

# Fargo League USA



## Official Player & Team Guide Book

Sign-Up Form: <https://forms.gle/E4LezHs65ruQoni46>

Facebook: <https://www.facebook.com/FargoLeagueUSA>

Website: <https://fargoleague.com>

# Annual Calendar

## January

- Spring Session Begins
  - First Week
- 2024 Delaware Singles Championships
  - January 3rd, 4th and 5th, 2025
- 2024 Pennsylvania Singles Championship
  - January 10th, 11th and 12th, 2025

## March

- Mid March will be Vegas East!!!

## April

- Late April - Spring Playoffs

## May

- Summer Session Begins
  - The day after Memorial Day

## August

- Late August - Summer Playoffs


## September

- Fall Session Begins
  - The day after Labor Day

## December

- Mid December - Fall Playoffs
- 2025 Singles Championship

# Get Your official Fargo League Merchandise Click [here!!](#)




This section displays four sets of merchandise. Each set includes a white and a black t-shirt. The first set, 'Skeleton Hands', features a graphic of two hands. The second, 'Rack'em Beach', has a beach-themed graphic. The third, '#ICEMANSTRONG T', includes a black cap with 'SISU' written on it. The fourth, 'DFL JERSEYS', features a graphic with a triangle and the letters 'DFL'.

**Skeleton Hands**  
[SELECT OPTION](#)

**Rack'em Beach**  
[SELECT OPTION](#)

**#ICEMANSTRONG T**  
[SELECT OPTION](#)

**DFL JERSEYS**  
[SELECT OPTION](#)



This section displays four sets of merchandise. The first three sets are t-shirts: '#FARGOARMY T'S' with a hashtag, 'Fargo Around T's' with a circular graphic, and 'DFL T's' with a graphic and 'dfi-ts' text. The fourth set, 'DFL Hoodies', shows a grey and black hoodie with a graphic.

**#FARGOARMY T'S**  
[SELECT OPTION](#)

**Fargo Around T's**  
[SELECT OPTION](#)

**DFL T's**  
[SELECT OPTION](#)

**DFL Hoodies**  
[SELECT OPTION](#)

<https://fargoleague.com/merchandize/>

# Mobile Apps

To begin enjoying your journey in Fargo League USA, you will need to download two (2) mobile apps, they are the “Fargo Rate” & “BCAPL Scorer” apps.

Both are compatible with any smartphone, please update them regularly to ensure you are using the most up to date version.. Neither of these apps are owned or maintained by Fargo League USA. However, they are user-friendly and help the league run smoothly. Create a Username and Password for the Fargo Rate app first. Use the same Username and Password for the BCAPL Scorer app. **\*\*\*NO MEMBER NUMBER NEEDED, MAKE SURE TO USE SAME USERNAME AND PASSWORD FOR BOTH APPS.\*\*\***

Below are pictures of their icons:

## Fargo Rate



## BCAPL Scorer



# About Us

Welcome to Fargo League USA!

Our guiding principle is "Simple...Players First." Officially launched in Delaware on August 22, 2022, Fargo League USA began with a strong foundation and has continued to grow steadily. Defying common trends of reduced summer participation, the league saw unexpected expansion and sustained momentum into the fall of that year, reflecting its increasing popularity within the pool community. With each session, the league has consistently expanded, and by Spring 2024, Norristown, Pennsylvania proudly became the second chapter of Fargo League USA. With continued growth and an unwavering commitment to players, Fargo League USA is set to achieve even greater success.

This league is created with players having a voice and reaping the benefits of their efforts. We expect to bring back more integrity to the billiards community while increasing the percentage of money paid back to the players. The Fargo Rating system allows players of all skill levels to compete and have a chance to win any match on any night. Creating a league that uses this tool creates fairness and equal opportunity to win. Too often teams and players win the "big prize" and feel as though their time was not worth the money. We aim for all players to enjoy themselves during league night, play in a fair league, and have positive experiences playing the game we love. The Fargo League staff embraces the opportunity to become the face of billiards in our country.

As the league looks ahead, we will have what is known as "Vegas East" for our Yearly Team Event. Fargo League USA is not just a league; it is a community that celebrates the spirit of pool, camaraderie, and fair play.

On behalf of the entire team at Fargo League USA, I wish to extend our deepest gratitude for your generous support. As a pioneering billiards league that has its roots in Delaware, we are thrilled with the opportunity to expand our reach into Pennsylvania, New Jersey, and Maryland thanks to your contribution. Your decision to support us not only fuels our passion but also strengthens our community, bringing the game of billiards to new heights and wider audiences.

Fargo League USA is dedicated to showcasing the talent, precision, and camaraderie that billiards encompasses, and your support plays a pivotal role in making this vision a reality.

*Brian Revill*

# Fargo League Staff

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  - Donte Davis
  - Lisa Kerrigan
  - Robin Mendes
  - Joe Scott

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## Player Etiquette

Player etiquette on and off the table are expected to be displayed at the highest level at all times. Respect everyone, be courteous, and respect the billiard scene. Good sportsmanship between teams/players is mandatory in creating and maintaining a positive image for our league. Please remember that the person across from you has spent their time and money as well and should be respected/treated as you would expect. Below is a list of some general etiquette responsibilities:

- Be ready to shoot when your match is called.
- No talking to players during their shot.
- No drinks on the tables or rails.
- Please refrain from walking in front of a shooter's line of sight.
- Shake hands, fist bump, hug, etc at the beginning and conclusion of each match.
- Any sideline conversations should not be loud enough for players at the table or other team members to hear.
- No smoke breaks during matches.
- No "sharking."
- No flash photography.
- Cheering is ok.
- Rooting against a player is unsportsmanlike.
- Do not sit on tables.
- Headphones are allowed during regular session play only.
- Respect the rules/policies of local establishments.
- Shoot your best, and have fun!!

\*\*Please refer to the disciplinary process and procedures for players unable to adhere to proper player etiquette.\*\*

## General League Rules

### ➤ New Players

- New players without a Fargo rating will be assigned a starter rating.
- An email needs to be sent to the League Manager 24 hours in advance as they need time to make an accurate determination.
- This will be evaluated as follows:
  - i. League Managers will compile as much information as possible before making a final decision on starter ratings.
  - ii. This will include (but is not limited to) past tournaments, tournament director evaluations, observation by established FargoRate players, skill levels in other leagues, and League Manager input.

