

Diablo Valley Pool League

Open/Mix Rules 2026

Original rule numbers are retained for references

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1. About DVPL Open/Mix League

Source: Introductory language before Original Rule 1

DVPL Open/Mix League is a BCAPL-sanctioned league. This document is the official DVPL rules and operations document. When revised, the revision date will appear on the document, reflecting the pre-season membership meeting date when rule changes are proposed and adopted. These documents are available on our website, <https://dvpool.com/>.

DVPL has rules for weekly league play that do not always follow BCAPL National League competition rules. For example, DVPL allows one time-out per game during regular league play, even though time-outs are not allowed in BCAPL Nationals Team competition. DVPL also allows the players to agree on someone from either team, or a third party known to DVPL, to judge a shot; at BCAPL Nationals, an official referee may be called.

Original Rule 17

For 8-ball rules not specifically addressed by DVPL, players should follow the BCAPL-CSI Player Handbook and become familiar with the current rules of the game. The handbook may be downloaded from playbca.com or on our website.

We continue to use LMS (League Management System) which reports your results to FargoRate. There are a few issues with it, the main one being that we must add 2 points to the winning score when inputting our number into it (i.e. an 8-7 match is entered as 10-7). We use a 15-point system and BCA uses a 10 or 17-point system. You can see your matches played on the FargoRate website, but their standings and averages will not match ours.

2. Teams, Rosters & Alternates

2A. Team Composition

Original Rule 4 - team composition portion

Teams are composed of a minimum of four players, with as many alternates as the team chooses to carry. DVPL is a four-player team competition, and teams are expected to try to field a full team each week.

Any player whose team is already playing blind because of their absence will not be permitted to show up to that match. The opposite captain has the authority to either ask that the player be added to the lineup or ask the player to leave the premises.

2B. Roster Deadline & Captain Materials

Original Rule 21

Roster sheets must be submitted by the fourth week of league so DVPL can complete sanctioning. The captain's folder, including schedules, captains list, scoresheets, and captains meeting minutes, is distributed during the second week of play to your team's home bar.

2C. Alternates & Player Replacement

Original Rule 26

Each team is responsible for having four players on league night. If a team loses a player after the halfway point of the session, DVPL will offer an alternate. If the team rejects the DVPL-supplied alternate and available blinds have been used, the missing player's score will be zero and the full \$40 fee is expected. An alternate has no financial obligation unless agreed with the captain. If an alternate pays, we give them a payout at the end of the season.

2D. Moving Between Teams

Original Rule 27

A player is allowed to move from team to team only once per season. Player moves are not allowed after the second half of the season begins.

2E. Adding New Players

Original Rule 28

Please include FULL NAMES for a player not on your roster. No new players may be added after the first half of the season unless approved by DVPL. Teams should use their blinds when necessary. The penalty for bringing a new player after half session without approval will be loss of any rounds scored by the player.

2F. Team or Player Withdrawal

Original Rule 29

If a team drops out, any money already paid goes into the pot and all matches played by that team are removed from the statistics.

Original Rule 30

If a player walks out on a team after the first round has been played, the completed score is kept, and the remaining games are played as a blind. Handicap must be re-calculated with the (3) players remaining.

3. Player Averages & Handicap

3A. Handicap

Original Rule 1

The handicap is currently 150%.

Original Rule 2

There is no maximum ball cap on the handicap.

3B. Starting & Established Averages

Original Rule 3

A player's average is calculated by dividing points scored by the number of games played. We begin a season using the previous season's average or the last established season in which the player completed at least 3 matches or 12 games. On week 4 we start using our adjusted average. A new player without an established average starts at 8.00 for a male player and 6.50 for a female player until 3 matches (12 games) are played and a new average is established. The DVPL reserves the right to adjust these starting averages as necessary to be fair to all players.

