

Orange County's

BCA Pool League

Player's League Official Handbook

2006-2007

Revision 2.02



This handbook is property of _____.

INTRODUCTION

Welcome to the Orange County BCA League. We are excited to be able to bring the Billiard Congress of America "BCA" experience of organized league play to the Orange County, California area. This regional league system represents the continued dedication and involvement in the sport of billiards by "The Advisory Board":

Paul Goulart: League Operator - President

Winston Taylor: Website Master - Vice President

Roy Yamane: Advisor - Founder of the American Billiard Academy and Master BCA Instructor

Message from the League President!

The league's primary goal is to have fun while playing the sport we all love. Please respect the bars by agreeing to play by their bar rules. (*I.E. If the bar does not allow masse or jump shots – do not attempt to play those shots.*) This was never intended to be a professional pool player's practice field, nor designed for hustlers to make a buck. This is a place for fun-loving, pool playing, people like you to get together and socialize. (*I.E. if you see a player do something wrong, please correct them and not punish them with a ruling in a rulebook before he or she takes the shot.*) If we all play with good sportsmanship, we will all benefit as a group in this league.



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The League:

Purpose of the League

The purpose of the league is to introduce organized play to the billiard public with an emphasis on fun. The Orange County BCA League (OC-BCA) is designed to improve the image of the sport of billiards by managing professionally run pool leagues. The OC-BCA always encourages friendly competition, fair play, and a good sportsmanship within all levels of players, ranging from the beginner to the expert.

League Divisions

Designation

Traveling League: Each team travels to different Locations within their division.

In-house League: Each team will play at the same location for the length of the league season (coming Soon)

Type of Play

8-ball

9-ball (Coming Soon)

Scotch Doubles (Coming Soon)

Jack and Jill (Coming Soon)

Levels

Handicap: This league will consist of all levels of players and be handicapped to ensure competitiveness and an equal chance of all teams placing high in the overall standings.

Non Handicap: for those of a truly competitive nature, some league divisions may be set up without a handicap and may involve various player restrictions (Las Vegas)

Number of teams in a division

League Divisions can consist of anywhere from 6 to 16 teams depending on the division structure.

Team Structure

Two Player Teams: Reserved for Scotch Doubles (Tournament Play)

Three Player Teams: May be used for start-up, master level, or entry level divisions

Four Player Teams: May be designated for most division types

Five Player Teams: This will be the most common division structure

League Directors

The League Directors shall be responsible for the following:

- Ensure league competition that is well organized and fair for all players.
- Sanction each and every OC-BCA member into the BCA.
- Provide handbooks and other league supplies and forms.
- Schedule all matches of league play, and any post-season play-offs and tournaments
- Maintain all the necessary records of operation of the league.
- Publish Timely Standings.
- Issue Rulings for all protests and rule violations in a timely manner.
- Collect all fees and dues, and distribute prize funds from league play or special events

Contact Information

Paul Goulart & Winston Taylor

E-mail: League@OC-BCA.com

Website: <http://OC-BCA.com>

Paul's Phone: (714) 345-8414

Winston's Phone: (714) 654-6608

Note: This league is intended for the enjoyment of its members. Unsportsmanlike conduct, fighting, and/or abusive language toward any member of this league will not be tolerated and violators will be banned without any refund and/or fined.

League Players

Each league player is responsible for the following:

- Remain a member in good standing to participate in league play and/or tournaments operated by the OC-BCA or the BCA.
- Complete a membership application form.
- Agree to abide by the policies and procedures of the OC-BCA
- Pay all required fees and dues on time.
- Conduct himself/herself in a sportsman-like manner
- Players are not allowed to change teams during a league season.

Teams

Each team shall abide by and be responsible for the following:

- The entire team's fees/dues each week, regardless of absent players and/or teams. (Please note tardiness in the payment of weekly dues will lead to the suspension of the team's membership in the league, and the forfeiture of the team's right to any team or individual awards or prizes, and possibly the right to participate in further league competition, post-season tournaments, or playoffs.)
- Any team that forfeits two consecutive weeks or any total of three weeks in a league session will be automatically suspended from any and all further league competition. Any and all sanctioned monies, fees/dues and prizes shall be forfeited. Opposing teams must pay to receive a win on forfeits.
- Teams names shall not use vulgarity, be sexually suggestive, or have drug related meanings.
- Provide proper playing atmosphere.
- Carefully select and organize their team members.
- Advertise the league by displaying and providing the proper information to interested parties.
- With respect to traveling leagues: Each team will have a "home" billiard establishment, and each "home" team will have a game table ready for warm-up and match play at the arranged time on league night

Team Captains

Each team shall have elected a team captain and shall remain the team captain as long as they are acceptable to the team and the OC-BCA Advisory Board. Team captains shall have the authority and/or be responsible for the following:

- Maintain a working phone number, and if possible an E-mail Address.
- Attend all scheduled OC-BCA meetings (or have a co-captain attend).
- Being the representative for their team, and therefore responsible for the conduct, attendance and finance of their team for all league activity.
- Removing any player permanently from their team (as long as they are able to furnish good and sufficient reason to the OC-BCA Advisory Board).
- Requesting any opposing player's identification and eligibility (through contact with the office).
- The collection of entire league dues/fees with score sheets at the drop-off location by a scheduled day and time each week. (please note: Failure to do so will result in a match loss for the team reflecting no awarding of round points or games won for that week's play. Before the team plays another match, they must have brought their balance due to league to \$0.00.)
- Distributing information to their team members.
- Distributing any awards and prizes equitably to their team members at the end of the league season.
- Maintaining the integrity and full membership of the team. Should a team member drop from the team, it shall be the responsibility of the team captain to find a replacement member, subject to the approval of the advisory board.
- The home team captain is responsible for paying any table time that might be applicable. This shall be paid in full.
- Each team captain is responsible for making the "DROP" containing all monies and score sheets.

Team Rosters

- Team rosters shall consist of the names and addresses of all the required regular team player and any selected alternates.
- The number of players on a roster shall not exceed 8 (4 regular players and 4 alternates for a 4 player team)
- Team captains may add a new player anytime during the season (*within the first 12 weeks in a 16 week season*) by notifying OC-BCA as long as the team roster does not exceed the amount of allowable players.
- All regular team members and any alternates must be registered and paid current on any OC-BCA dues and/or BCA fees prior to participating in any match play. BCA memberships are valid from June 1st to May 31st of each year.

Player Conduct

Players must always maintain a level of good conduct during league play. Bad sportsmanship can result in ball-in-hand, loss of a game, loss of a round, loss of the entire match, or possible even the removal from the league system.

