

RVA-JBC: TRIOS MIXED LEAGUE BYLAWS AND RULES

TRIOS: This is a 3-player team format that provides alternating rounds of 8-ball, 9-ball and 10-ball in singles and scotch doubles competition, all played on the same day.

To start... The visiting team will throw first in 8-ball, then it will alternate from there. (The home team will throw first in 9-ball followed by the visiting team throwing first in 10-ball.) The teams will each throw 3 players for each round consisting of at least 1 junior player and capped at (14) points for total max skill level (SL).

If you exceed the Max SL of 14, you will forfeit ALL points from that round! PLEASE, double check your players' SL's on the back of your scoresheets every week. Players can go up or down from week to week. So don't just assume they are the same as last time they played. ALL STATS will be sent out each week for all players to view.

On the scoresheet, write in players' names and SL's (try to match juniors to juniors if you can). They will play the player written across from them on the scoresheet. So, player 1 plays player 1 twice, alternating breaks. Then player 2 plays 2, the same way, etc. Then, scotch doubles will be played as players 1 & 2 play players 1 & 2 twice, alternating breaks. Then players 2 & 3 play 2 & 3, the same way, etc.

Every match will be scored with a 1 or a 0 plus any handicaps added.

HANDICAP POINTS AWARDED IN SINGLES ROUNDS

In the Singles rounds, the total SL's of the players on that team in the round are added up. Handicaps are a .25 per point difference. This means if there is a 2 point variance between the total of the SL's thrown, it would be a handicap of .5 ($2 \times .25 = .5$) with the .5 rounding up to 1.

Example: 13 to 11 = 2 point difference.

($2 \times .25 = .5$ rounding up to 1) = 1 point handicap point awarded.

Another Example: 13 to 7 = 6 point difference.

($6 \times .25 = 1.5$ rounding up to 2) = 2 handicap points awarded.

This chart will be provided on the scoresheet.

Total Skill Level Difference Per Round (Singles)	Handicap Points Awarded
2, 3, 4, 5	1
6, 7, 8, 9	2

HANDICAP POINTS AWARDED IN DOUBLES ROUNDS

Just like in the Singles rounds, in the Scotch Doubles rounds, you will need to add up the combined SL's of the players on that team in the round. Then you will also need to write in your total team SL in the box provided on the scoresheet. It should just be your team SL score doubled from the Singles round.

Handicaps are a .125 per point difference in the Doubles round. This means if there is a 4 point variance between the total of the SL's thrown, it would be a handicap of .5 ($4 \times .125 = .5$) with the .5 rounding up to 1.

Example: 26 to 22 = 4 point difference.

($4 \times .125 = .5$ rounding up to 1) = 1 point handicap point awarded.

Another Example: 26 to 14 = 12 point difference.

($12 \times .125 = 1.5$ rounding up to 2) = 2 handicap points awarded.

This chart will be provided on the scoresheet.

Total Skill Level Difference Per Round (Doubles)	Handicap Points Awarded
4-11	1
12-18	2

Once the 8-ball Singles and the 8-ball Scotch Doubles format is complete- this is Round 1. You will start Round 2 and immediately re-throw your roster for 9-ball the same way. The beauty of the Trios format is that you can change up your players going from 1 format/round to another. But, whoever you throw out in singles, must play scotch doubles too. It is highly suggested to throw your newer/lower skill level players in the 9-ball round since it is an 'all slop' game. The 9-ball games will go faster because of this. Round 3 begins with 10-ball after Round 2 (9-ball) finishes both the Singles and Doubles matches.

There are plenty of opportunities for playing time. The cost per player per format/round is \$6. This comes to \$18 each round since there are 3 players in each round. For all 3 rounds (8-ball, 9-ball, and 10-ball) the total is \$54. This will be collected by the captains at the end of every Sunday match. Example: If you play only 1 round of 8-ball, then you pay only \$6 to your captain. The most any player would pay, if they played all 3 rounds (8-ball, 9-ball, and 10-ball) would be \$18. Payments can be cash, check, or any of the electronic formats (CashApp, Venmo, Zelle, Paypal, etc.) Captains will coordinate with Cindy for payments. Teams must pay every week to remain sanctioned in the Mixed League.

Please remember this is also still centered around the junior players. Essentially, all junior players who are present will be able to play at least one round. So, please try to throw your players with that in mind. We know that there will be times when people can't make it, but with a minimum 6 person roster, there should never be a problem or need for a sub. If by chance something like that arises, reach out ASAP to either myself or Cindy and we will accommodate as best as possible. All matches and stats will be emailed out to everyone weekly. Everyone will know where they stand week to week and the current skill levels will be printed on the back of the scoresheets each week.

We will be paying out the top 5 teams, as well as payouts for: Top Male, Top Female, Top Junior Male, and Top Junior Female.

