

SAN DIEGO POOL LEAGUE

MATCH PLAY GUIDELINES
AND RULES

FALL 2026

SDPool.org



**SAN DIEGO POOL LEAGUE
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SAN DIEGO POOL LEAGUE MATCH PLAY GUIDELINES & RULES

EFFECTIVE 01/2026

If there are questions regarding rules during play, this is your go-to guide. This edition allows you to go directly to rules by clicking a section in the Table of Contents. If unable to resolve an issue amicably between the two captains, see rule 1.16 – DISPUTES below. Remember, we're here to have fun, not win at the expense of being unsportsmanlike.

1.0 GENERAL – MATCH PLAY

1.1 MATCH DEFINITION - A match is a San Diego Pool League (SDPL) scheduled competition between 2 sponsored teams.

1.2 MATCH POSTPONEMENT - A 24-hour notice must be given to the opposing team captain and the Vice President if a match must be postponed. If the reason for the match postponement is not acceptable to the opposing team captain, the matter must be referred to the Vice President for an immediate decision on the reason's validity. The Vice President shall notify the appropriate Board members of the postponement before the scheduled match. The captain postponing shall notify the Statistician within one week when the postponed match is to be played at a time and place mutually agreeable. If the match is not played within the announced time period the Vice President will affix responsibility for the match not being played and recommend punitive action to the Board of Officers.

1.3 END OF SEASON NO-SHOW - During the last two weeks of play; if a team does not show up, no member of that team may play on any team for the next two seasons. If only one member shows up they must inform the Vice President or be disqualified for the next two seasons. Scores via BCAPL App showing forfeits must be submitted by 7:15PM.

1.4 MATCH SCORING AND STANDINGS - Blank score sheets will be available to teams prior to the start of the season as a backup only. Match scoring is to be completed using the BCA Pool League Scoring App. Game statistics and any pool league news will be updated and provided on the pool league website. Team captains are responsible for sharing links/Apps to [BCA Pool League](#), [SDPool.org](#) and/or [SDPL Facebook](#) page for viewing of match play schedules and team/individual standings with their team members. See Appendix for instructions on using the [BCA Pool League Scoring App](#) for match scoring.

1.5 TEAM PRACTICE - Team practice begins at 6:00PM. The home team shall have the pool table for practice for the first half-hour, and the visiting team shall have the table for the second half-hour.

1.6 STARTING TIME -The designated start time for regular weekly match play is 7:00PM local time. The match will begin as close to the designated start time as possible.

1.7 REGISTERED PLAYER - New players may be registered and play on the same night provided \$20 BCAPL dues are paid to the Treasurer, except for the last 4 weeks of the season during which time no new players may be registered or play on any team. A registered player may only switch teams during the first half of a team's scheduled play. All games won or lost prior to the switch will be forfeited by the player and not count for all qualifying tournaments. Any games won or lost by the switching player will not affect the team's overall scores. A player may only switch teams once per season. A player may switch within his or her division or move to a higher division. A player may move to a lower division with the Board approval.

1.8 NUMBER OF PLAYERS REQUIRED - A match may be played with any number of players between 2 and 7 per team. Any games forfeited because less than 4 players are present to play will represent games won for the opposing team and individuals. No individual on a team that forfeits games because less than 4 players are available can accumulate losses due to the forfeits.

1.8.1 DOUBLE POSTING – Teams with fewer than four players may have one player fill 2 player positions ("double post") playing up to 8 games under these conditions:

1. Acting team captain must notify opposing captain of need to double-post before start of match.
2. Opposing team captain chooses the player to double post and play up to eight games total. Un-played games are forfeit.
3. A team may only double post once per match. (Cannot double post two players.)
4. If both teams need to double post, the visiting team picks first.
5. If a chosen player cannot or refuses to play the extra games, those games are forfeited.
6. Late arrivals may not replace a double-posted player.
7. Double posting is not allowed for players leaving early; those games are forfeited if no fifth player is available.
8. A team with two players to start may: 1) double post one player and 2) forfeit four games. Or, 1) double post one player in 3rd position at start of match and 2) initiate play for player in 4th position upon arrival.
9. Double posting is not permitted during last 4 weeks of play nor during the playoffs.
10. Double posting is not permitted during a previously postponed "make-up" match.
11. Provisionally effective Fall 2026 with Fall season captains to ratify by email vote prior to start of spring 2027.