Player Expulsion

When a team member withdraws without satisfactory reason, or is expelled from the league for sufficient cause, all sanction fees, league dues, and prizes shall be forfeited.

Gambling

No member of the league shall be allowed to be involved in any scheme or wagering of any kind while in league matches, tournaments, or other league functions. Gambling of any kind is strictly prohibited! Failure to comply with this rule can be the cause for expulsion from the league and all related functions, subject to review by the OC-BCA Advisory Board.

Substitutes

Substitutes can only be used when a team is short players. No substitute may be used if a team has the appropriate number of roster players available to play on league night. No player or substitute can play for two different teams in the same league. Substitutes are not responsible for paying for the team's dues. No player can replace a sub after a sub plays his or her first match. Like any other player, a substitute will need his or her second match to become a handicap established player. *Furthermore, all players competing in OC-BCA (regulars and substitutes) must become BCA League Members and pay the \$10.00 BCA sanction fee on their first week of play.*

Re-Scheduling Team Matches

- If a match needs to be rescheduled, a team captain must contact the advisory board 24 hours before the match.
- Both teams as well as the advisory board must agree upon location, date and time of a rescheduled match.
- The team that causes the rescheduling to happen will lose home advantage. If both teams cause the rescheduling then the home location shall remain.
- The Hosting Bar/Pool Hall of a rescheduled match should also agree with the new date and time for this event.
- Normally, both captains must agree to a postponement if it is within the 24-hours of start time, due to unforeseeable circumstances the advisory board may allow rescheduling without both parties consent.
- Please contact the advisory board when an unforeseeable circumstance has occurred. The advisory board may have the match rescheduled without a 24 hour notice if they feel that the circumstance is valid.
- Any game may be rescheduled as long as both teams agree to remake the match. The league operator shall be contacted when a change is made. Due to our handicap system, a rescheduled match must occur prior to the next scheduled match.

Going to the BCA Nationals

- All qualified teams and individual players going to the BCA Nationals must fill out the required paperwork.
- Team captains are required to fill out a complete roster form with a list of their players and addresses.
- Individuals must fill out a form, compete in at least 8 full weeks of league play to be eligible for Las Vegas/ All members of teams going to Las Vegas must come from the same league division (not necessary the same team). No Exceptions! This is strictly enforced by BCA!
- It is up to the team captains to find qualified team players to fill out their rosters. The OC-BCA will help provide assistance if possible

Coaching

- The shooter on the table and only the shooter can call for a coach.
- Each player gets only one coaching per game.
- No coaching shall take longer than one minute.

Disputes

All disputes resulting from play of any game (i.e. wrong person was designated to break, wrong players were designated to play the game, etc.), must be resolved before the start of the next game. Failure to do so will result in the decision of the disputed game standing as originally played.

Protests

Protests will be allowed only if based on an incorrect application of the playing rules. The protested game should be circled on the score sheet with a brief explanation by both team captains on the back of the score sheet.

Time Factor

Please be courteous during your game on the time factor. While playing, each player shall not take a shot any longer than 30 seconds. So look the table over and make a decision right away!

Playing on Multiple Tables

Please be courteous to the bar owner on this matter. Some bar owners may not approve this type of game play at all. The home team may play an extra set of games on a second table to speed the game up as long as the home team does the following.

- Received approval from the "Bar Owner" if he or she allows a second table to be used to play in league.
- Received approval by the other team to play on the second table.

Keep in mind that the league operator made arrangements with each of the "Bar Owners" to play on one table only. The owner is aware to open the table for free game play during your games.

Respect the Bars

- Buy a drink or two, even if it is just a coke or water. *(this is just a nice gesture)*
- Respect the Bartenders.
- Respect the bar rules (i.e. If the bar does not allow masse shots, then do not attempt to make those shots)
- Remember you are still a customer at the bar during the duration of league play.

League Finances:

Player Registration Fees / Team Dues

- If you want to be a full member of BCA and receive the following...
 - Eligibility to play in the BCA National Championship
 - Current edition of the BCA League Player Handbook
 - Annular player package including pin, patch, decal, and other gifts

...then you must pay the OC-BCA/BCA registration fee prior to any league play. **The OC-BCA/BCA registration fee is \$10.00 per player as long as you are playing in a sanctioned BCA league.** (BCA membership is valid from June 1st, 2006 through May 31st, 2007). This fee includes membership into the BCA good for the same time frame. Teams will not receive cards, patches, and etc. until all regular members of the team have paid registration. Please let us know if you are already a current BCA member. This must be paid during or before you play your second match. (Substitutes may pay for membership if they would want to be a member). It would be \$25 if you are not playing in a BCA Sanctioned Event.

- The OC-BCA team dues Equate to \$5.00/player per week; which is payable as follows:

Team dues are to be collected and paid each week for the first 8 weeks (\$10/player – total \$80.00 per player) such that all team dues will be paid in full by the 8th week of the 16-week league season.

\$20 will be awarded to any team that pays in full by the forth week.

We have adopted this system so that all players maintain a firm commitment throughout the entire league season.

This system helps ensure that more teams will be present for their matches and that the full amount of the prize fund will be distributed at the end of the league session. It is the team captain's responsibility to make sure his/her team is always paid in full according to the schedule. *(If any team is short in cash from the required amount, then the prize money will be cut and that team will not qualify in any of the winnings.)*

- There will be a "Sign-Up Social" (which occur one week prior to the first night of any league division session)
- All team league registration fees must be paid for by the first night of league play. Failure to do so will be a match forfeit for each unregistered player
- Failure of the home team to deposit all monies and score sheets in the designated "Drop-off Location" at the end of the league night will result in a match loss for the team reflecting no awarding of round points or games won for that weeks play. Before that team plays in another match, they must have brought their balance due to a "Zero Balance"
- With respect to traveling leagues: Table time (if any) is to be paid by the "Home Bar Owner" to the establishment.

Team and Individual Payouts

- All official end-of-season team and individual payouts will be given to the team captains during the "End of the Season -Single Shooters Tournament" *(If you can not make it to this event, please have someone from your team show up in your place.)*
- No team payouts will be issued to teams that have shortages, until they are made up.
- No individual payout will be issued to individuals whose team has shortages, until they are made up.
- \$20 will be awarded at the end of the season to any team that is responsible for having a new team enter the OC-BCA.
- Every Member *(including all subs used)* must have paid the OC-BCA/BCA registration fee of \$10.00 in order to be awarded the team payout.

