

2008-2009

Official Rules of the BCA Pool League



OUR GOAL

**TO CREATE AND IMPROVE OPPORTUNITIES FOR POOL
PLAYERS OF ALL ABILITIES THROUGH FAIR
GOVERNANCE AND EQUITABLE POLICIES.**

Effective June 1, 2008

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OFFICIAL RULES OF THE BCA POOL LEAGUE

Introduction

Welcome to the Official Rules of the BCA Pool League (BCAPL). We created this book exclusively for you – the dedicated players and members who participate in the BCAPL. Our purpose is to provide you with a single document that governs BCAPL play and helps to ensure consistent application of the rules.

I hope every one of you will embrace the BCAPL Rules and support them. The resulting nationwide consistency of BCAPL play will benefit every member by preparing them to compete in state, regional and national events. Please take some time and look over the BCAPL Rules. We are confident that you will find them to be thorough and clear.

Mark Griffin
CEO
BCA Pool League

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EDITOR'S NOTES AND ACKNOWLEDGEMENTS

Changes in the text that are significant rule changes from the 2007-2008 edition are highlighted in ***bold and italics***.

Other changes have been made in the text in order to improve grammar, clarity, or ease of reading. Those changes are not highlighted since they do not change any meaning or intent.

A new feature is the annotation of rules that have Applied Rulings associated with them. The notation "(AR)" will appear after those rules.

The editors would like to express their thanks to Mark Griffin and to the players, league operators and referees whose contributions throughout the past year are reflected in the ongoing evolution of the BCAPL Rules.

We encourage all of you to continue to offer comments, feedback and suggestions. The best way to have your voice heard is to send a detailed e-mail to Bill Stock at bill@playbca.com. Please use "Rules Comments" as your subject line. Because of the volume of correspondence, please do not offer your comments by phone.

Editor

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Ken Shuman, BCAPL National Senior Referee and Referee Instructor

The plural possessive pronoun form is used throughout the rules to maintain a gender-neutral presentation.

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A Note About Sportsmanship and Communication

Good sportsmanship lies at the heart of any endeavor involving competition. In many games of pocket billiards, players meet on the table in a contest that takes place in an environment that is unique in sports in one significant aspect - players are often required to tell each other exactly what is about to happen and what their intentions are *before* they act.

Any referee or tournament director will tell you that many of the problems they face involving controversy between players could have been prevented if the players had been communicating effectively. Far too many disputes involve nothing more than whether or not a safety was declared or which pocket or ball was called.

The difficulty can often be traced to players who simply do not practice good communication at the table. The BCAPL rules are designed to reduce the number of disputes. However, it is impossible to completely control the issue with rules. The solution lies with you – the players.

We encourage you to dedicate yourself to open and friendly communication during your match:

- When you are at the table, pay attention to how your shot appears. If you think there is a chance that your opponent might not understand your intentions, please call the shot.
- When you do call shots, please do so clearly. If verbal, face your opponent and make eye contact. If by gesture, make a clear and definite motion.
- When you are in the chair, pay attention to your opponent. Communication is a two way street! If your opponent is telling you what they intend to do, listen carefully and clearly acknowledge that you understand. If you do not understand, get clarification.
- Do not let personality conflicts affect your efforts at communication. It doesn't matter how you feel about your opponent – you must always commit yourself to open and civil conversation and communication during your match.

Remember that your opponent has the right to know what you are doing while you are at the table. If you don't want to stop and answer questions, you can prevent that by communicating freely and clearly.

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As the person in the chair, you must remember that while you have the right to know what the shooter is attempting, you cannot interrupt them after they are down on a shot. If you sense a situation developing in which you might have a question, try to ask it early. At the same time, remember that you cannot use the requirement of communication in an unsportsmanlike manner. You should know what a clearly obvious shot is. Do not ask unnecessary questions in such a situation.

Be sure to remember the absolute requirement that, in call shot games, bank, ***kick***, and combination shots *must* be called. *There are no exceptions under any circumstances*, regardless of how "obvious" the shot may appear. The rules concerning communicating safety play have also been clarified.

Good communication is simply good sportsmanship, which is required of all players. Please practice it faithfully and consistently. It will make the game more enjoyable for all of us.

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EQUIPMENT SPECIFICATIONS

These specifications apply to BCAPL National Tournaments. Although they are not mandatory for other tournaments or league play, it is suggested that they be adhered to whenever possible.

Table Specifications

Table Size and Playing Surface (Figure S-1)

The BCAPL recognizes three sizes of tables and playing surfaces as regulation (all $\pm 1/16''$):

<u>Table Size</u>	<u>Playing Surface</u>
3 1/2' x 7'	40" x 80"
4' x 8'	45" x 90"
4 1/2' x 9'	50" x 100"

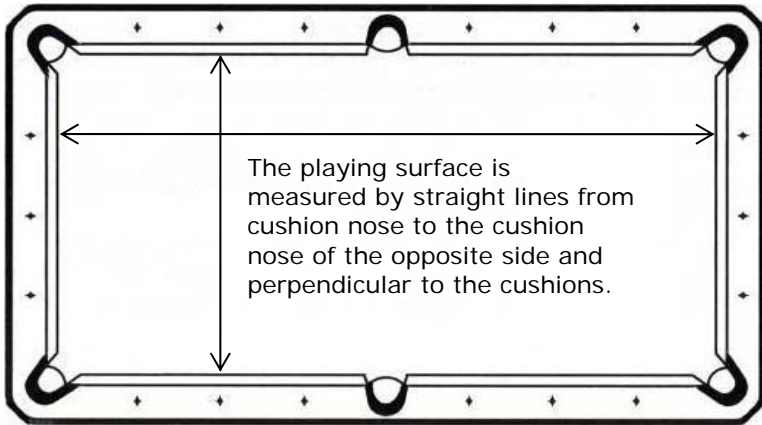


Figure S-1

Table Bed Height

The height of the top of the playing surface measured from the floor will be 30", $\pm 1/2''$.

Cushions

The height of the cushion nose measured from the playing surface will be $1^{29}/64''$, $+1/64''$ or $-1/32''$.

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Diamonds

The center of all diamonds will be $3\frac{1}{16}$ " from the cushion nose (no tolerance).

Pocket Openings

Corner pockets: $4\frac{1}{2}$ " $\pm\frac{1}{16}$ ". Side pockets: 5 " $\pm\frac{1}{16}$ ".

The BCAPL measures pocket openings by the "gate method" rather than the traditional method of measuring between the tips of the cushions. If a ball entering the mouth of a pocket contacts the cushion within the mouth, it does so at a point well below the cushion nose. The gate method provides a more accurate measurement of a pocket opening based on the true action of a ball entering the mouth of the pocket.

An easy and proper way to measure a pocket using the gate method is shown in Figure S-2. Using two new striped balls, place the balls in the mouth of the pocket with the stripes facing up and lined up. Set them so that each ball touches the vertical cut of the cushion and so that a line extending across the mouth of the pocket from cushion tip to cushion tip bisects the stripes lengthwise. Note that the balls do not touch the tips of the cushion, but instead contact the cushion at a point below the tip.

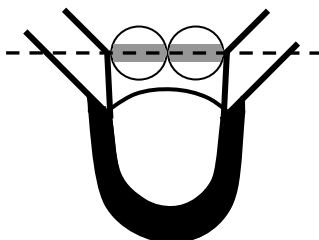


Figure S-2

When properly placed in corner pockets the balls will:

- be just touching each other – a pocket opening of exactly $4\frac{1}{2}$ ", or;
- have a gap of up to $\frac{1}{16}$ " between them (tolerance to $4\frac{9}{16}$ "), or;
- require slight compression into the cushions to place as

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described (tolerance to $4\frac{7}{16}$ ").