1.9 POSTING THE LINE UP - The lineup is to be posted in the BCAPL Scoring App first by the home team and then by the visiting team.

1.10 SCOREKEEPERS – Both team captains (or designee) shall use the BCAPL Scoring App to keep and submit scores at end of match.

1.11 ROTATION OF BREAKS AND PLAYERS - The break will rotate with home team breaking in the 1st and 3rd quarter, visiting team breaking in the 2nd and 4th quarter. This provides 2 opportunities to break and 2 opportunities to rack per player position, per match. Player rotation in the scoring App will be followed precisely so that each player position will play each player position on the opposing team once. During WCC team playoffs rotation will follow WCC match play rotation.

1.11.1 – An error in the break order must be challenged, prior to the break shot of that game. Otherwise, the results of that game will stand.

1.11.2 – Games played out of order shall be counted as played when the game comes up on the score sheet.

1.12 LATE PLAYER - During the regular season, prior to the start of the second half of a match a late player may be permitted to make-up all games missed in the first half. Once the second half has begun, a late player may only make up a game in a quarter not yet completed. Any games that were due to play in a quarter already completed will be forfeited.

1.13 SUBSTITUTION OF PLAYERS - No more than 3 player substitutions may be made per match, per team. Only 1 player substitution per position is allowed. (E.g., you can't have 3 players play in position 1.) If a substitution is made, the substitute player must play the remainder of the match games in that player position. The outgoing player may not be a substitute for someone else on the same team. Substitution of a player is not permitted during a game in progress.

1.14 COACHING - During regular league play, each player is allowed one coaching time out per game for a maximum of 2 minutes per time out. **Only the player or acting team captain may call the time out. When acting Captain is shooting any player on team may call time out. Player may refuse the time out and retain it for later in the game. Any one-person present may give the coaching.**

NOTE: During Team Playoffs, coaching is limited to 1 minute; the presiding referee will give a 30 second and 15 second warning only. During individuals or women's and Rising Star WCC play-offs, no coaching is permitted.

1.15 COACHING VIOLATION - The shooter can ask which group of balls is theirs at any time, and the opponent must answer accurately. While shooting, unofficial coaching is a foul. Players may get advice with teammates or others after their turn while their opponent is shooting.

1.16 DISPUTES - In case of a dispute during a match, team captains should resolve it. Players must comply if an opposing captain asks to pause play to confirm a rule; ignoring such a request is unsportsmanlike and may result in loss of game. If captains cannot resolve

the issue, refer it to the Vice President. Disputed games should be finished with both captains submitting an email with reasons for the dispute documented.

1.17 INTERFERENCE – Only the shooter may be at the table during a game except during coaching. If someone physically interferes with a shot and moves the balls, both players must agree to either play from the new positions or return the balls as close as possible to original position. If no agreement is reached, replay the game.

1.18 UNSPORTSMANLIKE CONDUCT - Players must not act in ways that are unsportsmanlike, disruptive, or harmful to others or the sport. This includes heckling, booing, hissing, standing in the line of shots, unnecessarily hovering near table, or making loud noises. Such conduct by players or guests can result in loss of the game in progress.