Estimated Payout for a 16 Week Season

Placement	6 Team League	7 Team League	8 Team League	9 Team League	10 Team League	11 Team League
1	\$600	\$700	\$800	\$900	\$1,000	\$1,000
2	\$300	\$400	\$400	\$440	\$500	\$500
3	\$200	\$200	\$300	\$360	\$300	\$300
4	\$100	\$120	\$200	\$200	\$180	\$240
5	\$60	\$80	\$80	\$100	\$120	\$200
6	\$40	\$60	\$60	\$80	\$100	\$160
7	n/a	\$40	\$40	\$60	\$80	\$100
8	n/a	n/a	\$20	\$40	\$60	\$80
9	n/a	n/a	n/a	\$20	\$40	\$60
10	n/a	n/a	n/a	n/a	\$20	\$40
11	n/a	n/a	n/a	n/a	n/a	\$20
total	\$1,300	\$1,600	\$1,900	\$2,200	\$2,400	\$2,700

Checks

- Have your checks paid out to “Paul Goulart – OC-BCA”

Trophies

- Trophies will be given out to each member in the first and second placed teams during the “End of the Season -Single Shooters Tournament” (If you can not make it to this event, please have someone from your team show up in your place.) Only players that play at least half of the season will qualify to receive a trophy. (i.e. Substitutes)

Bad Check / Automatic Prize Fund Deductions

- With any checks made out to Orange County BCA League that bounces, the prize fund will be automatically deducted for the amount on the check, plus an additional \$20.00 for each time the bounced check is submitted and returned from the bank.
- Any player registration that was not paid during the league season will be automatically deducted from the prize fund, regardless if that player finishes the season or not.

No Pay – No Play Policy

All teams are required to maintain a zero-dollar balance (meaning that all dues owed have been paid in full). In the event of an emergency situation, The OC-BCA will allow a team to owe no more than \$40.00 for a seven-day grace period. If by the seventh day a zero-balance is not achieved, then the penalty is NO PAY – NO PLAY (entire game will be forfeited.) You must contact OC-BCA whenever an emergency situation has occurred.

Money Pick-up and Score Sheets Drop-off

- Someone from “The Advisory Board” will be picking up the weekly dues during your match at the host bar location. (if the advisory board fails to pick up your packets at your location, please put the cash or check inside a concealed envelope with your score sheet at the designated score sheet Drop-off location.)
- Each team is responsible for dropping their score sheet to a designated Drop-off location.

Bar or Pool Hall sponsorship fee

Each Bar or Pool Hall shall sponsor the first team of each season \$40.00. It is just \$20.00 for each additional team. *They will also agree to allow free game play during each session*

Top Shooter Prize

In order to receive the top shooter prize, you must receive the highest win percentage and play in at least half of the season. The top shooter will receive a plaque or a special top shooter trophy at the end of the season.

An Event of a Tie

When two or more teams / players are tied for a placement at the end of the season; the team / player stats with the most scored points will break the tie.

The Handicap System:

Averages / Handicap Calculation

- The first two weeks of OC-BCA handicap 8-ball or 9-ball (coming soon) will be played without handicap. The handicap starts in week 3.
- A list of established overall averages, as well as the current Average Per Season (APS) for each team member will be provided to all team captains
- The calculation for the player's average will be rounded up or down to the nearest whole number.
- Each week the team captain adds up the APS of each of their selected players (starting line up). This combined number is their team average for the match.
- Subtract the lower of the two teams averages is the handicap points for the evening, awarded to the team with the lowest average.
- Handicap points are added into the teams actual scoring for that match.
- When a new player has yet to establish their average (APS), that player may play the scheduled match. The new player will not have an average until after he/she plays in two complete weeks of league play. The opposing team will add up their lowest three players for their "team average".
- Any new player should be placed in the last position in the team's line-up.

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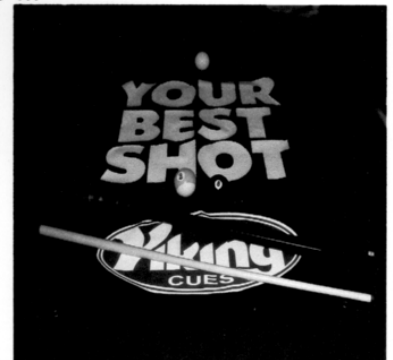
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Team or Player Shortage:

Game Time

- “Official Game Time” is 7:30pm unless otherwise noted.
- There is a 30 minute grace period for the start of the match.
- If no player has been contacted before the end of the grace period the first round will be forfeited.
- If no player has been contacted before one hour of start time, the whole entire match will be forfeited.
- A forfeit will result in either a 3-0 score or higher depending upon previous match play with same team during current league session, favoring the team that is present.

Tardy Players

- Teams may start play without a full compliment of players. Just continue playing the following matches after the tardy member’s match or matches.
- If a tardy player arrives anytime within an hour after start time, that player is allowed to play all of his rounds.
- If a tardy member does not show up in time, then you will have a forfeited player (see rules on Forfeited Players below).

Forfeited Players

- If you know that you are short a player, please tell the other team before the game starts.
- If a player does not show up, you will automatically loose the first game of that forfeited player’s rounds. However, you can still play the forfeited player’s other turns by playing the remaining 3 players in his or her place. The forfeited player will loose the first round with 0 points (the winner takes 10 points). The first player plays the forfeited player’s second game. The second player will play the forfeited player’s third game. The third player will play the forfeited player’s forth game.
- When a team only has 3 players, instead of a full roster of 4, that team must place their forfeited player as the last player on their side of the score sheet. Record the handicaps of those three players as the total “team average”. The opposing team will record the total of the first three players (do not include “Player 4”) for that team’s total “team average”. *It is advisable to place your best player as the last player on the non-forfeited player’s side in order to remove his or her high average from the total “team average”.*
- If a player becomes a forfeited player, that player is responsible for paying the dues for that night. However, the team must have his or her dues paid for that night before the team could play the following match.

Team Forfeit

- The advisory board ultimately determines a complete team forfeit situation. Be prepared to make up the match.
- The team that is forfeit against (the team present) must fill out a weekly score sheet with player’s averages/ place the score sheet and weekly dues in the envelope and make a normal drop.
- The forfeited team will receive no points, a loss for the night, and they are still responsible for paying their team’s dues. *(If the advisory board reschedules a match, the forfeited team must have all of their dues paid in full before that match starts.)*
- A win/loss and points/no points will not be awarded during a game that gets rescheduled.
- A non rescheduled game will result as a 3-0 match *(3 wins for the team that shows up and 0 to the forfeited team)*

Non Rated Players

- Place each of the players that are currently not rated at the end of the roster on the score sheet.
- If you have a non rated player or a missing player, please inform the other team. You must place this player (or players) at the end of the first round. It is advisable to place your best player at the end as well if you are on the opposing team to help regulate the handicap system to your favor. *(See next “Scoring Rule” below)*
- A non rated player will receive an average of “0” along with that person’s first opponent regardless of his or her ranking.
- No Non-Rated player may play after the 14th week in a 16 week season. (No new player may be added after the 12th game in a 16 week season.)

