

CashLeagueTM System

www.cashleague.com

Pool League Manual

For Players, Teams,
League Operators and
Tournament Directors

of

8-Ball and 9-Ball Pool Leagues

Version 2.7

CashLeague™ Pool League Manual version 2.7

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CashLeague™ System Overview

This league system was designed **for** pool players **by** pool players. In addition to having fun, the objectives of this league system are to give the players significant incentive to play their best, to prevent handicap manipulation (sandbagging) and to be accommodating to a variety of team sizes and player availability. This system (including the web site) provides everything needed by a league operator (LO) to create and operate a money league utilizing the Balls Per Turn (BPT) Handicapping System™. No other published handicapping system known can rate 8-ball or 9-ball players as accurately or as uniformly as the BPT Handicapping System™ can. The BPT system has the unique capability of rating a player with the same handicap (HC) no matter what level of competition he or she faces, while at the same time, using a system that is entirely documented. That's right, no secrets involved in the handicapping.

This league system was designed to support league-sanctioning rules published by National Billiard leagues such as the Billiard Congress of America (hereon referred to as the BCA) and American CueSports Alliance (hereon referred to as the ACS). Cash League LLC encourages all registered leagues to sanction with the one or both of these national organizations to provide your players the opportunity for national tournament competition.

Your LO is required to enter the match results on the Cash League LLC Internet Web site (www.cashleague.com) after each match and prior to the next match. Every registered player of a registered league has access to their league's match data via the Cash League web site. This data includes player's handicaps, each individual's match results, team scores, any shortfall or excess team dues paid and, if the LO is using the option, the amount of your prize funds on deposit with Cash League LLC.

Cash League LLC encourages and supports each league operator to hold a post-session or annual pool tournament for the top place finishers from each of their sessions. One of the many anti-sandbagging features of the BPT Handicapping System™ is that player's handicaps are calculated differently for tournaments than for normal in-session completion. Players are expected to be at their very best during tournaments. The tournament handicap will be closer to the player's best scores rather than their average scores. **Although player's handicaps will go up during the tournament, it is fair to all players since all players' handicaps are calculated the same way.** The Cash League Internet site automatically provides the appropriate handicap type to the registered league or tournament operator.

1 Scope

This document describes the CashLeague™ system defines the “Rules of Competition” under the CashLeague™ system. Generally speaking, three types of rules are necessary to maintain fair completion, accurate handicapping, and player respect. They are the “Rules of Competition”, “Rules of Play”, and “Rules of Behavior” (by-laws). Cash League recommends league operators use the “Rules of Pool” (8-ball rules, 9-ball rules and General Billiards rules) published by a national organization such as the World Pool-Billiard Association (WPA), ACS or BCA when you sanction your league. Each league operator should provide a set of by-laws to their players that include guidance for conflict resolution.

Cash League LLC does provide a generic set of by-laws for use by the league operator; however, they become the property of the league operator, not Cash League LLC.

1.1 Rules/Organization of the CashLeague™ System

Cash League LLC has defined the minimum set of competition rules that are critical to maintaining a fair and universally applicable handicapping system. All leagues using the CashLeague™ system are able to fairly compete against each other since they all use the same rules of competition. The types of rules provided by Cash League LLC include: order of play, scoring, coaching, forfeits, and handicapping.

These rules are subject to change with 1-week notice to each league operator. However, the Board of Directors (BOD) of Cash League LLC will limit mid-session changes to only those urgently required to preserve fair competition. Notices of rule changes are provided on the company web site and are considered delivered to the league operator upon the first login to the site after Cash League LLC posts the notice. We will also email the rules change to any league operator who has provided an email address. Each league operator is required to provide rule changes to their players.

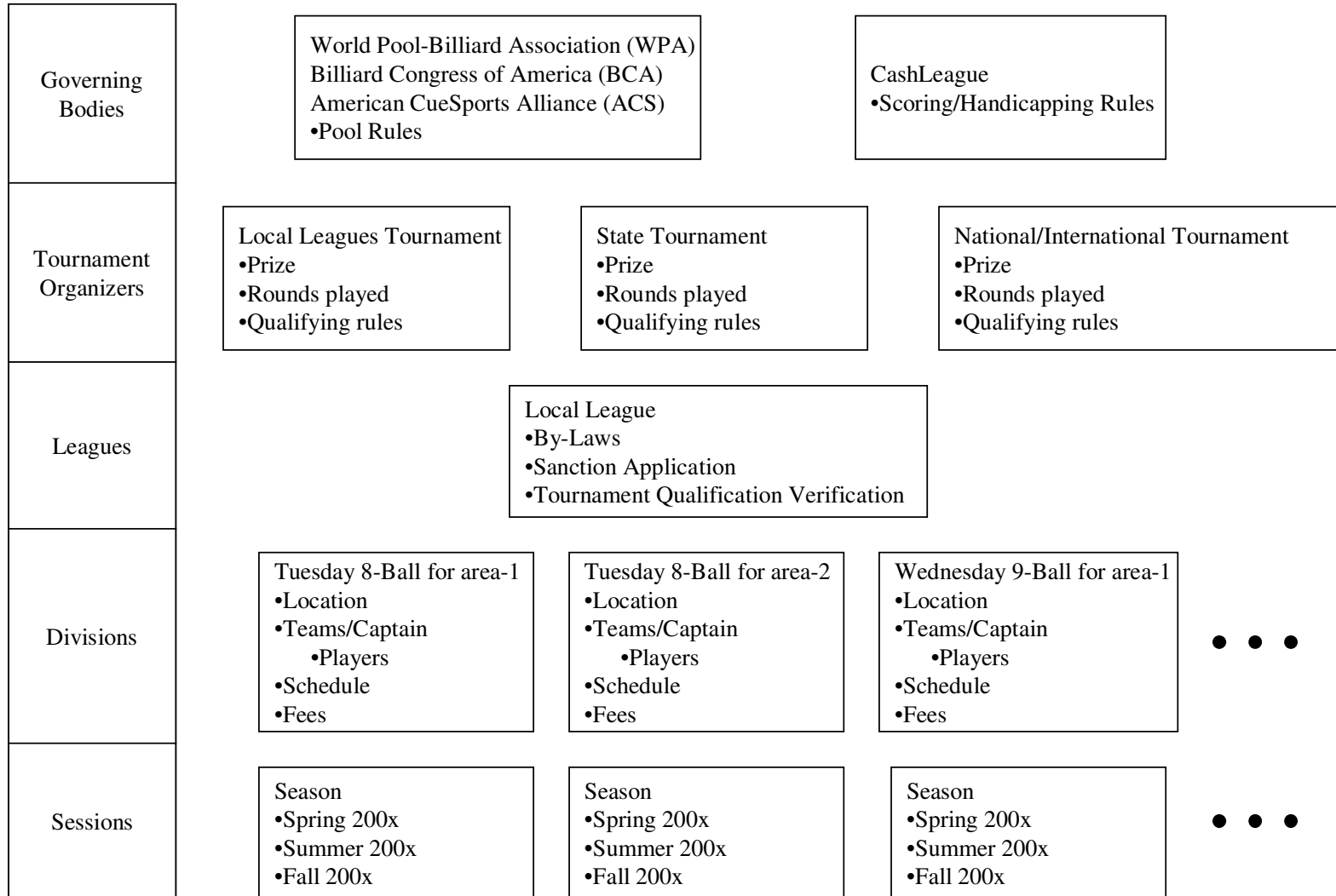
1.2 League Operator Rules (League By-laws)