1.19 WEEKLY TEAM PLAYER'S FEES – Each team captain is responsible for collecting the player's fees described in Section 3.4 of the Bylaws for his/her team each night of play. The full amount must be collected and paid to the acting Treasurer via Venmo regardless of the number of players present (this means that teams are responsible for paying for their forfeits). **(Beginning fall 2025, checks are not accepted, only Venmo.)**

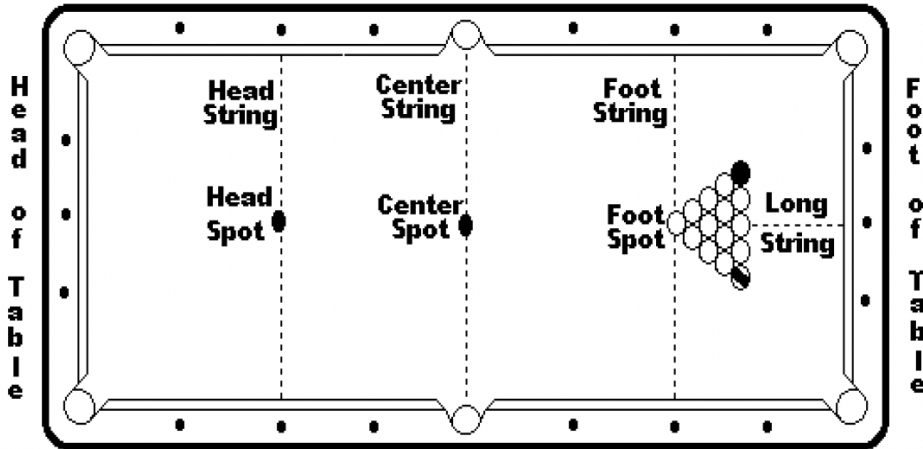
1.20 DROP POINTS – (Void beginning Fall 2025) The home team captain is responsible for turning in all monies and score sheet at the end of a match. Both team captain's sign and check score sheet for accuracy. The visiting captain should be given the gold copy. The home team captain is responsible for having all monies and score sheet delivered that evening to the designated drop point after the scheduled match. They should have the bartender receiving them date, notate the amount of money enclosed and sign the score sheet. The home team captain should then take the pink copy for his/her records as a receipt of turning in the monies and score sheet. The home team captain is responsible for any losses if they do not have their copy of the score sheet signed by the drop point bartender as a receipt.

San Diego Pool League BCA Amended Rules of Play

The below rules are based on the Billiard Congress of America (BCA) rules as they have been amended and adopted by the West Coast Challenge (WCC) and subsequently amended and adopted by the San Diego Pool League (SDPL). The purpose being that in adopting the WCC rules it will eliminate the requirement of playing regular league play under one set of rules and then playing the play-offs and WCC under a different set of rules. Any changes to WCC (BCA) Rules of Play will be effective the following season in lieu of Bylaw 6.1. Any changes by SDPL to WCC BCA Rules of Play shall be noted in italics. *BCAPL rules omitted are not followed by the SDPL. For example, we currently do not allow double posting.*

1.0 GENERAL RULES – BCA AMENDED

1.1 PLAYER RESPONSIBILITY - You are responsible for knowing the rules, applied rulings, regulations, and schedules that pertain to any SDPL 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.



1.2 ACCEPTANCE OF EQUIPMENT -

1. Once your match begins, you accept the equipment as standard and legal. After a match has begun, only a referee or event official may declare the equipment to be defective or unsuitable for play. If equipment is declared unsuitable for play, all games previously played on that equipment will be counted.
2. It is a foul if you attempt to modify equipment without the permission of a referee or event official. The foul occurs immediately upon the attempt, regardless of whether or not a stroke or shot is attempted.

1.3 USE OF EQUIPMENT - The SDPL reserves the right to prohibit any equipment it deems untested or inappropriate.

1. You are responsible for all equipment and accessory items you bring to the table. You may not use, or attempt to use, equipment or accessory items in a manner other than their intended use:
 - a. You may use only your cue stick, 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. You may also add a bridge to a cue stick in the absence of a reliable house bridge.
 - c. You may use your own chalk provided the host location does not have a rule specifically requiring a chalk the same color as the table felt.

