

## 8 Galveston Island BCA Pool League – Bylaws

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### 1. Purpose

- The Galveston Island BCA Pool League (GIBCAPL) exists to provide a competitive, fair, and community-driven BCAPL-sanctioned pool league in Galveston, TX.
  - Game play follows Official BCAPL Rules and Galveston Island BCAPL Bylaws.
  - The Galveston Island BCA Pool League (GIBCAPL) is a cash league funded entirely by player dues. Prize money is distributed only from collected funds and is subject to payment compliance. Failure of players or teams to pay dues may reduce or eliminate prize payouts.
    - The League Operator is not personally responsible for unpaid dues or reduced prize funds resulting from nonpayment by players or teams.
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### 2. League Format

- Division 1: Monday Nights, Market Station, 7:30 pm
- A 15-minute grace period is allowed.
  - After the 15-minute grace period, absent players may be subject to forfeiture of their individual matches.
- Game format: 8-ball Round Robin.
  - Each player plays one rack against every opposing player.
- Table size: 8-foot Brunswick.
- The League Operator may add divisions (other nights, venues, or formats) as league interest grows.

### 2026 Calendar Sessions

- Spring Session: January 19 – April 13, 2026
- Summer Session: May 4 – August 10, 2026

- Off May 25 (Memorial Day) & July 6 (Independence Day)
- Fall Session: August 31 – December 7, 2026
  - Off Sept 7 (Labor Day) & Nov 30 (Thanksgiving)

### **Tournaments**

- Galveston Open (Spring 2026): April 24–26 (open to all players).
- Galveston Open (Summer 2026): August 21–23 (open to all players).
- Road to Vegas Shootout: December 11–13 (open to GIBCAPL-sanctioned teams and non-sanctioned teams or individuals.) See more about the Road to Vegas Shootout under “Playoffs” below.
  - Pot Split: 50% Winner | 30% Vegas Fund | 20% Ops.

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### **3. Teams & Rosters**

- 4-player teams: 4 players per match night, roster cap of 6.

#### **OR**

- 5-player teams: 5 players per match night, roster cap of 7.
- Teams may start with 3 (4-player format) or 4 (5-player format) present and missing players may result in forfeited matches.
  - Forfeited matches due to absent players result in the loss of all points for the entire game. 17–0
- Captains are responsible for dues, communication with their team and the League Operator, scorekeeping, and team conduct.
- Fargo Rating Cap will be implemented after two sessions (target Fall 2026), once ratings are stable, to prevent team stacking.
- Reschedules: Opposing team and League Operator must be notified no later than the Friday before the match, by the end of the day. If the opposing team and Operator are not notified, the team accepts a forfeit, and all points for the forfeited game are awarded to the present team. If teams cannot agree on a reschedule, the League Operator has the final decision.

### **Substitution Rules**

- Substitution players are permitted and encouraged when necessary.
- Subs are allowed to play a maximum of 3 games per session.
- Each team may use no more than two substitute players per session and no more than one per night.
- Substitute players are required to register with the league before any league play. They must be BCAPL-sanctioned and registered with the League Operator before they are allowed to sub.
- Substitutes cannot be used during playoffs or Road to Vegas Shootout events.
- Intentional abuse of substitution rules for competitive advantage (e.g., stacking lineups) may result in loss of points or forfeit at the League Operator's discretion.
- Subs are not eligible to win prize money.
- After a substitute has played three matches in a session and they desire to play again, they are considered a rostered player and must occupy an available roster slot.
  - If a team is already at its maximum roster size, the team must drop an existing rostered player for the sub to continue session play.

Intentional abuse of substitution rules for competitive advantage may result in loss of points, forfeiture of matches, or further discipline at the League Operator's discretion.