### ➤ Calling Players for matches

- Weekly matches have a designated start time (example: 7pm).
  - i. Teams not ready to call matches at designated start time may be subject to forfeiting matches.
    - The first match should be called by both teams and ready to begin within the first five (5) minutes of the designated start time.
- At the designated start time, the Home Team (designated by the team on top in the BCAPL Scorer app) captain should make the first call.
- Once the selection is made, the Visiting Team captain should call a player as soon as possible.
- At the conclusion of each match, players should be selected without delay to keep the flow of continuous play.
  - i. There should not be intermissions or “breaks” in between matches.
- The team to call first alternates each round:
  - i. The team to call the first player in Round 1 also calls the first player in Round 3 and Round 5.

- ii. The team to call the first player in Round 2 also calls the first player in Round 4.
- Once a player is verbally called, NO change(s) can be made. That player is required to play the next match.
- Accommodations:
  - i. If someone needs to shoot early, the calls for the matches still need to be made in order stated above.
  - ii. The intentional misleading of a team on the next player to be called is considered unsportsmanlike.
  - iii. THESE CONVERSATIONS ARE NOT BINDING UNTIL A PLAYER IS CALLED FOR THE MATCH.
  - iv. Please do not engage in this behavior.
- Once a player has played a match, they are not eligible to play another singles match during that team match.

#### ➤ Match Races

- Match races between players are determined by using the FargoRate app
- The chart used for 8-ball, 9-ball, and Ladies is R4 Medium
  - i. If **BOTH** players called for the match are below 400, the chart used is R3 HOT.
- The chart used for Skillz is R5 Medium.
  - i. If **BOTH** players called for the match are below 400, the chart used is R4 HOT.
- Instructions using the app are as follows:
  - i. Open the FargoRate app
  - ii. Tap the Magnifying Glass icon near the bottom of the screen
  - iii. Tap “FIND RACE”
  - iv. Tap “Charts” at the top right BEFORE entering ratings of each player
  - v. Enter the Fargo ratings of the players in the boxes labeled “Player One Rating” and “Player Two Rating”
  - vi. Tap the appropriate race chart (R3, R4, R5, etc.)
  - vii. View the race (5-2, 4-3, 2-3, etc.)

- Confirm whether “MEDIUM” or “HOT” race should be used based on instructions above
- viii. The player entered as Player One needs to win the number of games on the left, and the player entered as Player Two needs to win the number of games on the right.
- ix. PLEASE MAKE SURE BOTH TEAMS CONFIRM THE CORRECT RACE BEFORE THE MATCH STARTS.

### ➤ Scorekeeping

- Scorekeeping is done using the BCAPL Scorer app.
- BOTH teams need to keep score in the BCAPL Scorer app.
- **Players keeping score for each team need to reconcile as soon as each individual match concludes.**
  - i. This ensures accuracy and prevents discrepancies between players/teams.
- **Players keeping score for each team need to make sure the “RACE DEFINITION” is filled in THIS IS THE MOST COMMON SCORING ERROR!!!**
  - i. **Repeated violations of incomplete scoring submissions will be addressed by a League Manager for potential disciplinary action.**
- Instructions using the app are as follows:
  - i. Open the BCAPL Scorer app.
  - ii. Tap the match including your team’s name (make sure you select the correct date and see “Round 1” at the top).
  - iii. Choose the called player for each team via the dropdown options beneath “Game 1.”
  - iv. Determine the race via the instruction in the previous section called “Match Races.”
  - v. Tap the green icon under “**RACE DEFINITION.**”
    - Use the green plus and minus icons to enter the correct number of games to win for each under player under his/her respective team name.

- vi. When the first game is over, tap the green icon under “Game 1.”
  - Select the box under the winning team’s player, click “WIN” (a checkmark will be displayed in the box of the winning player), click “DONE,” scroll to “Game 2.”
  - Repeat the previous step for each game until one player reaches the number of wins needed based on the race definition.
  - Click the green right arrow at the top (or bottom) to move to “Round 2.”
- vii. Repeat steps iii, iv, v, and vi until all rounds are complete.
- At the conclusion of the last round, teams need to compare one final time.
- If a team needs to forfeit a match (or multiple matches), the following is to be done:
  - i. If only one (1) match is to be forfeited, it **MUST** be called and entered as the match in Round 5.
    - For subsequent forfeited matches, they **MUST** be called and entered as the matches in Round 4, then Round 3, etc.
  - ii. Both teams need to select a player that will not cause them to exceed the maximum limit for the given format.
  - iii. The “**RACE DEFINITION**” in the BCAPL Scorer should be entered as one (1) to (1).
  - iv. The score for the winning player should be entered using the “WF” key and NOT as a one (1).
  - v. The forfeiting player’s score should remain as a zero (0).
- Both scorekeepers should hit “Submit Match.”
  - i. If an error message appears and does not allow you to submit the match, double check each game of each round to correct any errors.
- **NO OTHER BUTTONS ARE TO BE USED WHEN MARKING A WIN EXCEPT FOR “WIN” AND “WF.”**

- i. The options that SHOULD NOT be used are: “BR,” “TR,” “WB,” and “WZ.”
- Repeated violations of incomplete scoring submissions (or failure to submit) will be addressed by a League Manager for potential disciplinary action and/or points deduction.

➤ Lagging

- A lag is when both players shoot an object ball from one short side of the table, hit the other short rail, and see which ball stops closest to the rail they shot from.
  - i. Suggestion: If one player shoots left-handed and the other shoots right-handed, it works out best if the left-handed person stands on the right and the right-handed shooter is on the left.
- Every match starts with a lag to see who breaks the first rack.
- **NO COIN FLIPS ARE ALLOWED IN FARGO LEAGUE.**
- The ball closest to the rail determines which player wins the lag.
  - i. In the 8-ball and 9-ball divisions, the winner of the lag racks and breaks the first game.
  - ii. In the Skillz division, the winner of the lag has the option to choose the game format (8-ball, 9-ball, or 10-ball) OR break the first game.
  - iii. In the Ladies division, the winner of the lag has the option to choose the game format (8-ball or 9-ball) OR break the first game.
- A player automatically loses a lag if their ball does any of the following:
  - i. Touches the side rail
  - ii. Goes into a pocket
  - iii. Crosses over to the opponent’s half of the table AND touches their ball
- If the balls stop too close and players cannot come to an agreement on the winning lag, there are two options:
  - i. Have a neutral person (only one) make the determination, or
  - ii. Re-Lag.