If the gap between the balls is more than $\frac{1}{16}$ " or the pocket is too narrow to easily place them as described, the pocket opening does not meet BCAPL specifications.

When properly placed in side pockets the balls should have a gap of $\frac{1}{2}$ " between them. If the gap is less than $\frac{7}{16}$ " or more than $\frac{9}{16}$ " , the pocket opening does not meet BCAPL specifications.

Pocket Cushion Angles (Figure S-3)

The horizontal interior angles of the cushions at the pockets will be $141^\circ \pm 1^\circ$ at a corner pocket and $100^\circ \pm 1^\circ$ at a side pocket. The vertical cushion angle within the mouth of all pockets will be between 12° and 15° .

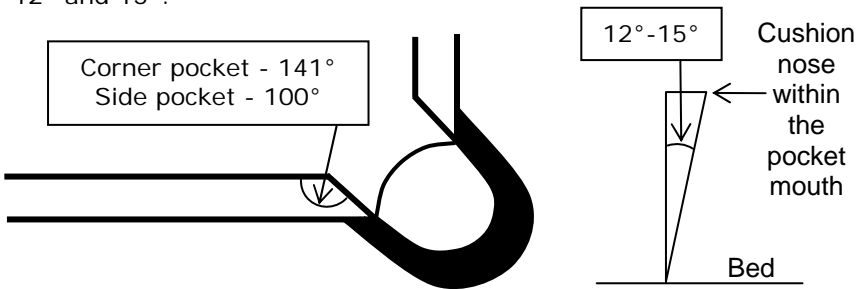


Figure S-3

Pocket Shelf Depth (Figure S-4)

The BCAPL measures shelf depth in relation to the dimensions of a ball. Figure S-4 shows how shelf depth is determined.

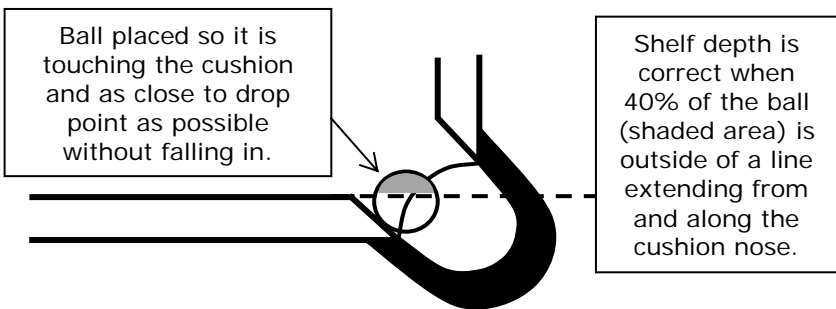


Figure S-4

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Balls

All balls will have a diameter of $2\frac{1}{4}'' \pm .005''$. The weight of the balls will be between $5\frac{1}{2}$ 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 may occur depending on equipment used.

Cue Sticks

- a. The width of the tip must not exceed 14 millimeters. There is no minimum width.
- b. The weight of the cue stick must not exceed 25 ounces. There is no minimum weight.
- c. The length of the cue must be at least 40 inches. There is no maximum length.
- d. The cue tip must be composed of leather, fibrous, pliable or phenolic material.
- e. If the ferrule is metal, it must not exceed one inch in length.

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DEFINITIONS AND DIAGRAMS

This section contains definitions and diagrams to help you play by the BCAPL Rules.

Text appearing in ***bold and italics*** highlights definitions or diagrams that are either 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" (see Diagram 1).

Administrative Authority

Event officials, 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;
- 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,

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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 put into play anywhere behind the head string on the bed of the table. Also referred to as “cue ball in hand behind the line”.

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 (see Diagram 2).

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 (see Diagram 3). The cloth covered tops of the cushions are not part of the bed.

Behind the Head String

The area 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 (see Diagram 1).

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 opening break shot.

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Butt

The end of a cue stick opposite the tip. On a two-piece cue stick, the butt extends to the joint.

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

Any shot in which the cue ball, before contacting the ball to be pocketed, first contacts one or more other balls. (AR)

Center Spot

The point at which the long string and center string intersect (see Diagram 1).

Center String

A line between the centers of the side pockets (see Diagram 1).

Combination Shot

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

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Cue Stick

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

Cue Tip

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

Cushion

The 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 (see Diagram 1).

Diamonds

Inlays or markings on the table rails used for references or target points (see Diagram 1).

Disturbed Ball

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

Double Hit

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

Event

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

Event Venue

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

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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 (see Diagram 1).

Foot Spot

The point at which the long string and the foot string intersect (see Diagram 1).

Foot String

A line between the second diamonds of the long rails as counted from the foot of the table (see Diagram 1).

Foul

An violation of the rules of play as defined in either 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 which is touching another ball or a cushion. Loose strands or fibers of the cloth that are contacting a ball do not constitute that ball being frozen to the cushion.

Head Cushion

The cushion attached to the head rail.

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Head of Table

The end of the table from which the opening break is performed (see Diagram 1).

Head Spot

The point where the head string and long string intersect (see Diagram 1).

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 (see Diagram 1).

Hit

The action of the cue ball involving contact with the object balls.

Illegal Break

A shot that does not meet the opening break requirements as defined by specific game rules. The requirements pertain only to the action of the object balls on the table – it is possible to have an illegal break and a separate foul on the same break shot.

Illegal Hit

When the first ball contacted by the cue ball is not a legal object ball.

Illegal Marking

Any intentional marking of the table to assist in executing any shot.

Illegal Object Ball

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

Illegally Pocketed Ball

An object ball is illegally pocketed when:

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- a. a player commits a foul 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 which prevents the cue ball from traveling a straight line to the first object ball with which contact is attempted.

Inning

A turn at the table by a player.

Jump Shot

Intentionally causing the cue ball, as a result 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

Any ball that comes to rest other than on the bed of the table after a stroke; any ball that comes to rest on the bed of the table after striking an object that is not part of the table (chalk, light fixture, player, floor, etc.). Balls that leave the bed of the table and return there without touching anything that is not part of the table are not jumped balls.

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

When the ball to be pocketed glances off of another object ball before being pocketed. (AR)

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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 (see Diagram 1).

Lag for Break

A procedure to determine which player breaks.

Legal Break

A break shot which meets the requirements of specific game rules. The requirements pertain only to the action of the object balls on the table – it is possible to have a legal break and a separate foul on the same break shot.

Legal Object Ball

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

Legal Shot

Any shot that does not result in a foul and that is in accordance with the General Rules and specific game rules.

Legal Stroke

Forward motion of the cue stick 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 stick 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 (*see Diagrams 4 and 5*).

Legally Pocketed

When an object ball is pocketed on a legal shot and in accordance with the rules of the game being played.

Long Rack Game

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

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Long String

A line between the center diamond of the head rail and the center diamond of the foot rail (see Diagram 1).

Massé Shot

A shot in which extreme spin is applied to the cue ball by elevating the butt of the cue, or a shot in which any attempt is made to curve the cue ball around an impeding object ball.

Mechanical Bridge

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

Miscue

Any stroke which 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.

Object Balls

Balls other than the cue ball.

Obvious Shot

A shot in which the non-shooting player has no doubt as to which object ball is being played and which pocket it is intended to be made in. Bank shots, combination shots **and kick shots** are defined as not obvious. (AR)

On the Hill

Needing only one more game to win the match.

Open Table

In 8-Ball, any time that the groups have not been established.

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Opening Break Shot

The first shot of a game.

Playing Cue

The cue you use for most of your shots (as opposed to a break cue or a jump cue).