- d. You may not use more than two mechanical bridges at any one time. A bridge may only be used to support the cue stick or another bridge.
 - e. You may not use any item to prop up 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.
 - f. You may not use any ball, your cue stick, the rack, or any other equipment or width-measuring device to determine if the cue ball or any 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 or use any electronic device during a match. Examples include, but are not limited to:
- a. Headphones, earphones, or electronic earplugs, including Bluetooth accessories whether turned on or not. Noise cancelling devices and medically required hearing aids are permitted.
 - b. 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 Hi-Lo players or during your game in team play. You must turn off all audible ringtones and other notification tones while on the event floor. Emergency communications are permitted at any time.
3. Violation of this rule is a foul, and an unsportsmanlike conduct warning must be issued; a second violation results in loss of game; a third violation results in loss of match.

1.4 CUE STICK & BALL REQUIREMENTS

1. Your cue sticks must meet BCA Equipment Specifications excerpted below.

BCA POOL CUE SPECIFICATIONS:

Width of tip: No minimum/14 mm maximum

Weight: No minimum/25 oz. maximum

Length: 40" minimum / No maximum

The cue tip may not be of a material that can scratch or damage the addressed ball. The cue tip on any stick must be composed of a piece of specially processed leather or other fibrous or pliable material that extends the natural line of the shaft end of the cue and contacts the cue ball when the shot is executed. The ferrule, if of a metal material, may not be more than 1 inch in length.

2. If you use an illegal cue stick it is a foul, and the illegal cue stick must be removed from play. An unsportsmanlike conduct warning must be issued; a second violation results in loss of game; a third violation results in loss of match.

3. BCAPL CUE BALL SPECIFICATIONS

All balls will have a diameter of $2\frac{1}{4}'' \pm .005''$. The weight of the balls will be between 5½ and 6 ounces, but all object balls used in any match must be of equal weight. Slight variations in the weight of the cue ball with respect to the object balls may occur depending on the type of cue ball.

1.5 STARTING TIME OF MATCH - Player must be present with their equipment at the table or designated location within 5 minutes of their match being announced. Failure to comply will result in loss of match by forfeit.

1.6 PLAYING WITHOUT REFEREES

- **(PLAY-OFFS ONLY)** - When a referee is not available, the Tournament Director or designated event official will fulfill the duties of the referee.
- **(DURING REGULAR SEASON PLAY)** - When a referee is not available, the players can designate a table watcher. Any team member may assume the duties of the table watcher to observe any questionable play on the table. Only the designated table watcher or the player may call fouls. The SDPL has taken the position the acting captain for the match is a designated table watcher and may call fouls. See rule 1.14 COACHING for additional guidance.

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 opening break.

1.8 NO PRACTICE ALLOWED DURING MATCH (PLAY-OFFS ONLY)

1. It is a foul if you practice at any time during your match, including 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. In team play, this rule applies to all members of the team 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.

2. Singles and Hi-Lo Penalties - the first violation is a foul, and an unsportsmanlike conduct warning must be issued; a second violation results in loss of game; a third violation results in loss of match.

3. Team Penalties – all penalties are team penalties; second and third penalties may be incurred by any member of the team.

- a. For practice violations by players who are actually playing in a game at that time: it is a foul, and an unsportsmanlike conduct warning must be issued to the team; a second violation results in loss of game for the player that commits the second violation; a third violation results in loss of match for the team.

- b. For practice violations by players who are not actually playing in a game at that time: it is a foul during the current game, and an unsportsmanlike conduct warning must be issued to the team; a second violation results in loss of the current game. A third violation results in loss of match for the team.

1.9 STOPPING PLAY - (Deleted)

1.10 SUSPENDED PLAY (PLAY-OFFS ONLY) - 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 GENERAL TIME OUT (PLAY-OFFS ONLY) - 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.