Original Rule 37

4. Single and Double Blinds

4A. Using a Blind

Original Rule 4 - blind portion

Unlimited blinds are not allowed. A player may not arrive and enter the match after the team is already using a blind for that player unless authorized by DVPL and agreed by both captains. Blinds must be written in the last position on the scoresheet (position 4 or 8 on the scoresheet). To calculate a blind average, add the averages of the three players present and divide by 3. Each player will play 1 additional game, and the opponent will choose the opponent in the final round. **Please indicate which player plays the last blind for LMS purposes.** If there is no indication, the result for that game will be recorded in LMS under the player with lowest average.

4B. Season Limits & Penalties

Original Rule 5

A team may use a maximum of 7 single blinds and 1 double blind per season. Blinds used beyond the allowed season limit results in a 1 round-point penalty.

4C. Using Blinds in Position Rounds

Original Rule 6

Blinds may not be used during position rounds. Using a blind in a position round results in a 1 round point penalty (provided a team has won at least one round). The point is deducted from the offending team's overall round total and is not awarded to another team. Blind positions are placed at the bottom of the lineup on the scoresheet: position 4 for the home team or position 8 for the visiting team.

4D. Double Blinds

DO NOT put Player 1, Player 2, Blind, Blind. Since each player will play 8 games, enter it as Player 1, Player 2, Player 1 and Player 2 and their current average.

5. Match Night Procedures

5A. Start Times, Blinds & Forfeits

Original Rule 7

All matches start at 7:30 p.m. If a full team is not present by 7:45 p.m., blinds are to be used. If there are not enough players present by 8:00 p.m. and there was no communication between teams or DVPL, even with a blind, the match is a forfeit. We avoid giving any team free rounds.

The Home Team completes the scoresheet first (team number, home bar, names and current averages).

5B. Rescheduling

Original Rule 7 - rescheduling portion

Reschedules are allowed only when planned at least one week in advance. A team may not arrive at the scheduled match and expect the opponent to agree to a reschedule unless there is a reasonable explanation or the captains have already been communicating about the situation.

5C. Forfeit Scoring & Fees

Original Rule 8

If a forfeit occurs during the last 8 weeks of league, the non-forfeiting team receives its average round points plus 1. Before the last 8 weeks, the non-forfeiting team automatically receives 5 round points and the forfeiting team receives 0. Both teams are responsible for their \$40 fees. **All efforts should be made to avoid forfeits.**

5D. Game Played Out of Turn

Original Rule 15

A game played out of turn still counts for the match. Record the score in the position where it belongs on the scoresheet.

5E. Practice During the Match

Original Rule 16

Practice play is not allowed once the match is underway.

6. Time-Outs, Coaching & Shot Clock

6A. Time-Out Basics

Original Rule 9

One time-out per game is allowed for current and returning players. The time-out limit is 60 seconds and is intended to be handled cordially between players.

- Only the shooter at the table may call the time-out. Teammates may not call a time-out for the shooter.
- Before consulting a teammate, the shooter must tell the opponent that a time-out is being called.
- If another player on the shooter's team suggests a time-out, it is a coaching foul and the opponent receives ball in hand. Teammates and friends should be made aware of this rule.

- Only one player may exchange information with the shooter during the time-out; the entire team may not participate.
- The non-shooting player may not talk with teammates while the opponent's time-out is in progress.
- If the opponent is timing the time-out, the opponent gives a 10-second warning. Exceeding 60 seconds is a foul and results in ball in hand for the opponent.
- If five or more teammates are present, even though only four are playing the match, any one of the teammates present may be selected for the time-out.
- If you intend to time your opponent's time-out, advise the opponent that you are doing so.

6B. Time-Out Exception

During a new player's first four weeks, a time-out may be called by any player on that player's team.

6C. No Coaching While Away From the Table

Original Rule 10

While a player is in a game but away from the table, the player may not discuss the game with teammates or bystanders.

6D. Slow Play & Shot Clock

Original Rule 11

A 60-second guideline may be imposed on individual shots for slow play. If a player is observed playing slowly, the opposing captain may notify that player's captain. The captain should instruct the player to speed up, or a 60-second shot clock may be applied to both players for the remainder of the game. Once invoked, the shot clock must apply to both players for the rest of that game.

