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DIAMOND LEAGUE - RULES

RULE ZERO

0.1 Rule Zero

While we have tried to cover and pin down as many rules as possible, mistakes and loopholes are inevitable. As such, just as important as following the letter of these rules is following the spirit in which they were cast. This is:

- Respect your opponents and play with good sportsmanship and fairness.
- Players agree to be respectful of, and abide by the decisions of the league officials at all times. League officials will be empowered to deal with any infractions during the course of the league.
- Players must use their best judgement and discretion when discussing the league in public forums and social media. Comments should be constructive, not personal, defamatory or negative. Penalties will apply to players breaching this code of conduct.
- Play to your potential and strive to keep improving.
- Enjoy your pool!

We will do our best to update these rules as needed.

SEASON BASICS

1.1 The Season

- The League playing under BCA Rules is played weekly over a 16-week season where teams play other teams in their region.
- Diamond League has various regions:
 - Lidcombe Region (Monday, Tuesday & Wednesday)
 - Burwood Region (Wednesday 2nd half 2019)
 - Hunter Region (Tuesday & Thursday)
- At the end of the regular league season, all the teams will have been ordered on the

Grand Ladder and the Local Legends Ladder from first down to determine who makes the Las Vegas Showdown who makes the Local Legends Shield.

1.2 Costs

- League Fees are \$20 per weekly match.
- Each season a Registration Fee of \$20 per League Season this includes BCA Sanction Fee.
- Original Polo League Shirts will cost \$45; if league shirts are ordered outside the normal ordering window they will cost \$65.
- There are NO refunds on Weekly League Fees, Registration Fees, or BCA Sanction Fees.

1.3 Qualifiers, Local Legends Shield, and the Las Vegas Showdown

- Top 14 Teams automatically qualify for direct entry in the Las Vegas Showdown.
- Wild Card entries into the Las Vegas Showdown or Local Legends are at the discretion of the League Organiser.
- A proportion of the remaining teams (regardless of Team Status) will be offered an opportunity to play sudden death qualifiers to earn their place in the Las Vegas Showdown.
- Details of teams/ladder positions/Las Vegas Showdown/Local Legends Shootout will be made known when the total number of teams is finalized. This will determine how many places go in each tier of the ladder.
- The League then culminates in the Local Legends Shootout and Las Vegas Showdown where one team will be victorious and declared the Season Champions.
- The Las Vegas Showdown Champions win the right to play in the BCA World Championships played in Las Vegas with a substantial Travel fund.

- The Local Legends Shield Champions will have earned a considerable cash prize. These players will also be eligible to play in Las Vegas at the BCA World Championships.
- An Appendix for Format and Rules for Finals, Qualifiers will be added before Round 5 of the regular season.
- The focus of the Diamond League from individual games to overall matches is on winning games of pool. By rewarding only the winning of a game (no points are scored for losing), the full complex scope of gameplay is embraced, rather than being simplified to the number of balls potted which in many cases not only lacks relevance but commonly obscures the best plan to winning a game and limits the growth of strategic thinking and play.
- Every facet of the League is designed to encourage players to play to their best, without fear of being penalized. It is the primary goal of the organisers to provide a competitive environment that is highly supportive of player improvement. Such an environment provides the players with greater enjoyment and satisfaction.

LEAGUE GRADES

2.1 Official Player Grades

- The following grades (**scalp values**) are used in the Diamond League:
 - Grand Master (**18**) [*15 for team pnts*]
 - Master (**15**) [*13 for team pnts*]
 - A Grade (**12**)
 - A Grade (**10**)
 - B Grade (**8**)
 - B Grade (**7**)
 - B Grade (**6**)
 - Competition Grade (**5**)
 - Competition Grade (**4**)
 - Regular Grade (**3**)
 - Regular Grade (**2**)
 - Social Grade (**1**)

2.2 Interim Grade Players

- An Interim Grade player is a completely unknown player who has not been officially graded.
- An Interim Grade player cannot play as the Marquee Player.
- An interim Graded player counts as the Interim Grade team points towards forming a team.

2.3 Provisional Grade – See Rule 4.8

2.4 Social Grade.

- Grade 1's are now only available to NEW players as a PROVISIONAL Grade 1.
- Existing players who have played 200 or more games on a Grade 1 will be elevated automatically to Grade 2.

