



**DIAMOND
LEAGUE**

powered by



DIAMOND LEAGUE COMPREHENSIVE RULES & CONDITIONS 2026

PLAY AS A TEAM COMPETE WITH PURPOSE

BCA-SANCTIONED TEAMS LEAGUE

UP TO 5 PLAYERS • 16 WEEKS | 8-BALL & 10-BALL CHAMPIONSHIPS
| SINGLES | SCOTCH DOUBLES TEAMS | AWARDS NIGHT



CUEWORLD





Our Commitment

Diamond League is committed to delivering a fair, well-run competition through consistent standards, quality facilities, and clear administration. We invest in the playing environment and governance to ensure value, integrity, and a positive experience for all participants.

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RULE ZERO

0.1 Rule Zero – Spirit, Intent & Authority

While every effort has been made to clearly define these rules, no ruleset can account for every situation. Accordingly, **equal importance is placed on the spirit of the rules and their application.**

All participants agree to the following principles:

- Play with **sportsmanship, fairness, and respect.**
- **League Officials' decisions are final** and must be respected at all times.
- Players must exercise **good judgement** when discussing the League in public forums or on social media. Commentary must be constructive and non-defamatory.
- Players are **expected to play to their ability**, seek improvement, and compete honestly.
- Diamond League exists to be **competitive, fair, and enjoyable.**

Diamond League reserves the right to **amend these rules as required** to protect the integrity of the competition.

1. SEASON OVERVIEW

1.1 The Season

- Diamond League operates under **BCAPL Rules using FargoRate.**
- The League is conducted as a **weekly competition over a 16-week season.**
- Diamond League is based at **Club9, North Strathfield**, operating within the Sydney Region:
 - Monday and Tuesday.
- At season end, teams are ranked on the **Grand Ladder**, which determines Finals eligibility and seeding.

1.2 Fees and Costs

- Weekly League Fee: **\$30 per player**
- BCAPL Sanction Fee: **\$40 per sanction year**
- Optional Sublimated League Jersey: **\$79**
- Optional Vintage-style 100% cotton League T-Shirt: **\$40**
- **No refunds** apply to league fees, sanction fees, or apparel purchases.
- **Approved Diamond League jerseys or approved League T-shirts are required for all regular season matches, Finals, and League events.**

Players and teams are **not required to purchase a new garment each season**, provided their existing approved apparel remains compliant with League standards.

1.2.1 Forfeits

- If a team forfeits their match on any given league night, BOTH teams will still be required to pay their weekly \$90 fee.
- The forfeiting team will receive 1 point for the ladder. The team forfeited against will receive 6 points.
- The team who was forfeited against will still have the option to utilise 1 x Diamond 7ft Table for practice on the night of play.

1.3 Finals Structure

- The Top 16 teams on the Grand Ladder qualify directly for the Las Vegas Showdown.
- Additional teams may qualify via Diamond League Playoffs, based on ladder position and League criteria.
- Playoffs are conducted as additional matches on regular league nights.
- The Las Vegas Showdown is conducted over one weekend at Club9.
- Format:
 - Double elimination through the semi-finals
 - Single elimination thereafter
- Match conditions:
 - **3-hour time limit**
 - **Approved League jersey or approved League T-shirt required**
 - Neat casual dress standard applies

1.4 Playing to Win

- Diamond League rewards winning games, not margins. No points are awarded for losses.
- This structure promotes strategic play, competitive integrity, and player development without penalty for ambition.

2. PLAYER RATINGS

2.1 Official Player Ratings (FargoRate)

- Diamond League uses **FargoRate**, the global rating system for pocket billiards.
- Ratings based on **200+ games** are considered **established**.
- Ratings below 200 games are considered **unestablished**.

2.2 Starter and Preliminary Ratings

- Players without an established FargoRate may be assigned a **starter rating**.
- Starter ratings range from **495 to 525**, at League discretion.
- Until 200 games are reached, a player's rating may be a **preliminary blended rating**.
- Once 200 games are reached, the **official FargoRate applies fully**.