7. Game & Shot Rules

7A. Close Calls & Watched Hits

Original Rule 12

The non-shooting player is responsible for having a close-call hit watched. A shooter preparing for a close-call shot must not rush the shot to prevent the opponent from requesting a judge. The opponent must notify the shooter before the shooter is down on the shot. Both players should agree on one person to judge the hit and on the criteria that will determine a fair or foul call. Cell phones are not allowed while watching a hit. If no one was asked to watch a hit, the call goes to the player.

7B. Intentional Loss / Unsportsmanlike Foul

Original Rule 13

A player may not intentionally pocket the 8-ball out of turn or otherwise intentionally foul to lose the game on one shot. This is unsportsmanlike conduct. The game is scored 8-7 in favor of the non-offending shooter, and the offending player's team loses that round regardless of the round-point total. This is different from a strategic intentional foul made to improve position and ultimately win the game.

7C. Early 8-Ball Before Groups Are Established

Original Rule 14

If the 8-ball is pocketed early before the player has established solids or stripes, it is a loss of game. The player receives the score based on the group with the most balls pocketed. Example: if 2 stripes and 1 solid were pocketed, the score is 13-2.

7D. Other BCAPL 8-Ball Rules

Original Rule 17

As this is a BCA league, we follow BCA rules. If a ball is disturbed by any part of your body, clothing or equipment, it is not a foul UNLESS the disturbed ball influences the outcome of the shot. All other 8-ball rules not specifically covered by DVPL are governed by the BCAPL-CSI Player Handbook.

7E. Phones, Texting & Earbuds

Original Rule 18

Players are not to wear headphones or earbuds or text on a phone while playing a game. The penalty is ball in hand for the opponent.

8. Scoresheets & Reporting

8A. Submitting Scoresheets

Original Rule 22

Teams are to text, email, or message DVPL a copy of the scoresheet the night of league or the following day. The physical envelopes/scoresheets should be turned in to Vinnie's by Wednesday night or Friday night at the latest. If they are not turned in by then, the team is penalized one-half (1/2) round point.

8B. Visiting Team Responsibility

Original Rule 23

The visiting team is responsible for taking the envelope and placing it in the black box at Vinnie's Bar.

9. Position Rounds, Standings & Tiebreakers

9A. Position Rounds

Original Rule 24

DVPL currently uses 2 position rounds per season, in the middle and at the end. The team leading the standings receives home-bar advantage if scheduling allows it. Handicap and fees apply, and the results affect the standings. If there is an odd number of teams, one team will not have an opponent for the position round; that team receives no round points and owes no fees for that position round.

For the last Position Round of the season, the winner of the final total round will receive one additional round point (the final round will be 6 points).

9B. Tiebreakers

Original Rule 36

Position-round matches are not used to break ties between teams. Ties are resolved in this order:

- Tiebreaker 1: The team that won the most round points in the regularly scheduled head-to-head match or matches.
- Tiebreaker 2: If still tied, count the games won between the tied teams in their regularly scheduled head-to-head match or matches.
- Tiebreaker 3: If still tied, count the total games won by the tied teams for the entire season.

10. Fees & Payments

10A. Player Seasonal & Weekly Fees

Original Rule 33 - fee portion

Individual seasonal fees are \$55 per player:

\$25 scorekeeper fee

\$10 seasonal fee that goes toward the pot

\$20 BCA sanction fee.

If a player is BCA sanctioned elsewhere, please let us know so that we can confirm and not charge the BCA fee. The BCA fee is valid for the calendar year; any fees paid in 2026 will allow you to play in Las Vegas in 2027. All seasonal fees are due by the fourth week of play. Weekly dues are \$10 per week per player. Please no checks,

we prefer Zelle or Venmo. Please send one payment for the team and list the breakdown among players with your payment.

BCA charges the \$20 sanction fee when a player plays one match. However, we will charge a player on the second match played. Uncollected charges are taken from the team's payout.

10B. Outstanding Balances & Sponsor Fees

Original Rule 33 - payment/penalty portion

By the halfway point of the season, a team is penalized 1 round point for each week that the team owes more than \$80. Sponsor fees are also due by the fourth week and are listed as \$125 per team. Captains are responsible for communicating fees to their players and that at a minimum, \$10 needs to be paid every time they play.