TEAM INFORMATION

3.1 Forming a Legal Team

- A legal team consists of three core players.
- A legal team may also have up to two reserve players.
- Teams are restricted by how many higher graded players they can play. (see Rule 3.6 for further details)
- A legal team may never have more than one Master (or Grand Master) registered as a core or reserve player.
- A team may have no more than one player graded A Grade (12)/Master/Grand Master playing ANY match.
- Teams may not have a combination of Grand Master/Master with an A Grade (12 or 10) players on the same team. Also we have introduced that an A Grade (12) and A Grade (10) may not play on the same team.
- You are required to provide accurate information concerning your participation in the event to officials. You may be required to produce photo identification upon request from league officials, so ensure you have it with you.

- You must always present your BCA Player member card upon request of League Officials.

3.2 Player Roles on a Legal Team

- There are three main roles on a legal team: core players, reserve players and fill-in players.
- Core players are the three players expected to play the most matches in a new team or are the three players that did play the most matches in an existing team.
- Reserve players are additional players in a team who are allowed to play in the end of season qualifiers, Local Legends Shield and Las Vegas Showdown. A reserve player for an existing team is any player who played fewer matches than the three core players for that team.
- A fill-in player is a player needed on the night to replace a missing core and/or reserve player so as to field a legal team.
- A fill-in player is an UNKNOWN player or current player from an existing or former team. They are required to play on a Provisional 1 if unknown or a previous or current grade if applicable or known.
- During the regular league season, a fill-in must be of equal or lower grade to the starting grade of the player they are replacing.
- During the Qualifiers and Las Vegas Showdown, fill-in players are not allowed to play – unless under exceptional circumstances. See Rule 3.9

3.3 Substitution or Fill In Players

- Anytime a substitution or fill in player is used in a team - it is now a minimum requirement that the substitute player will pay \$10 towards the league weekly fees, the rest of the team utilising the sub will be required to pay the remaining \$10 - NO EXCEPTIONS.

Player Eligibility and Grades

- The player that is being replaced with a sub or fill in will now follow these two new adjustments:
 1. If the Sub is replacing a player of Grade 1-5 will now play off a Provisional Grade 1 for the evening. The player being replaced still needs to be Grade 5 or below.
 2. If the Sub is replacing a player of Grade 6+ will now play off their actual grade for the evening. Can be ANY grade replacing the player as long as they do not break team cap rules.
- If for some reason there are TWO subs on the same team, the lower of the 2 players being subbed will play off the provisional 1 and the higher of the 2 will play off the same grade or higher as the replaced player. If they are the same - the player rep will decide who plays off the provisional 1.
- Example - Team A needs a fill-in for their team, the player being replaced is a Grade 4, the incoming fill in player must be Grade 5 or below and will be temporarily assigned a provisional 1 grade that evening.
- Team B also needs a fill-in for their team, the player being replaced is a Grade 12, the incoming fill-in player can be of ANY grade and will be playing off their actual grade as long as this players addition does not break the team cap rules for the evening.

3.4 Player Grade determines Team Points

Each player is worth a number of team points as below:

- Grand Master: 15 team points
- Masters: 13 team points
- A Grade (12): 12 team points
- A Grade (10): 10 team points
- B Grade (8): 8 team points
- B Grade (7): 7 team points
- B Grade: (6) 6 team points
- Competition Grade (5): 5 team points
- Competition Grade (4): 4 team points

- Regular (3): 3 team points
- Regular Grade: 2 team points
- Social Grade: 1 team point.

3.6 The Team Point Total

- The team points total is the sum of the three player's team points.
- The team point total is used to limit the number of higher-graded players a team may play.

3.7 Maximum Team Point Total for a New Team

- The maximum team point total allowed for a new team starting the season is 28 points for the Las Vegas Showdown or 12 points for the Local Legends Shield.
- Individuals within a team may IMPROVE due to handicap adjustments throughout the season and may actually exceed Team Cap of 28 or 12. The maximum a team can exceed this cap is by 2 points. However, this breaking of the cap still has to enforce Rule 3.6.
- Local Legends Teams have a maximum team total cap of 12 points.
- Only a maximum of ONE Grade 6 player is allowable for a Local Legends team.

