

NOTE: THE BCA RULES ARE WRITTEN PRIMARILY FOR TOURNAMENT PLAY. CERTAIN RULES – SUCH AS NOT BEING ABLE TO TALK TO YOUR TEAMMATE WHILE HE OR SHE IS PLAYING A GAME OR MATCH OR NO PRACTICE PLAY DURING A MATCH – DO NOT APPLY TO OUR LEAGUE. PLEASE USE COMMON SENSE IN DETERMINING WHICH RULES DO NOT APPLY TO LEAGUE PLAY.

OFFICIAL RULES OF THE BCA POOL LEAGUE

B.C.A. 8-BALL RULES

RULES SECTION 2

(SEE ALSO “DEFINITIONS” AND “GENERAL RULES”)

2.1 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.

2.2 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. The left/right orientation of the groups for those two balls does not matter.

2.3 Break Requirements

1. You begin the break with ball in hand behind the head string. There is no requirement to call a ball on the break shot or for the cue ball to contact any particular ball first. You must pocket a ball or cause at least four object balls to contact one or more cushions or it is an illegal break. If you pocket a ball, you continue to shoot. If you do not pocket a ball or you commit a foul, your inning ends.
2. If you intend to break softly, you must notify your opponent and allow them the opportunity to call a referee to watch your break. Failure to do so is a foul.
3. If your break is illegal your inning ends. Your opponent may:
 - a. accept the table in position if you did not scratch;
 - b. **take ball in hand** if you foul;
 - c. re-rack the balls and break;
 - d. require you to re-rack the balls and break again.
4. If you foul on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed balls remain pocketed. **Your opponent receives ball in hand.**
5. **(consolidated with Rule 2.3.4)**
6. (For league play) In all cases on the break, jumped balls other than the 8-ball are returned to the table and spotted in numerical order except in the case of a re-rack.
6. (For tournament play) In all cases on the break, jumped balls other than the 8-ball are not returned to the table except in the case of a re-rack.

2.4 8-Ball Pocketed 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 or;
 - 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;
 - c. **(deleted)**
3. **(consolidated with Rule 2.4.2)**
4. 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.

2.5 Table Open After the Break

The table is always open 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.

2.6 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.

2.7 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 balls and illegally pocketed balls are not returned to the table but do count in favor of the player with that group. **League exception: Balls jumped off the table are spotted!**

2.8 Safety Play

Prior to any shot except the break, you may declare a safety. On a safety, your inning ends after the shot regardless of whether you pocket any ball. You must declare the safety to your opponent before the shot, and they must acknowledge your intentions. If you do not declare a safety or it is not acknowledged, and you pocket an obvious ball, your inning continues and you must shoot again. A safety must meet the requirements of a legal shot or it is a foul.

2.9 Shooting the 8-Ball

1. The 8-ball becomes your legal object ball on your first shot after the last ball of your group is pocketed. The player who legally pockets the 8-ball wins the game.
2. With the exception of the provisions of Rule 2.10, it is not loss of game if you foul but do not pocket the 8-ball. Your opponent receives ball in hand.

2.10 Loss of Game

You lose the game if:

- a. you illegally pocket the 8-ball;
- 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 (Rule 1.17.5 does not apply to 8-Ball);
- f. you foul under Rule 1.33.4 or 1.33.7 and the 8-ball falls into a pocket.

2.11 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, and each player has played three consecutive innings without significantly changing the position, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again.

OFFICIAL RULES OF THE BCA POOL LEAGUE RULES SECTION 1

GENERAL RULES

Text appearing in ***bold and italics*** highlights rules that are either new or that have significant changes.

These rules apply to all BCAPL tournaments, league play, and other BCAPL events. Unless clearly contradicted or suspended by specific game rules, the General Rules apply to all games.

1.1 Player Responsibility

1. 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. Event officials and referees will provide information as required by the rules to the best of their ability and knowledge. However, Rule 1.1 takes precedence and the ultimate responsibility for knowing the correct information still rests with you. You may still incur penalties if you commit a foul or violate the rules as a result of incorrect information provided to you by an event official or referee.