- One foot must be kept on the floor during shots.
- Masse shots are allowed per the rules of the local establishment.

## Rosters

- 8-ball and 9-ball rosters are eight (8) players max.
- Ladies Division rosters are seven (7) players max.
- Skillz rosters are five (5) players max.
- Team captains can add or subtract players before each session begins.
- Players may be added or dropped throughout the session.
- No roster changes may be made after Week 9 of any session.
- All players on each roster must meet the required minimum of five (5) matches played for each session in order to qualify for the End-of-Session and Year-End Tournaments.
- Players are allowed to participate on multiple teams on the same night of play, but the teams CANNOT be in the same division.
- Roster changes need to be made 24 hours before the night of play by contacting the League Manager via email or you risk the player not being eligible.
- If a captain wants to add a new player with no Fargo rating, the process under “New Players” is to be followed.
  - Contact via email
- Captains need to be aware that rosters cannot be “stacked” due to the maximum total rating limit each team can play given the format. Below is chart detailing the weekly play limits:

Game	Format	# of Players	Fargo Cap	Rules
	9-Ball	5	2300	
	8-Ball	4	1900	
	Skillz	3	1700	
	Ladies	4	1550	

- Alternating break format is used in ALL divisions and game formats.
- Rack Your Own (RYO) is used in ALL divisions and game formats.
- In 8-ball and 9-ball divisions, the opening lag determines who breaks the first game.
- In Ladies and Skillz divisions, the winner of the lag has the option to choose first break or the game format.

#### ➤ **8-Ball**

- When racking, the 8-ball must be placed in the middle position closest to the head ball.
  - A solid or stripe must be at the head of the rack (it does not have to be the one (1) ball).
  - The back the corners: one must be solid, and one must be a stripe.
- Breaking
  - Cue ball must be placed on or behind the line of the middle diamond on the side rail for all formats.
  - A LEGAL break is defined by the following criteria:
    - Four (4) balls must hit a rail after the rack is struck, and one (1) of them must pass the headstring).
      - The exception is if a ball is pocketed.
        - This is considered a legal break, and the game continues.
    - Cue ball cannot hit a rail first



- The “2nd ball break” is allowed.
  - This means that the cue ball may strike either ball just behind the head ball as its first contact point.
- Any intentional “soft breaking” WILL NOT be tolerated. Please alert the League Manager if this occurs.
  - “Soft breaking” is defined as breaking with intention of not making any balls and leaving a big cluster on the table.
- Breaking fouls
  - Scratch (or cue ball leaving the table):
    - If otherwise declared legal, the result is ball-in-hand behind the line.
    - If illegal, the result is a re-rack and loss of break for that game.
      - Opponent still breaks the following game.
  - Miscue:
    - If otherwise declared legal, the breaker remains at the table.
    - If the cue ball does not pass the headstring, it does not count as a legal break.
      - The breaker remains at the table.
      - The breaker is permitted to stop the cue ball before the headstring when a miscue occurs.
    - If illegal, the result is a re-rack and loss of break for that game.
      - Opponent still breaks the following game.
- YOU CAN NOT WIN OR LOSE ON THE BREAK!
  - Making the 8-ball on the break results in spotting the 8-ball, and the breaker has an open table.
  - If the 8-ball is made on the break, and the cue ball scratches/leaves the table:
    - The 8-ball is spotted, and the opponent has ball-in-hand behind the line.

- Whenever a loss of break occurs, the opponent still breaks the following game.
- Any other foul is ball in hand.
- Any ball that goes off the table, stays down and is a ball-in-hand foul.
  - If the 8-ball leaves the table, it is a loss for the shooter.
- The table is always open after the break.
  - The first called shot that is made declares which category of balls are to be made by each player (solids or stripes).
    - If a scratch occurs during this shot, the table is still open.
- Call ALL shots
  - Make it clear and visible to the other player which ball and pocket you call.
    - Pointing is acceptable, but it is suggested to make eye contact with your opponent to make it clear.
- Safe-In is allowed
  - Shooter has the option to call “ball-in safe” or “safe in.” This designates the option of making their ball but giving up their turn.
- Jump cues are allowed unless prohibited by the rules of the local establishment.
- After the break, a mix of solids and/or stripes can be used as a combination to establish solids or stripes.
- Combination shots are allowed as long as the first ball contacted is a legal hit, and the object ball is called.
- The 8-Ball is never neutral in any scenario.
  - This means you cannot touch the 8-ball first for any shot other than if you are shooting to make the 8-ball. If this happens, the result is ball-in-hand for the other player.
- The game CANNOT end if the 8-ball is still on the table.
  - A cue ball scratch while on the 8-ball is NOT a loss UNLESS the 8-ball is made as well.
  - If the 8-ball is hit in on any shot before being the last ball, it is a loss for that player.
  - All other fouls result in ball-in-hand.

- If the 8 ball is made in the wrong pocket from where it was called, it is a loss of game.