3.8 Unrestricted & Local Legends Teams

- An unrestricted team can play any combination of its core and reserve players and be on or under the 28-point cap. A team may have no more than one player graded A Grade (12)/Master/Grand Master.
- Local Legends teams can play any combination of its core and reserve players and be on or under the 12-point cap. Local Legends Teams are allowed to have 1 maximum Grade 6 playing for the team at the same time.

3.9 Player Options for the Qualifiers, Local Legends Shield and Las Vegas Showdown.

- A team may only use core and/or reserve players who have played a minimum of 6 matches during the season. New registered players are required to play a minimum of 8 matches to qualify.
- For the purposes of calculating matches played, forfeits and byes are at the discretion of the League Operators towards this minimum match total.
- Teams are **NOT** allowed to use fill-in players during the qualifiers or Las Vegas Showdown unless:

Diamond League officials are made aware two weeks prior to the qualifiers, Local Legends Shield or Las Vegas Showdown that a team will not be able to field a legal team otherwise. In this case a fill-in player of equal grade or lower to the missing player's starting grade for that team will be nominated by Diamond League officials to assist the team. This fill-in player must have played a minimum of 6 weeks in the current Diamond league season.

If a team loses a player after this two-week limit, then a fill-in player may be used but will be of Grade 4 or lower standard nominated by Diamond League officials. The MARQUEE position cannot be replaced, the other players in the team will be required to play in this position with the next highest graded player assuming this spot.

If a reserve player has not played enough matches during the regular season to qualify, but has played at least 4 matches, then they may be allowed to play. However, they will be penalized and play at least one grade higher than their current grade.

Additionally, any player's grade may be further adjusted at any time during the Qualifiers, Local Legends Shield or Las Vegas Showdown at the discretion of the

League Operators if there is reasonable cause to correct a grade mistake.

Reserve players that have played three or fewer matches cannot qualify for the Qualifiers, Local Legends Shield or Las Vegas Showdown under ANY circumstances.

If a team requires the services of a player for the Qualifiers, LLS or LVS the captain MUST follow these guidelines:

a) MUST use any registered reserve on the current team before proceeding to point b;

b) If no reserve is available, they may recruit a player from within their region, this player should be of a grade equal to or lower that is being replaced and NOT currently involved in the Qualifiers, LLS or LVS. The Marquee player cannot be replaced and the player is restricted to Grade 4 or BELOW for the LVS and Grade 3 and BELOW for the LLS.

c) If no player is available from the region of a suitable grade and/or finals status, they may ask their regional Player Rep to play for them as long as they are NOT involved in the finals or look outside their region for a player that meets these requirements.

d) Any replacement player used in this fashion (option c) will be required to play on ONE grade higher or at the discretion of the organisers. Player representatives and organisers will be able to participate at NO PENALTY.

3.10 Playing for more than ONE team

- You can ONLY play for ONE team in the Local Legends Shield or Las Vegas Showdown. [A single may still play in the LLS and LVS]. In the event that a player(s) play on different nights of regular play and in different areas, the player MUST nominate which team they will represent in

the LLS/LVS at the commencement of the season.

LEAGUE MATCH SCORING

4.1 Scoring and the Scalp System

- Each player has a "scalp" based on their grade; the higher the grade the more valuable and greater the value. The winner of a game scores their opponent's scalp towards their team's total points. The loser scores no points.
- *For example:* If a game is played between a B Grade player (scalp of 8) and a Regular Grade player (scalp of 2). If the B Grade wins, they score the Regular Grade player's 2 points. If the Regular Grade player wins, they score the B Grade player's 8 points. In both cases the loser scores nothing.
- The following grades have "scalp" values when winning a frame as below:
 - Grand Master (Scalp 18)
 - Master (Scalp 15)
 - A Grade (Scalp 12)
 - A Grade (Scalp 10)
 - B Grade (8) (Scalp 8)
 - B Grade (7) (Scalp 7)
 - B Grade (Scalp 6)
 - Competition Grade (5) (Scalp 5)
 - Competition Grade (Scalp 4)
 - Regular Grade (3) (Scalp 3)
 - Regular Grade (Scalp 2)
 - Social Grade (Scalp 1)

4.2 Scoring in 8-Ball and 9-Ball Singles

- Both 8-Ball and 9-Ball singles games are scored the standard way as the example above.