Note: If not contacted by a league representative, it is the team captain's responsibility to contact the local league office via email or phone for position and/or location of play for any match including position week. It will always be the captain's responsibility to make sure his team is in the right location and on time.

Score Sheets:

BCAPL 8-Ball Scoring Anomalies:

Players are scored on the BCAPL 8-Ball Scoring System by examining the table at the end of the game. It matters not how balls were pocketed nor by which player during the game. The winning player is credited with 10 points, and the losing player is credited point wise with the number of balls of that player's group no longer on the table at the end of the game. However, in some situations, a game ends before groups of balls have been determined. Examples of such game situations and their rulings are:

1. Shooter approaches the table with an "Open Table." The shooter calls the 1-ball, pockets the 1-ball, but unintentionally pockets the 8-ball as well - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 1 point due to the 1-ball no longer being on the table (and assuming no other solids were pocketed while the table was "open.")
2. Shooter approaches the table with an "Open Table." The shooter calls the 3-ball. The shooter misses the 3-ball, but pockets the 11-ball and the 8-ball instead - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 0 points, assuming all the solids still remain on the table. While groups of balls had yet to be determined, the scoring must reflect that the shooter desired to be solids. In lieu of no groups being determined, proper scoring is resolved by the shooter's intention.
3. Shooter approaches the table with an "Open Table." Two solids were made on the break by the shooter at the table. The shooter calls a safety. The shooter contacts the 3-ball first, but the 8-ball is inadvertently pocketed in the further course of the shot - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 2 points, assuming the five solid balls still remain on the table. While groups of balls had yet to be determined, the scoring must reflect the pocketing of the balls caused by the losing player.
4. Shooter approaches the table with an "Open Table." The opponent made two solids on the break. The shooter calls a safety. The shooter contacts the 3-ball first, but the 8-ball is inadvertently pocketed in the further course of the shot - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 0 points, assuming the five solid balls still remain on the table. While groups of balls had yet to be determined, the scoring must reflect the pocketing of the balls caused by the winning player. In these and other situations, the losing player receives credit for either balls he was responsible for pocketing or balls he intended to pocket.

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<h2 style="display: inline; margin-left: 10px;">8-Ball League Score Sheet</h2>										League or Sponsor Logo Here			
LEAGUE NAME:					DIVISION:					DATE:			
HOME TEAM NAME:						VISITING TEAM NAME:							
AVG	Full Name	1	2	3	4	Total	AVG	Full Name	1	2	3	4	Total
1							5						
		Break		Break					Break		Break		
		1-5	1-6	1-7	1-8								
2							6						
		Break		Break					Break		Break		
		2-6	2-7	2-8	2-5								
3							7						
		Break		Break					Break		Break		
		3-7	3-8	3-5	3-6								
4							8						
		Break		Break					Break		Break		
		4-8	4-5	4-6	4-7								
↑	Round Total						↑	Round Total					
	Handicap Per Round								Handicap Per Round				
	Total Inc. Handicap								Total Inc. Handicap				
	Circle Rounds Won	W	W	W	W	W			Circle Rounds Won	W	W	W	W

Subtract Lower Team Average From Higher Team Average to get Handicap

HIGHER TEAM AVERAGE	
LOWER TEAM AVERAGE	
HANDICAP PER ROUND	

Week of Play	
Rounds Won	
Rounds Lost	
Total Points	

CAPTAIN'S SIGNATURE

HOME: _____

VISITING: _____

Week of Play	
Rounds Won	
Rounds Lost	
Total Points	

Instructions:

- Enter the name of your league, the division if different from the league name, and the date of play;
- Enter the first and last names of each player for Home Team and Visiting Team;
- Enter each player's handicap under the "AVG" column;
- Total the handicaps of all players and enter this number in the box at the bottom of the "AVG" column and to the left of the Round Totals box;
- Enter the Team Total in the Average box in the lower left corner, higher team on top, lower team on bottom;
- Subtract the lower team total from the higher team total to get the total Team Handicap;
- If using the 1-10 Handicap System, this same number is inserted in the Handicap per Round box under each round of the team with the lower Team Total Average (this is the handicap per round);
- If using the whole number system, divide the total team handicap points by the number of rounds using a number which provides a whole number and adds any surplus numbers to the final round handicap points (example: in a four round match, if the handicap points total 16, you would divide 16 by 4 = 4 and 4 would be the handicap for each round handicap points total 16, you would divide 16 by 4 = 4 and 4 would be the handicap for each. If the points were to total 17, 18 or 19 in the same round match, you would simply take the surplus points over 16 (1, 2, or 3) and add them the points in the LAST round, making the handicap per round 4-4-5 or 4-4-4-6, or 4-4-4-7;
- After each round is completed, total the round scores for all players, top to bottom, and enter this number in the Rounds Total box;
- Add the handicap Per Round points, if any, and enter in the Total including Handicap Box;
- Compare the round score for each team, and circle the W (winner) under the team with the higher score;
- If the round total, including the Handicap Total, causes a tie, each team receives 1/2 point for the round. Indicate this by drawing a diagonal line through the W box for the appropriate round;
- At the end of the match, total all players scores, top to bottom, and add this to the total handicap points, if any. The highest total score recorded in the last box of the Totals including Handicap column will determine the winner of the final round point.

BCA General Rules:

(Rules reprinted with the express written permission of the Billiard Congress of America)

These general rules apply to all pocket billiard games, UNLESS specifically noted to the contrary in the individual game rules. To facilitate the use and understanding of these general rules, terms that may require definition are set in italics so that the reader may refer to the Glossary of Billiard Terms section for the exact meaning of the term.

3.1 TABLES, BALLS, EQUIPMENT

All games described in these rules are designed for tables, balls and equipment meeting the standards prescribed in the BCA Equipment Specifications.

3.2 RACKING THE BALLS *(see individual game rules for 8-ball 4.3 and 9-ball 5.12)*

When racking the balls a triangle must be used, and the apex ball is to be spotted on the foot spot. All the balls must be lined up behind the apex ball and pressed together so that they all have contact with each other.