1.2 Acceptance of Provided Equipment

1. Once your match begins, you accept all provided equipment as standard and legal. After a match has begun, only a referee or event official may declare the equipment defective or unsuitable for play. If the equipment is declared unsuitable for play, all games previously played on that equipment will be counted.
2. During a match, it is a foul if you attempt to modify provided equipment without the permission of a referee or event official. The foul occurs immediately upon the attempt, regardless of whether a stroke or shot is attempted.

1.3 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 your cue, held in your hand or not, to help align a shot;
 - b. you may use either a built-in or an add-on cue extender;
 - c. you may use your own chalk provided it is compatible with the cloth;
 - d. you may use a billiards glove;
 - e. 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;
 - f. 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;
 - g. you may not use any ball, cue, rack, or any other equipment or any part of your body as a width-measuring device to determine if the cue ball or an object ball would fit through a gap or to judge what ball the cue ball would contact first.
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, pagers, or music devices. Cell phones may be worn on the belt or kept in pockets, but may not be accessed for messages 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. Violation of this rule is a foul.

1.4 Cue Requirements

1. Your cues must meet BCAPL specifications.
2. It is a foul if you take a shot with a cue that does not meet BCAPL specifications. The cue must be removed from play.

1.5 Start Time of Match (Applies to tournament play only. See specific league guidelines.)

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 fifteen minutes after the start time, you lose the match by forfeit.

1.6 Playing Without a Referee

When a referee is not available, the Tournament Director or designated event official will fulfill the duties of the referee.

1.7 Beginning of Game or Match

Your match or game begins when the cue tip strikes the cue ball during any stroke on the break shot.

1.8 During league play, it is permissible to practice at any time as long as you do not have a game in progress.

1.8 No Practice Allowed During Match (Applies to tournament play only.)

1. It is a foul if you practice at any time during your match, including during time-outs and periods of suspended play. "Practice" is defined as any stroke or shot that is not a part of your match, taken on any table at the event venue.
2. In team play, this rule applies to all members of the team that are on the team's roster, whether or not they are playing at the time and whether or not they are listed on the score sheet of the match in progress. Penalties for fouls in team play:
 - a. For violations by a player who is playing a game at that time: it is a foul and the penalty is applied to that table only;
 - b. For violations by a player who is not playing a game at that time: it is a foul and the penalty is applied to all tables.

1.9 Stopping Play

1. You may request the assistance of a referee if you believe that a foul may occur or has occurred, or if you need information concerning the rules. If you desire the assistance of a referee, you must notify your opponent and your opponent must acknowledge your request. If it is your opponent's inning, you must notify them before they are down on the shot.
2. If your opponent requests that play be stopped in order to summon a referee or other event official, you must acknowledge and honor that request. After play has stopped, it is a foul if you take any stroke or shot until a referee authorizes you to shoot.

1.10 Suspended Play

Play may be suspended at the referee's discretion. It is a foul if you take any stroke or shot while play is suspended.

1.11 Time-Out Coaching is not allowed in league play.

1.11 Time-Out – Does not apply for league play!

If time-outs are allowed by event regulations, you may only take a time-out during your inning or when it is your turn to break. Each player is allowed one time-out per match. Time-outs are limited to five minutes. If you exceed your allotted five minutes, or leave the playing area when not authorized to do so, you will forfeit one game for every two-minute period you fail to return to the match. The two-minute period begins once a referee has determined you are not present when you should be. Time-outs are not allowed in team play during BCAPL sanctioned tournaments.

1.12 Lag for Break (Tournament play only.)

This rule applies if players are required to lag by event regulations.

1. The lag begins with each player having ball in hand behind the head string, one to the left of the long string and one to the right. The balls must be of equal size and weight. The players shoot at approximately the same time toward the foot cushion. The ball must contact the foot cushion. When the balls come to rest, the player whose ball is closest to the head cushion wins the lag. The players will lag again if the lag is a tie, or if one player strikes the cue ball after the other player's ball has contacted the foot cushion.
2. You lose the lag if your ball:
 - a. does not contact the foot cushion;
 - b. contacts the foot cushion more than once;
 - c. crosses the long string;
 - d. contacts a side cushion;
 - e. is pocketed or jumped off the table;
 - f. comes to rest past the nose of the head cushion.
3. The player who wins the lag may either break or require their opponent to break.