4.3 Scoring in Scotch Doubles

Players play in teams of two with the scalps of the two players combined. The winner receives the combined scalps of the losing pair while the losers score nothing. *For example:* If an A Grade (10) player (scalp of 10) teams with a Regular Grade (2) player (scalp of 2), they have combined scalps of 12. If their opponents are

two Competition Grade players (both with scalps of 4), they have combined scalps of 8. If the A and Regular Grade team wins, they score their opponent's 8 points. If the Competition Grade team wins, they score their opponent's 12 points.

If a player is a Provisional 1 Grade the scoring works this way: Team A have a combined grade total of 9 (8+ Provisional 1) they beat a team B of combined grade of 10 (6+4). Team A scores the average of Team B grade rounded down, then add +1 for Provisional 1. It works the same way if Team A is beaten in that match.

4.4 Scotch Doubles Team Talk

- Each team gets a single 30 second timeout that may be called by any player on that team when it is their turn at the table.
- While this is not on a shot clock; it is expected that teams will not go over this time. In addition, the *first team to the table after the break* is also allowed 30 seconds discussion for the game.
- The time-out discussion is between the TWO players involved in the frame, you are not allowed to seek/given advice by any other person.
- Under no circumstances are the shooting players allowed to verbally communicate whilst it is their turn at the table, unless it is within the nominated time out period. Doing so will result in 1 warning. The 2nd infringement will result in loss of game.

4.5 Bonus Points – 8-Ball Singles and Scotch Doubles

- There are two ways of scoring bonus points in an 8-Ball game:
 - *Break and Run*: This is where the player legally breaks and runs their set of balls out and then legally potting the black. This is worth 4 bonus points on top of the scalp of the losing player.
 - *Runout*: This is where the opponent breaks and either fouls on the break

or fails to pot a ball; and the incoming player runs their set of balls out and then legally pots the black, it does not matter how many balls were sunk off the break.

- A Break and Run is worth 4 bonus points.
- A Runout (RO) is worth 2 bonus points.
- *For example*: If an A Grade (12) break and runs against their Social Grade opponent (scalp of 1), they score 1 point for beating the Social Grade player and then a further 4 points for the break and run. They score a total of 5 points for the game.

4.6 Bonus Points – 9-Ball Singles

- There are two ways of scoring bonus points in a 9-Ball game:
- Break and Run (4 points): This is where the player legally breaks, pots one or more balls and then pots all the remaining balls on the table including legally potting the 9-Ball. However, if the 9-Ball is potted while one or more balls remain on the table, the player wins but the game is not considered a break and run for the purpose of scoring bonus points.
- Runout (4 points): This is where the breaking player breaks and fouls or breaks and fails to pot a ball. The incoming player then runs the remaining balls including legally potting the 9-ball. However, if the 9-Ball is potted and one or more balls remain on the table, the player wins but the game is not considered a Runout for the purpose of scoring bonus points.

4.7 Double Points Round

- The double points final round includes a full round of 8-ball singles. All games are worth double points. **BONUS** points are **NOT** doubled
- *For example*: if a double points game is played between an A Grade (12) player (scalp of 12 points) and a Competition Grade player (scalp of 4 points). If the Competition Grade player wins, they score 24 points

(double the 12 point scalp). If the A Grade (12) player break and runs against the Competition Grade player, they score 8 points (double the 4 point scalp) for the win as well as a further 4 points bonus for a total of 12 points.

4.8 Scoring and Provisional Grade Players

- Provisional Grade players should have minimal impact on the result of a match. As such, whenever they are beaten only 1 point is scored and likewise whenever they win, the provisional grade player only scores 1 point.
- Only ONE provisional player may play in a team on ANY given occasion.
- In Scotch Doubles where a provisional grade player is playing, both teams play for a winning score of 2 points only.
- In the Double Points Round where a provisional grade player is playing, both players play for a winning score of 2 points only.
- Bonus points for a game involving a Provisional Grade player are scored as normal.