The types of rules provided by the league operator in the league’s by-laws manual includes, but is not limited to, the weekly team fee, how, when and where paper work is distributed and collected and the size and distribution of the prize funds.

1.3 Rules of Pool (8-ball and 9-ball)

The rules of pool recommended by the Cash League system are the World Standardize Rules for 8-ball and 9-ball as established by the World Pool-Billiard Association (WPA). Standardized rules are an essential component of uniform handicapping. The two essential elements of those rules are “Calling your Shot” and “Ball-in-Hand”. As long as your league follows those rules, your players handicaps will be uniform with the rest of the CashLeague™ players.

CashLeague™ Structure and Organizations



1.4 Prize Pool and Money Distribution

The size of the prize pool motivates the players to shoot their best and therefore, is a fundamental part of the anti-sandbagging elements of the BPT Handicapping system™. The percent of team fees allocated to the prize pool is up to each league operator but should be enough to motivate the players.

1.5 Handicapping

The handicapping system is completely documented in section 4. Virtually every other national handicapped league keeps the handicapping system secret. Although secrecy may help confuse sandbaggers, it also raises a lot a concern over fairness. This league system has no secret calculations that may make a player wonder why a rating went up or down. The success of the handicapping system is tied to the scoring system and cash prizes. The scoring system rewards teams with more points when their players shoot up to or better than their handicap. Of course beating your handicap too often can also raise your handicap. Unlike most handicapping systems, our system typically rates players much closer to their average ability rather than their best performance. However, since the handicapping system includes some statistical techniques (defined in section 4) designed to catch and eliminate sandbagged scores, the stubborn sandbagger's handicap will be closer to their best performance.

1.6 Disclaimer

Cash League LLC accepts no responsibility for any alleged or real harm claimed to be caused by the use of any part of this league system. Cash League LLC provides some information about policies or practices of other companies or organizations. The information provided was known to be true at the time of this publication. The information is provided for the sole purpose of benefiting the players and league operators using or wishing to use this system. These organizations may change these policies or practices at any time and without notice. Cash League LLC accepts no responsibility for any alleged or real harm claimed to be caused by the use of stale information provided herein. All information should be verified from the applicable organization prior to use.

2 Rules of Competition

This section describes the rules of competition for the CashLeague™ system, not the rules of play (8-ball, 9-ball or General Rules). Section 1.3 contains information about the rules of play. In general, league operators using the CashLeague™ system are required to comply with the rules in this section to ensure that all players are handicapped uniformly.

2.1 Match Structure

League operators have a lot of flexibility in designing a league format. Matches are divided in to rounds. Each weekly match between two teams ("team match") will consists of 1 to 4 rounds of play. The system supports competition for singles, doubles, 3, 4 or 5 players per round. There are usually more players on a team than are needed in one night. However, the CashLeague™ system allows for all players of a team to shoot each night. For example the typical 8-Ball or 9-Ball league plays two rounds in a team match. Each round of the team match consists of 5 player matches. So the captain can play the same five players in both rounds or he can play each of his 10 players once. Under the CashLeague™ scoring rules a player should only play once in each round, however the systems supports allowing a player to play repeatedly in a round.

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In the 8-Ball divisions, player matches consist of 2 to 4 games. In the 9-Ball divisions the player matches consist of 3 to 6 games. The number of games to play in each player match is determined by adding up the handicaps of the two opponents (see section 2.4 for information on player's handicaps). Two very low rated players will only play the minimum number of games per player match, while 2 very strong players will play the maximum number of games per player match. The score sheets provide instructions on the number of games to play.

The CashLeague™ rules have been designed so that an average 8-ball division will play an average of about 3 games per each player match and an average 9-ball league will play an average of about 4 games per each player match. Cash League LLC has designed the system so that a full round of 5 player matches will last about two hours, therefore allowing for two rounds of play (10 player matches) in a single evening. The higher the handicaps of the players the more games they play in each player match, but the higher handicapped players also play faster than their lower handicapped team mates.

2.1.1 Regular In-Session Match Structure

Team matches during normal in-session competition consists of two or more rounds of play each week (usually 2) lasting for a minimum of 8 weeks. A typical session is 14 to 15 weeks long. We suggest the league operator structure their weekly competition such that both rounds are played on the same night. The match can be played on one table, taking about 4 to 5 hours (typical of bar leagues), or the match can be played on two tables taking about 2.5 hours (usually played in pool halls). Other options available to leagues with abnormal time limitations are: 1) playing the two rounds on different nights within the same week, 2) playing on more than two tables, or 3) playing 1 round of competition each week for more weeks. However, you may find the first two options are difficult to implement.

