



POOL LEAGUE RULES 2019-2020

RULES AND REGULATIONS



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1 Player Responsibility

You are responsible for knowing the rules, applied rulings, regulations, and schedules that pertain to any BCAPL event you enter. You are also responsible for cooperating with all referees and event officials, and for accurately providing all requested information concerning your participation in the event to referees and event officials when asked to do so.

2 Use of Equipment

The BCAPL reserves the right to prohibit any equipment it deems untested or inappropriate, or that has not been evaluated by the BCAPL National Office.

1. You are responsible for all equipment and accessory items you bring to the table. You may not use equipment or accessory items in a manner other than their

intended use. Specifically:

- a. You may use a billiards glove.
- b. You may use either a built-in or an add-on cue extender.
- c. You may use your own chalk provided that it closely matches the color of the cloth.
- d. You may not shoot while using more than two mechanical bridges at any

one time. A bridge may only be used to support the cue or another bridge.

If two bridges are used, the upper bridge must rest on the head of the lower bridge. (AR p. 67).

e. You may not shoot while using any item to support or elevate your bridge hand. You may hold chalk in your bridge hand while bridging, but the chalk may not be used to elevate your hand off the table.

Penalty for (d-e): foul upon execution of the shot. If no shot is executed then there is no foul.

f. You may use your cue, held in your hand or not, to help align a shot. You may use your cue and hands to measure angles and distances for bank shots and kick shots. No other cues, bridges or equipment may be used.

g. You may only use your vision to judge whether the cue ball or an object ball would fit through a gap, or to judge what ball the cue ball would contact first. You may not use any ball, cue, rack, or any other equipment or other part of your body as a width-measuring device. (AR p. 73).

Penalty for (f-g): Foul immediately upon the violation, regardless of whether a shot is executed.

2. You may not wear any electronic headgear, use any electronic device, or voluntarily

impede your hearing during a match. Examples include, but are not limited to:

- a. Use of headphones, earphones, or earplugs of any kind, including Bluetooth accessories, whether turned on or not. Hearing aids are permitted.
- b. Use of cell phones, smart phones, pagers, or music devices. Cell phones may be worn on the belt or kept in pockets, but may not be accessed for messages, information or conversations at any time during a match by singles or scotch doubles players, or during your game in team play. You must turn off all audible ringers and other notification tones while on the event floor. Emergency communications are permitted at any time.

3 Starting time of Match

The start time for your match is the scheduled time or the time the match is announced, whichever is later. ***If you are not present at the table with your equipment*** within 15 minutes after the start time, you lose the match by forfeit.

4. Racking Procedures

1. You must rack for yourself when you are breaking.
2. You must rack the balls as tightly as possible. Each ball should touch all balls
3. After you rack the balls, your opponent may inspect the rack but must not touch any ball. If your opponent is not satisfied with the rack, they may require you to re-rack the balls one time. After one re-rack, if both players cannot agree that the rack is suitable for play a referee must be called. The referee will then rack the balls for that game.
4. You should refrain from tapping balls unless necessary. It is preferable to brush the area of the rack and ensure that the spot attached to the cloth, if any, is in good condition.
5. If the arrangement of the rack does not meet the requirements of the specific game, it will be corrected without penalty. If your opponent's rack does not meet the requirements and you do not notify them before they break, the game will continue with no penalty.

4 Beginning of Game or Match

The game or match begins when the cue tip strikes the cue ball during any stroke on the opening break

5 Stopping Play

If your opponent requests that play be stopped in order to summon a referee or other official, you must honor that request. It is a foul if you take any shot after your opponent has requested that play be stopped.

6 Deflecting the Cue Ball When Breaking

When breaking, it is a foul if you stop, grab, or deflect the cue ball after your cue tip strikes it.

7 Calling ball and pocket

Rule 7 applies only to games designated by specific game rules as Call Shot games.

1. You must designate the called ball and the called pocket before each shot. You may make the designation verbally or by a clear, unambiguous gesture. You are not required to call obvious shots. You are not required to indicate incidental kisses and caroms, or

incidental cushion contacts that do not constitute bank shots or kick shots. Not all kisses, caroms and cushion contacts are incidental. If a dispute arises as to whether a shot was obvious based on such contact, the referee is the sole judge. (AR p. 68, 79)

2. You may only call one ball on a shot. If you call more than one ball, or if you use any conditional phrase such as "just in case" concerning more than one ball, your inning ends after the shot regardless of whether you pocket any ball. Any ball pocketed on such a shot is an illegally pocketed ball. Your opponent accepts the table in position

3. If you are not certain what shot your opponent is attempting, it is your responsibility to ask. You must ask before your opponent is down on the shot. With the exception of shots defined as not obvious, if you do not ask and a dispute arises as to whether the shot was obvious, the referee is the sole judge.

4. You must always call shots that are defined as not obvious. This rule applies regardless of whether or not your opponent asks about the shot, and regardless of how simple or obvious the shot may appear.

5. When calling shots defined as not obvious, you are only required to designate the called ball and called pocket. If shooting a combination shot, you do not have to say the word "combination", or state which ball will be struck first or the sequence of balls. When shooting a bank shot or kick shot you do not have to say the word "bank" or "kick" nor specify which cushions will be involved in the shot.