4.9 Team Time-Outs

- A team time-out is approximately 30 seconds of discussion at the table, between the team mate and the shooting player. Any player involved in the team talk may touch the table - but NOT any balls. They are also NOT allowed to mark the table in ANY way (example chalk etc)
- Each team gets 2 Team time-outs (this is in addition to the normal time-outs in Scotch Doubles)
- The Team time-out can be called by either the shooting player or any team member who is playing the match.
- If the Marquee Player is unavailable it can be any other player on the team that is **INVOLVED** in the match.
- The Team timeout cannot be called in any double points game.

- Once a timeout has been called, it cannot be taken back. It is recorded in a tick-box on the scoresheet.

4.10 Lagging for Break

- A lag is used to determine which player breaks for a particular game.
- A lag is used for ALL 9 Ball games, All Double point games, and the Marquee Matchup.

THE DIAMOND LEAGUE GRAND LADDER

5.1 The Grand Ladder

- Across the regular league season, all teams from every region are ranked and placed on the Grand Ladder.
- While teams play in different regions against different teams, all teams gain points towards the Grand Ladder.

5.2 Ladder Points for Winning a Match

- Scoring for the Grand Ladder is as follows:
 - **Forfeit:** 0 points (Weekly League fees must still be paid)
 - **Loss:** 1 point
 - **Loss (Leading at the Post):** 2 points (If a team is leading going into Scotch Doubles but then loses.)
 - **Win by Forfeit:** 6 points
 - **Win:** 5 points
 - **Draw:** 3 Points each team
 - A player winning the Marquee Game will score 1 point for the Grand Ladder.

5.3 Ladder Points for a Bye

- Bye is worth 5 points towards the Grand Ladder for all regions.

5.4 Ladder Points for a Forfeit

- A team that forfeits its match scores zero points towards the Grand Ladder.
- The team forfeited against receives 6 points.

- It is at the option of both teams to play the match at a later date, in which case the match is scored normally. This match must be organised and played within two weeks of the original forfeit date.
- ALL catch up matches are to be finalised with a result PRIOR to Rd 12, no catch-up matches are allowed after this point and will be considered a forfeit.
- In the case of forfeits, ALL teams must pay \$60 to maintain prize pool financial stability; this must be paid with the next week's league fees.
- Any team that forfeits two consecutive weeks or any total of three weeks in a league season will be automatically suspended from any and all further league competition. Any and all sanction monies, fees/dues and prizes shall be forfeited at the discretion of the League Organisers.

5.5 Order on the Grand Ladder

- The main way of ordering all the teams on the ladder is by descending ladder points.
- If two or more teams are on the same ladder points, then the next priority is given to the winning percentage.
- If two or more teams are still equal, then priority is given to the differential of the teams. The differential is the difference between the scalps for and scalps against.
- If two or more teams are still equal, then priority is given to scalps for, and then scalps against.
- If two or more teams are still equal, then priority is given to the number of BR followed by the number of EROs.
- If two or more teams are still equal, then priority is given to the highest possible [legal 3 player] team point total for each team.
- If two or more teams are still equal despite such dramatic improbability of the circumstance, then teams will be drawn from a hat to decide.

5.6 The Local Legends Ladder

- On the night If a team is eligible (see Rule 3.6) the team also scores the same number of points towards the separate Local Legends Ladder. For Example, if a team loses and scores 1 point towards the Grand Ladder they also score 1 point towards the Local Legends Ladder.
- Points scored are the same for both ladders.
- If on the night you field a team over 13 points, you will only accrue points for the Grand Ladder. Thus you your team's Local legends points and position will be different to your Grand Ladder points.

ON THE NIGHT

6.1 Playing Matches on the Night

- Matches are to commence at 7:00pm unless pre organised by both captains. If both captains are in agreeance the following points may be disregarded!
- If a player(s) are running late at the scheduled start time, the opposing captain can put the missing player(s) on the clock.
- The teams MUST have filled out the scoresheet and begin the match with the available players on hand.
- Late players have exactly 10 mins to be at the table to begin their match, or that frame will be a forfeit with no bonuses applied.
- Late players will NOT be afforded ANY warm up when arriving at the premises after the match has begun.
- From our experience, matches can go as quickly as just over an hour and up to three hours at the slowest so starting at 7:00pm is important to keeping everyone happy.