1.13 Breaking Subsequent Games of a Match – Does not apply to league play!

In matches consisting of multiple games, the Administrative Authority of the event will set the procedure for determining which player or team will break subsequent racks.

1.14 Racking Procedures

1. You must rack for yourself when you are breaking.
2. You must rack the balls as tightly as possible. That means that each ball should touch all balls adjacent to it.
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.

1.15 (Reserved for future use)

1.16 Shot Clock Procedures

1. There is normally no time limit for you to take a shot. However, a referee may implement a shot clock if they judge that you are delaying a match unnecessarily or in an unsportsmanlike manner, or if event officials require that a match proceed at a faster pace.
2. You may call a referee if you believe your opponent is deliberately or consistently playing at an abnormally slow pace. If, after a reasonable period of observation, the referee judges that slow play is occurring, they will warn the offending player(s). After the warning, if the referee judges that the pace of play remains abnormally slow, they will place the match on a 45-second shot clock.
3. If a shot clock is used, it always applies to all players at that table. Shot clock procedures follow:
 - a. During a player's inning, the shot clock starts when the previous shot ends and runs for 45 seconds or until cue tip to cue ball contact begins the next shot. If a player has ball in hand, the shot clock starts when the player has possession of the cue ball and any spotting of balls or racking is finished.
 - b. If they are not already down on the shot when ten seconds remain on the shot clock, the player will receive a ten second warning from the referee (announced as "ten"). If the player does not strike the cue ball within ten seconds, it is a shot clock violation.
 - c. If a player is already down on the shot with ten seconds remaining, no announcement is made. The shot clock will pause at ten seconds and the player may exceed the 45-second limit provided they do not stand up off the shot. However, if the player stands up off the shot, the referee will immediately announce "ten", and the shot clock will resume. If the player does not strike the cue ball within ten seconds, it is a shot clock violation.

- d. For timing purposes, “down on the shot” means the player is in a customary shooting position as it relates to their bridge hand and grip of the cue, or, if using a mechanical bridge, the bridge has been placed for the shot and the cue placed in the bridge’s groove with the player’s grip hand on the cue.
- e. Each player is permitted one 45-second extension per rack. If both players are on the hill, each player is permitted two 45-second extensions. To use an extension, the player must verbally announce “extension” to the referee. The referee will then respond with “extension” or, if the player has no extension remaining, “extension not allowed”. For extensions, procedures with ten seconds remaining are the same as for other shots.
- f. A shot clock violation is a foul.
- g. The shot clock does not apply to the first shot after the break in any game.

1.17 Calling Ball and Pocket

Rule 1.17 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 gesture. You may only call one ball on a shot. 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.

2. 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.*

3. 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.

4. 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.

5. When the game winning ball is your legal object ball, if you pocket the ball on a shot defined as not obvious but fail to call the shot: your inning ends, the ball is spotted, and the incoming player must accept the table in position. Rule 1.17.5 does not apply to 8-Ball. (See Rule 2.10(e).)

6. If you do not call a shot defined as not obvious and you pocket any ball on such a shot, your inning ends and the incoming player must accept 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 the 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.

1.18 Legal Stroke

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

1.19 Legal Shot

1. For a shot to be legal, the first ball contacted by the cue ball must be a legal object ball. After that contact:

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

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.

3. An object ball is not considered frozen to a cushion unless it is declared frozen immediately prior to the shot.

1.20 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. The presence of one or more object balls or a cushion nearby may create the possibility of a violation of Rule 1.30 during the same stroke, but after the initial cue tip to cue ball contact.
- 5. Shooting the cue ball away from an object ball that is frozen to the cue ball does not constitute contacting that object ball.