### ➤ 9-Ball

- When racking, the 1-ball must be at the head, the 9-ball must be in the middle, and the 2-ball must be placed in the back.
- Breaking:
  - Cue ball must be placed on or behind the line of the middle diamond on the side rail for all formats.
  - A LEGAL break is defined by the following criteria:
    - The one (1) ball MUST be struck first.
    - Four (4) balls must hit a rail after the rack is struck (a ball must cross over the head string).
      - The exception is if a ball is pocketed.
        - This is considered a legal break, and the game continues.
    - The cue ball cannot hit a rail prior to making contact with the one (1) ball.
  - Any intentional “soft breaking” WILL NOT be tolerated. Please alert the League Manager if this occurs.
    - “Soft breaking” is defined as breaking with intention of not making any balls and leaving a big cluster on the table.
- Breaking fouls
  - Scratch (or cue ball leaving the table):
    - If otherwise declared legal, the result is ball-in-hand anywhere on the table.
    - If less than four (4) balls hit a rail:
      - The result is a re-rack, loss of break for that game.
      - Opponent still breaks the following game.
  - Miscue:
    - If you miscue and the break is still declared legal, the breaker remains at the table.
    - If less than four (4) balls hit a rail:

- The result is a re-rack, loss of break for that game.
    - Opponent still breaks the following game.
  - If the cue ball does not pass the headstring, it does not count as a legal break.
    - The breaker remains at the table.
    - The breaker is permitted to stop the cue ball before the headstring when a miscue occurs.
- YOU CAN NOT WIN OR LOSE ON THE BREAK!
  - Making the 9-ball on the break results in spotting the 9-ball, and the breaker remains at the table.
- Whichever player is shooting the first shot after the break has the option to play a “Push.”
  - Rules of a “Push”:
    - The cue ball must be hit and can be left anywhere on the table.
    - A ball can be made.
    - Nothing has to hit a rail.
  - When a push is called, the cue ball must be moved from its original placement on the table after the break.
  - The announcement of a push needs to be clear and loud enough to be heard by the opponent.
    - A suggestion is to receive a confirmation they know you are calling a push.
  - The incoming player has the option to take the shot or give it back.
  - This can only be done during the first shot after the break.
  - The only fouls that can occur during a “push” is a scratch or any ball leaving the table.
- Call all shots.
  - Make it clear and visible to the other player which ball and pocket you call.
    - Pointing is acceptable, but it is suggested to make eye contact with your opponent to make it clear.

- When a ball is pocketed that has not been called (slopped in), the incoming player has the following option:
  - Have the shooter take the next shot (if he/she has an unfavorable leave and does want to attempt a legal hit), or
  - Take the shot as it lies.
- Any ball that goes off the table, stays down and is a ball in hand foul.
  - If the 9-ball goes off the table, it is considered a foul, the 9-ball is spotted, and is ball in hand for the opponent.
- If the 9-ball is made in the wrong pocket from where it is called, it is spotted and your opponent has the option to take the shot or give it back.
- Jump cues are allowed unless prohibited by the rules of the local establishment.
- The Three-Foul Rule is in effect.
- The lowest numbered ball on the table must be struck first, or it is a ball in hand foul.
- Combination shots are allowed as long as the first ball contacted is the lowest numbered ball on the table, and the object ball is called.
- Triangle racks at the host location must be used.
  - No template racks
  - No racks brought by another player

### ➤ 10-Ball

- When racking, 1-ball must be at the head, the 10-ball must be in the middle, the 2-ball placed at one corner, and the 3-ball at the other corner.
- Breaking:
  - Cue ball must be placed on or behind the line of the middle diamond on the side rail for all formats.
  - A LEGAL break is defined by the following criteria:
    - The one (1) ball MUST be struck first
    - Four (4) balls must hit a rail after the rack is struck (a ball must cross over the head string).

- The exception is if a ball is pocketed.
  - This is considered a legal break, and the game continues.
  - The cue ball cannot hit a rail prior to making contact with the one (1) ball.
- Any intentional “soft breaking” WILL NOT be tolerated. Please alert the League Manager if this occurs.
  - “Soft breaking” is defined as breaking with intention of not making any balls and leaving a big cluster on the table.
- Breaking fouls
  - Scratch (or cue ball leaving the table):
    - If otherwise declared legal, the result is ball-in-hand anywhere on the table.
    - If less than four (4) balls hit a rail:
      - The result is a re-rack, loss of break for that game.
      - Opponent still breaks the following game.
  - Miscue:
    - If you miscue and the break is still declared legal, the breaker remains at the table.
    - If less than four (4) balls hit a rail:
      - The result is a re-rack, loss of break for that game.
      - Opponent still breaks the following game, remember breaking must stay in rotation.
    - If the cue ball does not pass the headstring, it does not count as a legal break.
      - The breaker remains at the table.
      - The breaker is permitted to stop the cue ball before the headstring when a miscue occurs.
- YOU CAN NOT WIN OR LOSE ON THE BREAK!
  - Making the 10-ball on the break on the break results in spotting the 10-ball, and the breaker remains at the table.
- Whichever player is shooting the first shot after the break has the option to play a “Push.”

- Rules of a “Push”:
  - The cue ball must be hit and left anywhere on the table.
  - A ball can be made.
  - Nothing has to hit a rail.
- When a push is called, the cue ball must be moved from its original placement on the table after the break.
- The announcement of a push needs to be clear and loud enough to be heard by the opponent.
  - A suggestion is to receive a confirmation they know you are calling a push.
- The incoming player has the option to take the shot or give it back.
- This can only be done during the first shot after the break.
- The only fouls that can occur during a “push” is a scratch or any ball leaving the table.
- Call all shots and safes.
  - Make it clear and visible to the other player which ball and pocket you call.
    - Pointing is acceptable, but it is suggested to make eye contact with your opponent to make it clear.
  - Clearly announce a safe shot to your opponent.
  - When a ball is pocketed ball that is not called (slopped in), the incoming player has the following option:
    - Have the shooter take the next shot (if he/she has an unfavorable leave and does want to attempt a legal hit),  
or
    - Take the shot as it lies.
  - When a ball is called and missed, the player option above also applies.
  - When a “safe” is called, the incoming player must take the next shot.
- There is NO “safe-in” option when playing 10-ball.
  - When a safe is called, and a ball is made, the incoming player has the following option:

- Have the shooter take the next shot (if he/she has an unfavorable leave and does want to attempt a legal hit), or
- Take the shot as it lies.
- Any ball that goes off the table, stays down and is a ball-in-hand foul.
  - If the 10-ball goes off the table, it is considered a foul, the 10-ball is spotted, and is ball-in-hand for the opponent.
- Jump cues are allowed unless prohibited by the rules of the local establishment.
- The Three-Foul Rule is in effect.
- The lowest numbered ball on the table must be struck first, or it is a ball in hand foul.
- Combination shots are allowed as long as the first ball contacted is the lowest numbered ball on the table, and the object ball is called.
- Triangle racks at the host location must be used.
  - No template racks
  - No racks brought by another player