6. If you do not call a shot defined as not obvious and you pocket any ball on such a shot, your inning ends. The incoming player accepts the table in position.

7. A shot that was obvious prior to the shot will count for the shooter if the shot inadvertently:

- a. becomes a bank shot because the called ball did not go directly into called pocket but instead contacted two or more cushions prior to being pocketed in the called pocket, or;
- b. becomes a kick shot because the cue ball initially missed the called ball, contacted one or more cushions, and then pocketed the called ball in the called pocket.

8 Calling a safety

If playing a safety, you must communicate with your opponent in a clear and unambiguous manner. Safeties must be called verbally – gestures are not sufficient, no matter how clear they may appear.

- 2. The non-shooting player has responsibilities when a safety is called, and should acknowledge a called safety in a clear and unambiguous manner. If a dispute arises as to whether a safety was called, the referee is the sole judge.

9 Legal Stroke

You must use a legal stroke. Any lifting, sideways, or other brushing motion of the cue stick, such that the force that propels the cue ball does not primarily result from a forward motion of the cue stick as defined under "Legal Stroke", is a foul.

10 Legal Shot

1. For a shot to be legal, the first ball contacted by the cue ball must be a legal object ball, or simultaneous contact with a legal and illegal object ball may occur. After that contact:

- a. any object ball must be pocketed, or;
- b. any object ball or the cue ball must contact a cushion.

It is a foul if one of those requirements is not met.

2. If the ball used to meet the cushion contact requirement of Rule 1-19-1-b is declared frozen to a cushion at the beginning of the shot, then that ball must leave the cushion it is frozen to and then:

- a. contact a cushion other than the one to which it was frozen, or;
- b. contact another ball before it contacts the cushion to which it was frozen.

11 Cue Ball Frozen to Object Ball or Cushion

1. The cue ball is not considered frozen to an object ball or cushion unless it is declared frozen immediately prior to the shot.

2. If the cue ball is frozen to a legal object ball, it is legal to shoot toward the object ball

provided you use a legal stroke.

3. If the cue ball is frozen to a cushion, it is legal to shoot the cue ball into the cushion provided you use a legal stroke.

4. Despite the legality of the stroke with respect to the cue ball and frozen ball or cushion, the presence of one or more other object balls or a cushion nearby a frozen cue ball or object ball may create the possibility of a violation of Rule 1-30 involving the cue ball and the nearby ball or cushion.

5. Shooting the cue ball away from an object ball that is frozen to the cue ball does not constitute contacting that object ball.

12 Penalties for Fouls

1. If you commit a foul or otherwise violate the rules you are penalized according to the General Rules, the specific rules of the game being played, or both.

2. Unless otherwise stated in a specific General Rule or specific game rules, if you commit a foul or otherwise violate the rules your inning ends and your opponent is awarded ball in hand.

14 Calling fouls/Fouls Not Called

1. A foul may only be called by a player playing in the game or by a referee that has been properly called to the table.

2. Any foul not called before the next stroke is taken is considered to have not occurred.

The failure to call a foul on any previous shot does not restrict the ability to call a similar foul on any future shot.

15 Multiple Fouls

If you commit more than one foul during a shot, only the foul that carries the most severe penalty is enforced. However, unsportsmanlike conduct *and deliberate fouls* may be penalized in conjunction with any foul

16 One Foot on the Floor

It is a foul if you do not have at least one foot in contact with the floor when the cue tip strikes the cue ball. Footwear must be normal in regard to size, shape and manner in which it is worn.

17 Balls in Motion

It is a foul if you shoot while any ball is in motion. A spinning ball is in motion.

18 Failure to Contact Legal Object Ball First

It is a foul if the first object ball that the cue ball contacts is not a legal object ball. A simultaneous hit with a legal and illegal object ball is a legal hit.

19 Scratch

It is a foul if you scratch.

20 Balls Jumped Off the Table

It is a foul if you cause any ball to be jumped off the table.

21 Push Shot

Due to the complex nature of push shots, it is not a foul to shoot a push shot during league play. It is a foul during tournament play

22 Double Hit Foul

1. It is a foul if your cue tip strikes the cue ball more than once on a single shot.
2. It is a foul if your cue tip is still in contact with the cue ball when the cue ball strikes an object ball. However, such a stroke may be considered legal if the object ball is legal and cue ball strikes it at a very fine angle.

23 Miscues

A miscue is not a foul if the shot is otherwise legal.

24 Disturbed Balls

1. During a game, it is not a foul if you accidentally touch or disturb a single stationary object ball with any part of your body, clothing or equipment, unless the disturbed ball has an effect on the outcome of the shot.
2. "Effect on the outcome of the shot" means that either the disturbed ball makes contact with any ball set in motion as a result of the shot, or that the base of any ball set in motion as a result of the shot passes through the area originally occupied by the disturbed ball. That area is defined as a circle approximately seven inches in diameter centered on the position originally occupied by the disturbed ball
3. If there is no effect on the outcome of the shot, your opponent has the option to leave the disturbed ball where it came to rest or to restore it to its original position. If the disturbed ball is to be restored, a referee may restore it, your opponent may restore it, or you may restore it with your opponent's permission. It is a foul if you touch or restore the disturbed ball without your opponent's permission.
4. It is a foul if there is an effect on the outcome of the shot. Your opponent has no restoration option.
5. If you disturb a single object ball and, in the same shot, commit a foul that is not

related to the disturbed ball: you are penalized for the foul, and your opponent has the restoration option for the disturbed ball that was not involved in the foul.