1.21 Penalties for Fouls

- 1. If you commit a foul, or otherwise violate the rules, you are penalized according to the General Rules and the specific rules of the game being played.
- 2. Unless otherwise stated in the General Rules or specific game rules, if you commit a foul or otherwise violate the rules: your inning ends and your opponent receives ball in hand.

1.22 Successive Fouls – Not for 8-Ball!

This rule applies to games in which there is a penalty for successive fouls.

1. You always begin a game with a successive foul count of zero. When you commit a foul, your successive foul count is one (referred to as “on one foul”) and you incur the normal penalty for the foul.
2. When you are on one foul, if your next shot is legal, your successive foul count resets to zero. If you fail to make a legal shot, your successive foul count is two (referred to as “on two fouls”.) You also incur the normal penalty for the second foul.
3. When you are on two fouls, if your next shot is legal, your successive foul count resets to zero. If you fail to make a legal shot, your successive foul count is three and you incur the penalty indicated by specific game rules. After the penalty, your successive foul count resets to zero.
4. When your opponent is on two fouls: after your inning ends and before your opponent shoots, you or a referee must warn them that they are on two fouls, and they must acknowledge the warning. If the warning is not issued and they foul on their next shot:
 - a. it is not considered a third successive foul;
 - b. they incur the normal penalty for a foul, but not the penalty for three successive fouls;
 - c. their foul count remains at two.

1.23 Fouls Not Called

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.)

1.24 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 or violation.

1.25 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 worn and be normal with regard to size, shape, and manner of wear.

1.26 Balls in Motion

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

1.27 Scratch

It is a foul if you scratch.

1.28 Jumped Balls

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

1.29 Push Shot

It is a foul if you shoot a push shot.

1.30 Double Hit

1. It is a foul if your cue tip strikes the cue ball more than once on a single stroke.
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. The referee is the sole judge of whether or not the angle taken results in a legal shot. The referee may not advise you concerning the angle taken for the shot.

More about Push Shots and Double Hits:

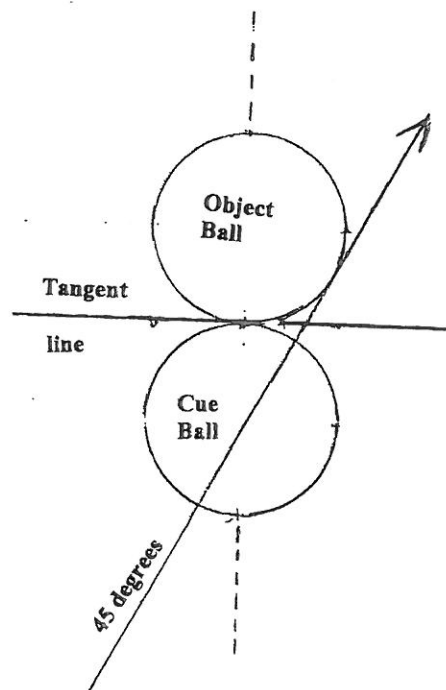
When the cue ball and an object ball are frozen or nearly frozen (within a chalk’s width), there is a possibility of committing a foul if a player attempts to shoot the cue ball into the object ball that is frozen or nearly frozen to it at less than a 45 degree angle .

Double Hits occur when the object ball and cue ball are not frozen. If the cue ball hits the object ball so fully (less than at a 45 degree angle) that it causes the cue ball to stop or slow down, and the cue stick follows through the shot and hits the cue ball a second time, that is considered a double hit. Note: Double hits can also occur when the cue ball and object ball are more than a chalk length away from each other, but occur most often when they are nearly frozen.

Push Shots occur when the tip of the cue stick remains on the cue ball more than momentarily during the course of a shot and occur most often when the object ball and cue ball are frozen, but can also occur when they are very nearly frozen.

To avoid push shots and double hits fouls (see diagram):

Using a level stick (or one not elevated on the butt end less than 45 degrees), hit the cue ball across the object ball at least a 45 degree angle or more. Note: In a frozen ball situation, hitting the center of the cue ball toward the edge of the object ball is 45 degrees. Using a stick elevated at the back end to 45 degrees or more, it is permitted to shoot into the object ball at less than 45 degrees without committing a foul IF ½ of the cue ball does not cross the



tangent line by more than ½ the width of the cue ball.