2.1.2 Tournament Match Structure

Tournament organizers may choose to have teams play only one round in the first level of team elimination. The tournament could use single elimination or double elimination and may increase the number of rounds required for the final levels of team elimination. To ensure that players are adequately rated and truly part of the competing team, each player should be required to have played at least 8 weeks with their team during the previous session and should have at least 16 rounds in their handicap. As an anti-sandbagging measure, player's handicaps are calculated differently for tournaments then for normal in-session matches (see section 4).

2.2 Team Size

The league operator's by-laws determine the number of player matches per round (1 to 5), which is also the minimum number of players on a team. The maximum number of players on a team is usually double the minimum. If the minimum number of players does not shoot in each round then the team should be forced to forfeit points. A player should only play once in each round.

The typical league plays 2 rounds per night and 5 players per round. If a team only has 5 players show up, each of those players must play in both rounds to avoid forfeiting points. If the opposing team has 10 players show up, they may choose to play each player in only 1 player-match allowing all 10 to play. These rules can reduce the boredom of waiting to shoot and provides for significant strategic options when choosing whom to shoot.

2.3 Order of Play

The team match begins with the first player match of round one. The home team and visiting team will take turns putting up a player, with the home team being first to put up first. While the two players decide who breaks, the scorekeepers should fill in the player's names and handicaps (HCs). The two players will decide who breaks according to their league by-laws (usually lag for break or flip a coin). During the games, the score keepers for both teams will record Earned Balls, Innings, Defensive shots, Wins, Break & Runs (BR), Table Runs (TR) and 9-on-Breaks. The scorekeepers should compare notes while the next game is racked. The winner of each game breaks the next game. The visiting team will put up a player first for the second player match of round 1.

Teams may start a new round even if the previous round has not completed. If a team is short players they will want to play all possible matches on all round sheets to avoid delaying the match. If a second table is being used for the match, the teams should consider playing round one on one table and round two on the other table.

2.4 Player's Handicaps (HCs)

The player's handicaps are basically their average earned balls per turn. All players' HC are recalculated after each team match and provided to the players before their next team match. The method used to calculate the HCs is described in section 4.

New (Un-rated) Players to the CashLeague™ System

New players to the CashLeague™ system start off unrated. They will earn a temporary handicap on their first night. This temporary HC will only be used in the scoring on the first night. First time players (unrated players) must play in every round on the first night. As an anti-sandbagging incentive, their temporary handicap will be the **highest** Balls Per Turn they shot from all the rounds of that match. Their handicap for the next team match will be approximately the average of their scores from the first night.

Players New to a Division, But Not New to the CashLeague™ System

Any player who has played under the CashLeague™ System previously will keep their previous handicap rating if they are playing in the same format division (8-Ball or 9-Ball). If they never played this format before, they will play as a New Un-rated Player.

2.5 Scoring The Match

The scoring for 8-ball and 9-ball is very similar. Each score sheet provides for recording the results of one round. Tournaments may be organized to use one or more rounds. In addition to the score sheets, two other papers are required to score a match: 1) the list of player's handicaps and 2) tables for calculating Balls Per Turn, Handicap (HC) Points, and Skill Points.

Cash League also provides a compact score sheet that combine the Win Points table with the score sheet and eliminates the calculation of Skill Points. Skill Points will still be calculated when your league operator enters the match data. All documents & scoring sheets can be downloaded from the Cash League LLC web site (www.cashleague.com).

2.5.1 Types of Match Points

There are four kinds of points available in the match: Win Points, Handicap (HC) Points, Skill Points and Compliance Points. The players earn Win Points, HC Points and Skill Points during each player

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match. Both captains can earn Compliance points by properly completing the score sheets and turning the score sheets and money in on time. All these points are the basis for the prize distribution.

Win Points

Players play 2 to 4 games of 8-ball or 3 to 6 games of 9-ball per round. All scoring is done per round. The number of games to play per round is based on the sum of the player's handicaps. For example, an average shooter might be rated at about 1.2 balls per turn. A good shooter might have an average HC of about 2.0. Based on the sum of their HCs (2.0 + 1.2 = 3.2) they would play 3 games of 8-ball or 5 games of 9-ball.

Players earn win points based on how many games they win out of games played. There are 4 win points available in 8-ball and 6 in 9-ball. 9-ball provides an additional ½ win point for each 9-ball on the break. The 9-ball on the break game does not count as one of your required games. It is free game.

Games Won→		0	1	2	3	4	
Games Played	2	0	2	4			← Win Points
	3	0	1	3	4		
	4	0	1	2	3	4	

Table 1 - 8-Ball win points

Handicap (HC) Points

These points are awarded during the player match and are only available to the lesser handicap player. These points are in addition to win points. The amount of points available per game to the lesser HC shooter is based on the difference in the player's handicaps. So for our previous example, the difference in the shooter's HCs would be 0.8 (2.0 - 1.2). If the lesser HC player wins two 8-ball games out of three, the lesser HC player gets 2.5 times the HC Difference (0.8) for each win point earned:

$$2.5 \text{ (HC Factor)} \times 0.8 \text{ (HC Diff)} \times 3 \text{ (win points)} = 6.0 \text{ points}$$

These HC points are the key player equalizer and an important anti-sandbagging feature.

Skill Points

These points are awarded in each player match and divided between the two players based on how they performed relative to their own HCs. When earning the Skill Points the shooters are playing against their own past performance. As described below, this is a key anti-sandbagging feature.

At the end of each player match, the Balls Per Turn (BPT) for each shooter is determined by looking up the Ball and Turns on the Balls Per Turn table. If their BPT shot is higher than their HC, they have a positive Net HC Score. If they shoot less than their HC, they have a negative Net HC Score. The player with the higher Net HC Score will get more of the Skill Points. You determine the amount of points earned by each player by finding the difference in the player's Net HC Scores and looking at the Skill Points table. The available Skill Points and Win Points are the same: 4 in 8-ball and 6 in 9-ball (not including 9-ball break points).

When a player sandbags (usually by winning the games but skillfully taking extra turns to do it) the entire team is punished because the player is sacrificing Skill Points. Since the prize pool is based on

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the total points your team accumulates, sandbagging directly reduces your earnings. Among other things, failure to finish in a top position excludes you from Medal Winner's Tournaments™.