3. TEAM COMPOSITION

3.1 Forming a Legal Team

- A legal team consists of:
 - **Three (3) core players**
 - **Two (2) registered reserve**
- Registration fee: **\$120 per team**, covering Finals green fees and administration.
- Players must provide accurate personal details and photo identification if requested.

3.2 Player Roles

- **Core Players:** The three primary players forming the team.
- **Reserve Player:** A registered team member eligible subject to minimum match requirements.
- **Fill-In Player:** A player used to field a legal team during the regular season only.

3.3 Substitutes and Fill-Ins

- Regular season fill-ins:
 - Must not exceed the **1775 team cap**
 - Must be within **35 Fargo points** of the replaced player
- Fill-ins are **not permitted in Finals**, except under approved exceptional circumstances.



3.4 Team Point Total

- The team point total is the combined FargoRate of the three competing players.

3.5 Maximum Team Cap

- Starting cap: **1775 Fargo**
- If a team exceeds **1800**, penalties apply:
 - 1800–1829: Concede 1 × 10-Ball frame
 - 1830–1859: Concede 2 × 10-Ball frames
 - 1860–1889: Concede 3 × 10-Ball frames

3.5.1 Existing Team Registration Buffer (Consecutive Seasons)

To accommodate normal FargoRate movement, a limited registration buffer is available to eligible existing teams.

Eligibility

Teams are eligible only if:

- The same roster competed in the immediately preceding season and registers for the next consecutive season
- All players have a Fargo robustness of 500+ at registration
- No season is skipped (skipping a season forfeits eligibility)

Buffer Allowance

- Eligible teams may register up to 1785 total Fargo points (10 points above the 1775 cap)

Roster Requirement

- The roster must be unchanged
- Any roster change voids buffer eligibility and the standard cap applies

Application

- All other Rule 3.5 provisions apply, including improvement thresholds and concessions above 1800

Effective Date

- Applies from Season 26 (1 August 2025)
- Teams inactive prior to Season 26 are not eligible

3.6 Finals Player Eligibility

A. Standard Finals Eligibility – Registered Team Members

To be eligible to compete in Diamond League Finals, a player must be a registered member of the team and meet the following minimum participation requirements during the regular season.

Minimum Match Requirements:

- Known Players (200+ recorded games / established robustness)
 - Must have played a minimum of 6 regular-season matches
- Unknown Players (Fewer than 200 recorded games / limited robustness)
 - Must have played a minimum of 8 regular-season matches

Players who do not meet the above minimum match requirements are not eligible to participate in finals, except where a Finals Substitute is approved under Section B below.

Byes and forfeits may be counted toward match totals at League discretion.

B. Finals Substitutes (Fill-In Players)

Purpose & Spirit (Finals Substitution)

Finals substitution rules exist solely to address unforeseen and unavoidable circumstances that prevent an eligible registered team member from participating in finals.

These rules apply only to substitute (fill-in) players and are not intended to override standard finals eligibility requirements for registered team members.

Acceptable circumstances may include:

- Death or serious illness
- Birth of a child
- Marriage or immediate family obligations
- Work or family commitments that cannot be rescheduled

These rules do not apply to:

- Choosing to play in other leagues, events, or tournaments
- Scheduling conflicts arising from elective participation elsewhere
- Prestige, prize money, ranking points, or personal preference

C. Substitute Player Eligibility & Penalties

Participation in Diamond League Finals is a commitment. Electing to play in another event — regardless of status — does not justify the use of a substitute or exemption.

When a Finals Substitute is approved, the following eligibility rules apply:

- 8 or more matches played:
→ Eligible
- 6–7 matches played: → Eligible with a +100 Fargo penalty
- 5 or fewer matches played:
→ Not eligible under any circumstances

All substitute approvals remain at the sole discretion of Diamond League Officials, consistent with BCAPL principles of competitive integrity and roster stability

3.7 One-Team Rule

- Players may compete for one team only per season.
- Finals team nominations must be declared and approved.

4. MATCH FORMAT & SCORING

4.1 Scalp System

- Winner scores the opponent's scalp value.
- Loser scores zero.
- Diamond League uses the 20-point play system.