We will have scoresheets and general rules booklets in plastic closeable folders for each of your teams. We will collect those folders and money at the end of play every Sunday. Most of you are familiar with the BCAPL rules of play, but just in case, here are the basic rules.

Rules: 8-Ball - Call Shot Game (Call Ball/Call Pocket) No Slop!

1. Must rack the head ball on the spot, 8 ball in the middle and the 2 corner balls are different. (Stripe and Solid) All other balls are placed at random.
2. Must either pocket a ball or have 4 object balls touch a rail, for a legal break. (The cue ball is not considered an object ball.)
3. If you miscue on your break, then it is considered a foul, and a re-break is awarded to your opponent.
4. If you scratch or foul on a legal break, your opponent will be awarded ball-in-hand anywhere on the table.
5. The table remains open after the break regardless of what was pocketed, until the first designated ball is legally pocketed.
6. Prior to any shot thereafter, you must call the ball you are shooting at and which pocket you are shooting that ball into.
7. You cannot win or lose by making the 8 on the break. If you do make the 8, then you have 2 options: re-rack and re-break or, spot it and shoot from the current position. This must be declared before touching the table.
8. Any balls that jump off the table or illegally pocketed balls will stay down.
9. Prior to any shot, you may declare a safety. Whereas, you may shoot and make a ball, lose your turn and your opponent must shoot from the current position on the table. If you do not declare a safety prior to shooting and pocket a ball, then you must continue shooting from the current position.
10. If you're shooting on the 8 ball and you scratch without making the 8 ball, you do not lose. It is just ball-in-hand for your opponent.
11. You can only lose on the 8 ball if...
 - a. you pocket both the cue ball and the 8 ball on the same shot. (Except for on the break).
 - b. you wrong pocket the 8 ball
 - c. you jump the 8 ball off the table (besides on the break)

- d. you early 8 it.
- 12. You Must Call the 8, even on a straight in shot! (No Discrepancies!)
- 13. As long as location permits... jump cues are allowed.

9-Ball - Not a Call Game, All Legal Slop Counts!

- 1. Must rack the 1 on the spot, 9 middle, and 2 in the back. All others are placed randomly.
- 2. Must strike 1 ball first.
- 3. Must pocket a ball or 4 object balls must hit a rail to be legal. (The cue ball is not considered an object ball.)
- 4. If you miscue on your break, then it is considered a foul, and a re-break is awarded to your opponent.
- 5. Scratch on break, ball-in-hand anywhere on table.
- 6. Nine on the snap, is a win. As long as it was a legal break.
- 7. Push Out after break is allowed. (Must be declared to the opponent before touching the table.) Any ball pocketed during a push out besides the 9 ball, remains pocketed. 9 ball gets spotted. (Not a win)
- 8. All Standard 9-ball rules apply.
- 9. Balls must be shot at in order, 1-9
- 10. All slop counts
- 11. Must hit the object ball and either pocket a ball or hit a rail to be legal.
- 12. Any balls jumped off the table will stay down (except the 9 ball), it will get spotted.
- 13. Any early-9 is a win as long as it was done on a legal hit.
- 14. If you scratch or foul and pocket the 9, then it will get spotted and the opponent has ball-in-hand .
- 15. As long as location permits... jump cues are allowed.
- 16. 3 foul rule - you lose the game if you commit 3 successive fouls in a row.

10 Ball - Call Shot Game (Call Ball, Call Pocket) No Slop!

- 1. Must rack 1 on the spot, 2 and 3 on bottom corners and the 10 in the middle.
- 2. 1 ball must be struck first.
- 3. Must either pocket a ball or have 4 object balls touch a rail, for a legal break. (The cue ball is not considered an object ball.)
- 4. If you miscue on your break, then it is considered a foul, and a re-break is awarded to your opponent.
- 5. Push Out after break is allowed (must be declared to the opponent before touching the table). Any ball pocketed during a push out besides the 10 ball remains pocketed. 10 ball gets spotted. (Not a win)
- 6. 10 on the break, is spotted. (Not a win)
- 7. Any balls that are jumped off the table, stay down. Except for the 10, it is spotted.
- 8. Balls must be shot at in order. 1-10.
- 9. You must declare what ball and pocket you are attempting to make!

Example: You call the 1 ball, it bobbles, but something knocks the 7 ball in. The 7 ball would stay down, and your opponent would have the option to either shoot from that

position, or to give it back to you. You must shoot from the current position. (BUT, if you called the 7 ball instead of the 1 ball, then you would still be shooting.) You can only call one ball and pocket at a time, for a legal shot to occur. You cannot call another ball just in case you think it might pocket as well. As long as you pocket the ball you called , then you will remain at the table shooting.

10. If the 10 ball is illegally pocketed, then it is spotted.
11. 3 foul rules apply... you lose the game if you commit 3 successive fouls in a row.
12. An early 10 ball is a win, as long as it is a legal called shot. NO SLOP!
13. As long as location permits, jump cues are allowed.

Thank you all!

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