## Three-Foul Rule

- The Three-Foul Rule is a strategic way to win a game in a 9-ball or 10-ball match.
- This is NOT in effect for 8-ball.
- If a player commits a foul on three consecutive shots, it becomes a loss for that player.
- An example of its implementation is below:
  - Player A commits a foul, and it becomes Player B's turn to shoot.
  - Player B takes their turn and plays a safe shot.
  - Player A attempts to make a legal hit, does not, and commits foul #2.
  - Player B takes their turn and plays another safe shot.
  - **Player B MUST THEN NOTIFY Player A THEY HAVE COMMITTED TWO (2) FOULS.**



- A common phrase used is, “You are on two.”
  - Player A commits a 3rd foul.
  - Player B wins the game.
- It is the responsibility of the player attempting to win via the Three-Foul Rule to CLEARLY notify the other player they have committed two fouls.
  - If this does not happen, the game cannot end via the Three-Foul Rule.
- If the incoming player questions their fouls, the other player must clarify with as much detail as possible to prove the fouls occurred.
- Any legal hit resets the player back to zero (0) fouls.
- A player trying to win via the Three-Foul Rule IS PERMITTED to make a ball (or multiple balls) between defensive shots.
  - Example:
    - Player A plays a safe shot,
    - Player B commits a foul,
    - Player A makes the 2-ball and the 3-ball, then plays a safe,
    - Player B commits foul #2
    - Player A makes the 4-ball then plays a safe,
    - Player A notifies Player B they are on foul #2,
    - Player B commits foul #3,
    - Player A wins the game.

## Other Fouls

- There are a number of other fouls that can occur during the course of a game. Specific fouls for each game format are listed in each section under “Game Rules.” Some other common fouls to all games are listed below:
  - When a player has ball-in-hand, and the cue ball touches another ball;
    - Example: when placing the cue ball in position to take the shot, the player allows the cue ball to bump or touch another ball.
  - Making contact with the cue ball either with a body part or pool cue, or any object ball;
  - When the cue ball strikes an object ball, and nothing hits a rail;

- During a kick shot, a rail is hit before an object ball. After contact is made, a ball must hit a rail (it can be the cue ball again).
- Accidentally moving ONE (1) object ball by your hand, pool cue, or bridge is NOT a foul.
  - The opponent has the option to move it back to its original location or leave as is.
- Moving two (2) or more balls results in a ball-in-hand foul.
- Disturbing the rack beyond repair results in a loss of that game.

## Close/Questionable Hits

- All close or questionable hits are to be recorded for review.
- The “Slo-mo” feature is the ONLY option to be used as it ensures the most accurate decision.
- It is up to the players to ask for a hit to be watched, this cannot be done from anyone on the rail.
- Recording of a hit can be done by any 3rd party Fargo League member in the establishment at the time.
  - A player on either roster in the match can be used if agreed upon by the players.
- Reviewing and determining the validity of a close call will be made by the individual selected to record the hit.
  - Their call will be the final decision.
- If the non-shooting player does not call for someone to watch a hit, the call goes to the shooter.
- When the cue ball is frozen to (touching) another ball, the player IS PERMITTED to shoot straight through the balls.
- When the cue ball and the object ball are less than a Master’s chalk width apart, the following must occur:
  - The player must shoot on a 45 degree angle to contact the object ball.
  - All other attempts are considered a foul.

- When an object ball is declared frozen to a rail and contacted first, another ball must hit a rail to be considered a legal hit.
- **Players are expected to have integrity and call their own “bad” hits.**

## Stalemates

- At a certain point in a defensive game, neither player is attempting to advance their position to win. A few examples are below:
  - There is a cluster of balls, and neither player wants to break up the cluster.
  - Both players keep barely tapping the cue ball into another ball or a rail.
- If the players have each executed three (3) consecutive shots in which no balls have moved more than approximately a hand span, a stalemate will be declared.
  - This includes passing the cue ball to the opponent to give ball in hand multiple times.
- In this case, the player that broke the stalemated game will rack and break again.
- The previous game will not count as a win or loss for either player and should not be entered in the “BCAPL Scorer” app.

## Timeouts

- All players in all formats have the option of using a timeout during a game.
- Players with a rating of 400 and below have two (2) timeouts available per game.
- Players with a rating of 401 and above have one (1) timeout available per game.
- Timeouts should be limited to a time limit of one (1) minute.

- The purpose of a timeout is to discuss strategy or shot options, but the two teammates may converse about whatever they choose.
- If the player at the table OR someone from the rail calls for a timeout, it cannot be refused, the time out must be used.
  - This includes phrases suggesting a timeout should be taken. Such as the following:
    - “Do you want to talk?”
    - “Can we talk about it?”
    - “Let’s take a timeout?”
- If a player speaks “from the rail” and discusses game strategy at a volume loud enough to impact the game, this is considered unsportsmanlike.
  - Repeatedly having conversations regarding game strategy that are loud enough for the players or the other team to hear will not be tolerated and addressed by the league manager.
- If a timeout is called but none are available:
  - First offense: The opposing team is to notify the other team they do not have a timeout to use.
  - Second offense: This results in a ball in hand foul.
  - Third offense: It is considered unsportsmanlike and will be addressed by league management.
  - During playoffs and tournaments ONLY calling “Timeout” and not having one is a ball in hand foul.
- The person giving the timeout is permitted to do the following:
  - Place/move the cue if the player has ball-in-hand,
  - Use pool cue to display the shooter’s sight line, angle, English, etc.,
  - Leave the table, get a suggestion from another teammate, and go back to shooter within the time restriction, i.e. “Relay information”.
- At no point can the playing surface be physically marked by any player or person giving a timeout.
- If a team is unsure whether a timeout is available for their player, they are permitted to ask the opposing team in a manner in which the players cannot hear the conversation.