Compliance points

All teams will earn Compliance Points by complying with the league operator's rules on turning in paperwork and money on time. Compliance Points are equal to about 11% of all the other points available to the teams. Typically the captain must pay the team fee and deliver paper work on time to earn the Compliance points. Conditions for earning Compliance Points should be described in the League Operator's by-laws.

2.5.2 How to Fill Out the Score Sheet

Instructions for filling in the score sheets are provided on the sheets in the shaded areas. At the beginning of the team match, both scorekeepers should immediately fill in the score sheets with round information for all rounds:

- Circle home or visitor to identify the score sheet owner.
- Fill in the round number
- Fill in the team's number (name is optional).

As soon as the players for a match are selected to shoot, the player information can be filled out:

- Player's legal names and "League #" from the roster (Home player on top)
- Player's Handicaps ("HC"), Handicap Sums ("SUM"), Handicap Difference ("DIFF")
- "Games to play" using the HC SUM as described in on the upper part of score sheet.
- Number of "Coaches" allowed as described in on the lower part of the score sheet.
- Identify and mark the "Lesser HC" player. This player earns HC points for each win.
- Identify who broke the first rack of the match under "Match Breaker"

Games to Play for Unrated Players

If one or both players of a player match are unrated they **must** play at least three 8-Ball games or four 9-Ball games per round. The league by-laws could require they play more. As an anti-sandbagging control, the unrated player **must** play in every round of the team match. Their handicap (**for the first night only**) will be the highest Balls-Per-Turn (BPT) they shoot that night. Therefore, when a new league joins the CashLeague™ system and all players are new (unrated); only the minimum number of players (typically 5) will be able to play on the first night.

2.5.2.1 During The Player Match

Both teams should track the match by filling in their own score sheet. The scorekeepers for each team should sit next to each other to verify that their score sheets agree. They should discuss or compare the sheets:

- Each time a shooter makes a defensive shot "DEFs" (the teams do not have to agree)
- Whenever a coach is taken "Coaches" (there is a limit to the number of coaches)
- At the end of each turn (compare number of "Earned Balls" for the player)
- At the end of each inning (marked after the non-Match Breaker's turn is over)
- At the end of each game (compare Earned Balls, Innings, Break & Runs –BR, Table Runs-TR, and 9 Ball Breaks-9B)
- At the end of each player match (compare total Wins total Earned Balls and total Innings)

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Differences in scoring need to be resolved immediately. Nothing further is required to be completed since the league operator only enters these values. The right most columns of the score sheet should only be completed if the players wish to know the match results immediately. Remember, all players have access to the complete match results at the Cash League LLC Web site as soon as the league operator enters the match data.

If immediate match results are desired, perform the following:

Using the tables provided, look up the Win points based upon number of games played, BPT from the BPT table, the HC Points from the HC Diff table, and the Skill Points of both players from the Skill Points table)

- At the end of each round (Compare total Wins Points, total HC Points, total Skill Points and Round Points)
- At the end of the match (Compare Match Points)

Mark Innings

Innings are recorded as hash marks in the “Mark Innings” box after the non-Breaker’s turn is over. The breaker is the top of the inning and the non-breaker is the bottom of the inning. If a shooter wins a game by making the last ball, that shooter’s turn is not over unless the shot also ended the player match.

The 9-Ball “Push-Out” is an exception. When marking innings, treat a Push-Outs like it never happened. Treat the outcome of the Push-Out as the outcome of the break shot by the original breaker. If the breaker is still shooting, then he or she never lost their turn. A Push-Out is not a defense.

Mark Defensive Shots

An opponent should mark a defense against a player when the player did not pocket a ball and did not even try to pocket a ball but clearly could have. Defensive shots are recorded as hash marks in the “DEFs” box (see section 2.7). They should be tracked separately for each player in each round. The teams do not use them for any calculations during the player match or team match. They will be used in calculating the player’s handicap for the next week match. There are two rules that needs special mention:

- ***The 8-Ball “Safety”***: The “Safety” rule allows an 8-Ball shooter to legally pocket a ball, but not have to keep shooting. When a safety is called and shot, the player’s turn is over and a defense is marked. Any balls legally sunk are earned.
- ***The 9-Ball “Push-Out”***: The “Push-Out” is not a defense since the opponent has a choice to take the shot or not.

Mark Earned and Dead Balls

In 8-ball, Earned balls and Dead balls are recorded separately for each player in one of the 4 game boxes. Earned balls are recorded with a hash mark over the next available number and Dead balls are recorded by blocking-out the next available number. In 9-ball, each ball is awarded to one of the players or marked dead for each game played. Use the symbols shown on the score sheet to identify which player earned the ball. Earned balls from a 9-ball break are recorded under the heading “9B Balls” using the appropriate Home or Away symbol.

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To be earned, a ball must be legally sunk. In general, the player will still be shooting if the ball was earned. Any balls sunk on a shot that ends in a foul are not earned. The WPA rules for 8-Ball and 9-Ball are very different and the “earned balls” rules reflect this:

8-Ball Earned Balls Rules:

- **The Break:**
 - No balls are earned if the breaker fouls.
 - Under WPA rules, an 8 on the break is not a win. The 8-ball is spotted and is not an earned ball.
 - Under WPA rules, ball ownership is not decided on the break. After the break the table is still open. The breaker earns any ball made on the break only if the breaker legally sinks the same kind of ball on the shot after the break. Any ball sank but not earned by the breaker is dead.
- Since *8-Ball is a “call pocket” game*, sinking a called ball in the wrong pocket ends your turn and the ball is not earned.
- On a turn that you legally sink more than one ball, you earn all of ***your*** sunk balls.
- If the opponent sinks your ball, it is not earned by either of you. It is dead.
- Any ball you sink on a shot that ends in a foul is not earned. It is dead.
- A ball sunk on a legal *safety* is earned.

9-Ball Earned Balls:

- **The Break:**
 - All balls made on a break (including the 9) are earned unless the breaker fouls.