6. If a single disturbed ball falls into a pocket with no effect on the outcome of the shot, your opponent has the restoration option. However, if the disturbed ball is designated by specific game rules as the game winning ball, it must be restored. If the game-winning ball is disturbed and falls into a pocket when there is an effect on the outcome of the shot, it is loss of game.

7. It is a foul if:

- a. you disturb the cue ball
- b. you disturb more than one object ball;
- c. a disturbed ball contacts any other ball;
- d. you disturb a ball that is in motion.

Your opponent has no restoration option. If the game-winning ball is disturbed in conjunction with a violation of (a) through (d) and falls into a pocket, it is loss of game.

25. Jump Shots and Massé Shots

1. Jump shots are legal shots. However, it is a foul if you intentionally cause the cue ball to rise off the bed of the table by "digging under" or "scooping" the cue ball with the cue. If such a motion is unintentional, it is considered a miscue, and not a foul in and of itself.

2. If you attempt to jump over or massé around an impeding illegal object ball then Rule 24, Disturbed Balls, does not apply to the impeding ball for that shot. If the impeding illegal object ball moves during the stroke it is a foul regardless of whether it was moved by your equipment or any part of your body.

26. Position of Ball

The position of a ball is determined by its base

27 Ball in Hand Placement

1. When you have ball in hand, you may use your hand or any part of your cue, including the tip, to position the cue ball. If you use your cue to place the cue ball, any action that would be a legal stroke will be considered a shot, and must meet the requirements of a legal shot or it is a foul.

2. Once you have picked up or moved the cue ball to take ball in hand, it remains in hand until it is contacted by the tip on your next stroke. You may place the cue ball, pick it up or move it again, and replace it successive times until you take that stroke.

3. Immediately after a foul, when you are picking up or moving the cue ball the first time to take ball in hand (as opposed to placing the cue ball or picking it up again for successive placements before the next shot), the provisions of Rule 24-1 apply to touching or disturbing a single object ball with the cue ball or your hand. You may request that a referee pick the cue ball up for you immediately after a foul.

4. When placing or moving the cue ball, it is a if you touch or disturb any object ball with the cue ball or your hand that holds the cue ball. Your "hand" is defined as including the wrist up to a point where a wristwatch would normally be worn.

28 Marking the Table

It is a foul if you intentionally mark the table in any way to assist you in executing any shot or future shot. Marking includes the deliberate placement of chalk or any other object at a specific point on a rail or cushion to aid the alignment of a shot, or placing any mark on any part of the table. The foul occurs at the moment you mark the table, regardless of whether you remove the mark or whether a shot is taken.

29 Deliberate Foul

During a game, it is a deliberate foul if you commit any of the following acts. In addition to the penalties under the General Rules and specific game rules, you incur additional penalties as indicated, and upon the first violation you will receive a mandatory warning that second and subsequent violations of the same sub-section during the match will be penalized by loss of game.

a. Deflecting cue ball on a break shot: After a stroke on a break shot, including a miscue, it is a deliberate foul if you intentionally touch or deflect the cue ball. The break is illegal, regardless of whether the cue ball contacts the rack, or whether specific game rules for break shots are met. Your opponent may either re-rack and break or require you to re-rack and break again.

b. Cue ball: It is a deliberate foul if you intentionally:

1) strike, move or deflect the cue ball with anything other than your cue

tip (except when you have ball in hand);

2) pick up or contact the cue ball with your hand while it or any other ball is in motion;

3) end your inning by picking up the cue ball, or by refusing to shoot (AR p. 91);

4) cause the cue ball to move by contacting or moving any part of the table in any way.

c. Object balls: It is a deliberate foul intentionally stop or deflect any object ball that is in motion, or intentionally move any stationary object ball that is in play by any method other than a legal shot, including by intentionally contacting or moving any part of the table in any way.

Penalties First violation of (c): your opponent may have the object ball restored (if it was stationary), pocketed or left in its position after the foul.

However, it is loss of game if it is the game-winning ball, if any deflected object ball contacts any other ball, or if more than one ball is moved.

d. Placing hand in pocket: It is a deliberate foul if you catch any ball that is falling into a pocket, or place your hand into a pocket while any ball in play is in motion near that pocket.

First violation of (d): if the cue ball, ball in hand. If an object ball, your opponent may have the ball placed along the lip of the pocket, pocketed,

or left in position. However, it is loss of game if the ball involved is the game winning ball. (8-Ball exception for first violation: if the 8-ball is involved and it is the break shot, it is not loss of game).

31 Coaching

1. During your match, it is a foul if you ask for, or intentionally receive, assistance in planning or executing any shot.

2. It is a foul if you receive unsolicited assistance from a spectator associated with you (e.g., spouse/partner, relative, teammate). "Assistance" includes being alerted to an opponent's foul.

3. If you are not aware of an opponent's foul, and you are alerted to the foul by unsolicited information from a spectator not associated with you, the foul is not enforceable but you do not incur any additional penalty.

No Practice Allowed during Match, may be called on any member of the opponent's team by any member of the offended team, regardless of whether they or the offending player are at the table or involved in a game.