- If a player is unsure whether they have a timeout available, the player is permitted to ask the opposing team but not their team.
- During the regular session (aka league night), players are permitted to converse with their teammates between shots without using a timeout. Complaints about excessive sideline coaching will be addressed by league management.
  - When their opponent is done shooting, the conversation must be concluded because it is their turn to shoot.
  - Players must sit away from the team during the End-of-Session and Year-End Tournaments.

## Forfeits

- For ALL formats, exceeding the total Fargo cap will result in a loss of the match that caused the cap to be exceeded and any subsequent matches that are not able to be played.
  - Examples:
    - 8-ball match:
      - The player called in the 3rd match will make any player on roster ineligible to play the 4th match. This will result in a forfeit of the 3rd and 4th match.
    - 9-ball:
      - This would usually occur in the 4th and/or 5th matches.
- Forfeits DO NOT count towards the five (5) required matches needed to qualify for playoffs and End-of-Session tournaments.
  - Players must have actually played five (5) matches played during each session. No Exceptions!
- Matches forfeited due to players not being present must be entered in “Round 5” in the BCAPL app.
  - If a 2nd forfeit is needed it must be entered in “Round 4” in the BCAPL Scorer app.

- Example - You cannot volunteer to enter a forfeit in the 2nd match (“Round 2” in the BCAPL Scorer app) and play the remaining matches.
- Instructions for scoring a forfeit in the BCAPL Scorer app are detailed in the “Scorekeeping” section above.
- If a team does not have at least one (1) person present at the designated match start time, the following rules will apply:
  - After 10 minutes = one (1) forfeit
  - After 20 minutes = two (2) forfeits
  - After 30 minutes = entire match is forfeited
    - This is the only time forfeit matches can be entered into the first match slots.
- The team needing to forfeit a match is responsible for paying the opposing team’s weekly dues for that match. This must be paid that night.
  - Each team must pay for their match via the website.
  - Teams are responsible for collecting money from the forfeiting team for matches not played.
    - If there is a conflict between captains regarding this issue, the captain to receive the funds should contact the League Manager.
- During weekly play, please be courteous and notify the other team at the beginning of the match that a forfeit will be necessary. We all have other priorities to attend to and do not need to keep players later than needed.
- Breaking down any cue during a match is considered “conceding” and is a loss of match.
  - Players ARE permitted to switch playing cues during a match as long as the first cue is not broken down.
  - No equipment should be broken down until the end of the match including break cues.
- Players disqualified during a match for disciplinary reasons forfeit their match.
- Shooting an ineligible/suspended player results in forfeiture of points for the match played by that player.

- The team captain will be contacted by a League Manager regarding disciplinary actions for the team.
- The actions of the ineligible/suspended player will be addressed by the Fargo Board for review and further disciplinary action.
- **Excessive forfeits during the session will be addressed by a League Manager for disciplinary action and potential disqualification from End-of-Session and Year-End tournaments.**

## Rescheduling/Make Up Matches

- Once the schedule is made and released, teams are responsible for shooting matches as scheduled (date, time, location, etc).
- **No makeup matches are permitted for the last two (2) weeks of any session.**
  - Matches can be played in advance in cases such as vacations, weddings etc...
  - Approval will be needed from league management.
- A makeup match can only occur if the following happens:
  - Team Captains mutually agree on date, time and location of makeup match
    - It is up to the team captains to communicate with the establishment to verify table availability!
  - **Makeup matches must be played within two (2) weeks of scheduled match and cannot carry into the final two (2) weeks of the session as mentioned above. Except for the ladies division.**
- If both teams cannot mutually agree on a makeup, the match is to be played as scheduled by the League Manager.
  - Teams will need to forfeit if needed.
  - Once a makeup date is agreed on, the match must be played on that date. It cannot be rescheduled by the same team again, or this will result in forfeiture of points.
  - Review rules specified in the “Forfeits” section above.
- **A League Manager must approve ALL makeup matches.**

- In the event of extreme situations, the League Manager will make a decision on a case-by-case basis.
- Rescheduling of matches due to inclement weather will be handled by league management.

## Equipment

- Players may bring their own equipment to shoot matches.
- Legal equipment includes all of the following:
  - One-piece cues, two-piece cues, jump/break cues, extensions, bridges, gloves, chalk, cases, and cue claws.
- Cue balls, object balls, and racks are provided by the establishments.
  - Players cannot substitute an establishment's equipment with their own.
- Template racks are not to be used during matches.
- Training aids, mechanical cues, and laser devices may not be used.
- Headphones are allowed during regular session play only.
- Players need to be mindful that some establishments have restrictions on chalk color.
- Players can use house cues to shoot.
- "Players can bring whatever equipment they want to entertain us to the table that will not damage the felt." ~ Mr. Revill

## Payments !!!PLEASE READ CAREFULLY!!!

- Annual dues for Fargo League USA are due BEFORE you play your first match on the first week.
  - The cost is \$20 and covers the cost of using both the FargoRate and BCAPL Scorer app.



- All players have until the end of Week 4 during Session 1 to pay their annual dues.
- Players with unpaid dues after Week 4 will forfeit points earned for that team.
- Payment can be made via the [Fargo League website](#).
- Weekly dues for all formats & divisions are \$11 per player per match.
- Payments for matches played must be completed via the [Fargo League website](#).
  - Matches must be paid for **BY NOON** the following day in order to receive the **0.5 bonus points** awarded for on-time payments.
  - If for some reason you are not able to make your payment online, an email needs to be sent to [brianr@fargoleague.com](mailto:brianr@fargoleague.com) so there is a time stamp concerning the issue. This will determine whether bonus points are awarded or not.
  - In your email, please indicate your name, team and night/division that you are trying to pay for.
- Anyone can make the team payment.
  - Players cannot make payments for individual matches.
- Late payments are subject to team penalties.
  - Once your team falls two weeks behind on weekly dues, your team will forfeit the points for those weeks and will continue to forfeit until brought current.
  - League Managers will address captains as needed.
- If session dues are not current once session ends the team will be disqualified from playoff eligibility, End-of-Session Tournaments, and payouts.