1.12 LAG FOR BREAK (PLAY-OFFS ONLY)

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. If the lag is a tie, it is replayed.

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;
- g. is shot after your opponent's ball contacts the foot 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 (PLAY-OFFS ONLY) - Players will alternate break during match.

1.14 RACKING PROCEDURES –

- a. You must rack yourself when you are breaking.
- b. You must rack the balls as tightly as possible. Each ball should touch all balls adjacent to it.
- c. 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 rack, if both players cannot agree that the rack is suitable for play a referee or 3rd party player must be called. The referee or 3rd party player will then rack the balls for that game.
- d. 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.
- e. 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.
- f. (Play Offs Only) All racks will be racked by a referee.

1.15 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. You will also receive a mandatory unsportsmanlike conduct warning. A second violation results in loss of game; a third violation results in loss of match.

1.16 SHOT CLOCK PROCEDURES (PLAY-OFFS ONLY)

1. The use of a shot clock is intended to prevent slow play. There is normally no time limit for you to take a shot. However, a 60 second shot clock will be implemented after one (1) hour of play.
2. 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 60 second shot clock starts when the previous shot ends and runs 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. The player will receive a 30 second and a 15 second warning from the referee. If the player does not strike the cue ball within the 60 second period, it is a foul.

- c. Each player is allowed one 60 second extension per rack. If both players are on the hill, each player receives two extensions in the decisive game. To use an extension, the player must verbally announce "extension" to the referee. The referee will then respond with "extension", or "extension not allowed" if the player has no extension remaining. Timing procedures for extensions are the same as for other shots.

1.17 CALLING BALL AND POCKET

1. You must designate the called ball and the called pocket before each shot. The designation may be made verbally or by gesture. You do not have to call obvious shots. You do not need to indicate incidental kisses and caroms, or incidental cushion contacts that do not constitute bank shots or kick shots.
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 bank, kick, or combination shots, if you are not certain about a shot and you do not ask, the shot will be considered obvious.
3. Regardless of whether or not your opponent asks, and regardless of how simple or obvious a shot may appear to you, bank shots, kick shots, and combination shots are defined as being not obvious and must always be called.
4. When calling bank shots, kick shots and combination shots you only have to designate the called ball and called pocket. If shooting a combination 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. If you do not call a bank shot, kick shot, or combination shot and you pocket any ball on that shot, your inning ends and incoming player must accept the table in position.
6. If a shot that was obvious prior to the stroke inadvertently becomes a bank shot because the ball did not go directly into the called pocket but instead contacted two or more cushions prior to being pocketed in the called pocket, the shot is scored for the shooter and the inning continues.

1.18 LEGAL STROKE - You must use a legal stroke. A legal stroke is defined as the forward motion of the cue stick resulting in the cue tip striking the cue ball for the momentary time customarily associated with a normal shot. This is to include Masse, Jump shots, and vertical "nip" strokes. What are not legal strokes are any lifting, side-way or 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 is a foul.

1.19 LEGAL SHOT - Unless otherwise stated in specific game rules, a shot is legal if:

- a. a legal stroke is used;

- b. the first ball contacted by the cue ball is a legal object ball;
- c. after that contact, any object ball is pocketed, or the cue ball or any object ball contacts a cushion.

If any of the above requirements are not met, it is a foul. Cushion contact under (c) may be subject to Rule 1.20.

1.20 OBJECT BALL FROZEN TO CUSHION

1. If the first object ball contacted by the cue ball is frozen to a cushion, then after the cue ball makes contact with the frozen object ball:

- a. any object ball must be pocketed, or;
- b. the cue ball must contact a cushion, or;
- c. the frozen ball must contact a cushion attached to a separate rail, or;
- d. another object ball must contact a cushion.

2. Any ball, including the cue ball, which is frozen to a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have contacted that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again.