4. Any spectator not associated with you who offers any significant unsolicited assistance to you, whether verbal or non-verbal, will be warned against further interruptions or removed from the area.

5. The Administrative Authority of the event may modify this rule for team or doubles play.

32 Non-Shooting Player Requirement

1. It is unsportsmanlike conduct if you intentionally distract your opponent or interfere with their play.

2. The non-shooting player has an obligation to pay attention to the game on the table, which includes clearly and unambiguously acknowledging called shots and safeties. In the event of a dispute over whether a shot or safety was properly called, the referee is the sole judge.

3. The non-shooting player may, at their option, provide information to you concerning the game on the table (e.g., who has which group in 8-Ball, or whether they committed a foul), but there is no requirement for them to do so. Rule 1. takes precedence, and you are required to know the situation.

If, as the non-shooting player, you do provide information to your opponent, you must do so in good faith and, to the best of your ability, provide correct information. The non shooting

player is not protected by Rule 1 from giving incorrect information, and may incur penalties by giving incorrect information.

33 Concession of Game

1. You must not concede any game at any time for any reason. "Concede" means that, as a result of any verbal or non-verbal action, you lead your opponent to believe that you are awarding them the game before its normal conclusion on the table. Before a game has ended, you must refrain from making any statements such as "good game", etc., or any other verbal inference that the game is over or that your opponent is certain or likely to win. You must also refrain from any similar non-verbal action, such as putting away your cue or accessory items, beginning to mark a score sheet, changing clothes, retrieving or juggling coins or tokens, etc. Whether or not you have conceded a game is determined solely by the referee's judgment.

2. If you concede a game, in addition to losing that game you will receive a mandatory

warning against further concessions. A second violation results in the loss of the conceded game and an additional deduction of one game from your score (if you have zero games, your score would be "minus one game") and a final mandatory warning. A third violation results in loss of match. In team play, any member of the team may commit the second or third violations.

3. In the absence of any act by your opponent judged to be a concession under Rule 32 1, you must not assume that your opponent has conceded the game. If you disturb the table in such a situation, then you are charged with a concession violation.

4. If you disturb the position of the table in an act that presumes the game is over before it is actually over, such as gathering balls together to rack the next game, you lose the game.

34 Concession of Match

When your opponent is on the hill, if you make a motion to unscrew your playing cue stick during your opponent's inning you lose the match.

35 Unsportsmanlike Conduct

1. You must not commit any act that is unsportsmanlike in nature. This includes, but is not limited to: actions that are embarrassing, disruptive, or detrimental to other players, spectators, referees, event officials, or the sport in general, or any act that makes a travesty of the game. Offering to gamble with opponents or spectators during your match is specifically defined as unsportsmanlike conduct.

2. You are responsible for your actions at all times while you are present at the event venue, whether playing or not.

3. You may be penalized for unsportsmanlike conduct with or without warning.

Penalties for unsportsmanlike conduct are at the discretion of the referee or other designated event officials, and may vary based upon the referee's or event official's judgment of the severity and nature of the unsportsmanlike act. A player's pattern of behavior from prior events may also be considered.

4. A foul with a specified progression of penalties may have a more serious penalty applied early in the progression if it is committed willfully or in an unsportsmanlike manner, or if it is committed intentionally in consecutive matches.

5. Unsportsmanlike conduct warnings and penalties carry forward and are cumulative during the entire event.

6. Disqualification from any BCAPL event for unsportsmanlike conduct will result in forfeiture of any prize money, trophy, or award won by that player or team. In addition, any championship recognition will not be entered in the official records of the event.

36 Spotting Balls

1. Balls to be spotted are placed on the long string with the number facing up. 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 moving toward the foot of the table .

2. If other balls interfere with spotting, the ball(s) to be spotted will be placed on the long string below the foot spot, but as close as possible to the foot spot, without moving the interfering balls. If there is no space available on the long string below the foot spot, they will be placed on the long string above the foot spot, but as close as possible to the foot spot, without moving the interfering balls.

3. Whenever possible, spotted balls will be placed frozen to interfering object balls or other spotted balls. If the cue ball is the interfering ball, the spotted ball will be placed as closely as possible to the cue ball without being frozen to it.

37 Jawed Balls

If balls are wedged in the mouth of a pocket, a referee will inspect them and judge whether, if they were free to fall directly downward, the balls would come to rest on the bed of the table or in the pocket. The referee will then place the balls in the positions as judged and play will continue.

38 Non-Player Interference

If balls move because of the action of a non-player or other influence beyond the control of the players, a referee will restore the balls as nearly as possible to their original positions and play will continue. If the interference occurs during your shot and has an effect on the outcome of the shot, you shoot again. In either case, if the referee judges that restoration is not possible, the game will be replayed with the player who broke the game breaking again. Balls moved under such circumstances do not meet the definition of disturbed balls and Rule 24 does not apply.

39 Balls Settling or Moving

1. If a ball settles or otherwise moves by itself, it will remain in the position it assumed

and play continues. It is not a foul if a ball settles or otherwise moves by itself as you are shooting. If a ball that you are shooting at settles while you are shooting but does not fall into a pocket, the result of the shot stands.

2. If a ball that is frozen to the cue ball moves as the cue ball leaves its original position on a shot, whether or not it was moved by the cue ball or settled on its own is determined solely by the referee's judgment.