3.3 STRIKING CUE BALL

Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.

3.4 CALLING SHOTS

For games of call-shot a player may shoot any ball he chooses, but before he shoots, must designate the called ball and called pocket. He need not indicate any detail such as kisses, caroms, combinations, or cushions (all of which are legal). "Any additionally pocketed ball(s) on a legal stroke is counted in the shooter's favor."

3.5 FAILURE TO POCKET A BALL

If a player fails to pocket a ball on a legal shot, then the player's inning is over, and it is the opponent's turn at the table.

3.6 LAG FOR BREAK *(not used during league play)*

The following procedure is used for the lag for the opening break. Each player should use balls of equal size and weight (preferably cue balls but, when not available, non-striped object balls). With the balls in hand behind the head string, one player to the left and one to the right of the head spot, the balls are shot simultaneously to the foot cushion and back to the head end of the table. The player whose ball is the closest to the innermost edge of the head cushion wins the lag. The lagged ball must contact the foot cushion at least once. Other cushion contacts are immaterial, except as prohibited below. It is an automatic loss of the lag if:

- (a) The ball crosses into the opponent's half of the table;
- (b) The ball fails to contact the foot cushion;
- (c) The ball drops into a pocket;
- (d) The ball jumps off the table;
- (e) The ball touches the long cushion;
- (f) The ball rests within the corner pocket and past the nose of the head cushion, or;
- (g) The ball contacts the foot rail more than once. If both players violate automatic-loss lag rules, or if the referee is unable to determine which ball is closer, the lag is a tie and is replayed.

3.7 OPENING BREAK SHOT *(not used during league play)*

The opening break shot is determined by either lag or lot. (The lag for break procedure is required for formal competition.) The player winning the lag or lot has the choice of performing the opening break shot or assigning it to the opponent.

3.8 CUE BALL ON OPENING BREAK

The opening break shot is taken with cue ball in hand behind the head string. The object balls are positioned according to specific game rules. On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip

3.9 DEFLECTING THE CUE BALL ON THE GAME'S OPENING BREAK

On the break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is considered a foul and loss of turn. The opponent has the option of receiving cue ball in hand behind the head string or passing the cue ball in hand behind the head string back to the offending player. (Exception: 9-Ball, see rule 5.3: "cue ball in hand anywhere on the table"- *9-ball is coming soon*). A warning must be given that a second violation during the match will result in the loss of the match by forfeiture. (See Rule 3.28.)

3.10 CUE BALL IN HAND BEHIND THE HEAD STRING

This situation applies in specific games whereby the opening break is administered or a player's scratching is penalized by the incoming player having cue ball in hand behind the head string. The incoming player may place the cue ball anywhere behind the head string. The shooting player may shoot at any object ball as long as the base of the object ball is on or below the head string. He may not shoot at any ball, the base of which is above the head string, unless he first shoots the cue ball below the head string and then by hitting a rail causes the cue ball to come back above the head string and hit the object ball. The base of the ball (the point of the ball touching the table) determines whether it is above or below the head string. If the incoming player inadvertently places the cue ball on or below the head string, the referee or the opposing player must inform the shooting player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the shooting player before the shot is made, the shot is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul. (Refer to rule 2.21) When the cue ball is in hand behind the head string, it remains in hand (not in play) until the player strikes the cue ball with his cue tip. The cue ball may be adjusted by the player's hand, cue, etc., so long as it remains in hand. Once the cue ball is in play per the above, it may not be impeded in any way by the player; to do so is to commit a foul. Additionally, if the shot fails to contact a legal object ball or fails to drive the cue ball over the head string, the shot is a foul and the opposing player has ball in hand according to the specific game rules.

3.11 POCKETED BALLS

A ball is considered pocketed if as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. (A ball that drops out of a ball return system onto the floor is not to be construed as a ball that has not remained pocketed.) A ball that rebounds from a pocket back onto the table bed is not a pocketed ball.

3.12 POSITION OF BALLS

The position of a ball is judged by where its base (or center) rests.

3.13 FOOT ON FLOOR

Player must have at least one foot in contact with the floor at the moment the cue tip contacts the cue ball, or the shot is a foul. Foot attire must be normal in regard to size, shape and manner in which it is worn.

3.14 SHOOTING WITH BALLS IN MOTION

It is a foul if a player shoots while the cue ball or any object ball is in motion (a spinning ball is in motion).

3.15 COMPLETION OF STROKE

A stroke is not complete (and therefore is not counted) until all balls on the table have become motionless after the stroke (a spinning ball is in motion).

3.16 HEAD STRING DEFINED

The area behind the head string does not include the head string. Thus, an object ball that is dead center on the head string is playable when specific game rules require that a player must shoot at a ball past the head string. Likewise, the cue ball when being put in play behind the head string (cue ball in hand behind the head string), may not be placed directly on the head string; it must be behind it.

3.17 GENERAL RULE, ALL FOULS

Though the penalties for fouls differ from game to game; the following apply to all fouls:

- (a) Player's inning ends;
- (b) If on a stroke, the stroke is invalid and any pocketed balls are not counted to the shooter's credit, and;
- (c) Any ball(s) is re-spotted only if the rules of the specific game require it.

3.18 FAILURE TO CONTACT OBJECT BALL

It is a foul if on a stroke the cue ball fails to make contact with any legal object ball first. Playing away from a touching ball does not constitute having hit that ball.

3.19 LEGAL SHOT

Unless otherwise stated in a specific game rule, a player must cause the cue ball to contact a legal object ball and then:

- (a) Pocket a numbered ball, or;
- (b) Cause the cue ball or any numbered ball to contact a cushion or any part of the rail. Failure to meet these requirements is a foul.

3.20 CUE BALL SCRATCH

It is a foul (*scratch*) if on a stroke, the cue ball is pocketed. If the cue ball touches an object ball that was already pocketed (*for example, in a pocket full of object balls*), the shot is a foul.

3.21 FOULS BY TOUCHING BALLS

It is a foul to strike, touch or in any way make contact with the cue ball in play or any object balls in play with anything (*the body, clothing, chalk, mechanical bridge, cue shaft, etc.*) except the cue tip (*while attached to the cue shaft*), which may contact the cue ball in the execution of a legal shot. Whenever a referee is presiding over a match, any object ball moved during a standard foul must be returned as closely as possible to its original position as judged by the referee, and the incoming player does not have the option of restoration. (Also see Rule 1.16.1)

3.22 FOUL BY PLACEMENT

Touching any object ball with the cue ball while it is in hand is a foul.