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#### **4. Dues & Fees**

- Weekly dues = \$15/player.
- 4-player team: \$60/week → 12 weeks = \$2,880 gross.
  - Prize Fund = \$1,900
  - League Ops = \$980
  - Payouts: 1st \$1,000 | 2nd \$600 | 3rd \$300 | 4th Round of Drinks on the LO

- 5-player team: \$75/week → 12 weeks = \$3,600 gross.
  - Prize Fund = \$2,400
  - League Ops = \$1,200
  - Payouts: 1st \$1,200 | 2nd \$800 | 3rd \$400 | 4th Round of Drinks on the LO
- Dues must be paid before play begins. If unpaid after two weeks, players/teams forfeit until they are caught up, resulting in a loss of points for that week's match.
- Forfeited games and matches, for any reason, still owe dues, as they directly affect prize funds for the entire league.
- Unpaid dues must be covered by the captain/team or risk suspension/eligibility loss. Teams are encouraged to pay upfront at the beginning of the Season to eliminate the need to manage weekly payments and to ensure the prize fund.
  - 4 Player Teams: \$720 for session (\$180 per player)
  - 5 Player Teams: \$900 per session (\$180 per player)

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## 5. Scoring System

- 4-player format: 272 points available per night → 3,264 max per 12-week session.
- 5-player format: 425 points available per night → 5,100 max per 12-week session.

## Match Night Structure

Each match night consists of a true round robin format in which four (4) or five (5) players from each team compete against one another. Each player plays four (4) or five (5) individual matches, for a total of sixteen to twenty-five (16 or 25) matches per team matchup.

## How to Score

- Winner's Score: Automatic 10 points + 1 point for each of the opponent's balls left on the table.

- Loser's Score: 1 point per ball pocketed.
- Total per rack: Always = 17.

#### **Example:**

- Player A wins, opponent has four balls left. Opponent pocketed 3.
- Player A =  $10 + 4 = 14$ .
- Player B = 3.
- Total = 17.

#### **Special Cases**

- Break and Run (BR): 17-0.
- Table Run (TR): 16-1 (opponent breaks dry, winner clears).
- Win by Forfeit (WF): 16-1 (applies if the present player forfeits, not absent).
  - Team forfeits entire match due to not meeting roster minimum → opposing team gets max nightly points for that match.
  - Individual forfeits during play → 16-1 per rack forfeited.

#### **5A. Forfeit Clarification**

- **Present Player Forfeit:** If a player is present but forfeits a rack or match during play, the rack is scored 16-1. The forfeiting player receives one (1) point for presence.
- **Absent Player Forfeit:** If a player is absent and unable to compete, all individual matches involving that player are scored 17-0 in favor of the opposing player.
- **Team Forfeit:** If a team fails to meet the minimum roster requirement, the team forfeits the entire match and the opposing team receives maximum nightly points.

#### **Playoff Points Available Per Session**

- 1st Place: +50 pts

- 2nd Place: +25 pts
  - 3rd Place: +10 pts
  - 4th Place: +5 pts
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## **6. Session Bonus Points**

- Payment Bonus: +5 points per week if dues are paid before play. Max: 60 per session.
  - Teams that pay the entire session upfront receive a one-time, upfront +100 point bonus for that session.
- Sportsmanship Bonus: +25 points for teams with no violations of sportsmanship, conduct, or scoring violations, as determined by the League Operator. Points will be awarded at end of session.
- Recruitment Bonus: +10 points per new player (not previously registered with GIBCAPL) who plays at least six (6) of twelve (12) weeks. Max: 2 per session (20); 60 per calendar year.

**Total Bonus Points Available per Session: 145**

**Total Bonus Points Available per Calendar Year (3 sessions): 435**

## **Notes & Enforcement**

- Bonuses apply only when conditions are met and noted on the weekly scoresheet.
  - Payment bonus requires all dues paid before play begins. The team automatically gets all 60 points if they pay before match play and +100 upfront for the session.
  - Violations that negate sportsmanship are defined in the bylaws (conduct, scoring integrity, forfeit protocol below).
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## **7. Sportsmanship & Conduct**

All players are expected to conduct themselves in a respectful, sportsmanlike manner at all times.

Unsportsmanlike conduct includes, but is not limited to:

- Verbal abuse, intimidation, or harassment of opponents, teammates, spectators, or staff
- Cheating, score falsification, or intentional misreporting of results
- Refusal to pay dues or comply with league financial obligations
- Intentional disruption of play or excessive arguing
- Manipulation of substitutes, rosters, or FargoRate for competitive advantage
- Repeated late arrivals or failure to meet roster minimums
- Refusal to accept League Operator rulings

Penalties may include warnings, loss of points, forfeiture of racks, matches, or sessions, suspension, or removal from the league at the League Operator's discretion.