3. If a ball is hanging on the lip of a pocket and falls into that pocket by itself after being stationary for five seconds or longer, it will be replaced as closely as possible to the position it was in prior to falling. The five-second count does not begin until all balls in play have stopped moving. Whether the shooter remains at the table does not affect the five-second period.

4. If a hanging ball drops into a pocket by itself as you are shooting, the ruling depends on the ensuing action of the balls:

a. If no ball passes through the area originally occupied by the hanging ball, it is restored and play will continue.

b. If the cue ball, before contacting another ball, passes through the area originally occupied by the hanging ball and, without contacting any other balls, either scratches or remains on the table, both the cue ball and the object ball are restored to their prior positions and you shoot again.

c. If the shot is legal and any ball passes through the area originally occupied by the hanging ball, including the cue ball with or without scratching, and any other balls are contacted by such a ball at any point during the shot, a referee will attempt to restore the position prior to the shot and you shoot again. If restoration is not possible, the game will be replayed with the player who broke the game breaking again.

d. If the shot is illegal because the cue ball first contacts an illegal object ball before it or any other ball passes through the area originally occupied by the hanging ball, it is a foul. The incoming player accepts the object balls in position. If the hanging ball is designated by specific game rules as the game winning ball it must be restored, otherwise it is not restored.

8-BALL RULES

1 The Game

8-Ball is a call shot game played with a cue ball and fifteen object balls numbered 1 through 15. Each player or team has a group of seven balls: the solid colored balls numbered 1 through 7, or the striped balls numbered 9 through 15. The 8-ball is the game winning ball. The object of the game is for you to pocket your entire group of balls and then legally pocket the 8-ball. The game is played by two players or two teams.

2 8-Ball Rack

The balls are racked as follows:

- a. in a triangle with the apex ball on the foot spot;
- b. the rows behind the apex are parallel to the foot string;
- c. the 8-ball is in the middle of the row of three balls;
- d. the remaining balls are placed at random, except that the ball at each rear corner of the rack must be of a different group from the other rear corner (left/right orientation those two balls does not matter).

3 8-Ball Break Requirements

1. You begin the break with ball in hand behind the head string. The break is not a called shot, and you may not call a ball or a safety on the break. There is no requirement for the cue ball to contact any particular ball first. You must legally pocket a ball or cause at least four object balls to contact one or more cushions or it is an illegal break. If you legally pocket a ball, you continue to shoot. If you do not legally pocket a ball or you commit a foul, your inning ends.

If you intend to break softly, you must notify your opponent and allow them the opportunity to call a referee to watch your break. . If you fail to notify your opponent you will receive a mandatory warning on the first offense. Second and subsequent offenses are fouls.

3. If your break is illegal, with or without a foul, your inning ends. Your opponent may:
- a. re-rack the balls and break;
 - b. require you to re-rack the balls and break again;

The game cannot continue until there is a legal break. If the break is illegal and there is also a foul on the illegal break, the illegal break takes precedence and you must choose

either option (a) or (b) above.

4. If you foul on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed object balls remain pocketed. Your opponent receives ball in hand.

5. In all cases on the break, jumped object balls other than the 8-ball are not returned to the table except in the case of a re-rack. If the 8-ball is jumped it is spotted.

4. 8 ball on the break

1. If you pocket the 8-ball on the break and do not foul, you may:

- a. have the 8-ball spotted and accept the table in position;
- b. re-rack the balls and break again.

2. If you pocket the 8-ball on the break and foul, your inning ends. Your opponent may:

- a. have the 8-ball spotted and take ball in hand;
- b. re-rack the balls and break.

3. If the 8-ball is pocketed on the break, and it is not noticed until after another shot has been taken, the game will be replayed with the player who broke the game breaking again.

5 Table Open After the Break

The table is always open on the shot after the break and remains open until groups are established. When the table is open, all object balls except the 8-ball are legal object balls. For combination shots, a ball of one group may be contacted first to pocket a ball of the other group. The 8-ball may be part of such a combination if it is not the first ball contacted by the cue ball.

6 Establishing Groups

1. Groups are established when the first object ball is legally pocketed on a shot after the break. The player legally pocketing the first ball is assigned that group, and the opponent is assigned the other group. You cannot establish a group on a safety.

2. If all balls of either group are pocketed on the break or illegally pocketed before groups are established, either player may legally shoot the 8-ball during their inning. You win the game if you legally pocket the 8-ball on such a shot.

3. Once they are established, groups can never change for the remainder of that game. If

a player shoots the wrong group and no foul is called before the next shot and the player continues to shoot at that group, or if at any time during the game it is discovered by either player or a referee that the players are shooting the wrong groups, the game will be replayed with the player who broke the game breaking again.

7 Continuing Play

1. Once groups are established, play continues with each player having their group as legal object balls. Balls in your opponents' group and the 8-ball are illegal object balls. When it is your inning, you continue to shoot as long as you legally pocket a ball on each shot. Object balls pocketed in addition to the called ball remain pocketed. Your inning ends if you do not legally pocket a ball.
2. Jumped object balls and illegally pocketed balls are not returned to the table but do count in favor of the player with that group.