## Pace of Play

- All players are expected to respect everyone's time by not taking an excessive amount of time to shoot.
  - Most shots should be taken in 30 seconds or less.

- In a special circumstance, the shot should be made within 60 seconds.
- Team matches during league play should be completed within (4) hours.
- Players consistently exceeding the shot clock stipulation should be reported to the League Manager.
  - 1st Offense: The League Manager will issue a verbal warning to the captain.
  - 2nd Offense: Written warning to team captain regarding the player.
  - 3rd Offense: Players will be reviewed by league management to determine future eligibility.
- Team captains are responsible for keeping a flow of continuous play. Taking an excessive amount of time to make calls between matches should be reported to the League Manager.
  - 1st Offense: The League Manager will issue a verbal warning to the captain and document the incident.
  - 2nd Offense: The League Manager will issue a written warning to the captain
  - 3rd Offense: The League Manager will notify the team of a loss of points for that week's match.

## **Playoffs/Tournament Qualification**

- End-of-Session Tournaments
  - For North and South divisions, each will have a 16 team session ending tournament.
    - Variations due to byes, wildcards, and forfeits may occur
  - Final standings (including tiebreakers) determine seeding and first round matchups in the session ending tournaments.
  - Standings are determined by sets won
    - The tiebreaker is total games won.
  - Multiple tournament locations and brackets may be used based on the total number of teams qualified each session.

- For 8-ball & 9-ball Divisions, qualification for playoffs/tournaments are based on the chart below:

Teams in Division	Directly into Session Ending Tournament	Playoff Matchups	Entered into Wildcard Pool
4	1st	2nd vs 3rd	4th
5	1st	2nd vs 3rd	4th, 5th
6	1st & 2nd	3rd vs 4th	5th, 6th
7	1st & 2nd	3rd vs 6th 4th vs 5th	7th
8	1st & 2nd	3rd vs 6th 4th vs 5th	7th, 8th
9	1st & 2nd	3rd vs 6th 4th vs 5th	7th, 8th, 9th
10	1st & 2nd	3rd vs 8th 4th vs 7th 5th vs 6th	9th, 10th
11	1st & 2nd	3rd vs 8th 4th vs 7th 5th vs 6th	9th, 10th, 11th
12	1st, 2nd, & 3rd	4th vs 9th 5th vs 8th 6th vs 7th	10th, 11th, 12th

➤ Year-End Tournament (Vegas East)

- Teams must have four (4) players from the roster that qualified during the End-of-Session tournament.
- If a team qualifies during Session 1, the team must remain active (with four qualifying players) during Sessions 2 & 3 in order to participate.
- If a team qualifies during Session 2, the team must remain active (with four qualifying players) during Session 3 in order to participate.
- If a team qualifies during Session 3, the team must remain active until the championships are held.
- All players on a roster must meet the minimum of five (5) matches played with that team for that session.
- A team that qualifies twice will be awarded the session-ending prize money as normal PLUS the overall top seed in the year ending tournament.
  - If there are multiple teams that qualify two or three times, the sessions in which they qualify will be added together. The team with the highest total will be awarded the overall top seed. Subsequent teams will be seeded in their respective places.
  - Any tiebreakers will be decided by total games won during those qualifying sessions.

## Playoff/Tournament Rules Adjustments

- Rosters of eligible/ineligible players will be provided to each team captain prior to the End-of-Session and Year-End tournaments.
- Team Captains are responsible for making sure they are aware of any ineligible players on their roster at the conclusion of each session.
  - Any disputed player eligibility will not be handled on the day of tournaments.
    - Any discrepancies must be submitted for review 48 hours prior to the start of a tournament.

- Ineligible players are not permitted to shoot or be part of any timeouts.
- When calling matches, the higher seeded team has the “Hammer.”
  - This means that they have the option of calling the first match OR having the opposing team call first.
- Players qualified for multiple teams are not permitted to play (or give timeouts) for either team if those teams are drawn to play each other in the End-of-Session or Year-End tournament.
- If a player is on multiple teams that are not playing each other and is currently shooting a match, they are not a viable option to shoot in another match.
  - The only exception to the above rule is if the match being played is hill/hill, then the rack will be allowed to be finished and that player can be called.
- The Tournament Director reserves the right to begin matches on two (2) tables if they are available or if there is lagging play within the tournament bracket.
  - Matches 1 & 2 are called with the normal league process.
  - Match 3 cannot begin until the first two (2) matches are completed.
  - The match then moves back to one (1) table.
- Generally there is a “loose” 30 second shot clock.
  - Slow play will not be tolerated and should be reported to the tournament director. If slow play is reported and verified the tournament director may instill a 30 second shot clock to be timed by a referee.
- The cue ball cannot be touched while still rolling after making the last ball to win the game. Please let all balls come to a rest naturally.
  - If its progress is impeded in any way, the opponent can call a foul and will result in loss of game.
- If you reach your hand in the pocket to prevent a scratch, it is considered a foul whether it was going in or not.
- No headphones can be used by players during matches.
  - Restrict cell phone usage to emergencies only.

- Sand timers are used for timeouts.
  - Timeouts are to be kept to 60 seconds.
  - When the timer expires the team should politely let the other team know by saying “TIME”.
  - The timeout must be completed within five (5) seconds of being notified of “TIME” expiring.
  - Teams that violate the allotted time will be warned by the tournament director.
    - Subsequent violations will result in ball-in-hand fouls.
- If a timeout is called but none are available:
  - This is a ball-in-hand foul for the opponent.
  - If this happens multiple times, it is considered unsportsmanlike and can result in a loss of game.
- Forfeits during playoff/tournaments:
  - The player entered as the forfeiting the match must be eligible for the event (having five (5) matches played during the qualifying session).
  - Once a player is called, it is binding.
    - If the player called forces the team to exceed the Fargo cap, the team forfeits the entire match.
- Any arguing or disruptive behavior will be cause for disqualification and forfeit of any monies won.
  - Excessive situations will be taken to the Fargo Board to vote on possible disciplinary action.
- At the start time of each match, the Tournament Director will clearly state the start time to each team captain.
  - This will also be written on the manual scoresheets and the main tournament board.
- There is a four (4) hour time limit for matches to be completed during tournament play.
- The Skillz Division has a three (3) hours per team match.
  - If the above time limits are exceeded, every rack after the current rack being played will be worth two (2) points until a winner is determined.