Tangent Line (solid line on diagram):

An imaginary line that is 90 degrees perpendicular to a line between the center of the cue ball and the center of the object ball at the point of impact.

Line between centers of cue ball and object ball is denoted on the diagram with a broken line.

1.31 Simultaneous Hit

A simultaneous hit with a legal and an illegal object ball is legal.

1.32 Miscues

A miscue is not a foul.

1.33 Disturbed Balls (Cue Ball Fouls Only)

1. It is not a foul if you accidentally touch or disturb a single 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.
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.

1.34 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.
2. If you attempt to jump over or massé around an impeding illegal object ball then Rule 1.33, 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.
3. *(Moved to Definitions)*

1.35 Position of Ball

The base of a ball is determined by its position .

1.36 Shooting with Ball in Hand Behind the Head String

1. When you have ball in hand behind the head string, it is a foul if the first ball contacted by the cue ball is behind the head string unless, before contacting that ball, you first shoot the cue ball past the head string and it contacts a cushion at a point below the head string.
2. It is a foul if, before contacting the first object ball, the first cushion contacted by the cue ball is behind the head string.
3. When you have ball in hand behind the head string, it is a foul if you place the ball outside of the kitchen and shoot.

1.37 (Reserved for Future Use)

1.38 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 the cue ball to take ball in hand, it remains in hand until your next stroke. You may place the cue ball, pick it up again, and replace it successive times until you take that stroke.
3. Immediately after a foul, when you are picking up 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 1.33.1 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 the cue ball, it is a foul 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. *Your opponent has no restoration option.*

1.39 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.

1.40 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.

a. Intentionally strike, *move or deflect* the cue ball with anything other than your cue tip.

b. Intentionally pick up or contact the cue ball with your hand while it or any other ball is in motion, or in order to end your inning,

c. Intentionally cause any ball in play to move by contacting or moving any part of the table in any way.

Penalties: First violation of (a-c): in addition to the foul penalty, you will receive a mandatory warning that second and subsequent violations during a match will result in loss of game. Second and subsequent violations during a match: loss of game.

d. Intentionally stop or deflect any ball that is in motion, or intentionally move any stationary object ball that is in play.

Penalties *in addition to the foul penalty for violations involving object balls*: First violation of (d): your opponent may have the object ball spotted, pocketed *or left in position*. It is loss of game if it is the game-winning ball. It is loss of game if a deflected *object* ball contacts any other ball. Second and subsequent violations *involving an object ball or the cue ball* during a match: loss of game.

e. Catch any ball that is falling into a pocket.

f. Place your hand into a pocket while any ball *in play* is in motion near that pocket.

Penalties: *in addition to the foul penalty for violations involving object balls*: First violation of (e-f): your opponent may have the ball spotted, placed along the lip of the pocket, pocketed, *or left in position*. 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 on the break shot, it is a foul only). Second and subsequent violations *involving an object ball or the cue ball* during a match: loss of game.

1.41 Coaching – Exception: In all but Vegas leagues, one 2 minute coach is allowed per game.

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

2. Any person, except your opponent, who offers any significant assistance to you, whether verbal or non-verbal, will be removed from the area.

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

1.42 Non-Shooting Player Requirement

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

1.43 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, 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 a 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 judged to be a concession under Rule 1.43.1, you must not assume that your opponent has conceded the game. If you do, you lose that game.

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.*

1.44 Concession of Match

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

1.45 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.

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.

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

5. 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.

1.46 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.

1.47 Jawed Balls

If balls are wedged in the mouth of a pocket and any of those balls are suspended above the bed of the table, the referee will inspect the balls 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.

1.48 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 1.33 does not apply.

1.49 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.
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.

DEFINITIONS

This section contains definitions to help you understand and play by the BCAPL Rules.
Text appearing in *bold and italics* highlights definitions or diagrams that are significantly changed or new.

