

Southwest Pool League – 5 Player – 10 Ball Division

In our 10 Ball you must CALL THE 10 BALL. It can be made early but the pocket **MUST** be called. Again, it doesn't matter how it gets there.

This is a BCAPL sanctioned Division. All scores are reported to Fargo.

This division is played with 5 players.

Each player will play 5 games per match consisting of a team total of 25 games. Weekly fees for this Division are \$15 per player/per week. (\$17 for Open Divisions)

Novice Division maximum team Fargo is 2100 / Intermediate Division is 2350

Advanced Division is 2600 There is no restrictions in the "Open" Divisions.

Players Fargo Ratings for current season are be set at the beginning of each season and it won't change unless a players skill level is proven to be well above their initial rating.

Dispute resolution, submitting score sheets and paying league fees.

There will be a league representative at each match to resolve any problems and answer any questions you may have. Also, the league representative will validate match results and collect score sheets & fees after your match.

Weekly Player Fees and Awards for this Division.

Players receive \$1.50 per game won back at end of session.

Division Top Shooter - \$200 / Division Top Shooter R/U - \$100 / 3rd - \$50.

Each Team's Top Shooters receive – 1st \$50 and R/U \$25.

6 or 8 Team Divisions.

Division Winners (Per Team) 1st \$200 / 2nd \$150 / 3rd – \$100 / 4th – \$50.

Playoff Winners (Per Team) 1st – \$750 / 2nd – \$325 / 3rd – \$200 / 4th – \$100.

10 or 12 Team Divisions.

Division Winners (Per Team) 1st \$500 / 2nd \$250 / 3rd – \$100 / 4th – \$50.

Playoff Winners (Per Team) 1st – \$1000 / 2nd – \$500 / 3rd – \$300 / 4th – \$150.

Like all the games we play the scoring system is simple, win or lose, there is no 14-point or 10-point system, counting balls or race to number of games. Each player will play each of the opposing team's player 1 game (round robin). The rules are pretty simple and are based on what is typically used in the BCAPL and USAPL with a few of exceptions. The match begins with lag. It is Rack your own. You can use a magic rack or standard triangle. The 10 on the break does NOT win game. If made it is spotted and the player continues as long as there was no scratch. All Combo's, Carom's and Banks must be called as well as the 10 Ball. Legally making the 10 Ball early is a win if called. The winning team's player breaks the following game.