Pocketed Ball

A ball which has dropped off the bed of the table into a pocket and remained there. A ball that rebounds from a pocket back onto the table bed is not a pocketed ball. A ball that comes to rest touching both the bed of the table and any other ball in a pocket is not a pocketed ball. (AR)

Push-out

In 9-Ball and 10-Ball: a shot, declared in advance and immediately following a legal break, in which the player is not required to contact the legal object ball or cause any object ball or the cue ball to contact a cushion.

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

The device used for gathering the balls into the formation required by the game being played (also called the "triangle"); the formation of the object balls at the beginning of the game. The front of the rack is the part nearest the head of the table, and the rear is the part closest to the foot of the table.

Rails

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 and the foot rail (also called "short rails"), and two side rails (also called "long rails") (see Diagram 1).

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(Referee Presiding deleted)

Restoration

When a disturbed ball is returned to its original position.

Safety

When specific game rules permit: a shot, declared in advance and acknowledged by the opponent, which ends a player's inning regardless of whether a ball is pocketed. (AR)

Sanctioned Event

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

Scratch

When the cue ball goes into a pocket on a shot; when the cue ball simultaneously contacts the bed of the table and any pocketed ball.

Shaft

The end of the cue to which the cue tip is attached. On a two-piece cue, the shaft extends from the cue tip to the joint.

Short Rack Game

A game which 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

Any timing device used to measure the time limit a player has to take a shot. The device must have functions of a stopwatch including start, stop, and reset.

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Simultaneous Hit

A shot in which it cannot be determined which object ball the cue ball struck first.

Stroke

The motion of the cue stick from the time it begins its forward motion through the time the cue tip strikes the cue ball and until the player stands up off the shot.

Successive Fouls

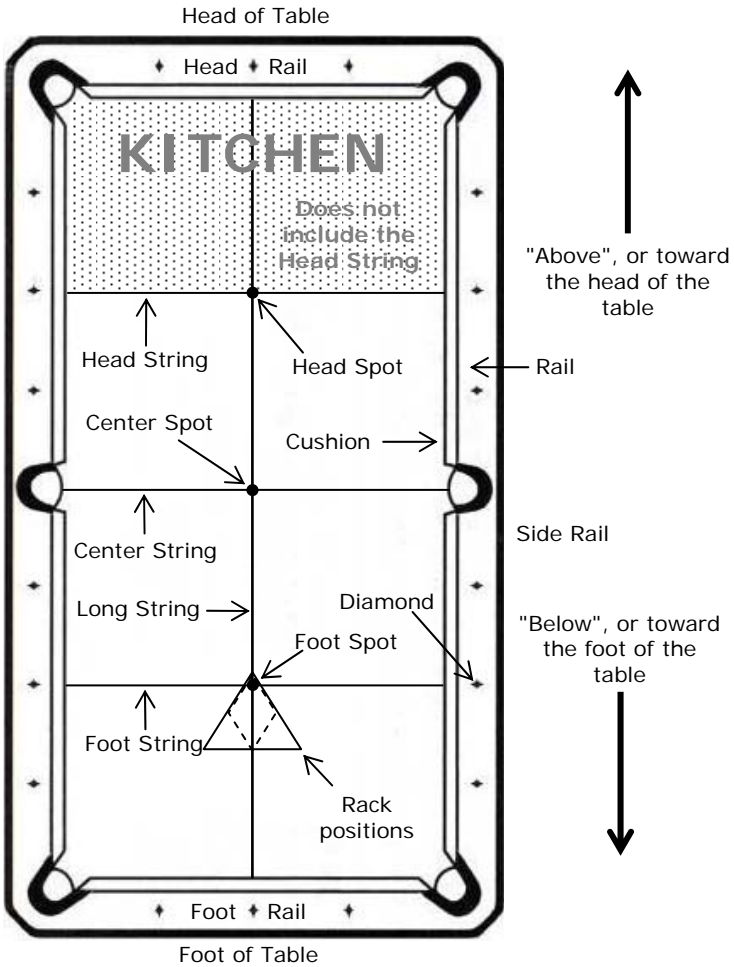
Fouls committed on consecutive strokes or shots by the same player (also called "consecutive fouls").

Table in Position

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

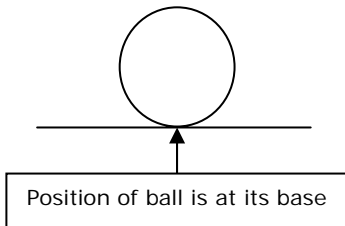
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Diagram 1 – The Table

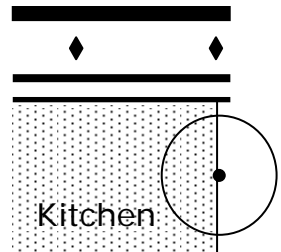


DEFS & DIAGRAMS

Diagram 2 – Position of Ball Determined by Its Base



Example:
Ball is not
in the
kitchen.



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Diagram 3 – Bed of the Table

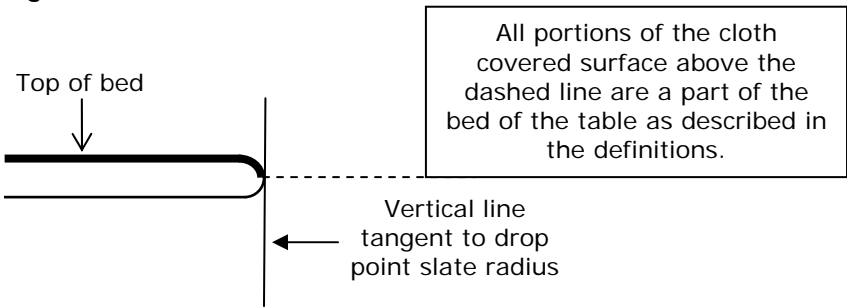
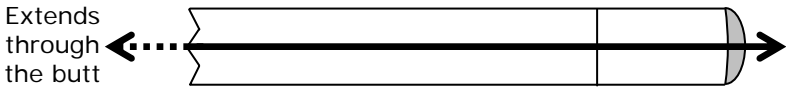


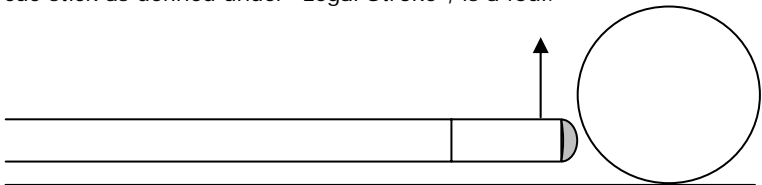
Diagram 4 – Long Axis of Cue Stick



The long axis of the cue stick is a line extending from the center of the butt through the center of the tip.

Diagram 5 – Illegal Stroke by Lifting or Brushing with the Cue Tip

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



Without applying a substantial forward stroke motion, the player lifts the stick vertically or moves it sideways or at an angle, propelling the cue ball with a brushing motion.