10C. Forfeit Fees

Original Rule 8 - fee portion

When a match is forfeited, both teams remain responsible for their \$40 fees.

10D. Non-Coin-Op Table Payments

Original Rule 32 - payment portion

For non-coin-op tables, teams pay the bar directly. Paddock Bowling Alley, Champion Snooker and Cue 'N Brew charge \$12 (\$3 per player).

11. Venues & Equipment

11A. Non-Coin-Op Tables

Original Rule 32 - table portion

Cue 'n Brew allows DVPL players to use two 8-foot tables. Coin-operated tables remain available for patrons.

11B. Cue Balls

Original Rule 34

DVPL no longer provides cue balls to captains at the beginning of the season.

11C. Table Size & Equipment Return

Original Rule 35

A venue may allow coin-operated tables or larger non-coin-operated tables for league play. DVPL is predominantly a small-table league, but if both captains mutually and cordially agree to use larger tables, DVPL permits it. Some sponsors have only larger tables, in which case there is no choice. Captains must return non-coin-op balls to the bartender after the match.

11D. League Authority to Move Matches

Original Rule 39

DVPL reserves the right to move matches to a different location to spread matches as evenly as possible among sponsoring bars. This applies to weekly matches and position-round matches.

12. Sportsmanship & Conduct

12A. Sportsmanship Expectations

Original Rule 19

Players and teammates are expected to treat one another and their opponents, as well the bar and its patrons with courtesy and respect. League play should be competitive and enjoyable. Players are encouraged to shake hands before and after games, acknowledge good shots, know the rules, and give their best effort. Sandbagging or deliberately keeping wins modest to influence a handicap is considered poor sportsmanship.

12B. No Sharking

Original Rule 19(c)

Sharking is any act designed to upset an opponent or disrupt concentration during a game. Examples include profanity, sarcastic comments, refusing to acknowledge an obvious foul, standing in the opponent's line of vision, or creating sudden noise. This rule also applies to people supporting or cheering for a player or team.

12C. Resolving Disputes

Original Rule 19(d)

Disputes should be handled calmly. Players should state the facts of what occurred and their understanding of the applicable rule rather than raising their voices. Team captains may be asked to listen and moderate the discussion so the dispute can be resolved equitably. All communication regarding disputes must be submitted via email to diablovalleypoolleague2025@gmail.com.

12D. Respecting Sponsors & Others

Original Rule 19(e)-(f)

Players must respect host venues and their equipment. Whether home or away, players represent both their sponsor and DVPL. Players are not to attend other teams' matches to harass, shark, distract, or otherwise interfere with the competing teams and should stay away from those tables. No one is to e-mail the captains on their own. If there is something anyone wants to share, it must go to league directors first.

12E. Discipline & Participation

Original Rule 20

DVPL reserves the right to refuse participation to anyone believed to have poor sportsmanship or to owe money, **with or without warning**. If a warning is provided, it will remain in effect for one year from the warning date. A fine may also be imposed (\$100 first offense, \$200 second offense).

At DVPL's discretion, teams may be penalized 1 round for egregious unsportsmanlike conduct in addition to the player being warned or placed on probation.

- 1st offense: Verbal and/or email warning and a possible \$100 fine.
- 2nd offense: Suspension for 4 weeks of play and a possible \$200 fine.
- 3rd offense: Player is removed from the league.
- If a removed player continues to show up and play, all scores earned by that player become zero.

13. Awards & Eligibility

13A. Money League / Payout Categories

Original Rule 33 - awards portion

DVPL is a money league. All teams and players are paid, along with the top 3 most improved male and top 3 most improved female players.

If there is a tie after the final position round, the tiebreaker rule will determine the standing, however the payout will be split evenly between the teams.

13B. Most Improved Qualification

Original Rule 38

To qualify for top 3 most improved female and male prize money, a player must play at least 60% of the available games

For the end of year tournament, we do a blind draw, single round format. Everyone will pay \$10 to enter plus the \$300 reserved from the payout. We will add \$10 for table time to the sponsor.