



## **West Michigan BCA Pool Leagues**

*presents*

### **2020 Sin City Shootout**

Saturday, January 11th, 2020

Doors open at 9am and Tournament starts at 10am

*Dan Jakubczak*

League Operator  
616-826-2054

*Eastside Billiards*

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## 2020 Sin City Shootout

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## Entry Form

Maximum team Fargo Rating is 2500 based on the 5 core players.  
Final Fargo ratings will be confirmed on January 10th, 2020.

Team Name \_\_\_\_\_

Core Roster Teams must have two original players from the same team and may have up to 3 substitutes.  
(See rules below for explanation and further details)

Name (First, Last)	Phone	Fargo Rating
1		
2		
3		
4		
5		

Substitutes (a substitute must be rated the same or lower than the person being replaced)

1		
2		
3		

### Registration

\$100.00 Entry per team due with entry form.

\$20 Green fees due on the day of the event.

Entries and Payment must be received no later than 8:00 PM on Thursday, January 9th, 2020.

Onsite entries will not be accepted.

## 2020 Sin City Shootout

Mail check or money order

Payable to:  
West Michigan BCA Pool League  
1343 Big Rox Ct.  
Grand Rapids, MI 49534

Cash payments and entry forms may be delivered directly to Dan Jakubczak.

Electronic payments through PayPal will also be accepted. Please contact Dan Jakubczak for instructions.

### Player Ratings

To look-up Fargo ratings please visit:

<https://fairmatch.fargorate.com/>

### Cash and Prizes

The 1st place team will win cash and prizes worth at least \$4000 combined.

Each team will receive:

- Paid entry to the 8-Ball Mixed Team Silver division event at the 2020 BCAPL World Championships worth \$350. The 2020 BCAPL World Championships will be held Wednesday, March 11 - Saturday, March 21.
- \$3650 cash prize per team to be used towards travel and lodging.
- Entry fees collected for this event will be given to the winning team.  
i.e. Based on 16 Teams registering at \$100, the total amount of entry fees equals \$1600. The winning team will receive an additional \$1600 on top of the \$3600 original cash prize, plus the paid entry cost of \$350.

Proof of travel arrangements will be required to receive funds. Funds will be disbursed no later than January 25th given that all travel agreements and receipts have been provided.

Reservations have been made for the winning teams to share 2 rooms at the Rio All Suite Hotel and Casino. Teams may choose to use the rooms or find lodging elsewhere. Lodging expenses must be paid for by the winning teams regardless of which option they choose.

### Team Check-In & Roster Changes

Team check-in is between 9:00 AM and 9:30 AM on Saturday, January 11th and is required. All teams must be checked in by 9:30 AM. This is a strict pre-registered event only.

Roster change requests must be requested and approved by 9:00 PM on Friday, January 10th.

## 2020 Sin City Shootout

### General Eligibility

All players must be sanctioned members of a West Michigan BCA Pool League and played a minimum of eight (8) full scheduled weeks during a single division session during the 2019 league year (June 1 – Dec 31, 2019). Teams may consist of players from any of our **team** leagues, Tuesday Teams (GR or Belding), Thursday Teams or Saturday Teams. At least two (2) players from the **same league team** must play each round. Other players must be qualified from the same league (West Michigan BCA Pool Leagues) and must have played on teams, but are not required to have played on the same team as the 2 original players.

Junior League players and players under the age of 18 are eligible to compete in the Sin City Shootout if all their matches from June 1st to Dec 31st are paid at the time of play with the additional \$1 going to the travel fund. Juniors must also compete with their parents on the same team for league (8 week minimum in a single format for each player) and they must also be on the same roster for the Sin City Shootout. The National Junior 9-Ball and 10-Ball event coincides with the National Team 8-Ball Event. We encourage Juniors to play in their designated events.

Singles and Scotch Doubles players are not eligible unless they have completed a minimum of eight (8) full scheduled weeks during the session on regular **team** league night.

Players must be in good standings with the league. Final eligibility must be approved by the league operator.

### Format/Rules for this tournament - Standard BCA Rotation

The scoresheet shown below will be used for the tournament. This event will be a race to 11, regardless of overall team handicap, on both the winners and losers side.