8 Shooting the 8-Ball

1. The 8-ball becomes your legal object ball on your first shot after there are no balls of your group on the table. The player who legally pockets the 8-ball wins the game. (AR p. 97)
2. With the exception of the provisions of Rule 9, it is not loss of game if you foul when shooting the 8-ball but do not pocket the 8-ball. Your opponent receives ball in hand.

9 Loss of Game

You lose the game if:

- a. you illegally pocket the 8-ball; (AR p. 97)
- b. you jump the 8-ball off the table on any shot other than the break;
- c. you pocket the 8-ball on the same shot as the last ball of your group;
- d. you violate any General Rule that requires loss of game as a penalty;
- e. you pocket the 8-ball on a shot defined as not obvious that you do not call

10 Stalemate

If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game on that shot, or that the game is not progressing because

the position of the table has not significantly changed through three consecutive innings by each player, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again.

11 START TIMES

League play is scheduled for 7:00 p.m. (6:00 p.m.) on Sundays with a 20 minute grace period.

12 LINE UP

When making your line-up; the home team will make theirs first. Line ups can be in any order that the captain chooses.

13 SUBSTITUTIONS

You may substitute players from round to round provided you notify the opposing team captain prior to the start of that round. The placement of subs does not have to be in any particular order provided that they don't play the same player more than once. There is no longer a "House sub" rule. If you are short one player, the opposing team can pick a player from your team to play twice. If you are short more than one player then you must list your highest rated player that is not present and take a 10-0 loss for each time that player

14 LEAGUE FEES

League fees are \$360 if your team is paying in full due by the third week of play and \$35.00 per team per week and are due on the night of play. Sanction fees are \$15.00 for BCAPL, \$15.00 for VNEA, and \$2 for the IAMOA annually and are due on the first night of league play, renewable each year in June. If not paid by the 2nd night of play there will be a \$5 late fee. Any player joining after Dec 15th will owe an additional \$5 to the VNEA for late fees. Each bar will be responsible for a \$60.00 sponsorship fee per team per session.

15. PRIZE MONEY

Distribution of prize money – Captains: call before you come to pick up winnings (614)-299-4141. Pick up times 8:00am to 3:30pm. If the captain is unable to pick up winnings the captain must call and make arrangements for another team player to pick up at Shaffer Entertainment. You have 90 days to claim your winnings or roll over the money to the next session. If money is not picked up the money will be put into the city tournament fund and will not be refunded.

16 ELIGIBILITY

You may change your team's roster until the completion of your teams 6th week of play. Sanction fees are due by the 3rd night of play (**No Exceptions**). A player owes a sanction fee, even if he/she plays only one game. Any non-sanctioned player will receive a losing score of 10-0. Must have 8 games played by the 8th week or will be dropped from the roster. Jeopardy Rule: In special cases for the survival of a team you can take your roster down to 4 players and add new players after the mid- week of the session. At this point you can add only 2 players. This rule will not apply for the 11th or 12th week of play. If you drop a player due to the jeopardy rule their games do not count for post season play.

17 MAKE UPS

From time to time it is necessary for teams to reschedule league matches. Both team captains must agree to reschedule, the reschedule date must be submitted to the league office prior to rescheduling, and the match must be made up prior to the next scheduled match or both teams will receive a score of a 0 for that night of play. All rescheduled matches will be held at the location originally scheduled. You may not play ahead more than one week at a time.

18 BYES

The first time you are scheduled a bye it will be worth 0 points and no fees are due. The second time you are scheduled a bye you will receive 5 points and \$35.00 league fees are due that night unless you have prepaid.

19 FORFEITS

On occasion teams may not have 5 players for league play. You may start a match with 3 players. If 3 players are not available by 7:20 the team must take a forfeit for that night of play. Individual forfeits the forfeiting team will fill out their line up as if they had 5 players, using their highest handicap player not present and will take a score of 10-0 loss each time they were to play.

Team forfeits If a team forfeits both teams are responsible for that weeks league fees. The opposing team will receive a winning score of 5-0. Any team forfeiting in more than once in a session or in the last 2 weeks of league play will be dropped from the league and forfeit any prize money due and will not be eligible for post season play.

20 TIES

In the event of a tie at the end of a round, the team with the most 10's will win the round. In the event of a tie in total balls and 10's at the end of a match, each team will be awarded ½ point

21 HANDICAPS

We will use Fargorate to determine handicaps. The league calculator can be found at leaguecalc.fargorate.com. Use the 10 point system

22 Scoring

Take a picture and text to (614)-989-0680 or email to leagues@shafferservices.com. You can fax in the score sheet to (614)-635-2816. If you haven't submitted your score sheet by end of the day following your match then you will be deducted 1 round point from the team total for each day that it is late.

23 STATS

Weekly stats will be available online at www.shaffarentertainment.com. You will be provided envelopes for your weekly fees and score sheets.

24 EQUIPMENT

The home team will designate the Shaffer Entertainment table to be played on. A 3-1/2 x 7 will be used when available. All 8-ball matches are to be played on one table until 8:00 pm if two tables are available after 8:00 pm matches are to be played on 2 tables. The CUE BALL provided by location is to be used. **ALL MATCHES MUST BE PLAYED ON TABLES OWNED BY SHAFFER ENTERTAINMENT.**

25 PROTESTS

Any team wishing to protest a match must do so in writing and must be submitted within one week of the scheduled accompanied by a \$25.00 fee. All protests will be heard within 2 weeks of submission. The team captain who protested must be present at the hearing or the protest will not be heard. If you win the protest you will be refunded the \$25.00 fee. If you signed the score sheet for that night of league play, you may not protest that match. The home team score sheet (the white copy) will be the master score sheet

26 Age Limit

All players participating in Shaffer Entertainment pool leagues must be 21 years of age.