Above

The direction moving from any point on the table toward the head of the table. When referring to the head string, above the head string is also called "behind the head string", "behind the line", or "in the kitchen".

Administrative Authority

Persons or organizations, other than referees, that have responsibility for the administration of BCAPL events. Examples include, but are not limited to:

- a. the BCAPL National Office;
- b. officials of BCAPL sanctioned or sponsored regional, state or local associations;
- c. tournament directors and event officials;
- d. any person designated by any of the above to exercise administrative authority.

With the exception of settling protests, administrative authority primarily concerns matters other than the game itself. Examples include, but are not limited to: event organization, drawing and maintaining brackets and schedules, dress codes, eligibility, event venue management, finances and prize distribution, referee management, etc.

Apex

The position of the front ball of the rack.

Ball in Hand

When the cue ball may be placed anywhere on the bed of the table. The cue ball remains "in hand" from the moment it is picked up until the next stroke is taken, regardless of how many times it is placed, picked up again and replaced. Also referred to as "cue ball in hand".

Ball in Hand Behind the Head String

When the cue ball may be placed anywhere behind the head string on the bed of the table. Also referred to as "ball in hand behind the line".

Ball in Play

A ball that, during a game, is on the bed of the table, in motion on or over the table, or falling into a pocket.

Bank Shot

A shot in which the called ball, before being pocketed, contacts one or more cushions attached to a rail not adjacent to the called pocket. Incidental contact with a cushion attached to a rail adjacent to a called pocket does not constitute a bank shot.

Base of the Ball

The point at which the ball touches the bed of the table.

Bed of the Table

The cloth-covered playing surface within the cushions of the table, including the drop point slate radius up to but not including the point where a vertical line is tangent to the drop-point slate radius. The cloth-covered tops of the cushions are not part of the bed.

Behind the Line

See "Behind the Head String"

Behind the Head String

The area of the bed of the table between the head string and the head cushion. Also referred to as "the kitchen" or "behind the line". The area behind the head string does not include the head string.

Below

The direction moving from any point on the table toward the foot of the table.

Break Cue

A cue used primarily for, and usually designed for, break shots.

Break Shot

The first shot of a game.

Break Box

When specified by Administrative Authority, a marked or designated area of the kitchen in which the cue ball must be placed for the break shot.

Butt

The end of a cue opposite the tip.

Call Shot Game

Game in which the specific game rules require the player, in advance of each shot, to designate the ball to be pocketed and the pocket into which it will be made.

Called Ball

In a call shot game: the object ball the player designates to be pocketed.

Called Pocket

In a call shot game, the designated pocket into which the called ball will be made.

Carom Shot

A shot in which the cue ball, before contacting the called ball, first contacts one or more other balls.

Center Spot

The point at which the long string and center string intersect.

Center String

A line between the centers of the side pockets .

Combination Shot

1. A shot in which the cue ball first contacts a ball other than the called ball, followed by that ball then contacting the called ball or other object ball(s) which then contact the called ball.

2. *A shot in which the called ball contacts another ball that is blocking the called ball's path to the called pocket, and the blocking ball is pocketed in the called pocket before the called ball.*

Cue

A device, usually wooden and tapered, used to strike the cue ball.

Cue Ball

The ball that must be legally struck with the cue tip during a shot. Usually a predominately-white ball, sometimes marked with various small circles, logos, or dots.

Cue Tip

A piece of leather, fibrous, or pliable material, attached to the shaft end of the cue along its long axis, which contacts the cue ball during a stroke.

Cushion

A strip of cloth-covered rubber which borders the inside of the rails. There are six cushions on a pool table: the head cushion, the foot cushion, and four side cushions.

Diamonds

Inlays or markings on the rails used for references or target points.

Disturbed Ball

A ball that has been accidentally touched or moved by the player's body, clothing or equipment.

Double Hit

When the cue tip strikes the cue ball more than once on a single stroke.

Down on the Shot

Having settled completely into a shooting position with a bridge established and pre-shot practice strokes imminent or in progress.