1.21 CUE BALL FROZEN TO OBJECT BALL OR CUSHION

1. If the cue ball is frozen to a legal object ball, it is legal to shoot toward the object ball provided you use an otherwise legal stroke and no other foul is committed.

2. If the cue ball is frozen to a cushion, it is legal to shoot the cue ball into the cushion provided you use an otherwise legal stroke and no other foul is committed.

3. While the initial cue tip to cue ball contact of a stroke in the situations described in 1.21.1 and 1.21.2 is always legal, the presence of one or more object balls nearby may create the possibility of a violation of Rule 1.31 during the same stroke, but after the initial cue tip to cue ball contact.

4. Shooting the cue ball away from an object ball that is frozen to the cue ball does not constitute contact with that object ball. (E.g., you do not move the object ball frozen to the cue ball.)

1.22 PENALTIES FOR FOULS – 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. **(Cue ball may be placed anywhere on the table – see rule 1.38.)**

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.

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 normal in regard to size, shape and manner in which it is worn.

1.26 BALLS IN MOTION – It is a foul if you shoot while any ball is in motion. A spinning ball is in motion.

1.27 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.

1.28 SCRATCH – It is a foul if you scratch.

1.29 BALLS JUMPED OFF THE TABLE – Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. This is a foul and loss of turn. Balls may bounce on the cushion tops and rails of the table in play without being considered jumped balls if they return to the bed of the table under their own power and without touching anything not part of the table. Jumped balls and illegally pocketed balls are not returned to the table (see rule 2.7.2 Continuing Play). It is a loss of game if the 8-ball is jumped from the table.

1.30 PUSH SHOT – It is a foul if you shoot a push shot. (A push shot is defined as: a shot in which the cue tip maintains contact with the cue ball longer than the momentary contact allowed for a legal stroke.)

1.31 DOUBLE HIT

1. It is a foul if your cue tip strikes the cue ball more than once on the same 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, if the cue ball and object ball are in close proximity to each other and the cue ball strikes the object ball at a very slight angle the shot will be considered legal

provided no other foul is committed. During a play-off match, 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.

3. Close proximity is defined as a chalks width or less in length.

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

1.33 DISTURBED BALLS (CUE BALL FOULS ONLY)

1. It is not a foul to accidentally touch one object ball. If such an accident occurs, the player shall allow the opposing player, in regular league play, or the referee, in a play-off match, to restore the ball to its correct position. If the player does not allow such restoration, and a ball set in motion as a normal part of the shot touches such an unrestored ball, or passes partly into a region originally occupied by a disturbed ball, the shot is a foul. In short, if the accident has any effect on the outcome of the shot, it is a foul. In any case, the opposing player, in regular league play, or the referee, in a play-off match, must restore the positions of the disturbed balls as soon as possible, but not during the shot. It is a foul to play another shot before the opposing player or referee has restored any accidentally moved balls.

2. It is a foul if you disturb more than one object ball.

3. It is a foul if a disturbed ball contacts any other ball.

4. It is a foul to accidentally touch the cue ball.

1.34 JUMP SHOTS AND MASSÉ SHOTS

1. Jump shots are legal shots. However, it is a foul to intentionally cause the cue ball to rise off the bed of the table by "digging under" or "scooping" the cue ball with the cue stick.

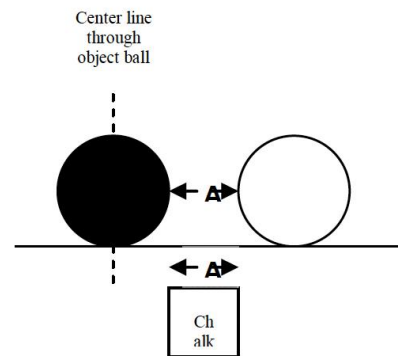
2. If you attempt to jump over or massé around an impeding illegal object ball then Rule 1.33, Disturbed Balls, does not apply to the impeding ball for that shot. If the impeding ball moves during the stroke it is a foul regardless of whether it was moved by the cue ball, your equipment or any part of your body.