3.23 FOULS BY DOUBLE HITS

If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is a foul. (See Rule 2.20 for judging this kind of shot.) If a third ball is close by, care should be taken not to foul that ball under the first part of this rule.

3.24 PUSH SHOT FOULS

It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (*Such shots are usually referred to as push shots.*)

3.25 PLAYER RESPONSIBILITY FOULS

The player is responsible for chalk, bridges, files and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such an object make contact with any ball in play (*or the cue ball only if no referee is presiding over the match*).

3.26 ILLEGAL JUMPING OF BALL

It is a foul if a player strikes the cue ball below center (*"digs under" or "lofts" the cue ball*) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

3.27 JUMP SHOTS

Unless otherwise stated in rules for a specific game it is legal to cause the cue ball to rise off the bed of the table by elevating the cue stick on the shot, and forcing the cue ball to rebound from the bed of the table. Any miscue when executing a jump shot is a foul.

3.28 BALLS JUMPED OFF TABLE

Balls coming to rest other than on the bed of the table after a stroke (*on the cushion top, rail surface, floor, etc.*) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (*Balls that strike or touch anything not a part of the table, such as the light fixture, chalk on the rails and cushion tops, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper*). In all pocket billiard games, when a stroke results in the cue ball or any object ball being a jumped ball off the table, the stroke is a foul. All jumped object balls are spotted (except in 8 and 9-Ball) when all balls have stopped moving. See specific game rules for putting the cue ball in play after a jumped cue ball foul. **(not used during league play)**

3.29 SPECIAL INTENTIONAL FOUL PENALTY

The cue ball in play shall not be intentionally struck with anything other than a cue's attached tip (*such as the ferrule, shaft, etc.*). While such contact is automatically a foul under the provisions of Rule 3.19, if the referee deems the contact to be intentional, he shall warn the player once during a match that a second violation during that match will result in the loss of the match by forfeiture. If a second violation does occur, the match must be forfeited.

3.30 ONE FOUL LIMIT

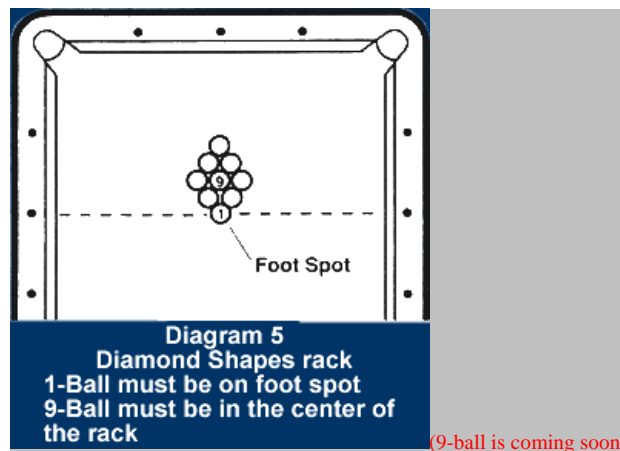
Unless specific game rules dictate otherwise, only one foul is assessed on a player in each inning; if different penalties can apply, the most severe penalty is the factor determining which foul is assessed.

3.31 BALLS MOVING SPONTANEOUSLY

If a ball shifts, settles, turns or otherwise moves "by itself," the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue. If an object ball drops into a pocket "by itself" as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions before the shooter replays.

3.32 SPOTTING BALLS

When specific game rules call for spotting balls, they shall be replaced on the table on the long string after the stroke is complete. A single ball is placed on the foot spot; if more than one ball is to be spotted, they are placed on the long string in ascending numerical order, beginning on the foot spot and advancing toward the foot rail. When balls on or near the foot spot or long string interfere with the spotting of balls, the balls to be spotted are placed on the extension of the long string "in front" of the foot spot (*between the foot spot and the center spot*), as near as possible to the foot spot and in the same numerical order as if they were spotted "behind" the foot spot (*lowest numbered ball closest to the foot spot*).



3.33 JAWED BALLS

If two or more balls are locked between the jaws or sides of the pocket, with one or more suspended in air, the referee shall inspect the balls in position and follow this procedure: he shall visually (*or physically if he desires*) project each ball directly downward from its locked position; any ball that in his judgement would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.

3.34 ADDITIONAL POCKETED BALLS

If extra balls are pocketed on a legal scoring stroke, they are counted in accord with the scoring rules for the particular game.

3.35 NON-PLAYER INTERFERENCE

If the balls are moved (*or a player bumped such that play is directly affected*) by a non-player during the match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, the referee shall replace the balls. This rule also applies to “act of God” interferences, such as earthquakes, hurricanes, light fixture falling, power failures, etc. If the balls cannot be restored to their original positions, replay the game with the original player breaking. This rule is not applicable to 14.1 Continuous where the game consists of successive racks: the rack in progress will be discontinued and a completely new rack will be started with the requirements of the normal opening break (*players lag for break*). Scoring of points is to be resumed at the score as it stood at the moment of game disruption.

3.36 BREAKING SUBSEQUENT RACKS

In a match that consists of short rack games, the winner of each game breaks in the next. The following are common options that may be designated by tournament officials in advance:

- (a) Players alternate break.
- (b) Loser breaks.
- (c) Player trailing in game count breaks the next game.

3.37 PLAY BY INNINGS

During the course of play, players alternate turns (*innings*) at the table, with a player’s inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

3.38 OBJECT BALL FROZEN TO CUSHION OR CUE BALL

This rule applies to any shot where the cue ball’s first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen object ball, the shot must result in either:

- (a) A ball being pocketed, or;
- (b) The cue ball contacting a cushion, or;
- (c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
- (d) Another object ball being caused to contact a cushion with which it was not already in contact. Failure to satisfy one of those four requirements is a foul. (*see specific game rules.*)

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

3.39 PLAYING FROM BEHIND THE STRING

When a player has the cue ball in hand behind the head string (*in the kitchen*), he must drive the cue ball to a point across the head string before it contacts either a cushion, an object ball, or returns to the kitchen. Failure to do so is a foul if a referee is presiding over a match. If no referee, the opponent has the option to call it either a foul or to require the offending player to replay the shot again with the balls restored to their positions prior to the shot (*and with no foul penalty imposed*). Exception: if an object ball lies on or outside the head string (*and is thus playable*) but so close that the cue ball contacts it before the cue ball is out of the kitchen, the ball can be legally played, and will be considered to have crossed the head string. If, with cue ball in hand behind the headstring and while the shooter is attempting a legitimate shot, the cue ball accidentally hits a ball behind the head string, and the cue ball crosses the line, it is a foul. If with cue ball in hand behind the head string, the shooter causes the cue ball to hit an object ball accidentally, and the cue ball does not cross the headstring, the following applies: the incoming player has the option of calling a foul and having cue ball in hand, or having the balls returned to their original position, and having the offending player replay the shot. If a player under the same conditions intentionally causes the cue ball to contact an object ball behind the headstring, it is unsportsmanlike conduct.