Event

A match, game, series of matches or games, league schedule or tournament conducted under the authority of a national, regional, state or local administrative body that is BCAPL owned, sanctioned or sponsored.

Event Venue

1. All areas in which tables are located for play or practice, including all hallways, lobbies, or other public spaces adjacent to those areas.
2. Other spaces designated by Administrative Authority.

Ferrule

A piece of protective material at the end of the cue shaft, onto which the cue tip is attached.

Foot Cushion

The cushion attached to the foot rail.

Foot of Table

The end of the table at which the balls are racked.

Foot Spot

The point at which the long string and the foot string intersect.

Foot String

A line between the second diamonds of the long rails as counted from the foot of the table.

Forgotten Balls

Balls that were not spotted as required when available.

Foul

Any violation of the rules of play as defined in the General Rules or specific game rules.

Foul Shot or Foul Stroke

A shot or stroke on which a foul occurs.

Frozen Ball

A ball that is touching another ball or a cushion. If loose strands or fibers of cloth extend from a cushion and contact a ball, that does not constitute that ball being frozen to the cushion.

Head Cushion

The cushion attached to the head rail.

Head of Table

The end of the table from which the opening break is performed .

Head Spot

The point where the head string and long string intersect.

Head String

A line between the second diamonds of the long rails as counted from the head of the table. The area behind the head string does not include the head string.

Hit

The action of the cue ball with respect to its contact with object balls.

Illegal Break

A break shot that does not meet the break requirements as defined by specific game rules. Whether an illegal break is a foul depends on specific game rules. It may be possible to have an illegal break and a different foul on the same break shot.

Illegal Object Ball

An object ball other than a legal object ball as defined by specific game rules.

Illegally Pocketed Ball

An object ball is illegally pocketed when:

- a. a foul is committed on the shot in which the ball was pocketed;
- b. in call shot games, a called ball goes into a pocket other than the called pocket;
- c. it is defined as illegally pocketed by specific game rules.

Impeding Ball

An object ball that prevents the cue ball from traveling a straight line to the first object ball with which contact is attempted. An impeding ball may be a legal or an illegal object ball.

Inning

A turn at the table by a player.

Jaws

See "Mouth of Pocket"

Jump Cue

A cue used primarily for, and usually designed for, jump shots.

Jump-Break Cue

A cue used primarily for, and usually designed for, both jump and break shots, usually having a portion of the butt designed for removal while jumping.

Jump Shot

Intentionally causing the cue ball, because of a downward stroke, to rebound off the bed of the table in order to jump the cue ball over an impeding ball.

Jumped Ball

A ball is a jumped ball if it:

- a. comes to rest other than on the bed of the table or in a pocket;
- b. contacts any object that is not part of the table (chalk, light fixture, player, floor, etc.);

A ball is not a jumped ball if it leaves the bed of the table and returns there without contacting anything that is not part of the table.

Kick Shot

A shot in which the cue ball, before contacting the called ball, contacts one or more cushions attached to a rail not adjacent to the called pocket. Incidental contact with a cushion attached to a rail adjacent to a called pocket does not constitute a kick shot.

Kiss Shot

A shot in which the called ball glances off another object ball before being pocketed.

Kitchen

The area of the table between the head string and the head cushion. Also referred to as the area "behind the line" or "behind the head string". The kitchen does not include the head string.

Lag for Break

A procedure to determine which player breaks.

Legal Break

A break shot which meets the requirements of specific game rules.

Legal Object Ball

An object ball with which first contact by the cue ball is required or legal under specific game rules.

Legal Shot

A shot that does not result in a foul.

Legal Stroke

Forward motion of the cue resulting in the cue tip striking the cue ball for only the momentary time customarily associated with a normal shot. "Forward" means relative to the cue itself, along the long axis of the cue and away from the butt, and has no relevance to any part of the table or any relationship to the player or any part of their body.

Legally Pocketed

When an object ball is pocketed on a legal shot and in accordance with specific game rules.

Long Rack Game

A game that uses a complete set of fifteen object balls.

Long String

A line between the center diamond of the head rail and the center diamond of the foot rail.