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Diagram 6 – Illegal Lag Result (see Rule 1.12)

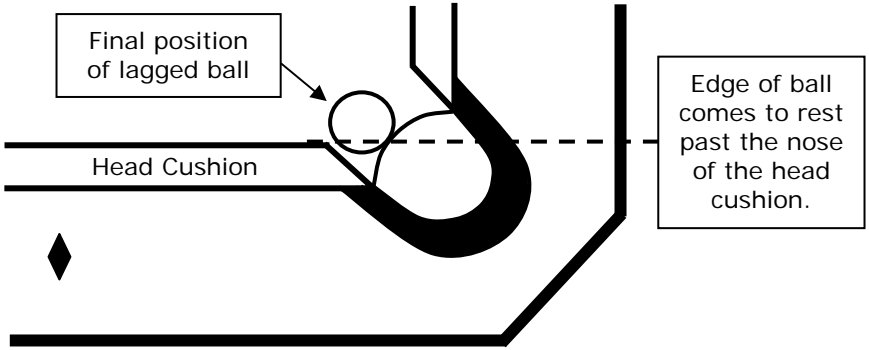


Diagram 7 – Area Originally Occupied by a Disturbed Ball

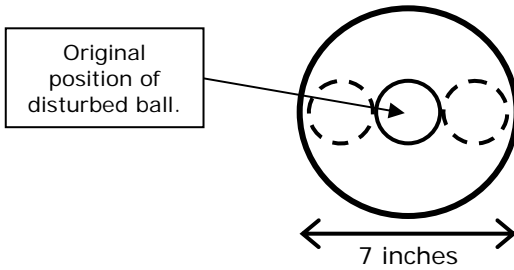
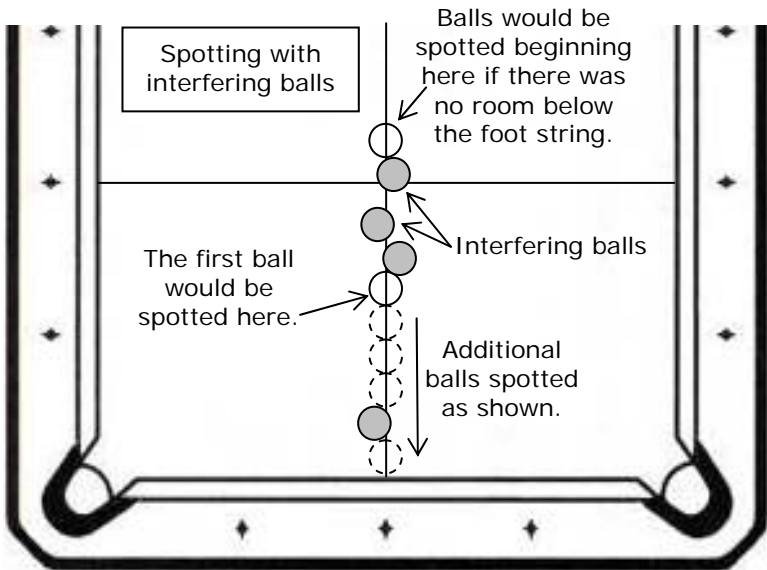
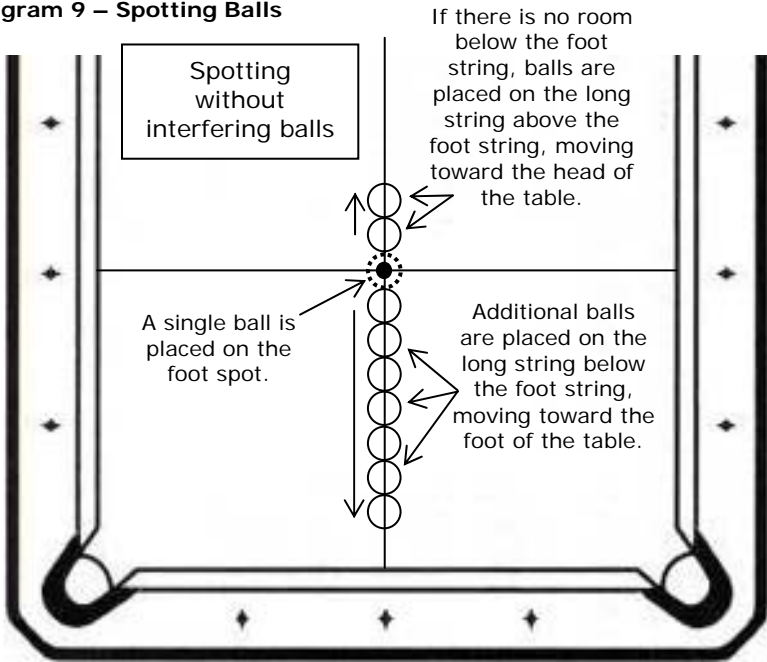


Diagram 8 – (Diagram deleted)

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Diagram 9 – Spotting Balls



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

RULES SECTION 1

GENERAL RULES

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.

GENERAL
RULES

1.1 Player Responsibility

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

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.*** (AR)

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. (AR)

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, ***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,

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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 the color is compatible with the cloth.
- 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. 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 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, and an unsportsmanlike conduct warning must be issued; a second violation results in loss of game; a third violation results in loss of match. (AR)

1.4 Cue Stick Requirements

1. Your cue sticks must meet BCAPL specifications.

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;

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a third violation results in loss of match. (AR)

1.5 Starting time of Match

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

1.6 Playing Without Referees

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 opening break.

1.8 No Practice Allowed During Match

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. (AR)

2. Singles and Doubles 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 on all tables, and an unsportsmanlike conduct warning must be issued

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to the team; a second violation results in loss of the current game on all tables; a third violation results in loss of match for the team. (AR)

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 clarification concerning the rules. ***If you desire the assistance of a referee, you must notify your opponent and your opponent must acknowledge your request. You must notify your opponent before they are down on the shot.*** (AR)

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 you are authorized to shoot by a referee.***

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

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. (AR)

1.12 Lag for Break

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.

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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 (see Diagram 6);
 - 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

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. (AR)

1.14 Racking Procedures

1. All BCAPL events require you to rack for yourself when you are breaking. You must rack the balls as tightly as possible. That means that each ball should touch all balls adjacent to it. (AR)
2. 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.
3. You should refrain from tapping balls unless necessary. It is preferable to brush the area of the rack to even out the cloth, and ensure that the spot attached to the cloth, if any, is in good condition.

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.

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1.16 Shot Clock Procedures

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 shot clock may be implemented if a referee judges 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. (AR)

2. If you feel your opponent is deliberately or consistently playing at an abnormally slow pace, you may call a referee. If, after a reasonable period of observation, the referee judges that slow play is occurring, the offending player(s) will receive a warning. After the warning, if the referee further judges that the pace of play remains abnormally slow, the match will be placed on a 30 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 30 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. 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. "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 stick placed in the bridge's groove with the player's grip hand on the cue.
- d. If a player is already down on the shot at the 10 second mark, no announcement will be made and the player may exceed the time 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 if the player does not strike the cue ball within ten seconds it is a shot clock violation.***
- e. Each player is allowed one 30 second extension per rack. If both players are on the hill, each player receives two

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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.

- f. Any shot clock violation results in a foul and is penalized according to the specific rules of the game being played. (AR)
- g. ***If a shot clock is used it does not apply to the first shot after the break in any game.***

1.17 Calling ***Ball and Pocket*** (AR)

1. This rule applies only to games designated by specific game rules as Call Shot games. 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. When the game winning ball is your legal object ball, if you pocket the ball on a bank shot, ***kick shot***, or combination shot but fail to call the shot your inning ends, the ball is spotted, and the incoming player must accept the table in position.

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6. 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 the incoming player must accept the table in position.

7. 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. Any lifting, sideways, or other brushing motion of the cue stick, such that the force that propels the cue ball does not primarily result from a forward motion of the cue stick as defined under "Legal Stroke", is a foul. (See Diagrams 4 and 5).

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. (AR)

1.20 Object Ball Frozen to Cushion (AR)

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

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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 (AR)

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.

1.22 Penalties for Fouls

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

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

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.

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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

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

1.30 Push Shot

It is a foul if you shoot a push shot.

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. 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. (AR)

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1.32 Miscues

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

1.33 *Disturbed Balls (Cue Ball Fouls Only)* (AR)

1. It is not a foul to accidentally touch or disturb a single object ball, with any part of your body, clothing or equipment, unless the accidental movement 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 (see Diagram 7).

3. If there is no effect on the outcome of the shot, your opponent has the option to leave the disturbed ball in position or restore it to its original location on the table. 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.*** If you touch or restore the disturbed ball without your opponent's permission it is a foul.