3. Any attempt to curve the cue ball around an impeding ball is a massé shot, regardless of the degree of elevation of the cue stick or amount of curve.

4. Jump and Masse' shots are not allowed when the host location does not allow them.

1.35 POSITION OF BALL - The base of a ball determines its position unless otherwise stated in specific game rules. A Chalk Center line through object ball A

1.36 SHOOTING WITH BALL IN HAND BEHIND THE HEAD STRING (Deleted)



1.37 - (Deleted)

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 stick to place the cue ball, any action which 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. After it has been picked up, the cue ball may be placed, picked up again and replaced successive times until that stroke is taken.

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, during a play-off match, pick the cue ball up for you immediately after a foul.

4. When placing the cue ball, it is a foul to touch any object ball with the cue ball or your hand which holds the cue ball. "Hand" is defined as including the wrist up to a point where a wristwatch would normally be worn. If the foul involves only a single object ball your opponent has the option of restoration as described in Rule 1.33. If more than one object ball is involved, there is no restoration option.

1.39 ILLEGAL MARKING - 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 attempt to mark the table, regardless of whether you remove the mark, or whether a shot is taken. In addition to any penalty required by specific game rules, an unsportsmanlike conduct warning must be issued; a second violation results in loss of game; a third violation results in loss of match.

1.40 DELIBERATE FOUL - It is a deliberate foul if you:

- a. intentionally strike the cue ball with anything other than your cue tip;
- b. pick up the cue ball or contact the cue ball with your hand in order to end your inning;
- c. intentionally stop or deflect any ball that is in motion;
- d. catch any ball that is falling into a pocket;
- e. place your hand into a pocket while any ball is in motion near or toward that pocket;

- f. cause a ball to move by contacting or moving any part of the table in any way.

In addition to any penalty required by specific game rules, the mandatory penalty for a deliberate foul is an unsportsmanlike conduct warning. A second violation results in loss of game; a third violation results in loss of match. Unless otherwise stated in specific game rules, if you violate (c) your opponent may have the ball either spotted or pocketed. If you violate (d) your opponent may have the ball spotted, placed on the lip of the pocket, or pocketed. The remaining balls are left in position.

1.41 COACHING TIME OUT

1. During regular league play, each player is allowed one coaching time out per game for a maximum of 2 minutes per time out. See Rule 1.14 COACHING for additional guidance.
2. During team play-offs, coaching is limited to 1 minute per game; the presiding referee will give a 30 second and 15 second warning only.
3. During individual's or women's and Rising Star WCC play-offs, no coaching is permitted.
4. For any violations see BCA Rule 1.22 Penalties for Fouls.

1.42 NON-SHOOTING PLAYER REQUIREMENT - When it is not your turn, you must not intentionally do anything which distracts your opponent or interferes with their play. Any such act is unsportsmanlike conduct.

1.43 CONCESSION OF GAME - (Deleted)

1.44 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.

1.45 UNSPORTSMANLIKE CONDUCT

1. You must not commit any act which is unsportsmanlike in nature. This includes, but is not limited to, actions which are embarrassing, disruptive, or detrimental to other players, spectators, event officials, or the sport in general.
2. Players are responsible for their actions at all times while they are present at the event venue, whether playing or not.
3. (PLAY-OFFS ONLY) Unsportsmanlike conduct is penalized at the discretion of the referee or other designated event officials. Penalties for unsportsmanlike conduct vary and are based upon the referee's or event official's judgment of the severity and nature of the unsportsmanlike act. Referees or event officials have the authority to penalize or disqualify, with or without warning, any player who acts in this manner.
4. (PLAY-OFFS ONLY) Unsportsmanlike conduct warnings and penalties required by rule carry forward only in regard to the specific rule violated. Unsportsmanlike conduct

