



## **West Michigan BCA Pool Leagues**

*presents*

### **2022 Sin City Shootout**

Saturday, February 5, 2022

Doors open at 9am and Tournament starts at 10am

***Dan Jakubczak***

League Operator  
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***Eastside Billiards***

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## 2022 Sin City Shootout

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## Entry Form

Maximum team Fargo Rating is 2800 based on the five core players.  
Final Fargo ratings will be confirmed on February 4<sup>th</sup>, 2022.

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

Core Roster		
Name (Firstname Lastname)	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**

Entry Fee: FREE

This year's entry fees have been waived due to Covid restrictions that eliminated out 2021 event.

Green Fees: \$25 due on the day of the event.

Entries must be received no later than 11:59 PM on Friday, February 4th, 2022.

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Onsite entries will not be accepted.  
Mail check or money order

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

Entry forms may be delivered directly to Dan Jakubczak.

Electronic payments through Venmo or 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 \$4500 combined.

2nd place team will win a team entry and lodging (Two Rooms) to the 2022 BCAPL Michigan State Championships

Winning Team will receive:

- Paid entry to the 8-Ball Mixed Team Silver division event at the 2022 BCAPL World Championships worth \$350. The 2022 BCAPL World Championships will be held Wednesday, March 23 - Saturday, April 2.
- \$4150 prize per team to be used towards travel and lodging.

Travel arrangements will be made through Dream Destinations and yourself.

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 team 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, February 5<sup>th</sup> 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, February 4<sup>th</sup>.

### **General Eligibility**

## 2022 Sin City Shootout

### Two ways to qualify

- (1) Players must be **active and a** sanctioned member of a West Michigan BCA Pool League and have played a minimum of ten(10) full scheduled weeks during a 2021 Fall division session. Teams may consist of players from any of our **team** leagues, Tuesday Teams (GR), Wednesday Teams (GR) Thursday Teams (GR or Battle Creek) or Friday Teams (GR Mixed Scotch) Players must have played on teams, but are not required to have played on the same team.
- (2) Players must be **active and a** sanctioned member of a West Michigan BCA Pool League and have played a minimum of TWO sessions - Each session being at least eight (8) full scheduled weeks during 2021 - January 1st, 2021 to December 31st, 2021. Players must have played on teams, but are not required to have played on the same team.

Junior League players and players under the age of 18 are eligible to compete in the Sin City Shootout. 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 or Friday Mixed Scotch Doubles (4 person Teams).

Players must be in good standings with the league. Good standing includes but is not limited to Active members, Up to date on all dues, and must not have abruptly quit league in the past. 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 13 for the higher rated team, The FARGO R11 Chart will be used to determine the race to number for the lower team.

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.

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.

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

All decisions made by event officials are final.

### **Substitutions**

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 players 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 2022 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 2,800 limit at the time of registration but their team rating naturally increases to 2,843 (43 pts. over the cushion). They will incur a one-game penalty in each match. If their rating naturally increases to 2,877 (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).

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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.

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## 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.