4. It is a foul if there is an effect on the outcome of the shot. Your opponent is awarded ***penalties in accordance with the General Rules and specific game rules*** and has no restoration option.

5. If you accidentally move a single object ball, and in the same shot commit a foul that is not related to the disturbed ball, your opponent is awarded the penalty for the foul and also has the restoration option for the disturbed ball that was not involved in the foul.

6. If a 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 you disturb more than one object ball.

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

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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. (AR)

2. *(Deleted)*

3. 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.

4. 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***.

1.35 Position of Ball

The base of a ball determines its position unless otherwise stated in specific game rules (see Diagram 2).

1.36 Shooting with Ball in Hand Behind the Head String (AR)

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 you first shoot the cue ball past the head string and it contacts a cushion at a point below the head string before contacting that ball.

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.

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,

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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 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;***

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- 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

1. During your match, it is a foul if you ask for or intentionally receive assistance in planning or executing any shot. A mandatory unsportsmanlike conduct warning will be issued. A second violation results in loss of game; a third violation results in loss of match.
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. (AR)

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. (AR)

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. You must also refrain from any non-verbal action, such as putting away your cue or accessory items, beginning to mark a score sheet, changing clothes, juggling tokens, etc., that infers the game is over. Whether or not you have conceded a game is determined solely by the referee's judgment.

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2. If you concede a game you will receive an unsportsmanlike conduct warning. A second violation results ***in a deduction of one game from your score (if you have zero games, your score would be "minus one game")***; a third violation results in loss of match. In team play, the second or third violations may be committed by any member of the team.

3. In the absence of any act that may be considered 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. (AR)

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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. (AR)

1.45 Unsportsmanlike Conduct (AR)

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. 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. 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. (AR)

5. Disqualification from any BCAPL event for unsportsmanlike conduct includes forfeiture of any prize money, trophy, or award won by that

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player or team. In addition, any championship recognition will be deleted from the official records for that event.

1.46 Spotting Balls (see Diagram 9)

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. (AR)

1.47 Jawed Balls

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, a referee will restore the balls as nearly as possible to their original positions and play continues. If the referee judges 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

1. If a ball settles or otherwise moves by itself, it will be left in the

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position it assumed and play continues.

2. If a ball that is frozen to the cue ball moves as the cue ball leaves the area 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 the shooter has left the table to end their inning or 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 region previously occupied by the hanging ball, it is restored and play continues;
- b. if the cue ball, before contacting another ball, passes through the region previously 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; (AR)
- c. if the shot is otherwise legal and any ball passes through the region previously 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; (AR)
- 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 region previously occupied by the hanging ball, it is a foul. The incoming player is awarded **penalties in accordance with the General Rules and specific game rules** and accepts the **object balls** in position. If the hanging ball was designated by specific game rules as the game winning ball it must be restored, otherwise it is not restored.

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RULES SECTION 2

8-BALL

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 pocket the 8-ball.

2.2 8-Ball Rack

The balls are racked as follows (see Figure 2-1):

- in a triangle with the apex ball on the foot spot;
- the rows behind the apex are parallel to the foot rail;
- the 8-ball is in the middle of the row of three balls;
- 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. (AR)

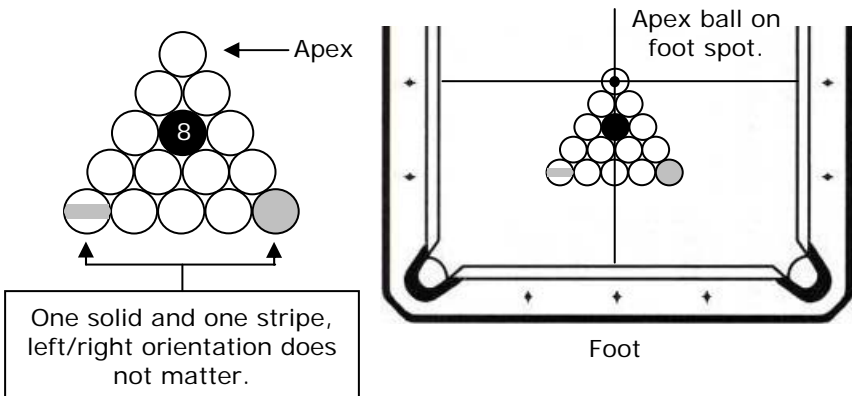


Figure 2-1

2.3 8-Ball Break Requirements

- You begin the break with ball in hand behind the head string.

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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. ***(Remainder deleted)***

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.

3. 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 behind the head string if you did scratch;
- c. re-rack the balls and break;
- d. require you to re-rack the balls and break again.

4. 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 behind the head string.

5. 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 behind the head string.

6. 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 behind the head string;

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- 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 behind the head string;
 - 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. (AR)

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 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.

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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

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. (AR)

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. (AR)

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;***

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- e. you pocket the 8-ball on a bank shot that you do not call.
Rule 1.17.5 does not apply to 8-Ball.

2.11 Stalemate

If a referee has 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 referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again. (AR)

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RULES SECTION 3

9-BALL

3.1 The Game

9-Ball is a rotation-style game played with a cue ball and nine object balls numbered 1 through 9. The 9-ball is the game winning ball. The object of the game is to pocket the 9-ball on any legal shot.

3.2 9-Ball Rack

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

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

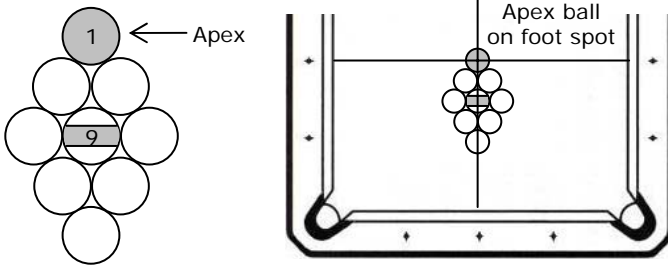


Figure 3-1

3.3 9-Ball Break Requirements

1. You begin the break with ball in hand behind the head string. The cue ball must contact the 1-ball before any other ball or cushion or it is a foul. You must either pocket a ball or cause at least four object balls to contact 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 if you commit a foul, your inning ends.

2. If your break is illegal, your inning ends and your opponent is awarded ball in hand.

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3. In all cases on the break, jumped object balls other than the 9-ball are not returned to the table. If the 9-ball is jumped, it is spotted.

4. If you pocket the 9-ball on a legal break you win the game. If you pocket the 9-ball and foul on the break and it is spotted.

3.4 Push-out After the Break

1. On the first shot after a legal break, the player taking that shot has the option to shoot a push-out. On a push-out:

- a. the cue ball does not have to contact the lowest numbered ball or any object ball at all;
- b. no ball has to contact a cushion
- c. all other rules and fouls still apply.

2. Any object balls except the 9-ball that are pocketed on a push-out remain pocketed. If the 9-ball is pocketed, it is spotted.

3. If you play a push-out, you must notify your opponent before the shot and your opponent must acknowledge your intention.

4. Your inning always ends after a push-out. Your opponent may:

- a. accept the table in position and shoot, or;
- b. require you to shoot again with the table in position.

5. You may not play a push-out if you have ball in hand on the shot after the break.

3.5 Continuing Play

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

- a. the lowest numbered ball on the table must be the first object ball contacted by the cue ball or it is a foul;
- b. If you legally pocket any ball your inning continues;
- c. the 9-ball is spotted if it is pocketed on a shot on which a foul occurs or if it is jumped;
- a. other jumped balls and illegally pocketed balls are not returned to the table.

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2. When it is your inning, you must continue to shoot as long as you legally pocket a ball on each shot. If you do not legally pocket a ball or if you commit a foul, your inning ends.
3. The game is won by the player who legally pockets the 9-ball.

