

1-Pocket League Rules

The objective of this league is to offer good competition to everyone. Individual standings and schedules shall be posted weekly at Fiddlestix plus on the internet.

The game is One Pocket. Standard BCA rules apply. The league shall consist of one-man teams with a 100-percent handicap system. For those players who do not have an established handicap, they will begin the season with a '7' average and their average shall be adjusted weekly based on their scores.

For the first week of league play, each player's average shall be based on his starting average. A player's starting average is generally his or her ending average from a prior league with minor adjustments to account for the difficulty level of that league. The league may also estimate a player's starting average if one has not been previously established. The players average after three weeks shall be based on his actual average. The league reserves the right to adjust starting averages for unestablished players (up or down) as their ability becomes apparent. For this handicapping system to have merit, the league secretary must be informed in any case where a player's starting average appears to be too high or low.

Handicaps are established based on the difference between the two players' averages. The following illustrates the handicap system:

- Player A averages 7 (average score)
- Player B averages 6 (average score)
- $7 - 6 = 1$
- Player A starts at 0; player B starts at 1
- Both players play to 8

League officers reserve the right to adjust the players average (up or down) in the best interests of the league when necessary.

A roster, with names and telephone numbers, plus a schedule shall be prepared and posted on the internet and the Fiddlestix bulletin board by the second week of the season. In addition, each players' average and handicap (if any) shall be computed on a weekly basis. League night shall consist of five games to 8. Each player shall earn one (1) point for every game won. Handicapped balls are considered balls pocketed for purposes of determining total points. Points shall be tabulated and a standings sheet shall be prepared by the league secretary for the following week along with updated averages and handicaps. Handicapped balls are included in determining points earned but not for purposes of computing averages. The person with the most points accumulated at the end of the league season shall win the league. The tie breaker for standings is based on:

1. Actual Balls Pocketed (Without Handicap)
2. High Run

If you are unable to play, you should call your opponent prior to league play and reschedule the match. Any player who doesn't arrive for a scheduled match, or arrives after 7:30 p.m. without calling beforehand forfeits the match. However, in the spirit of league play, consideration should be given to allow for emergencies, unforeseen problems, etc. Any problem in scheduling makeup games should be referred to a league officer as soon as possible.

Two forfeits in a row may result in automatic disqualification from the league and loss of prize money. All breaks will be limited to a maximum of ten minutes and reasonable discretion must be used as to when they are taken. Violation of this rule may result in loss of the respective set. All players must mark their own score to avoid confusion.

All matches shall be played on the Diamond tables unless both players mutually agree to play on another table. However, runs shall only be recorded if the game is played on a Diamond. Players must lag to determine who breaks. Coin flipping is permitted if both players agree. Gambling is not permitted. League players are not permitted to bring their own food or drink into Fiddlestix.