6.2 Filling out Team Information

- During regular league play & finals the Away Team must nominate their playing order first.

- The highest Grade player will always assume the Marquee position on the scoresheet. If two or more players on the team are the same grade, the captain may choose any as the Marquee player.
- Home Team nominates their three players and order based on Away Team order.
- Once the names have been entered, the playing order cannot be changed.

6.3 Filling out the Scoresheets

- Full names must be given for all players in round one to ensure correct matching of player to stats. After this, first names are all that is needed.

6.4 Score Checking and the Final Result

- Team Captains are required to check scores at the end of round six after the scotch doubles but before the double-points games of round seven.
- It is important that results are checked and added up correctly. If the match has been mistakenly scored, the scoresheet will be corrected and if this changes the result of the match (even if it reverses a win into a loss), then the result will be changed on the Grand Ladder.
- At the end of the match ONE completed scoresheet must be placed into the league envelope that corresponds to that match.

6.5 League Weekly Fees

- At the end of the match each team must place league fees of \$60 into the league envelope, for a total of \$120 per week.
- Missing League Fees, these must be clearly identified on the outside of the envelope and who these payments relate to.
- No player can have more than ONE weeks league fees outstanding, these MUST be paid prior to playing following weeks match.
- In the case of forfeits teams **must pay \$60** to maintain prize pool financial stability, this

must be paid with the next weeks league fees.

- Failure of a team to deposit all monies and score sheets in the designated envelope or payment location will result in a match loss reflecting no awarding of ladder points or games won for that week's play. Before that team plays in another match, they must have brought their balance owing to the league to \$0.
- Any team that forfeits two consecutive weeks or any total of three weeks in a league season will be automatically suspended from any and all further league competition. Any and all sanction monies, fees/dues and prizes shall be forfeited.

6.6 Shot Clock

- There is no time limit to take a shot. However, an official may implement a shot clock if they judge that you are delaying a match unnecessarily or in an unsportsmanlike manner or in the event that the officials require that a match proceed at a faster pace.
- You may call an official if you believe that your opponent is deliberately or is consistently playing at an abnormally slow pace. The shot clock will apply to both players and is for 45 seconds, with ONE warning at 30 seconds – stated as '15'
- A shot clock can NEVER be called in a Marquee Match.

6.7 League Attire

The Diamond League is a professionally organised league and we expect that our players are representing the league by wearing the official Diamond League shirts each week. Any player that is not wearing the appropriate Diamond League Shirt or UTG Jersey will be penalised by **playing ONE grade higher** than their normal grade. This penalty does not affect team cap.

This rule and penalty will apply from **Rd 9 of season 15**. There will be an 8-week window

from and including the 1st round matches this season to ensure each player is aware of this new rule moving forward. Patches are NOT suitable replacement for an official jersey.

Order your shirts ASAP and don't let your team down by not having your Diamond League jersey on league nights.

MOST VALUABLE PLAYER (MVP)

7.1 MVP (Most Valuable Player) Points

- One of the most important parts of the Diamond League Regular Season is the MVP Awards. All players MUST complete a minimum of 8 league matches per season to qualify for the title of MVP.
- The MVP will be awarded to 4 Divisions

Platinum (12+)
Gold (8-10)
Silver (5-7)
Bronze (2-4)

7.2 Calculating MVP Points

- There are three components that make up a player's MVP points for a match:
 - *For*: The total number of points the player personally scores on the night.
 - *Differential [+ve]*: This is the difference between the points scored and the points conceded by the player. However, if the result is negative, zero points are scored for this component instead.
 - *Bonus Points*: This is where players score 20 MVP points for a Break and Run and 10 MVP points for a runout.
- These three components are added together giving the final MVP points for the night for the player.
- In Season three onwards, MVP points for the final round of double-points games will be calculated by the stats computer as if they are only single-points games. This reduced weighting is designed to reduce the spread of MVP points from 1st to 50th.

7.3 MVP Points and a Forfeit

- If a team is forfeited against, the three core players receive their average MVP points or a bye will be scored at the time according to that player's average MVPs *at that time*.
- The final average over the regular league season is used in the final tally while a running average is used during the season.