3.6 Three Successive Fouls

If you commit three successive fouls in one game you lose the game. After your second successive foul your opponent or a referee must warn you that you are on two fouls ***and you must acknowledge the warning***. If the warning is not issued and you foul a third successive time:

- a. it is not considered your third successive foul;
- b. you do not lose the game;
- c. your foul count remains at two.

3.7 Stalemate

If the table is in a position such that a referee has determined that any attempt to pocket or move a ball will result in loss of game, and each player has had three 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. (AR)

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RULES SECTION 4

10-BALL

4.1 The Game

10-Ball is a rotation-style game played with a cue ball and ten object balls numbered 1 through 10. The 10-ball is the game winning ball. The object of the game is to pocket the 10-ball on any legal shot.

4.2 10-Ball Rack

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

- a. in a triangle with the 1-ball as the apex ball on the foot spot;
- b. the rows behind the apex are parallel to the foot rail;
- c. the 10-ball is in the middle of the row of three balls;
- d. the remaining balls are placed at random.

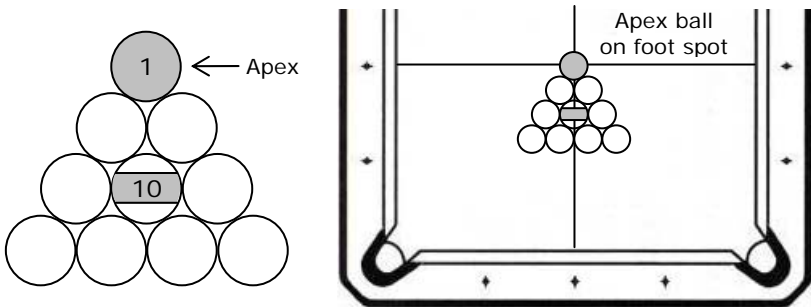


Figure 4-1

4.3 10-Ball Break Requirements

1. You begin the break with ball in hand behind the head string. The cue ball must contact the 1-ball before any other ball or cushion or it is a foul. You must either pocket a ball or cause at least four object balls to contact 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 if you commit a foul, your inning ends.

2. If your break is illegal, your inning ends and your opponent is awarded ball in hand.

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3. In all cases on the break, jumped object balls other than the 10-ball are not returned to the table. If the 10-ball is jumped, it is spotted.
4. If you pocket the 10-ball on a legal break you win the game. If you foul on the break and pocket the 10-ball it is spotted.

4.4 Push-out After the Break

1. On the first shot after a legal break, the player taking that shot has the option to shoot a push-out. On a push-out:
 - a. the cue ball does not have to contact the lowest numbered ball or any object ball at all;
 - b. no ball has to contact a cushion
 - c. all other rules still apply.
2. Any object balls except the 10-ball that are pocketed on a push-out remain pocketed. If the 10-ball is pocketed, it is spotted.
3. If you play a push-out, you must notify your opponent before the shot and your opponent must acknowledge your intention.
4. Following a legal push-out your inning always ends. Your opponent may then:
 - a. accept the table in position and shoot, or;
 - b. require you to shoot again with the table in position.
5. You may not play a push-out if you have ball in hand on the shot after the break.

4.5 Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows:
 - a. the lowest numbered ball on the table must be the first object ball contacted by the cue ball or it is a foul;
 - b. If you legally pocket any ball your inning continues;
 - c. the 10-ball is spotted if it is pocketed on a shot on which a foul occurs or if it is jumped;
 - d. other jumped balls and illegally pocketed balls are not

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returned to the table.

2. When it is your inning, you must continue to shoot as long as you legally pocket a ball on each shot. If you do not legally pocket a ball or if you commit a foul, your inning ends.
3. The game is won by the player who legally pockets the 10-ball.

4.6 Three Successive Fouls

If you commit three successive fouls in one game you lose the game. After your second successive foul your opponent or a referee must warn you that you are on two fouls ***and you must acknowledge the warning***. If the warning is not issued and you foul a third successive time:

- a. it is not considered your third successive foul;
- b. you do not lose the game;
- c. your foul count remains at two.

4.7 Stalemate

If the table is in a position such that a referee has determined that any attempt to pocket or move a ball will result in loss of game, and each player has had three 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. (AR)

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RULES SECTION 5

ONE POCKET

5.1 The Game

The game of One Pocket uses only the two pockets at the foot of the table for legal scoring. You may play any object ball and do not have to call the ball you are playing. You score by pocketing object balls in your designated pocket. The game is played with either two players or two teams. One Pocket is played with a cue ball and fifteen object balls, numbered 1 through 15.

5.2 The Rack

The balls are racked as follows (see Figure 5-1):

- in a triangle with the apex ball on the foot spot and all balls placed at random;
- the rows behind the apex are parallel to the foot rail.

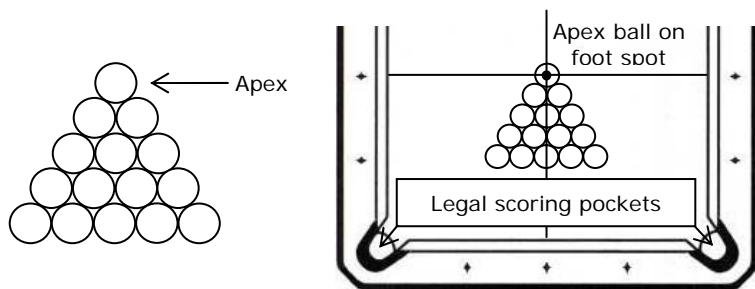


Figure 5-1

5.3 Choice of Pocket

Before the opening break of each game the player breaking must choose one of the corner pockets at the foot of the table as their target pocket for that game. Their opponent must then accept the other corner pocket at the foot end of the table as their target pocket for that game.

5.4 One Pocket Break Requirements

The opening break begins with cue ball in hand behind the head string.

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You must:

- a. legally pocket an object ball in your designated pocket, or
- b. cause the cue ball to contact an object ball and, after that contact, cause at least one object ball or the cue ball to contact a cushion.

It is a foul if you do not meet the opening break requirements.

5.5 Breaking Subsequent Racks

If a race or specific set of games is being played as a match, players must alternate breaking.

5.6 Scoring

- a. a legally pocketed ball counts as one ball for the shooter;
- b. if you scratch or foul, any ball pocketed in your pocket on that shot does not count;
- c. a ball pocketed by you in your opponent's pocket counts for your opponent;
- d. if you commit a foul, but do not scratch or jump the cue ball off the table, any ball pocketed in your opponent's pocket counts for your opponent;
- e. if you scratch or jump the cue ball off the table, any ball pocketed in your opponent's pocket does not count for your opponent.

5.7 Scratch or Foul - Scoring Penalty

If you scratch or foul you are penalized one ball. You must spot one of your previously scored object balls for each scratch or foul you commit. If you have no previously scored object balls, you "owe one" for that foul and must spot balls after each scoring inning until all "owed balls" are eliminated.

5.8 *Deliberately Trapping or Wedging the Cue Ball*

It is a foul if you deliberately attempt to trap or wedge the cue ball in the jaw of a pocket. In addition to the one ball penalty for a foul, your opponent is awarded ball in hand behind the head string.

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5.9 Spotting Forgotten Balls

If both players agree, forgotten balls may be spotted at any time after they are remembered. If either player objects to the earlier spotting then any owed balls or balls that have fallen into a neutral pocket are spotted after the end of the next player's inning. However, if there are no balls left on the table the forgotten balls must all be spotted immediately.

5.10 Jump Shot Requirement

Jump shots may only be attempted with your playing cue.

5.11 Cue Ball Scratch or Cue Ball Jumped Off Table - Penalty

It is a foul if you scratch or jump the cue ball off the table. Your opponent has ball in hand behind the head string.