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## **8. Disputes & Rulings**

- All disputes must be raised immediately and before the next shot is taken.
  - Once play continues, both players are deemed to have accepted the outcome, and the issue is considered closed.
  - The League Operator's ruling is final. Continued argument or refusal to accept a ruling may result in forfeiture of points, match, or result in a session or league ban at the Operator's discretion.
  - The League Operator reserves the right to make rulings in situations not explicitly covered by these bylaws in the best interest of fair play and league integrity.
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## **9. Playoffs Structure**

- Qualification: The top 4 teams advance to the playoffs.
- Format: Single elimination.

## **Matchups**

- 1st place vs. 4th place
- 2nd place vs. 3rd place

Finals: Winners meet for the championship.

**Match Format:** Same as regular session format, using a true round robin structure (sixteen (16) matches for 4-player teams or twenty-five (25) matches for 5-player teams), scored using the 17-point system.

**Tiebreaker:** If tied after all matches → sudden-death rack (one player chosen by each captain).

## **Playoff Points (carry into standings)**

- 1st Place = +50 pts
- 2nd Place = +25 pts
- 3rd Place = +10 pts
- 4th Place = +5 pts

**Notes:** Playoff points are added to regular session totals to determine final standings for Vegas Qualification. The team with the most points at the end of the calendar year wins the Vegas Nomination. All three session totals roll into calendar year totals to determine Vegas eligibility.

Playoff matches are scheduled the week immediately following the last regular session week (with flexibility for holidays/venue conflicts – see schedule).

## **Session Cash Prize**

The session cash prize is awarded to the playoff champion, regardless of regular session cumulative points. Regular season points are used solely to determine playoff qualification and Vegas Qualification at the end of the Calendar year.

## **Vegas Qualification**

The team with the highest cumulative point total across all three calendar-year sessions, including regular-season, playoffs, and applicable bonus points, earns the right to represent the Galveston Island BCA Pool League at the BCA Pool League World Championship in Las Vegas, Nevada.



Playoff results do not override cumulative points for Vegas qualification.

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## **10. Vegas Qualification & Fundraiser**

- To be eligible to attend the BCA Pool League World Championships in Las Vegas, Nevada, you must have played 8 weeks during one of the three 12-week sessions in a calendar year. NO ACCEPTATIONS. This is a CueSports International (CSI) rule.
  - The winner of the calendar year (team with the highest cumulative points across all three sessions + playoffs) earns the right to represent Galveston Island BCAPL at the BCA Pool League World Championship in Las Vegas, Nevada.
  - Road to Vegas Shootout: Operates as a fundraiser event. The prize pot is split: 50% to the winning team, 30% to the Vegas Fund (regardless of team identity, the Vegas pot always goes to the first-place team that won the points standings during all three sessions of the Calendar year), and 20% to Ops.
  - If the first-place team declines the opportunity to compete in Vegas, the opportunity passes to 2nd, then 3rd, then 4th place. If no full team accepts, the Vegas Fund may be used for individual, doubles, or scotch doubles entries as per the League Operator's discretion.
  - If no players participate in Vegas during that year, the Vegas Fund rolls forward to the following year.
  - Note: Galveston Island BCAPL is not guaranteed a free spot at the Vegas tournament. If CSI awards one, the calendar year points leader receives the free spot in addition to any support from the Vegas Fund and tournament pot. All players accept full financial responsibility for the Vegas Tournament, excluding the Road to Vegas Shootout Prize Pot. Teams are encouraged to save their session winnings and use them towards Vegas entry.
  - Any team or individual may enter the annual Vegas Championship by covering their entry fee and travel expenses. GIBCAPL strongly encourages all teams and individual players to attend Vegas if possible.
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## 11. BCA Official Rules

For full rules of play, refer to the official BCA Pool League rules:

 [BCA Official Rules](#)