warnings and penalties related to conduct or behavior carry forward and are cumulative during the entire 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) will be spotted 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, the ball(s) will be spotted on the long string beginning at the foot spot and moving toward the head of the table.
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 (PLAY-OFFS ONLY) - If balls are wedged between the sides of a pocket or between cushions and any of those balls are suspended in the air, 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 are moved because of the action of a non-player or other influence beyond the control of the players, the opposing player, in regular league play, or a referee, in a play-off match, will restore the balls as nearly as possible to their original positions and play continues. If by player agreement, in regular league play, or by the referee, in a play-off match, it is judged that the balls cannot be restored, the game will be replayed with the player who broke the game breaking again.

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

2 8-BALL RULES

2.1 THE GAME - 8-Ball is a call pocket 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 pocket the 8-ball.

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 rail;
- 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 than the other rear corner. The left/right orientation of the groups for those two balls does not matter.

2.3 8-BALL BREAK REQUIREMENTS

1. You begin the break with ball in hand behind the head string. There is no requirement for the cue ball to contact any particular ball first. You must pocket a ball or cause at least four object balls to contact the 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 your break is illegal, your inning ends. Your opponent may:
 - a. accept the table in position if you did not scratch;
 - b. accept the table in position with ball in hand anywhere on the table if you did scratch;
 - c. re-rack the balls and break;
 - d. require you to re-rack the balls and break again.
3. If you scratch on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed balls remain pocketed. Your opponent has ball in hand anywhere on the table.
4. If you foul on a legal break but do not scratch or pocket the 8-ball, your inning ends and any other pocketed balls remain pocketed. Your opponent may:
 - a. accept the table in position or;
 - b. take ball in hand anywhere on the table.
5. 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 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 and scratch your inning ends. Your opponent may:
 - a. have the 8-ball spotted and take ball in hand anywhere on the table;
 - b. re-rack the balls and break;
 - c. require you to re-rack the balls and break again.
3. If you pocket the 8-ball and foul but do not scratch, or if you jump the 8-ball off the table, your inning ends. Your opponent may:
 - a. have the 8-ball spotted and take ball in hand anywhere on the table;
 - b. have the 8-ball spotted and accept the table in position;
 - c. re-rack the balls and break;
 - d. require you to re-rack the balls and break again.
4. If the 8-ball is pocketed on the break and 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 and combination shots involving balls of different groups are legal. The 8-ball may be part of such a combination if it is not the first ball contacted by the cue ball. It is a foul if the 8-ball is contacted first.

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.
2. If all of either group of balls are pocketed on the break or illegally pocketed before the groups are established, either player may legally shoot the 8-ball during their inning. If the 8-ball is legally pocketed on such a shot, the game is won.
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 the player(s) or a referee, during a play-off match, that the players are shooting the wrong groups for any reason and a foul was not called in a timely manner, 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. If you do not legally pocket a ball, your inning ends.

2. Jumped balls and illegally pocketed balls are not returned to the table but do count in favor of the player with that group.

2.8 SAFETY PLAY / NO CALL / NO POCKET - Prior to any shot except the break you may declare a safety. On a safety, your inning ends after the shot regardless of whether or not you pocket any ball, including an obvious ball or a called 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 or a called ball, your inning continues and you must shoot again. Balls pocketed on a safety are illegally pocketed balls. Safety shots must meet the requirements of a legal shot.

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 first player to legally pocket the 8-ball wins the game.

2. With the exception of the provisions of Rule 2.10, if you foul but do not pocket the 8-ball, it is not loss of game. Your opponent is awarded 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 bank shot that you do not call.

2.11 STALEMATE - If by player agreement, in regular league play, or by a referee, in a play-off match, it is judged 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 innings without significantly changing the position, the game will be determined to be a stalemate. By player agreement, in regular league play, or by a referee, in a play-off match, a stalemate

will be declared and the game will be replayed with the player who broke the game breaking again.