- 8-ball and Ladies Division tiebreaker scenario:
  - If the score is tied 2-2, a tiebreaker match is to be played.
  - **Matches will be an R3 HOT Race**
    - Each team selects a player that has not played in the current match.
    - If a team only has four players (or less if there was a forfeit involved), the opposing team chooses the player to shoot the tiebreaker.
    - If this match has exceeded the four (4) hour time limit, each game will be worth two (2) points.

## Grievance Process

- Players displaying behavior considered detrimental to the perception of the league are subject to verbal warnings, written warnings, suspension or possible expulsion.
- League personnel will investigate complaints before making any decisions.
- When players need to file a grievance, the chain of command below is followed:
  - Player or team captain composes and sends a formal email to the League Manager.
  - The League Manager makes a decision and notifies the player and team captain.
  - If a decision cannot be made or the player/captain chooses to take their concern to the next level, the issue is sent to the Fargo Board.
  - Board members determine potential solutions and vote on a decision.
    - If the Board vote ties 2-2, the League Owner makes the final decision to break the tie.
  - Decision is delivered to the player by a selected Board member.

- Suspended/expelled players are not permitted to participate in any Fargo League USA events.
  - This includes weekly match play or tournaments run in conjunction with Fargo League USA.

## Disciplinary Procedures

- Players unable to adhere to the rules and regulations of Fargo League USA and/or local establishments are subject to disciplinary actions.
- Minor Infractions include, but are not limited to, actions such as the following:
  - Ignoring specified game rules, poor etiquette during matches, failure to remain current on payments, negative comments on social media, repeated scoring inconsistencies, excessive forfeiting.
- Minor Infractions will follow the protocol below after being reported:
  - League Manager will assess situation,
  - Determine a fair and appropriate action,
  - Contact captain and/or player to notify of decision,
  - Document and apply necessary penalty,
  - Inform other League Managers, Board Members, and the League Owner if necessary.
- Major Infractions include, but are not limited to, actions such as the following:
  - Physically threatening others, physically harming others, disrespect toward other players, disrespect toward employees of establishments, playing matches when suspended or ineligible, playing under a false identification, damaging equipment or items, blatant disregard for the respect of other players and tournament directors, stealing equipment, intentional manipulation of rule, intentional manipulation of ratings/match outcomes, and unwanted sexual contact.
- Major Infractions will follow the protocol below after being reported:
  - League Manager reports incident to the Fargo Board,



- Board members determine potential solutions and vote on a decision,
  - If the Board vote ties 2-2, the League Owner makes the final decision to break the tie.
- Decision is delivered to the player and team captain by a selected Board member.
- Players may be issued a verbal warning, written warning, suspended or expelled from the league.
  - Players on verbal or written warning may still play in Fargo League USA events depending on the stipulations of their verbal or written warning.
  - Suspended or expelled players may not participate in any Fargo League USA events or tournaments.
- **Incidents considered excessive or egregious may be subject to immediate disciplinary action issued by the League Management!**

## Prize Money Payouts

- In an effort to minimize risk and increase safety, the Fargo Staff will look to reduce the amount of cash on hand at tournaments and events.
- All money earned by players will be paid by the assigned Fargo League staff member at the conclusion of the team's (or individual's) last match.
- Any amount paid out will require a signature to verify receipt of funds.
- Cash Payouts (\$599 and less):
  - Singles events in which \$599 or less is won.
  - Team events in which the individual portions equal \$599 or less.
    - Any eligible player on the roster will receive their proportionate payout to the number of qualified players on the team.
    - **Example:** A team wins \$2,000, and there are eight (8) eligible players on the tournament roster. Each eligible person on the team would receive an individual envelope with \$250.00.
    - **Example:** A team wins \$2000, has eight (8) players on the roster, but only seven (7) are ELIGIBLE (played five (5)

matches). Each eligible person on the team would receive an individual envelope with \$285.71. The team can distribute funds to the eighth player only if they choose to do so. We will only pay out the eligible players as listed on the tournament roster.

➤ Check Payouts (\$600 and more):

- Singles events in which \$600 or more is won.
- Team events in which the individual portions equal \$600 or more.
- Individual payouts of \$600 and above are, by law, considered a taxable event and will require the following:
  - Photo ID
  - Signed W9
  - Name, Address and SS# are required on forms
  - Players receiving a W9 for any tournament winnings will also receive a 1099 at the conclusion of that tax year.
  - **Only QUALIFIED & ELIGIBLE players will be issued a check for the team's winnings.**
    - **Example:** A team wins \$15,000 and has eight (8) eligible players on the roster. Each player will be issued a check in the amount of \$1,875.
    - **Example:** A team wins \$15,000, has eight (8) players on the roster, but only seven (7) are ELIGIBLE (played five (5) matches). The following protocol will be followed:
      - Fargo League will issue a check in the amount of \$2,142.86 to each of the seven (7) eligible players.
      - The team can distribute funds to the eighth player only if they choose to do so. We will only pay out the eligible players as listed on the tournament roster.

## Disclaimer

Fargo League USA reserves the right to make adjustments, changes, and addendums as necessary. The expectation is to constantly make improvements as the billiard scene evolves. As we continue to grow, the Fargo team will need to address any rule manipulation and close loopholes. Players will be notified via the [Fargo League website](#) at the beginning of each session if there are any changes.

## Conclusion

The Fargo League USA team is working very diligently to continuously improve the overall billiard experience. It is extremely difficult to write a rule for every single situation or scenario in the game of pool. However, the expectation is for adults to use as much common sense as possible and conduct themselves appropriately. Remember that none of us are professionals, and we all make mistakes.

We will update rules as necessary after each session and make sure everyone is notified. We expect there to be challenges and are up to the task of overcoming them. Ultimately, we want players to enjoy themselves, build camaraderie with each other, and win money. Together, we can make Fargo League USA the best pool league in the country!!

***IT'S SIMPLE...PLAYERS FIRST!!!***