8.0 Terms & Conditions

MEDIA

- Players may be required by Diamond League to participate in photo, interviews and video sessions.
- Players acknowledge that the Diamond League has the right to use such publicity photos, videos in any medium and in any reasonable manner it sees fit.
- The players have to advise the organizers in writing that the player at the time of entering the relevant event, that he/she wishes to retain his/her anonymity.
- Diamond League may publicise, broadcast or otherwise disclose a competitor's name, character, likeness, statements or any recording of their voice, in advertising or promotional activities concerning a specific event, or CueWorld events generally.
- Diamond League may promote or advertise that a team or individual has won an event.

MISCELLANEOUS

- A CueWorld or Diamond League player representative may fill in for any team in emergencies at the discretion of the League Organisers with NO penalty.
- No practice is permissible to be taken on any table while you are involved in a match, even if you are not actually playing a game. This will result in a warning and then ball in hand to the opponent.

- Any team that forfeits 2 consecutive weeks or any total of three weeks in a league season will be automatically suspended from any and all further league competition. All sanction monies, fees & prizes shall be forfeited.
- A team who has won back to back seasons in the LVS or LL will be asked to separate the 3 core players for the following season. To allow the spread of the talent and experience of winning the competition.
- In the case of a team withdrawing from the Las Vegas Showdown it will be considered a WILD CARD spot if the organisers are notified 1 week (7 days) prior to the event taking place.

If this is case a reduced format playoff from the next highest placed four (4) teams in the qualifiers that did not qualify will be invited to try and take that spot. Format will be at the absolute discretion of the organisers,

If the notification is less than 5 days from the Las Vegas Showdown it will be considered a FORFEIT and the draw will be updated accordingly.

INDEMNITY

- All players enter at their own risk. Neither the Venue, nor Diamond League, nor Sponsor(s) are liable for any loss, injury or misadventure however arising.

DRESS CODE

- Diamond League Shirts must be worn at all league matches, whether they are regular season games, league finals or league tournaments.
- There is a penalty for not wearing league shirts during weekly play – see Rule 6.7. To attract more players and potential sponsorship it is more appealing for these people to see an organised league rather than people just playing pool.
- Smart Casual Dress – with suitable footwear.

- Penalties may apply at the discretion of the League Operators. The League officials may at any time deem attire inappropriate and have the right to refuse commencement of play or entry into any event until such attire is rectified.

SANDBAGGING PENALITES

Reasonable evidence must be provided for the Diamond League Organisers to ACT, this can be in the form of individual statements in writing supplied to the League Organisers.

Any player that has been proven to have committed this type of activity or there is an admission of guilt to knowingly have deceived the players, organisers or representatives about their true playing ability will face the following potential penalties:

- Instant dismissal from the Diamond League
- Disqualification from the event and forfeiture of all monies and fees.
- Possible ban of individual or team.

LATE ENTRIES

- Late entries can be accepted at the discretion of the league officials; however financial penalties may apply.
- Grand Ladder points will be awarded to late entry teams at the discretion of the league organisers.

PRIZES & PRIZE MONEY

8.1 Prizes

- Diamond League shall not be liable to the players for prize money or otherwise if the League or any part of it is cancelled or postponed, or if the promoter or sponsor withdraws or fails to pay sums due to Diamond League in respect of a league.

8.2 Payouts

- All Payouts are now PAID via EFT to the captain of the team. The Diamond League takes no responsibility for individual payments, this is the responsibility of the team captain.
- Cash prizes will be awarded to Minor Premiers will receive \$450 (paid at LVS)
- 2nd - 3rd - 4th placed teams will receive \$300 (paid at LVS).
- If we have fewer than 48 teams Prize Money will be PAID to the Top 4 placed teams in the Las Vegas Showdown and Local Legends – 1st Prize in the Las Vegas Showdown is guaranteed.

If greater than 48 teams these amounts and places paid out will be adjusted accordingly at the discretion of the organisers given the amount of monies available to disperse.