If the 9-ball is legally sunk on the break, the breaker gets the earned balls and gets a mark recorded in the 9B box. **This Win does not count as one of the “Games To Play”** for the player match. (For example: if the player match was originally a 3 game match, the opponents will now play a 4th game. This is true for all 9-ball breaks.) Earned balls from a 9-Ball break (including the 9-ball) are recorded under the column heading “9B Balls”. The breaker gets to break again. The 9-ball break is not recorded as a win, but will earn the player a 1/2 win point per 9-ball break.

- Since 9-ball *is not a “call pocket” game*, all balls sunk on a legal turn (hitting the lowest ball first) are earned.

Mark Coaches

Coaches should be recorded, by game, with a mark in the Turns box. See section 2.6 for coaching rules.

Mark Wins

At the end of a match record the number of wins for each player (not including 9-ball break wins). The distribution of Win points depend upon the number of games played and number won as shown on the BPT sheet.

2.5.2.2 End of a Player Match

The “Earned Balls” should be added up and entered, as a number, in the “Total Balls” box for each player. The player’s turns are basically the recorded “Innings” except for one specific situation. If the Match Breaker is also the Last Shooter that player will get one extra turn. So the non-breaker’s turns are just the sum of the inning and the Match Breaker could have the same number of turns or one more.

The following items do not have to be filled out by the players unless players wish to immediately know who won the match. All results are available at the Cash League LLC web site after the league operator enters the match results. The web site will re-calculate these values anyway and if the players made errors, the web site's answers will be the official results.

- The total Balls Per Turn (BPT) should be determined for each of the two shooters and entered in the appropriate boxes. Use the Balls Per Turn table to find this value. For the players with handicaps, subtract their handicap from their BPT and enter that value, including the sign (+ or -) in the "Player Net HCs" box. If the player does not have a handicap, then the Player's Net HC will be filled in after they play their last player match (remember: new players have to play in all rounds).
- Find the Win points earned by looking at the table on the bottom left of the Balls Per Turn sheet. Using the number of games played and games won you can find the Win Points earned by each player. These should not include the 9-ball break wins or games. Record the Win Points in the corresponding box. For 9-ball add a ½ point to the Win Points for each 9-ball break.
- If the lesser-handicapped player won any games, calculate the HC points earned by that player by multiplying the number of Win Points x HC Difference x 3. For un-rated players, HC points cannot be calculated until the un-rated player finishes all rounds and has earned a handicap.
- Find the Skill Points earned by each player using the Skill Points table that is included on the Balls Per Turn sheet. The player with the highest Net Score will get the most points (remember -1.0 is greater than -1.5). Enter the Skill Points for each player under the heading "Skill Points".

2.5.2.3 End of a Round

The following items do not have to be filled out by the players unless players wish to immediately know who won the match. All results are available at the Cash League LLC web site after the league operator enters the match results.

- At the end of each round, the scorekeepers should sum the Win Points, HC Points and Skill Points for each team and enter the sums in the appropriate section at the bottom of the score sheet.
- Enter the Round Points for each team. The Round Points are the sum of the Win Points, HC Points and Skill Points.

2.5.2.4 End of Match Scoring

The following items do not have to be filled out by the players unless players wish to immediately know who won the match. All results are available at the Cash League LLC web site after the league operator enters the match results.

- At the end of the team match, transfer the round points for rounds 2 through 4 to the Round 1 score sheet.
- Sum the points from all rounds and enter the sum under the heading "Total All Rounds".
- Any team that has chosen to distribute prize money based on Players Present Each Week must write the absent players' names on the back of the score sheet and check the appropriate "Yes" box on the top of the score sheet. It will be assumed that players are present if they shot in a round or if their name is not on the back of the score sheet.

Both captains should sign the Round 1 score sheet after verifying that the score sheets match.

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The web site (www.cashleague.com) will automatically verify and correct any addition errors on the score sheets. The league operator will only enter: Player's names, BR, TR or 9B, Wins, DEFs, Total Earned Balls and Total Turns. All the rest of the scoring data will be calculated by the web site. The web site's calculations are final.

2.5.2.5 Scoring Forfeits

The team that has to forfeit a player match should verify that their opponents have an eligible player present. The eligible player's name must be entered on the score sheet. If a player is not eligible then both teams must write in a forfeit for the player match.

The 8-ball team benefiting from a forfeit will enter 4 Win Points in their "Wins" box, 0 in their "HC Pts" box and 1.6 in their "Skill Points" box.

The 9-ball team benefiting from a forfeit will enter 6 Win Points in their "Wins" box, 0 in their "HC Pts" box and 2.4 in their "Skill Points" box.

If both teams are forfeiting a player match they will both enter 0 in their "Wins", "HC Pts" and "Skill Points" boxes.

2.6 Coaching / Time-outs / Talking

Cash League recommends the following rules on coaching:

Each player is entitled to one coach every game regardless of his or her handicap. Players whose handicaps are below the limit specified on the score sheet are entitled to get 2 coaches per game. The limit is different for the 8-Ball and the 9-Ball divisions. In addition, players with handicaps above the 2-coach limit specified on the score sheets are still entitled to two coaches if their HC is significantly lower their opponents. This value is also specified on the score sheet since it is different for 8-Ball and 9-Ball divisions.

The shooter must notify the opponent that they are taking either their 1st or 2nd time-out in order to receive a coach. It is not sufficient to just state that you are taking a time-out. If the opponent does not agree that the player is entitled to the coach then it should be announced at this time.

During the time-out, the player may only talk to the designated coach; however, the coach may talk to anyone else on the team as long as the player is not present for the discussion. The designated coach is the person who first speaks to the player during the time-out. Timeouts can last up to about one minute. If you expect to receive courtesy, then you should give courtesy. An occasional long time-out should be tolerated; constant long time-outs should not. The coach is never allowed to mark the felt or rail in anyway that could provide an aiming point for the shooter. This includes wetting the felt or strategically placing chalk on the rail. Chalk can be removed and the rules clarified. Wetting a rail is irreversible during a shot and should be considered a foul committed by the shooter. "Thanks coach!"