3.40 CUE BALL IN HAND FOUL

During cue ball in hand placement, the player may use his hand or any part of his cue (*including the tip*) to position the cue ball. When placing the cue ball in position, any forward stroke motion of the cue stick contacting the cue ball will be considered a foul if not a legal shot.

3.41 INTERFERENCE

If the non-shooting player distracts his opponent or interferes with his play, he has fouled. If a player shoots out of turn, or moves any ball except during his inning, it is considered to be interference.

3.42 DEVICES

Players are not allowed to use a ball, the triangle or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps or as an aid to aligning a shot, so long as the cue is held by the hand. To do so otherwise is a foul and unsportsmanlike conduct. (*Also see Rules 1.3, 1.4 and 2.15*)

3.43 ILLEGAL MARKING

If a player intentionally marks the table in any way (*including the placement of chalk*) to assist in executing the shot, it is a foul.

SUPPLEMENTAL RULES:

The following are rules that are referred to within the General Rules of Pocket Billiards above. For the complete World Standardized Rules, please consider Billiards: The Official Rules and Records Book, published by the Billiard Congress of America.

1.3 USE OF EQUIPMENT

Players may not use equipment or accessory items for purposes or in a manner other than those for which the items were intended (refer to rules 3.42 and 3.43). For example, powder containers, chalk cubes, etc., may not be used to prop up a mechanical bridge (or natural hand bridge); no more than two mechanical bridges may be used at one time, nor may they be used to support anything other than the cue shaft. Extra or out-of-play balls may not be used by players to check clearance or for any other reason (except to lag for break); the triangle may be employed to ascertain whether a ball is in the rack when a match is unofficiated and the table has not been pencil marked around the triangle area. *(Also see Rule 2.3)*

1.4 EQUIPMENT RESTRICTIONS

Players may use chalk, powder, mechanical bridge(s) and cue(s) of their choice or design. However, tournament officials may restrict a player if he attempts action that is disruptive of either the house equipment or normal competitive conditions. As examples, a player may: be restrained from using red chalk on green cloth; be advised not to use powder in such an excessive fashion as to unduly affect the balls or table cloth; and be barred from using a cue with a noise-making device that is clearly disruptive to other competitors. *(Also see Rule 2.15)*

1.16.1 CUE BALL FOULS ONLY

When a referee is presiding over a match, it is a foul for a player to touch any ball (*cue ball or object ball*) with the cue, clothing, body, mechanical bridge or chalk, before, during or after a shot. However, when a referee is not presiding over a game, it is not a foul to accidentally touch stationary balls located between the cue ball and the shooter while in the act of shooting. If such an accident occurs, the player should allow the Tournament Director to restore the object balls to their correct positions. If the player does not allow such a restoration, and a ball set in motion as a normal part of the shot touches such an unrestored ball, or passes partly into a region originally occupied by a disturbed ball, the shot is a foul. In short, if the accident has any effect on the outcome of the shot, it is a foul. In any case, the Tournament Director must be called upon to restore the positions of the disturbed balls as soon as possible, but not during the shot. It is a foul to play another shot before the Tournament Director has restored any accidentally moved balls. At the non-shooting player's option, the disturbed balls will be left in their new positions. In this case, the balls are considered restored, and subsequent contact on them is not a foul. It is still a foul to make any contact with the cue ball whatsoever while it is in play, except for the normal tip-to-ball contact during a shot.

2.3 REFEREE'S RESPONSIVENESS

The referee shall be totally responsive to players' inquiries regarding objective data, such as whether a ball will be in the rack, if a ball is in the kitchen, what the count is, how many points are needed for a victory, if a player or his opponent is on a foul, what rule would apply if a certain shot is made, etc. When asked for a clarification of a rule, the referee will explain the applicable rule to the best of his ability, but any misstatement by the referee will not protect a player from enforcement of the actual rules. The referee must not offer or provide any subjective opinion that would affect play, such as whether a good hit can be made on a prospective shot, whether a combination can be made, or how the table seems to be playing, etc.

2.15 INAPPROPRIATE USE OF EQUIPMENT

The referee should be alert for a player using equipment or accessory items for purposes or in a manner other than those for which they were intended, or for the use of illegal equipment, as defined under "equipment specification". Generally no penalty is applied. However, should a player persist in such activity or use of such equipment, after having been advised that such activity or use is not permissible, the referee or other tournament official may take action as appropriate under the provisions of "Unsportsmanlike Conduct" *(Also see Rule 1.3 and Rule 1.4)*

2.20 JUDGING DOUBLE HITS

When the distance between the cue ball and the object ball is less than the width of a chalk cube, special attention from the referee is required. In such a situation, unless the referee can positively determine a legal shot has been performed, the following guidance may apply: if the cue ball follows through the object ball more than 1/2 ball, it is a foul.

2.21 OUT OF HEAD STRING WARNING

When a player has the cue ball in hand behind the head string, the referee shall warn him before he shoots if he has placed the cue ball on or within 1/2 ball width outside of the head string. If the player then shoots from on or within the specified distance outside the head string, the stroke is a foul. If the shooter places the cue ball outside of the head string beyond the specified limit, no warning is required and the stroke is a foul *(See specific game rule for penalty. Also refer to Rule 3.39)*

OC-BCA SUPPLEMENTAL RULES:

WATCHING A HIT

If it is apparent that a foul may occur due to the complexity of the shot, an unbiased observer may be called to verify a legal hit takes place. The observer's call will be final.

FROZEN BALLS

A frozen ball must be called and verified before a shot takes place for a foul to occur. *(Also see Rule 3.38).*

REPEATED MINOR VIOLATIONS

If you see a player do something wrong, please correct them and not punish them with a ruling in a rulebook before he or she takes the shot.

If a team or player consistently violates minor rules such as multiple coaching per game or calling coaches for your players will be considered bad sportsmanship and the league advisory board shall be notified right away and they may conduct a penalty during the match such as a, ball in hand, loss of game, loss of round, or even loss of entire match.