- The champions of the LVS will be awarded a \$8,000 Team Travel Fund to represent Australia at the March 2020 BCA World Championships or \$8000 cash – PAID via EFT. If fewer than 48 teams these amounts will be adjusted accordingly at the discretion of the organisers.
- Each member of the seasons winning team (maximum of 5 players) of the Las Vegas Showdown will be awarded a Diamond League Australia Champions Ring (Legend Rings) these will be customised and delivered 10-12 weeks after the event due to production time frames
- Team Travel Funds are not transferable or redeemable for cash.

Total Cash and Prizes for DLS15 will be valued at over \$20,000 paid out to the League Players, which includes Las Vegas Showdown, Local Legends, Minor Premiers, Legends Rings, Jackets, Jerseys and other Singles, Doubles Events.

All payouts are assumed that the league has 48+ teams that are 100% financial and sponsorship is maintained. If fewer than 48 teams these amounts will be adjusted accordingly at the discretion of the organisers.

COMPLAINTS AND FEEDBACK

- All official complaints should be made in writing and submitted via email to info@diamondleague.com.au

9.0 Code of Conduct

CAPTAINS RESPONSIBILITIES

- The conduct and attendance of their team members.
- Attendance or representation by a co-captain at all league meetings.
- The collection of fees from each player on his/her team.

RESCHEDULING MATCHES

- The league officials may reschedule any match to another time, if the match is not completed in the scheduled time; the league officials have the absolute discretion to require the match to be completed on any table/venue available and to decide the time when play will commence.
- For rounds 1 to 12: Any catch-up match to avoid forfeit must be played within two weeks of being scheduled; otherwise a forfeit will be issued. All catch-up matches must be played by the end of Round 12.
- For rounds 13 to 16: There are no catch-up matches; a forfeit will be automatically issued. (This is so the ladder for weeks 13 to 16 is completely up to date with no further

catch-up matches distorting places leading up to the Las Vegas Showdown]

REFEREE

- The referee presiding over a match will be the judge and adjudicator for the match. No player or spectator may call a foul shot on an opponent.

In the event that a shot going to be played may have an uncertain outcome, the match should be halted and a referee should be brought in to adjudicate on the shot. The league official's decision is final.

COACHING

- No coaching is allowed while you are addressing the table in any League Match – see Scotch Doubles Team Talk 4.4. and Marquee Time-Out 4.9.

BEHAVIOUR – CODE OF CONDUCT

- Always conduct yourself in a good sportsmanlike manner at all times, WIN or LOSE always shake your opponents' hand at the start and end of the match.
- Players must use their best judgement and discretion when discussing the league in public forums and social media. Comments should be constructive, not personal, defamatory or negative. Penalties will apply to players breaching this code of conduct.
- Every player is expected and required to play to the best of their ability when competing in the Diamond League.
- Any player, team or region found to be misleading, deceiving or "sandbagging" to gain benefit will be subject to disciplinary action from the League Organisers. – See Sandbagging Penalties.
- All players must register as a right or left handed player at the commencement of each season and ANY player found to be swapping this playing style will be forced to play under the registered style of play – with a penalty or face possible disqualification.

- Unsportsmanlike conduct will NOT be tolerated in any form. CueWorld has a Zero Tolerance policy regarding aggressive or abusive behavior, discrimination or any form of harassment.
- ALL mobile phones must be switched off or into silent mode whilst playing a match. If you are involved in a match and your phone rings this will result in an immediate foul - loss of shot and ball in hand to the opponent. This excludes League officials.
- Absolutely NO baulking, sharking or other actions that are deliberately in aid of distracting an opponent whilst at the table, see examples:
- Standing in line of opponents shot.
- Making noise to distract a player whilst they are on their shot.
- Approaching the table while you are the non-shooting player, there are a few exceptions see below:
- **Exceptions are** – checking if a ball is frozen or a potential foul situation e.g. kick shot, jump shot, snookered etc.

PENALTIES ARE BELOW AND ARE NOT ALL INCLUSIVE.

A warning will be given ONLY by the league officials, if the behavior continues then a foul will be awarded as per the guidelines below or at the discretion of the league officials depending on the severity of the offence.

1st Offence – Warning

2nd Offence - Ball in Hand

3rd Offence - Loss of Frame

4th Offence - Loss of Match

Final – Possible suspension from future events, forfeiture of ALL monies/winnings.