

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: February 2nd thru May 18th, 2026
 - No Play: April 6th
 - Makeup or Playoff week (if needed): June 1
 - Off Season: June, July
- Fall Session: August 3rd thru November 16th
 - No Play: September 7th
 - Makeup or Playoff week (if needed): November 23rd
 - Off Season: December, January

3. Teams & Rosters

- 4-player teams: 4 players per match night, roster cap of 7. Teams may not add new players after week 5.
- Teams may start with 3 (4-player format) present, and missing players may result in forfeited matches. A 20-minute grace period is granted for all 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, understanding rules and bylaws, and team conduct.
- Fargo Rating Cap will be implemented (target Fall 2026), once ratings are stable, to prevent team stacking and unfair advantages.
- 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 when necessary. However, you must have an open roster spot to utilize a substitution. Teams are encouraged to add subs to their rosters.
- Subs are allowed to play a maximum of 25% games per session. (may vary per season)
- 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.
- After a substitute has played 25% of the 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.

4. Dues & Fees

- Weekly dues = \$20/player.
 - 4-player team: \$80/week → 10 weeks of play (5 BYES) = \$800
 - Weekly Fund (Points Winner) = \$120
 - League Ops = \$40
 - The team with the highest total points each match night receives the weekly \$120 payout. \$40 is retained by the LO to recover the 2026 member sanctioning fees that were paid in advance on the member's behalf.
 - Dues must be paid before play begins. If unpaid after the match, 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: \$800 for session (\$200 per player)
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5. Scoring System

- 4-player format: 272 play points available per night → 2,720 max per 15-week session (with each team having 5 BYES). Bye weeks are equal and do not award points to keep things fair and balanced.

Match Night Structure

Each match night consists of a true round robin format in which four (4) players from each team compete against one another. Each player plays four (4) individual matches, for a total of sixteen (16) 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

- **8-Ball Made with a Scratch:** If a player pockets the 8-ball and scratches in the same shot (outside of the break), the game is lost. The score is recorded as 10-7.
 - **Scratch While Attempting the 8-Ball (Missed 8-Ball):** If a player scratches while attempting to pocket the 8-ball and does not pocket the 8-ball, it is a foul only. The incoming player receives cue ball in hand anywhere on the table and continues play. Standard scoring continues from that point.
 - **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.
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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.
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Playoff Points Available Per Session (Only if Playoffs are played)

- 1st Place: +50 pts
 - 2nd Place: +25 pts
 - 3rd Place: +10 pts
 - 4th Place: +5 pts
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6. 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, staff or league operator
- 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
- Frequent intoxication that results in disruption of League play

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.

7. 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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Vegas Qualification

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

Any other qualifying player or team may also compete in Vegas.

There is ***no official Vegas Prize Money fund**, and CSI/BCAPL or Galveston Island BCA Pool League does not offer a travel stipend; all teams and individuals accept financial responsibility for their participation.

****Exception: Road to Vegas Shootout Fundraising Event. See details below.***

8. Vegas Qualification & Fundraiser (Optional Fundraising Event to raise money for Vegas Travel)

If this event is not played, then the team(s) wanting to go to Vegas pay their own way.

- 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 two 15-week sessions in a calendar year. NO EXCEPTIONS. This is a CueSports International (CSI) rule.
- The winner of the calendar year (team with the highest cumulative points across all sessions + playoffs (if played) 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 if all teams agree to participate. The prize pot is split: 50% to the winning team, 40% to the Vegas Fund (regardless of team identity, the Vegas pot always goes to the first-place team that won the points standings during the calendar year's sessions), and 10% to Ops.
- If the first-place team declines the opportunity to compete in Vegas, the opportunity and cash prize fund 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 the calendar year, the Vegas Fund rolls forward into the next calendar 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 if played. Teams are encouraged to save their session winnings and use them towards entry to Vegas.
- 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.

9. BCA Official Rules

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

 [BCA Official Rules](#)

9A. Modifications to Official Rules

The Galveston Island BCA Pool League (GIBCAPL) follows Official BCAPL/CSI Rules unless otherwise noted below. The following modifications are adopted to promote competitive balance and fairness across varying Fargo skill levels.

Break Scratch Rule Modification

In GIBCAPL play, a scratch on the break does not result in the cue ball in hand anywhere on the table. Instead, the incoming player will have cue ball in hand behind the headstring.

This modification is intended to reduce immediate run-out advantages and promote more balanced play across all skill levels.

8-Ball Break Clarification - Pocketing the 8-Ball with a Scratch

If a player pockets the 8-ball on the break and also commits a foul (including a scratch), the game is not won. The incoming player has the option to:

- a. have the 8-ball spotted and take cue ball in hand behind the headstring, or
- b. require a re-rack and take the break.

This modification replaces the standard “ball in hand anywhere” rule and is intended to maintain consistency with GIBCAPL break foul rules and competitive balance.

These bylaws are subject to revision, modification, or clarification by the League Operator and will be updated if necessary.

All League Operator rulings will be made in good faith and in the best interest of fair competition and league integrity.