Official Rules of CueSports International used by the BCAPL and the USAPL will be followed unless otherwise noted below.

Tournament will be a modified Double Elimination format with 1st place winning the tournament. Finals will be a single elimination match played to a race of 13.

45-Second Shot Clock. A referee may implement a shot clock if they judge that you are delaying a match unnecessarily, there is unsportsmanlike conduct, or if event officials require that a match proceed at a faster pace.

No time-outs or coaching is allowed. Time-outs are not allowed in team play during CSI sanctioned tournaments.

All decisions made by event officials are final.

### Substitutions

## 2020 Sin City Shootout

The core roster is used to determine the total team rating. Teams may substitute a player in any round but the substitute must be rated the same or lower than the person being replaced. The team captain must notify the opposing captain prior to the start of the round if a substitution will be used. The total team rating remains the same throughout the event as determined by the core roster. Eligibility requirements are strictly-enforced.

Substitutions for Nationals must be local league player and agreed upon by the entire team roster from the Sin City Tournament or forfeiture of travel expenses may be enforced and you will be banned from future league play. The travel fund is funded by the players and must go to the players of this league.

### Additional 2020 BCAPL World Championship Information

#### Team Rating Changes

There is a 10-point per core player team rating cushion. If a team is eligible for a division at the time of registration but one or more members' ratings naturally increase afterwards to push them over the limit plus the cushion, it has the following options:

Option 1: Replace one or more players to get back within the division limit (must still meet other eligibility requirements).

Option 2: Play and accept a one-game penalty in each match for every 50 points over the cushion. Example: A Team is below the 2,500 limit at the time of registration but their team rating naturally increases to 2,543 (43 pts. over the cushion). They will incur a one-game penalty in each match. If their rating naturally increases to 2,577 (77 pts. over the cushion), the team will incur a two-game penalty in each match.

#### Individual Rating Increases

There is a 10-point individual rating cushion. If an individual (male or female) is rated 720 or lower in Mixed Teams at the time of registration, but his or her rating naturally increases above 730 (Mixed Teams), the team has the following options:

Option 1: Replace the player (must still meet other eligibility requirements).

Option 2: Play and accept a one-game penalty in each match for every 25 points over the cushion (730 or 670). Example: Individual has a rating of 716 at the time of registration but it naturally increases to 735 afterwards (5 pts. over the cushion), the team will incur a one-game penalty in each match. If the same person's rating increases to 758 (28 pts. over the cushion), the team will incur a two-game penalty in each match.

# 2020 Sin City Shootout

## BCAPL World Championships

### 5-Player Teams - Max Race to 13

Home team shall be determined by lag or coin toss. Break in each game is indicated by "B".

**OPPOSING TEAM CAPTAIN MUST INITIAL IF SUBS ARE USED**



Game	Round	Position #	Home			Visitor				
			Team Name	Circle "S" if sub (Visitor Capt. Initials)	W or L	Total Score	Team Name	Circle "S" if sub (Home Capt. Initials)	W or L	Total Score
			Player Name			Position #	Player Name			
1	1	1	B	S			1	S		
2		2	B	S			2	S		
3		3	B	S			3	S		
4		4	B	S			4	S		
5		5	B	S			5	S		
6	2	1		S			2	B	S	
7		2		S			3	B	S	
8		3		S			4	B	S	
9		4		S			5	B	S	
10		5		S			1	B	S	
11	3	1	B	S			3	S		
12		2	B	S			4	S		
13		3	B	S			5	S		
14		4	B	S			1	S		
15		5	B	S			2	S		
16	4	1		S			4	B	S	
17		2		S			5	B	S	
18		3		S			1	B	S	
19		4		S			2	B	S	
20		5		S			3	B	S	
21	5	1	B	S			5	S		
22		2		S			1	B	S	
23		3	B	S			2	S		
24		4		S			3	B	S	
25		5	B	S			4	S		

PLAY MUST BE CONTINUOUS ON ALL ASSIGNED TABLES UNTIL ONE TEAM WINS THE DESIGNATED NUMBER OF GAMES.