4.2 Singles & Scotch Doubles

- Singles scored via the standard Scalp System.
- Scotch Doubles uses averaged combined scalps.

4.3 Bonus Points

- **8-Ball & Scotch Doubles**
 - Break and Run: **4 points (BR)**
 - Table Run: **2 points (TR)**
- **10-Ball**
 - Break and Run: **4 points (BR)**
 - Table Run: **2 points (TR)**
- Enter **BR** or **TR** in the **BCAPL Scoring App**.

ALL GAMES HAVE 20 POINTS AT PLAY

RATING DIFFERENCE	POINTS EXCHANGED
0 to 30	10 to 10
31 to 60	11 to 9
61 to 92	12 to 8
93 to 127	13 to 7
128 to 165	14 to 6
166 to 209	15 to 5
210 to 264	16 to 4
265 to 339	17 to 3
340 and up	18 to 2

4.4 Communication & Time-Outs

- **All permitted discussions are limited to 40 seconds**
- Two Team Time-Outs per match
- Players may discuss strategy **away from the table when not shooting**

- No communication while a player is addressing the table (except during a time-out)
- No sideline coaching
- Penalties escalate from warning to loss of game

4.5 Shot Clock

- No default shot clock.
- Officials may enforce a **40-second shot clock** if play is unreasonably slow.
- **Shot clocks cannot be applied to Marquee matches.**

4.6 Drawn Finals Matches

- Sudden-death Scotch Triples
- Lag for break
- Time-Outs apply per the 40-second standard

5. LEAGUE LADDER

5.1 Ladder Points

- Win: **5**
- Draw: **3**
- Loss: **1**
- Loss (Leading at the Post): **2**
- Win by Forfeit: **6**
- Forfeit: **0**
- Marquee Win: **+1**

5.2 Tie-Break Order

1. Ladder points
2. Winning percentage
3. Scalp differential
4. Total BR, then TR
5. Highest legal three-player team total
6. Random draw

6. MATCH NIGHT PROCEDURES

- Start time: **7:30pm**
- Late players:
 - **10 minutes maximum**
 - Frame forfeited and recorded as **WF** in the BCAPL Scoring App
 - No bonus points; no FargoRate impact
- Weekly team fee: **\$90**, paid before play
- Only captains or League Officials may submit scores
- **Score manipulation is serious misconduct** and may result in:
 - Suspension or expulsion
 - Forfeiture of all fees and prizes
- **Failure to Wear Approved League Attire (Penalty)**
 - All players must wear an approved Diamond League jersey or approved League T-shirt when participating in any League match, Finals, or official event.

A player who does not meet this requirement will:

- Forfeit their 10-Ball game, and
- The result will be recorded as a WF (Win by Forfeit) for the opponent in the BCAPL Scoring App.



- Each individual player is permitted one initial breach of this rule per season, which will be penalised as outlined above.
 - For each subsequent breach by the same player during the season (breaches do not need to be consecutive and may occur on different league nights), escalating penalties will apply as follows:
 - Second breach: forfeiture of the first and second frames.
 - Third breach: forfeiture of the first three frames.
 - Fourth breach and beyond: forfeiture of the first four frames, increasing by one additional forfeited frame for each further breach.
 - A maximum of seven (7) frames may be forfeited, reflecting the total number of frames an individual player can contest on any given league night.
 - All forfeited frames will be recorded as a WF (Win by Forfeit) for the opponent in the BCAPL Scoring App. Breaches will be recorded by the League Manager.
- Captains are responsible for ensuring all team members comply before play begins.