5.12 Object Ball Jumped Off Table - Penalty

It is a foul if you jump any object ball off the table. The ball is spotted and you are penalized one ball. Your opponent accepts the cue ball in position.

5.13 Three Successive Fouls - Penalty

If you commit three successive fouls in one game you lose the game. After your second successive foul your opponent or a referee must warn you that you are on two fouls ***and you must acknowledge the warning***. If the warning is not issued and you foul a third successive time:

- a. it is not considered your third successive foul;
- b. you do not lose the game;
- c. your foul count remains at two.

5.14 Legally Pocketed Ball

A ball is legally pocketed if it is pocketed in your target pocket on a legal shot. Legally pocketing a ball entitles you to continue your inning until you miss or foul.

5.15 Illegally Pocketed Ball

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A ball is illegally pocketed if it goes in to one of the four “non-target” pockets or if you scratch or jump the cue ball off the table.

5.16 Illegally Pocketed Balls – Spotting Requirements

All illegally pocketed balls are spotted. When a ball is illegally pocketed, spotting is delayed until the shooter’s inning ends. If you legally score the last ball remaining on the table but have not yet won the game, all illegally pocketed balls being held for spotting are then spotted at once so you may continue your inning.

5.17 All Remaining Balls are Behind the Head String with Cue Ball in Hand

When you have cue ball in hand behind the head string and all remaining balls are also behind the head string, the object ball nearest the head string may be spotted upon your request. If two or more balls are of an equal distance from the head string, only the highest numbered ball may be spotted upon your request.

5.18 End of Game

The game ends when one player or team has legally pocketed 8 balls and does not “owe” any balls. If you pocket a ball that brings your opponent’s score to 8 balls you have lost the game unless you scratch or jump the cue ball off the table on the same stroke.

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RULES SECTION 6

14.1 CONTINUOUS

6.1 The Game

14.1 Continuous (also called "Straight Pool") is a call shot game. Prior to shooting, you must designate the called ball and called pocket. You are allowed to pocket the first 14 balls of the rack, but before continuing to shoot the 15th and last remaining ball on the table, the 14 previously pocketed balls are racked leaving the apex space vacant. After the 14 balls have been racked, you continue to shoot by attempting to pocket the 15th ball while simultaneously breaking out some of the 14 racked balls so your run may continue. The object of the game is to score a predetermined point total before your opponent. The game is played with 2 players or 2 teams. 14.1 Continuous is played with a cue ball and fifteen object balls numbered 1 through 15.

6.2 The Rack

The balls are racked as follows (see Figure 6-1):

- 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. on the row at the rear of the rack the 1-ball must be on the corner to the racker's right and the 5-ball must be on the corner to the racker's left;
- d. all other balls are placed randomly.

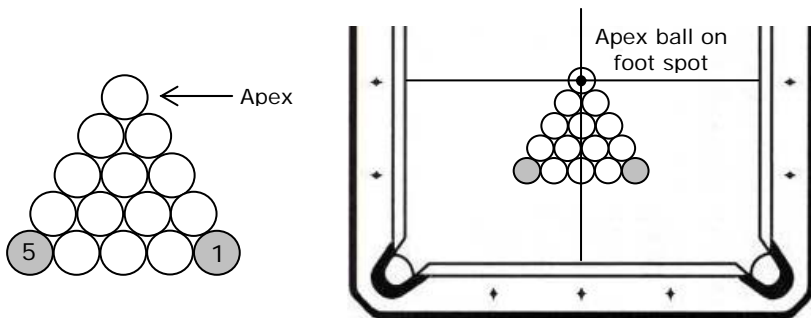


Figure 6-1

14.1

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6.3 Opening Break Requirements

The opening break begins with cue ball in hand behind the head string. You must:

- a. pocket a called ball in a called pocket or;
- b. cause the cue ball to contact an object ball and, after that contact, cause the cue ball and at least two object balls to contact a cushion.

Failure to meet the opening break requirement is an opening break violation.

6.4 Opening Break Violation – Penalty

1. If you commit an opening break violation you are penalized 2 points. Your opponent has the option to:

- a. accept the table in position , or;
- b. have all 15 balls re-racked and requiring you to repeat the opening break.

This procedure continues until you meet the opening break requirement or your opponent accepts the table in position.

2. An opening break violation does not count as a foul under the Successive Foul Penalty Rule.

6.5 Scratch on Opening Break - Penalty

If you scratch on the opening break but otherwise meet the opening break requirements, it is a foul and a one point penalty. Any pocketed balls are spotted. Your opponent has cue ball in hand behind the head string, with all object balls remaining in position. The foul counts as the first foul under the Successive Foul Penalty rule.

6.6 Scratch and Opening Break Violation - Penalty

1. If you scratch on the opening break and fail to meet the opening break requirement, you are penalized 2 points. Your opponent has the option to:

- a. take cue ball in hand behind the head string, with the table in position, or;

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- b. have all 15 balls re-racked and require you to repeat the opening break.

2. This situation is considered a breaking violation only. No foul is charged for the scratch nor does this violation apply to the Successive Foul Penalty Rule.

6.7 Subsequent Racks

After the 14th ball of a rack is pocketed, play stops temporarily while the previously pocketed 14 balls are racked with the apex space (foot spot) vacant. The player who pocketed the 14th ball from the previous rack then continues their inning, but they are not required to shoot the 15th ball.

6.8 Position and Placement of Cue Ball and 15th Object Ball – Subsequent Racks

After the 14th ball is pocketed, the position of the cue ball and the 15th object ball determine their placement prior to beginning the subsequent rack. Figure 6-2 specifies the required placement of the cue ball and the 15th object ball in situations where one or both are in the rack or interfere with the lowering of the triangle or spotting.

Cue ball lies 15 th ball lies	In the rack	Not in the rack or on the head spot	On the head spot or interfering with spotting a ball on the head spot
In the rack	15 th ball: foot spot Cue ball: in the kitchen	15 th ball: head spot. Cue ball: in position	15 th ball: center spot. Cue ball: in position
Pocketed		15 th ball: foot spot Cue ball: in position	
In the kitchen but not on head the spot	15 th ball: in position. Cue ball: head spot	NO INTERFERENCE - BALLS REMAIN IN POSITION	
Not in the kitchen or the rack	15 th ball: in position. Cue ball: in the kitchen		
On the head spot or interfering with spotting a ball on the head spot	15 th ball: in position. Cue ball: center spot		

Figure 6-2

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6.9 Scoring

1. Keeping score requires you to maintain two separate tallies – a tally for each rack and a running total score for the game. As each individual rack is played, you keep a tally for that rack. At the conclusion of the rack, your individual rack tally is added to your game score, and your rack tally resets to zero prior to beginning the subsequent rack.

2. A legally pocketed ball counts as one point. Any balls pocketed in addition to the legally pocketed ball on the same shot are also counted as one point. A legally pocketed ball entitles you to continue your inning until you fail to pocket a called ball, play a legal safety, foul, or win the game.

6.10 Foul – Penalty

One point is deducted for each shot in which a foul occurs. The incoming player accepts the cue ball in position unless the foul was the result of a scratch, jumped cue ball, deliberate foul or third successive foul.

6.11 Deducting Points

If you foul but do not pocket a ball, the point penalty is deducted from your running game total. If you foul and pocket a ball on the same shot, the ball is spotted, it is not scored, and the point penalty is deducted from your running game total. The deduction of penalty points can result in a negative score.

6.12 Jump Shot Requirement

Jump shots may only be attempted with your playing cue.

6.13 Cue Ball Scratch or Cue Ball Jumped Off Table – Penalty

It is a foul if you scratch or jump the cue ball off the table. Your opponent is awarded ball in hand behind the head string.