ON THE BREAK

It already defined on rule 4.5 that a legal break strike the head ball first and four numbered balls must strike a rail. In the event of an illegal break, the incoming player has the option of playing from where it lies, re-breaking himself or allowing the original player to re-break. In the event of a miscue during the break, the same 3 options are available to the incoming player, however we recommend to allow the original player to re-break.

OUTSIDE FORCES EFFECTING THE GAME

If any ball becomes pocketed due to an outside force (i.e. earthquake, tremor, overhead fan blowing, person bumping into the playing table) after the last active ball stops moving for 10 seconds, the ball becomes re-spotted on the table.

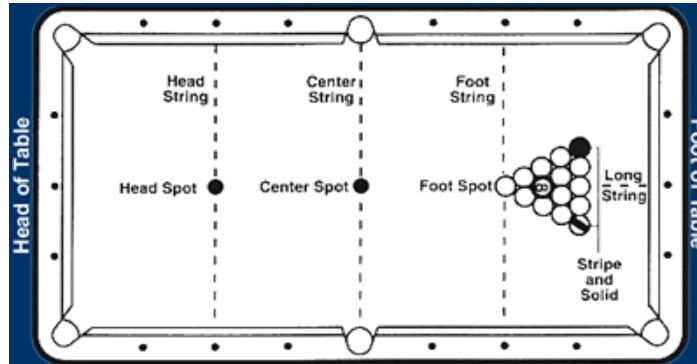
BCA 8-Ball Rules:

(Rules reprinted with the express written permission of the Billiard Congress of America)

Except when clearly contradicted by these additional rules, the [General Rules](#) of Pocket Billiards apply.

4.1 OBJECT OF THE GAME

Eight-Ball is a call shot game played with a cue ball and 15 object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (*solid colors*), while the other player has 9 through 15 (*stripes*). The player pocketing either group first and then legally pocketing the 8-ball wins the game.



4.2 CALL SHOT (Also known as, Call Pocket.)

In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

4.3 RACKING THE BALLS

The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.

4.4 ORDER OF BREAK

Winner of the lag has the option to break. The winner of each game breaks in the next. The following are common options that may be designated by tournament officials in advance:

- (a) Players alternate break.
- (b) Loser breaks.
- (c) Player trailing in game count breaks the next game.

4.5 LEGAL BREAK SHOT

(Defined) To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

4.6 SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see rule 4.8), (2) it is a foul, (3) the table is open. Please Note: The incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

4.7 OBJECT BALLS JUMPED OFF TABLE ON THE BREAK

If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting.

4.8 8-BALL POCKETED ON THE BREAK

If the 8-ball is pocketed on the break, breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the head string.

4.9 OPEN TABLE

(Defined) The table is "open" when the choice of groups (*stripes or solids*) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. **Note: The table is always open immediately after the break shot.** When the table is open, it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

4.10 CHOICE OF GROUP

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because the table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

4.11 LEGAL SHOT

(Defined) On all shots *(except on the break and when the table is open)*, the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

4.12 “SAFETY” SHOT

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a “safety” to the opponent. It is the shooter's responsibility to make the opponent aware of the intended safety shot. If this is not done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

4.13 SCORING

A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

4.14 FOUL PENALTY

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table *(does not have to be behind the head string except on opening break)*. This rule prevents a player from making intentional fouls, which would put an opponent at a disadvantage. With “cue ball in hand,” the player may use a hand or any part of a cue *(including the tip)* to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot. *(Also see Rule 3.39.)*

4.15 COMBINATION SHOTS

Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

4.16 ILLEGALLY POCKETED BALLS

An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

4.17 OBJECT BALLS JUMPED OFF THE TABLE

If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are not re-spotted.

4.18 JUMP AND MASSÉ SHOT FOUL

While “cue ball fouls only” is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

4.19 PLAYING THE 8-BALL

When the 8-ball is the legal object ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball, except when the 8-ball is the first ball contacted in the shot sequence.

4.20 LOSS OF GAME

A player loses the game by committing any of the following infractions:

1. Fouls when pocketing the 8-ball *(exception: see 8-Ball Pocketed On The Break)*.
2. Pockets the 8-ball on the same stroke as the last of his group of balls.
3. Jumps the 8-ball off the table at any time.
4. Pockets the 8-ball in a pocket other than the one designated.
5. Pockets the 8-ball when it is not the legal object ball.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

STALEMATED GAME

If, after 3 consecutive turns at the table by each player *(6 turns total)*, the referee judges that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regardless of the number of balls on the table.

Please Note: Three consecutive fouls by one player in 8-ball is not a loss of game.

BCA 9-Ball Rules:

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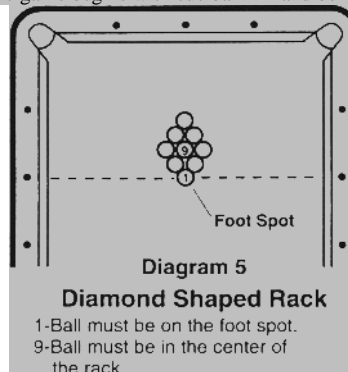
(9-ball is coming soon)

5.1.1 OBJECT OF THE GAME

Nine Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest-numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot. A match ends when one of the players has won the required number of games.

5.1.2 RACKING THE BALLS

The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.



5.1.3 LEGAL BREAK SHOT

The rules governing the break shot are the same as for other shots except:

The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail.

If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.

If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted).

5.1.4 CONTINUING PLAY

On the shot immediately following a legal break, the shooter may play a "push out." (See Rule 6.1.5.). If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his inning and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.

5.1.5 PUSH OUT

The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except the 9-ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule (except rules 6.1.7 and 6.1.8) is violated. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.

5.1.6 FOULS

When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are re-spotted (exception: if a pocketed ball is the 9-ball, it is re-spotted). The incoming player is awarded ball in hand; prior to his first shot, he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

5.1.7 BAD HIT

If the first object ball contacted by the cue ball is not the lowest-numbered ball on the table, the shot is foul.

5.1.8 NO RAIL

If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball on is a foul.

5.1.9 IN HAND

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

5.1.10 OBJECT BALLS JUMPED OFF THE TABLE

An unpocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted) and play continues.

5.1.11 JUMP AND MASSE SHOT FOUL

If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

5.1.12 THREE CONSECUTIVE FOULS

If a player fouls three consecutive times on three successive shots without making an intervening legal shot, he loses the game. The three fouls must occur in one game. The warning must be given between the second and third fouls.

A player's inning begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

5.1.13 END OF GAME

A game starts as soon as the cue ball crosses over the head string on the opening break. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot, which pockets the 9-ball; or when a player forfeits the game as the result of a foul.