Players may not talk to anyone while it is their shot unless they are calling for a time-out or asking for a rule clarification. Rule clarification questions should be initially directed to the opponent and the opponent's team captain. It will be considered a coach if anyone on your team, or with your team, provides advice while it is your turn. If a team observes their opponents sneaking coaches or taking

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extra coaches a warning should be given. Repeated efforts to sneak coaches or take extra coaches may provide sufficient grounds for a sportsmanship foul (see section 6).

2.7 Defensive Shots

It is extremely important for all teams to mark defensive shots. Defensive shots are included in the players' handicap calculations. A defensive shot will not negatively affect your handicap if it was the only shot of your turn. There is no reason to avoid using them in this kind of situation. However, **frequently** ending a run of balls with a defensive shot can have a significant effect on a player's handicap over time. For example; if you run 4 balls in a turn and then end the turn with a defensive shot, the contribution to your handicap for that turn is calculated as 4 balls in zero turns instead of 4 balls in 1 turn (see section 4). So, if you ended a game making 8 balls in 3 turns your handicap would be calculated with 8 balls in 2 turns (3 turns less one defense).

Players should not fear the normal use of defensive shots since the effect on your handicap is very small (a 2.0 player might go up to 2.1). The significant handicap changes only come from excessive and abusive use of defenses. Sandbaggers are warned!

A shot should be marked defensive if the player did not attempt to sink a ball whether or not the player called a pocket. When you mark a defensive shot you should also mark a turn, since the player's turn is over. (A shot should never be marked defensive if the player is still shooting.) Defensive shots are frequently subjective calls made by the opponent. It is not necessary that the player who made the shot agree that it was defensive. A shot should never be marked defensive if the player does not have a clear line to any legal objects balls or if the player legally sank a ball.

If a team captain believes that the opposing team is maliciously calling defensive shots unfairly, the team captain should report this behavior to the League Operator. Repeated reports of this behavior, especially from different teams, are grounds for removing the team from the league. See your league by-laws for further information.

2.8 Unintentional Interference

If a person who is not on one of the competing teams nor is in the company of one of the competing teams causes a shot to be disrupted (for example bumping the shooter) the opponents should attempt a resolution. The first choice would be to replace any moved balls and retake the shot. If that is not possible and no other resolution can be reached the game should be replayed.

2.9 Adding New Players & Switching Teams

Unless changed by the league by-laws the following rules should be followed. Players may switch teams up to and including the 3rd week of the session. Teams may add new players up to and including the halfway point of the session as long as they are not coming from another team in the division. For example; 8th week of a 14-week session is too late to add players to a team.

2.9.1 Exceptional Situation Roster Changes

Unless changed by the league by-laws, players may be added to a team anytime during the session to prevent a team from folding due to lack of players. To add a new player under this rule the original team roster must drop below the minimum number of players. If a player is added under this rule none of the dropped players may rejoin the team during the session.

2.10 Adding New Teams

Unless changed by the league by-laws, a division may add teams after the start of the session. Team may be added up to and including one-quarter of the way into the session as long as they can still play in at least 8 matches. The team joining the league late must pay the same amount of money that every other team was required to pay and they will start with total points equal to 75% of the points earned by the lowest team in the division.

The league operator must be able to adjust the schedule so that:

- All original teams will have played the same number of match at the time of adding the new team(s)
- All teams will have played the same number of matches at the end of the session.
- For divisions with 8 or more team it will usually be necessary to add teams two at a time.

3 Tournament Information

Since all CashLeague™ players are handicapped under the same system, they are able to compete fairly in any CashLeague™ based tournament.

3.1 CashLeague™ Local, State, Regional and National Tournaments

Cash League LLC encourages leagues to compete against each other in local, state, regional or national tournaments. For this reason we provided a standard tournament structure for tournament organizers to use. **However, Cash League LLC will not be the tournament sponsor or organizer.** Associations of League Operators should perform tournament organization. Tournament directors should establish player and team eligibility requirements. At a minimum, the requirements should include that players have at least 14 scores in their handicap calculation. For a typical league playing two rounds per match, this will take 7 to 14 weeks of league play depending on how often a player shoots.

3.1.1 CashLeague Medal Winner Tournament™ Requirements

Since pool players can sandbag, it is necessary for handicapped tournaments to require teams to qualify for entrance into a handicapped tournaments. Qualification to local tournaments should be earned by performing better than 80% of the other teams during one or more sessions during the year. Teams performing in the top 20% are called Medal Winners. Following the 20% criteria means that larger divisions can qualify more teams for a Medal Winner's Tournament™.

- Divisions with 6 to 8 teams qualify only the 1st place team
- Divisions with 9 to 13 teams qualify the 1st and 2nd place teams
- Divisions with 14 to 18 teams qualify the 1st, 2nd and 3rd place teams
- Divisions with 19 or more teams qualify the 1st, 2nd, 3rd, and 4th place teams

Cash League LLC can supply CashLeague™ trademarked medals for distribution to the players who qualify as described above. However, having the medal should not be requirement for tournament entry. Placing in the top 20% of the session should be all that is required for tournament entry. The medals only serve as mementos of the occasion. The medal styles are Gold, Silver, and Bronze for 1st, 2nd, and 3rd/4th place, respectively. Tournament organizers using the CashLeague system are authorized to call their tournaments "CashLeague Medal Winner's Tournament™".

3.1.2 Tournament Entry Fees

CashLeague™ tournaments should provide cash rewards to the winning teams. Just like with local league play, the cash prize is an integral part of the anti-sandbagging system. Cash League LLC assumes that medal winning teams will use some of their session prize money to pay the tournament entry fees. League operators may assign some of their league income to supplement the prize fund.

3.1.2.1 End of Session Medal Winner's Tournament™

In areas where there are sufficient CashLeague™ divisions (from the same league or different leagues), a CashLeague Medal Winner's Tournament™ may be held after every session. Only the top 20% of any division's teams from the just completed session should be allowed to enter the tournament.

3.1.2.2 End of Year Medal Winner's Tournament™

These tournaments can be held in addition to the End Of Session tournaments or by them selves where they serve as the only qualifying CashLeague™ tournament in areas with too few CashLeague™ divisions to support End Of Session tournaments. Only the top 20% of the division's teams should be allowed to enter the tournament.