Massé Shot

1. A shot in which extreme spin is applied to the cue ball by elevating the butt of the cue.
2. A shot in which any attempt is made to curve the cue ball around an impeding object ball, *regardless of the degree of elevation of the cue or amount of curve.*

Mechanical Bridge

A grooved device, usually mounted on a handle, which provides support for the shaft of the cue.

Miscue

A stroke that unintentionally results in faulty cue tip contact with the cue ball (such as the cue tip sliding off the cue ball, or the ferrule or shaft contacting the cue ball). Often accompanied by a sharp sound not usually associated with a normal stroke.

Mouth of Pocket

The area of the bed of the table between the pocket and a line between the noses of the cushions near the pocket where they change direction. Also called the "jaws".

Not Obvious (see "Obvious shot")**Object Ball**

A ball other than the cue ball.

Obvious Shot

A shot in which the non-shooting player has no doubt as to, or does not question, the called ball and the called pocket. The following types of shots are exceptions and are defined as being "not obvious":

- a. bank shots;
- b. kick shots;
- c. combination shots;
- d. *shots that include caroms, kisses or cushion contacts that are not incidental.*

The list is not necessarily all-inclusive.

On a Foul

When a player fouls, they are said to be "on" a foul until they execute a legal shot. If a player has successive fouls, they are said to be on the number of successive fouls they have.

On the Hill

Needing only one more game to win the match.

Open Table

In 8-Ball: when groups have not been established.

Playing Cue

The cue used for most shots (as opposed to a break cue or a jump cue).

Pocketed Ball

A ball that drops off the bed of the table into a pocket and remains there. A ball that rebounds from a pocket back onto the table bed is not a pocketed ball. An object ball that comes to rest touching both the bed of the table and any ball or obstruction in a pocket is not a pocketed ball.

Position of Ball

When a ball is resting on the bed of the table, its base determines its position.

Provided Equipment

Equipment other than that which the player brings to a match, borrows, or purchases from other players, spectators or vendors during a match.

Push-out

In 9-Ball and 10-Ball: a shot, declared in advance and immediately following a legal break, in which Rule 1.19 does not apply.

Push Shot

A shot in which the cue tip maintains contact with the cue ball longer than the momentary contact allowed for a legal stroke.

Rack

1. The device used for gathering the balls into the formation required by the game being played (also called the "triangle").
2. The formation of the object balls at the beginning of the game.

Rail

The top surfaces of the table, not covered by cloth, from which the cushions protrude. There are four rails on a pool table: the head rail, the foot rail, and two side rails..

Regulations

Procedures established by the Administrative Authority that do not directly affect the play of the game on the table, and are primarily administrative in nature. Examples include dress codes, eligibility, breaking order, bracket procedures, etc.

Restoration

When a disturbed ball is returned to its original position.

Safety

A shot that, depending on specific game rules, may end a player's inning. Also known as "Safe", or "Just a shot".

Sanctioned Event

Any league or tournament play that is officially recognized by the BCAPL.

Scratch

1. When the cue ball is pocketed on a shot.
2. When the cue ball touches any pocketed ball or obstruction in a pocket, regardless of whether the cue ball remains pocketed.

Shaft

The end of the cue to which the cue tip is attached.

Short Rack Game

A game that uses a rack of less than fifteen object balls.

Shot

All events related to the motion of the balls from the time the cue tip contacts the cue ball until all of the balls have come to rest.

Shot Clock

A timing device used to measure the time limit a player has to take a shot. The device must have the functions of a stopwatch including start, stop, and reset. If the device has audio functions, they must be disabled.

Simultaneous Hit

1. When the cue ball first strikes more than one object ball at the same time.
2. When it cannot be determined which object ball the cue ball struck first.

Stroke

The motion of the cue from the time it begins its forward motion, through the time the cue tip strikes the cue ball, and any further follow-through motion of the cue.

Successive Fouls

Fouls committed on consecutive shots by the same player (also called "consecutive fouls").

Table in Position

The position of the balls on the table as they lie.

Triangle

See "Rack".