7. TERMS & CONDITIONS

Includes:

- Media and promotion consent
- Indemnity
- Late entries
- Sandbagging penalties
- Dress code enforcement

8. PRIZES & PRIZE MONEY

8.3 Finals

- Finals structure, eligibility, and format are governed by:
 - **Section 1.3 – Finals Structure**
 - **Section 3.6 – Finals Player Eligibility**
- Finals green fees: **\$90 per team, paid with team registration at the start of the season.**

9. CODE OF CONDUCT

- Respect officials, opponents, and the venue
- No sharking, abuse, or harassment
- Mobile phones on silent while playing
- Penalties escalate up to **suspension or expulsion**

APPENDIX A — DEFINITIONS

APPENDIX B — COMPLAINTS & DISCIPLINARY PROCESS

All official complaints must be submitted in writing to:

kate@diamondleague.com.au

APPENDIX C — PENALTY GUIDELINES

ACKNOWLEDGEMENT

By registering and participating in Diamond League, players and captains confirm that they have read, understood, and agree to be bound by these Rules & Conditions and the decisions of League Officials.

APPENDIX A — DEFINITIONS

For the purposes of these Rules & Conditions, the following definitions apply:

BCAPL

BCA Pool League, the league-sanctioning body governing Diamond League rules and standards.

BCAPL Scoring App

The official application used to record match results, bonus points, forfeits, and administrative outcomes.

Break and Run (BR)

A game in which a player legally breaks and clears the table in a single inning.

Entered as BR in the BCAPL Scoring App.

Table Run (TR)

A game cleared in one inning after an opponent's dry or foul break.

Entered as TR in the BCAPL Scoring App.

Core Player

One of the three primary registered players forming a legal team.

Reserve Player

A registered team member eligible to play subject to minimum match requirements.

Fill-In Player

A player used to field a legal team during the regular season only, subject to League approval and cap rules.

FargoRate

The global rating system used to determine player ability and team caps.

Grand Ladder

The overall ladder combining results from all regions and sessions.

League Officials / League Organisers

Individuals appointed by Diamond League to administer, adjudicate, and enforce these rules.

Their decisions are final.

Marquee Player

The highest FargoRate player listed on a team for a given match.

If two players are equal, the captain may nominate.

Marquee players cannot be replaced in Finals under any circumstances.

Scalp

The point value assigned to a player based on FargoRate, awarded to the winner of a game.

Team Cap

The maximum allowable combined FargoRate of the three competing players.

WF (Win by Forfeit)

An administrative match result entered in the BCAPL Scoring App to record penalties or forfeits **without affecting FargoRate**.

APPENDIX B — COMPLAINTS & DISCIPLINARY PROCESS

B1. Lodging a Complaint

- All official complaints must be submitted **in writing** to:
kate@diamondleague.com.au
- Complaints must include:
 - Names of parties involved
 - Date, round, and match details
 - Clear description of the issue
 - Any supporting evidence (where applicable)

Verbal complaints or sideline disputes will **not** be considered official.

B2. Investigation

- League Officials may:
 - Review scoresheets and app data
 - Speak to captains, players, or referees
 - Request written statements
- Decisions may be made on:
 - Balance of probabilities
 - Credibility of evidence
 - Protection of competition integrity

B3. Disciplinary Powers

League Officials may impose one or more of the following:

- Warning
- Loss of frame or match
- Loss of ladder points
- Match forfeiture
- Suspension
- Expulsion
- Forfeiture of fees, sanction monies, and prizes

Intent may be considered, not just outcome.

B4. Serious Misconduct

The following are examples of serious misconduct:

- Manipulating or attempting to manipulate scores in the BCAPL Scoring App
- Sandbagging or rating deception
- Threatening, abusive, or discriminatory behaviour
- Repeated unsportsmanlike conduct

Serious misconduct may result in immediate suspension or expulsion, even if the attempt was unsuccessful.

B5. Appeals

- Appeals are **not automatic**.
- League Officials' decisions are final unless:
 - New, material evidence is presented, and
 - The League agrees an appeal is warranted
- Appeals must be submitted **within 48 hours** of the decision.

APPENDIX C — PENALTY GUIDELINES

The following escalation guide applies unless otherwise stated:

1. **Warning**
2. **Ball in Hand to Opponent**
3. **Loss of Frame**
4. **Loss of Match**
5. **Suspension / Expulsion and Forfeiture of Fees & Prizes**

League Officials may **skip steps** where behaviour warrants immediate action.