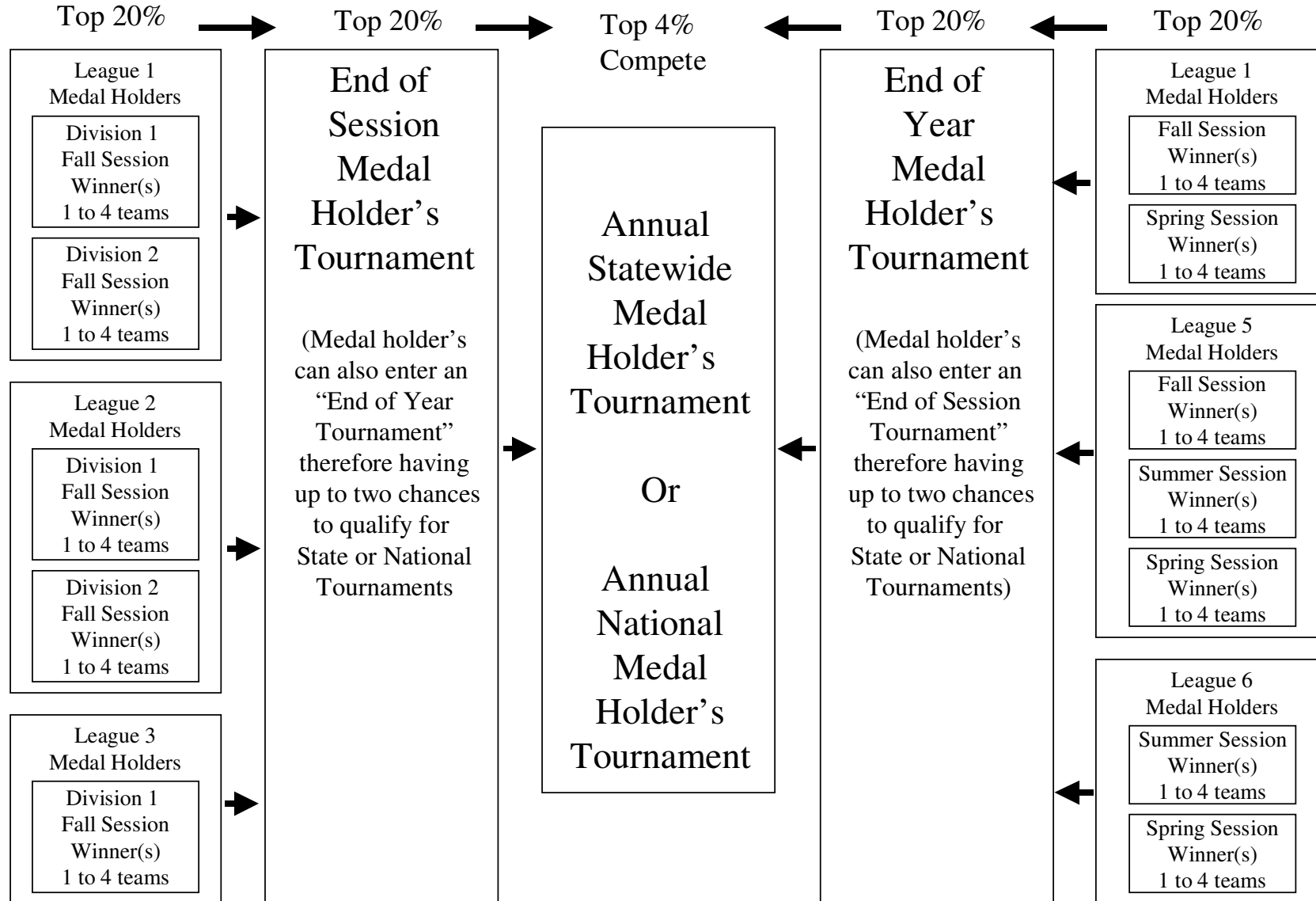
3.1.2.3 Annual Statewide or National Medal Winner's Tournaments™

Cash League LLC's goal is to see statewide or National tournaments held annually attended by the top 20% of teams from of the End Of Session or End Of Year Medal Winner's Tournaments™.

3.1.3 Tournament Handicaps

Under the CashLeague™ system, handicaps are calculated differently for tournaments as an additional anti-sandbagging feature. All players will have a higher tournament handicap then they have during normal league play. The handicap calculation is described in section 4 of this document, but can be hard to understand. The simple explanation is that twice as many of the players low scores are excluded from the player's handicap average. Therefore, the average will be higher.

CashLeague™ Tournament Qualification Options



3.1.4 Tournament Formats

The CashLeague™ system is designed around a standard 2-hour play format (1-round) for 5-person match. This format is ideally suited for double elimination tournament formats. We suggest the first tier of competition use single round double elimination allowing for each team to compete against more of the teams in the tournament. The latter and final tiers of the tournament can use two or more rounds per match providing a truer measure of the team's true abilities.

3.1.5 Off The Street Tournaments

A four-tier tournament can be used to allow un-rated players to compete in a non-qualifying tournament. This is a good way to attract new players to a league or a good way for pool-halls to attract players on a Saturday or Sunday. The tournament format provides for 64 players in two-person teams. The 32 two-person teams play 2 rounds in each of the first 2 tiers. The best teams from tier 1 should play each other in tier 2. The player's handicaps are established in the first two tiers. Only the top 16 teams are promoted to the last two tiers. Sandbaggers are not likely to make the cut. They had to play well, since no one knew how well he or she had to play to make the cut.

Before the third tier, the team points are reset to zero and the 32 remaining players start out with their newly established handicaps. Since handicaps converge so fast in the CashLeague, these 4 scores should establish an accurate handicap. The best teams (based on Tier 1 & 2 point totals) should play each other in tier 3. The best teams from tier 3 should play each other in tier 4. The best 8 teams should be included in the prize distribution. For example, if the team fee for entry is \$50 there will be \$1,600 in prize funds. You could distribute the money as:

1 st Place \$550	2 nd Place \$300
3 rd Place \$225	4 th Place \$175
5 th Place \$125	6 th Place \$100
7 th Place \$ 75	8 th Place \$ 50

4 The Balls Per Turn (BPT) Handicapping System™

This section defines the handicapping system in its entirety. The calculation described here is performed by the CashLeague™ Internet Web Site program and should not be performed by the players when scoring their matches. The Web site program will calculate a “Net Balls Per Turn” (NBPT) score for each round that a player shoots. This score is slightly different than the “Balls Per Turn” (BPT) score calculated by the scorekeepers for the score sheets. Calculation of a player’s handicap is conceptually very simple. A player’s handicap is just a filtered average of their NBPT scores. The filtering processing is one of the many anti-sandbagging features of the CashLeague™ system.