27 Rosters

You can roster a maximum of 8 players per team. Subs will show up on your teams rosters, but will not count against the 8 player maximum

Drop off Locations

Bankshots

Bon Aire

Cushions

Derby Grove City

Omalleys

Players

The Mug

9BALL RULES

1 The Game

9-Ball is played with a cue ball and nine object balls numbered 1 through 9. You shoot the balls in ascending numerical order, continuing to shoot as long as any ball is legally pocketed. The 9-ball is the game-winning ball. The object of the game is to pocket the 9-ball on any legal shot. The game is played by two players or two teams.

2 9-Ball Rack

The balls are racked as follows (see Figure 3-1):

- a. in a diamond shape with the 1-ball as the apex ball on the foot spot (AR p. 78);
- b. the rows behind the apex are parallel to the foot string;
- c. the 9-ball is in the middle of the rack;
- d. the remaining balls are placed at random.

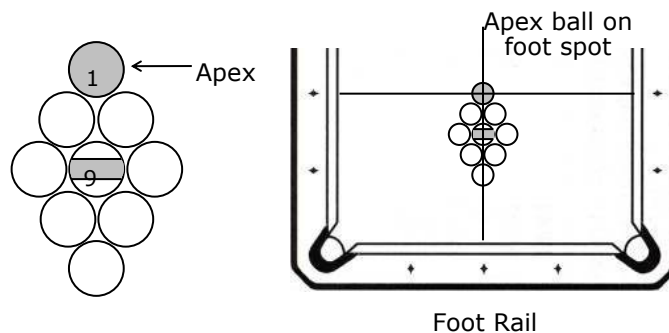


Figure 3-1

3 9-Ball Break Requirements

1. You begin the break with ball in hand behind the head string. The cue ball must contact the 1-ball before any other ball or cushion or it is a foul. You must either pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.
2. Jumped object balls other than the 9-ball are not returned to the table. If the 9-ball is jumped, it is spotted.
3. If you legally pocket a ball, you continue to shoot. Your inning ends if you do not pocket a ball or if you foul. If you legally pocket the 9-ball on the break, you win the game. If you foul on the break and pocket the 9-ball, it is spotted.

4 Push-out After the Break

1. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:
 - a. you must notify your opponent before the shot and your opponent must acknowledge your intention;
 - b. the cue ball does not have to contact the lowest numbered ball first, or any object ball at all;
 - c. no ball has to contact a cushion
 - d. all other rules and fouls still apply.
 2. Any object balls except the 9-ball that are pocketed on a push-out remain pocketed. If the 9-ball is pocketed it is spotted.
 3. After a push-out without a foul, your opponent may:
 - a. accept the table in position and shoot;
 - b. require you to shoot again with the table in position.
- If you push-out and foul, your opponent receives ball in hand.

5 Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows:
 - a. the lowest numbered ball on the table must be the first object ball contacted by the cue ball or it is a foul;
 - b. if you legally pocket any ball your inning must continue;
 - c. the 9-ball is spotted if it is illegally pocketed or if it is jumped (AR p. 97);
 - d. other jumped object balls and illegally pocketed balls are not returned to the table.
2. When it is your inning, you must continue to shoot as long as you legally pocket a ball on each shot. Your inning ends if you do not legally pocket a ball.
3. The game is won by the player who legally pockets the 9-ball.

6 Three Successive Fouls

(no longer applies to league play) Tournaments only
You lose the game if you commit three successive fouls in one game..

7 Stalemate

If a referee judges that the game is not progressing because the position of the table has not significantly changed through three consecutive innings by each player, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again.

10-BALL

4-1 The Game

10-Ball is a call shot game played with a cue ball and ten object balls numbered 1 through 10. You shoot the balls in ascending numerical order. The 10-ball is the game winning ball. The object of the game is to pocket the 10-ball on any legal shot after the break. The game is played by two players or two teams.

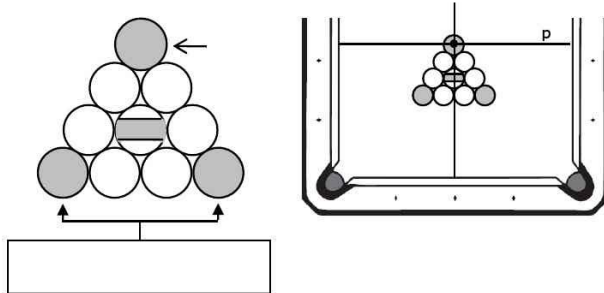
4-2 10-Ball Rack

The balls are racked as follows (see Figure 4-1): a.

In a triangle shape with the 1-ball as the apex ball on the foot spot (AR p.84); b.

The rows behind the apex are parallel to the foot string; c.

The 10-ball is in the middle of the row of three balls; d The 2-ball and 3-ball are placed on the ends of the last row (left/right orientation does not matter); e. The remaining balls are placed at random.



