Place your weekly fee and scoresheet in dart machine as usual.
6.
 - A. **If a team forfeits 2 consecutive matches in a season, or 3 times during a season, they will be subject to forfeit ALL PRIZE MONEY!**
 - B. **If a team forfeits any game during the last 4 weeks of the season, they will be subject to forfeit ALL PRIZE MONEY**
 - C. **Special circumstances may be subject to committee review.**
7. **Please call Jenkins Music 362-5700 on the night you receive the forfeit!**

DROP-OUT TEAMS

1. If a team drops out of the league any time during the season, the teams that have already played the "dropouts" will have those, rounds won, games won, and team total points subtracted from the records. All individual players will still earn credit for balls made and games won for the end of year payback.

- A. Any future scheduled matches with the "dropouts" will be considered a **BYE**. **Any players or teams dropping out of the league will be subject to forfeit all payback monies!**
- 2. If your team drops out of the league, all members will be disqualified from future leagues for a period determined by the committee.

WEEKLY FEE & PAYBACK

- 1. Weekly fees consist of \$5.00 per player. Each team must remit **cash** money for (4 players \$20.00) each week they are scheduled to play, regardless of whether 4 members played or not. You as members expect the cash to be right at the end of the year, we have no time to cash checks or chase down one absent players money. The **whole** team can pitch in to pay for an absent player, or a player stuck with only a check.
NO PAY-NO PLAY
- 2. The weekly fee is broken down as follows:
 - A. Part goes into the player prize fund. Part goes to the "End of Year Team Tournament, Trophies, League Champion Jackets and Banquet."
- 3. Payback monies are only paid at the Year-End Tournament. If unable to attend, you need to inform Jenkins Music @ 362-5700.

RULES CLARIFICATION

- 1. **SAFETY SHOT** - Calling a safety acknowledges that your turn will be over after the shot and all requirements of a legal shot will apply.
- 2. **BREAKDOWN OF STICK** - Breaking down your stick for a shaft change or jump shots is allowed. Please notify your opponent before doing so. Breakdown of stick for any other reason will be considered **POOR SPORTSMANSHIP** and will be subject to the rules under **SPORTSMANSHIP**!
- 3. **JUMP SHOT** - When attempting a jump shot, your cue tip must strike the top 50% of the cue ball, striking the bottom 50% will be considered a "Scoop Shot" and as such is an illegal shot.
 - A. Unintentional jumping of the cue ball is not considered a foul.

4. “PUSH SHOT” - There will be no such thing as a “push shot” this year in our league. You must shoot a frozen ball or a ball that is only the width of a piece of chalk from the Cue ball at a 45-degree angle.
CAUTION Tournament players should know this is a local rule change only and some areas of the country may still use the push shot rule!

NATIONAL AWARDS, TOURNAMENTS, & ELIGIBILITY

1. Any team or individual active in the local leagues are eligible to participate in many area tournaments and the "National Championships" in Las Vegas NV, regardless of team or individual standings in our league.
 - A. A player must have played at least 36 games to qualify for “Wyoming State Singles & Team Tournament”.
 - B. A player must have played at least 48 games to qualify for the “BCA National Singles & Team Championships”.
2. To be considered an active member and eligible for local and national awards a player shall play a minimum of 50% of the games available to the particular league they are involved in. This is in addition to being deemed an active player by the league officers.
 - A. Some exceptions may occur, subject to league officers’ approval.
 - B. A 12 ranked player may receive awards in the “B-12” division.
3. 40-0 AWARD - Given when a player holds the opponent scoreless during 4 consecutive games. (The player may not pocket both a stripe or solid on the break.) The winner must complete 4 games at 10 to 0.
4. THE 10 AWARD Most 10-0 Games in the season.
5. EIGHT-BALL RUNOUT OR ERO - The only time a player may earn an ERO is in his first approach to the table with 15 balls. This may be accomplished at the break or by the first turn of the second shooter if the breaker made no balls. EROs are made in one turn at the table.
6. MOST IMPROVED PLAYER - nominated.

YEAR END TOURNAMENT ANOUNCEMENTS

The Year End Tournament will be held at the Sweetwater Co. Fairgrounds on April 8th. 9th. 10th. & 11th. Players will be allowed to play on only 1 team during the tournament. The format will be Round Robin with a Calcutta held for all teams. A Hardluck tournament will be available to all teams not making the finals.

STATE TOURNAMENT PLAY REQUIRES A MINIMUM 36 GAMES

see all criteria online at jenkinsmusic.net.

CHANGES as of 2025-26

#1 ALL PLAYERS MUST PAY A \$21.00 SANCTION FEE ONLINE AND HAVE A CORRECT EMAIL OR SCORE SHEETS WILL NOT BE ENTERED.

#2 If you foul on the break your opponent receives ball in hand anywhere on the table.

#3 Any ball jumped off the table is considered pocketed and is a foul, incoming player receives ball in hand. If the 8 ball jumps off the table any time after the break it is loss of game.

**#4 It is a foul to hit the 8 Ball first on any shot except
when the 8 Ball is the object ball.**

**#5 ONLY GREEN OR BLUE CHALK IS ALLOWED!!!
Players using any other chalk will forfeit all games won
and all team points.**

Tournaments

Courtney Ellifritz Memorial – November 6th-8th. Train Station and American Legion in Rock Springs.

Bridger Valley Shootout – December 4th-6th. Bridger Valley, Wyoming.

Jim Buston Memorial – January 8th-10th. Pinedale, Wyoming.

State 8 Ball – March 15th-21st. Casper, Wyoming

Riverton EOY Banquet & Tournament – April 2nd-4th.

Jenkins Music End of Year Tournament – April 8th-11th. Sweetwater County Fairgrounds.

Avery Rogers Memorial – April 30th-May 2nd. Dubois, Wyoming.