When calculating a player’s NBPT score, the Web site will use the player’s number of “Earned Balls”, number of “Turns” and the number of “Defensive Shots” made by both the player and the player’s opponent. The player’s NBPT score is calculated as the number of “Earned Balls” divided by the number of “Net Turns”. “Earned Balls” are taken right from the match score sheets. The calculation for “Net Turns” is described below.

In the following description the CAPITALIZED words are variables that can be changed if the Cash League LLC Board of Directors determines the current values are allowing unfair handicap calculations. Changing these values is a rare event, will be widely published in advance, will generally be instituted between sessions and would affect all players simultaneously.

“Net Turns” is calculated as follows:

$$\text{Net Turns} = \text{Turns} - \text{DEF_CONVERT} * (\text{Player's Defensive Shots} - 0.5 * \text{Opponent's Defensive Shots})$$

Where:

Turns is the player’s number of turns recorded on the score sheet,

Player’s Defensive Shots are the Player’s Defensive shots recorded on the score sheet,

DEF_CONVERT = A tailoring value used to fine-tune the formula. (Currently set to 0.5).

Opponent’s Defensive Shots are the Defensive shots recorded on the score sheet for that player’s opponent.

Any NBPT score that has a “Net Turns” less than zero are not used in calculating the player’s handicap.

“Safeties” (8-Ball only) are Defensive Shots and are not treated differently from any other defensive shot. A ball made on a legal Safety is earned.

Handicaps for **normal (in-session) competition** are calculated by selecting the player’s most recent MAX_SCORES scores for the anti-sandbagging trimming process described next. Some of the player’s lowest scores may be trimmed before calculating the player’s handicap (average BPT of scores left after trimming). The number of scores to trim (Trim_Count) is calculated as follows:

$$\text{Trim_Count} = (\text{TRIM_WEIGHT} * \text{Num_Scores} * \text{Std_Dev} / \text{Mean})$$

where:

TRIM_WEIGHT = Weighting Coefficient (Currently equal to 0.4)

MAX_SCORES = Number of historical scores used in handicap calculation (Currently equal to 25 scores)

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Num_Scores = The number of eligible scores for the player (up to MAX_SCORES)

Mean = The statistical mean of all eligible scores (up to MAX_SCORES)

Std_Dev = The Standard Deviation of all eligible NBPT scores (up to MAX_SCORES)

The lowest Trim_Count scores will be dropped from the eligible scores and the average of the remaining scores will be the player's Handicap.

Tournament Handicaps

As additional protection against sandbagging, handicaps for tournaments are calculated more conservatively. The Tournament_Handicap is calculated the same way as the normal handicap except that TRIM_WEIGHT = 1.0. Players should not be accused of sandbagging just because their tournament handicap is much larger than their Normal Handicap. Normal Handicaps are an **average** of the players' ability and includes the player's best and most of their worst performances. Tournament Handicaps are an average of the player's **best performances**. Players are expected to shoot their best at tournaments, and they should be able to shoot better than their Tournament Handicap at least one-third of the time.

5 League Operator Requirements

Each league operator using the CashLeague™ system is required to sign and comply with the Cash League LLC League Operator's Agreement. The league operator must login to the web site (www.cashleague.com) at least once a week during sessions. Match results must be entered after a match and prior to the next scheduled match. Players must be provided updated handicaps and team results prior to each scheduled match.

The league operator must enter: Player's names, BR, TR or 9B, Wins, Def, Total Earned Balls and Total Turns from each score sheet submitted. The league operator will also enter the amount team dues paid by each team and, if necessary, the absent players for each team.

If the league operator has selected to use the Cash League Guarantee option, the league operator must submit the prize pool portion of the team's dues to Cash League LLC every two weeks. Each player of a division must be provided with the login information to review all information about the division, its teams and players. This information includes: prize pool money submitted by the league operator, team rosters, paid team dues, team's historical performances and player's historical performances.

6 Rule Violations and Sportsmanship

League operator by-laws may supplement or replace these rules. If conflict exists between these rules and the league by-law, the league by-laws will supersede this document. Your league operator expects the players and captains to be familiar with these rules.

Each team has the right to request the league operator award them a sportsmanship foul for deliberate violations of the coaching rules and for deliberate disruptive behavior. If the league operator grants a sportsmanship foul the offending team forfeits the shooter match in play. Scoring of the player match should be completed as described in section 2.5.2.5

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Requesting a sportsmanship foul is an extreme action and should not be done hastily or without proper evidence. It will certainly strain the relationship between the teams and therefore should only be considered when the existing relationship degrades to the point that there is no alternative. Likewise, awarding a sportsmanship foul is an extreme action and the league operator will likely seek any amicable alternative.

Each team member is responsible for their teammate's behavior as well as the behavior of anyone in their company. The home team has some responsibility for the behavior of everyone else in the establishment. The home team has the advantage of familiarity with the establishment's management and should use that advantage as soon as a problem starts. Any behavior that the shooter deems distracting must be immediately stopped.

One warning should be courteously given to the opponent, or if the opponent is the source of the distraction, the warning should be given to the opponent's captain. If the behavior continues a second warning should be given and the league operator notified. If the offending team has a history of this behavior the league operator may grant a sportsmanship foul. No one can be expected to perform well while being made to feel uncomfortable.

Some examples of distracting behavior include repeatedly moving into the shooters line of sight while shooting, unwelcome conversation between the opponents regardless of who is shooting, non-players walking up to the table to inspect the table without calling a time-out, loud or offensive noises or conversations and offensive body gestures.