4-3 Break Requirements

You begin the break with ball in hand behind the head string. The break is not a called shot, and you may not call a ball on the break. The cue ball must contact the 1-ball before any other ball or cushion, or it is a foul. You must either legally pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.

2. If you legally pocket a ball, you continue to shoot. Your inning ends if you do not legally pocket a ball or if you foul. 3. If you legally pocket the 10-ball on the break, it is spotted and your inning continues. 4. Jumped object balls other than the 10-ball are not returned to the table. If the 10-ball is jumped, it is spotted.

4-4 Push-out After the Break

1. If there was no foul on the break, the player taking the first shot after the break has the

option to shoot a push-out. On a push-out: a.

You must notify your opponent before the shot and your opponent must acknowledge your intention; b.

The cue ball is not required to contact the lowest numbered ball first, or any object ball at all; c.

No ball is required to contact a cushion.

All other rules and fouls still apply.2. Any object balls except the 10-ball that are pocketed on a push-out remain pocketed. If the 10-ball is pocketed it is spotted.3. After a push-out without a foul, your opponent may: c.

Accept the table in position and shoot; d.

Require you to shoot again with the table in position. If you push-out and foul, your opponent receives ball in hand.

4-5 Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows: a.

You must contact the lowest numbered ball on the table first or it is a foul; b.

The 10-ball is spotted if it is illegally pocketed or if it is jumped; c.

Other jumped object balls and illegally pocketed balls are not spotted.2. When it is your inning, you continue to shoot as long as you legally pocket a called ball on each shot. If the called ball is legally pocketed, object balls, other than the 10- ball, pocketed in addition to the called ball remain pocketed. If the 10 ball is pocketed in addition to the called ball, it is spotted.

Your inning ends if you do not legally pocket a ball. (AR p. 103)3. The game is won by the player who legally pockets the 10-ball.

4-6 (Reserved for future use)

4-7 Illegally Pocketed Balls

1. A ball is illegally pocketed if it is: a.

The called ball and is pocketed in other than the called pocket; b.

Not the called ball and is pocketed on a shot in which the called ball is not legally pocketed; 2. If the 10-ball is illegally pocketed it is spotted. All other illegally pocketed balls remain pocketed.

4-8 Opponents' Option

If you illegally pocket any ball, your opponent has the option to: a.

Accept the table in position, or; b.

Require you to shoot again.

4-9 Three Successive Fouls

The 3 foul rule does not apply to league matches, only in tournaments. You lose the game if you commit three successive fouls in one game.

4-10 Stalemate

If a referee judges that the game is not progressing because the position of the table has not significantly changed through three consecutive innings by each player, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again. (AR p. 104)

APPLIED RULINGS

While great care has been taken to ensure that the BCAPL Rules are written as clearly and thoroughly as possible, situations will occasionally arise that do not perfectly fit within the framework of the rules. The human factor will also always be present, resulting in different people reaching different conclusions while reading the same language. The following material serves to describe the application of the rules to various situations. It is designed to illustrate and demonstrate the usage of the rules, and in some cases give what could be referred to as "interpretations". The Applied Rulings are specifically intended to cover situations that might be open to question or differing opinions.

Some Applied Rulings are presented in a "situation-and-effect" style. They are self-explanatory. There are also some general discussions of various rules in order to clarify the intent or reasoning behind the development of those rules. In some cases there is even advice to players to help you avoid disputes.

The BCAPL recognizes that no set of rules will ever be perfect. In accepting the fact that some issues might have been missed, or that some rules or rulings may change over time for various reasons, we will not impose any prohibition on future changes. The Official Rules and Applied Rulings will be reviewed continually, and adjustments will be made as necessary. New editions will be printed annually with any changes included. If an issue should be considered serious enough to require immediate attention, changes will be made and issued via the BCAPL web site and by mail.

Another specific reason for inclusion of this material is the BCAPL's belief that no Administrative Authority, Tournament Director or referee should ever have access to or enforce any rule, regulation or procedure that any player does not have knowledge of, or at least access to that knowledge. That has frequently not been the case in the past, and we are dedicated to putting an end to that practice. The applied rulings go a long way toward that goal.

Finally, you might read some of the Applied Rulings and think to yourself "Who dreamed this

stuff up? This would never happen!" Rest assured that it can happen and does happen. There is not a single issue addressed in the Applied Rulings or the rules themselves that does not relate to a situation that has either actually occurred in past BCA or BCAPL events, or that has been the subject of an inquiry by players, administrators or referees. It is expected that the Applied Rulings will expand over the coming years as unforeseen situations continue to occur.

The Applied Rulings have been developed by the BCAPL National Office. They are to be taken as definitive, have the same effect as the rules, and are binding on BCAPL players, referees and officials during BCAPL events. Their application is specific to BCAPL play and is not intended to debate other existing or traditional practices outside of BCAPL play.

SHAFFER ENTERTAINMENT WILL PAY TOURNAMENT ENTRY FEES FOR 1st PLACE TEAMS TO GO OCMA OR WILMINGTON EACH SESSION. AS OF WINTER 2020, THIS IS ONLY EL-

**ELIGIBLE FOR DIVISION WINNERS, WE WILL
NO LONGER PAY FOR SECOND PLACE TEAMS.**