6.14 Object Ball Jumped Off Table - Penalty

It is a foul if you jump any object ball off the table. The jumped ball is spotted and your opponent accepts the cue ball in position.

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6.15 Deliberate Foul – Special Penalty

1. You must not violate any provision of Rule 1.40.
2. Any violation of Rule 1.40 is a deliberate foul and is penalized one point for a foul and an additional 15 points for the deliberate act, for a total of 16 points. The incoming player has the option of accepting the table in position with cue ball in hand behind the head string or having all 15 balls re-racked and requiring the offending player to shoot and meet the requirements of the opening break.
3. A deliberate foul counts as a foul under the Successive Foul Penalty rule.

6.16 Successive Fouls - Penalty

1. When you commit a foul, in addition to the appropriate point penalty you are now “on one foul” until your next (second successive) shot attempt. If that shot attempt results in a legal shot, the first foul is removed. If you fail to make a legal shot on your second successive attempt, you again incur the appropriate point penalty and are now “on two fouls”. If you are “on two fouls” and your next (third successive) shot attempt results in a legal shot, both the first and second fouls are removed. However, if you are “on two fouls” and your third successive shot attempt does not result in a legal shot, you are penalized the appropriate point penalty for the foul and an additional 15 point penalty for committing a third successive foul. Your opponent then has the option of accepting the table in position or having all 15 balls re-racked and requiring you to meet the opening break requirements. After the penalty for the third successive foul is enforced, your foul count starts over at zero.

2. After your second successive foul your opponent or a referee must warn you that you are on two fouls and you must acknowledge the warning. If the warning is not issued and you foul a third successive time:

- a. it is not considered your third successive foul,***
- b. your foul count remains at two.***

3. The three successive fouls must occur on three consecutive shot attempts, not merely in three consecutive innings.

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6.17 Legally Pocketed Ball

To legally pocket a ball, you must designate the called ball and called pocket. You do not have to designate incidental kisses and caroms or incidental cushion contact.

6.18 Illegally Pocketed Ball

All illegally pocketed balls are spotted. There is no penalty for illegally pocketing a ball. Balls pocketed on a safety are illegally pocketed balls.

6.19 Safety Play

You may declare a safety (or "safe") at any time during your inning. Safety play is legal provided it complies with all applicable rules. Any object ball(s) pocketed on a safety are spotted. The safety play ends your inning.

6.20 All Remaining Balls are Behind the Head String with Cue Ball in Hand

When you have cue ball in hand behind the head string and all remaining balls are also behind the head string, the object ball nearest the head string may be spotted upon your request. If two or more balls are of an equal distance from the head string, you may designate which of the equidistant balls to spot.

6.21 Stalemate

If, in the referee's judgment, neither player is attempting to win the game from the current position, the players will be notified and each player will have three more turns at the table. If the referee determines that there is no progress toward a conclusion after those three turns by each player, they will declare the rack a stalemate and the original breaker at the start of the game must execute a new opening break shot. The points scored in the stalemated game count and are added to the running total scores. (AR)

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RULES SECTION 7

BANK POOL RULES

7.1 The Game

Bank Pool, or "Banks", is a call shot game. To score you are required to bank an object ball into at least one cushion before pocketing the ball. The object of the game is to score a predetermined number of balls before your opponent does. The game is played with two, three, four or five players. Two players may play either a long rack or short rack game. For three, four or five-players, the long rack game is the suggested format. Bank pool uses fifteen object balls, numbered 1 through 15, plus a cue ball in the long rack game, and any nine object balls plus a cue ball in the short rack game.

7.2 The Rack

The balls are racked as follows (see Figure 7-1):

- In long rack bank pool, in a triangle and placed randomly.
- In short rack bank pool, in a diamond (shaded area in Figure 7-1) and placed randomly.

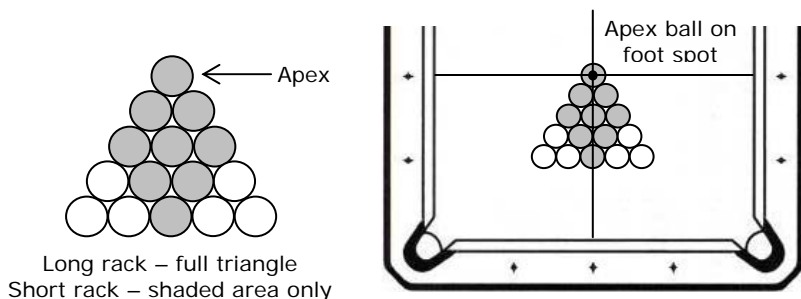


Figure 7-1

7.3 Bank Pool Break Requirement

- The opening break begins with cue ball in hand behind the head string. You must cause at least four object balls to contact the cushions or it is an illegal break. If any balls are pocketed on the opening break, you continue shooting. Any balls pocketed on the opening break are not scored, and are spotted after your inning ends.
- If your break is illegal your opponent may:

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- a. accept the table in position, or;
- b. have the balls re-racked and break.

7.4 Breaking Subsequent Racks

If a race or specific set of games is being played as a match, players must alternate breaking.

7.5 Scoring

A legally pocketed ball counts as one ball. Any ball pocketed in addition to the called ball on the same shot does not count and is an illegally pocketed ball.

7.6 Legally Pocketed Ball

A ball is legally pocketed only if it contacts at least one cushion not adjacent to the called pocket before being pocketed and is not pocketed as the result of a kiss, combination, or carom. The cue ball may contact the called ball only once during the shot. Legally pocketing a ball entitles you to continue your inning until you miss or foul.

7.7 Cushion Contact Requirement

Cushion contact means that the designated object ball has made clear and distinct contact with a cushion. Incidental contact with a cushion as the object ball approaches the called pocket is not considered contacting an extra cushion which would otherwise disqualify a shot from being legal.

7.8 Jump Shot Requirement

Jump shots may only be attempted with your playing cue.

7.9 Foul - Penalty

If you foul, you are penalized one ball. You must spot one of your previously scored balls for each scratch or foul you commit. If you have no previously scored balls, you "owe one" for that foul and must spot balls after each scoring inning until all "owed balls" are eliminated. Your opponent accepts the cue ball in position, unless the cue ball scratches or is jumped off the table.

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7.10 Cue Ball Scratch or Cue Ball Jumped Off Table - Penalty

It is a foul if you scratch or jump the cue ball off the table. Your opponent has ball in hand behind the head string.

7.11 Object Ball Jumped Off Table - Penalty

It is a foul if you jump any object ball off the table. The object ball is spotted and you are penalized one ball. Your opponent accepts the cue ball in position.

7.12 Illegally Pocketed Ball

A ball is illegally pocketed if:

- a. it fails to contact a cushion;
- b. it goes into a pocket other than the called pocket;
- c. it makes contact with any other object ball or contacts the cue ball more than once;
- d. you commit any foul.

7.13 Illegally Pocketed Balls – Spotting Requirements

All illegally pocketed balls are spotted, but spotting is delayed until the shooter's inning ends. If you score the last ball remaining on the table but have not yet won the game, any illegally pocketed balls being held for spotting are then spotted at once and your inning continues.

7.14 Spotting Forgotten Balls

If both players agree, forgotten balls may be spotted at any time after they are remembered. If either player objects to the earlier spotting then any owed balls are spotted after the end of the next player's inning. However, if there are no balls left on the table the forgotten balls must all be spotted immediately.

7.15 All Remaining Balls are Behind the Head String with Cue Ball in Hand

When you have cue ball in hand behind the head string and all remaining balls are also behind the head string, the object ball nearest the head string may be spotted upon your request. If two or more balls are of an equal distance from the head string, only the highest numbered ball may be spotted upon your request.

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7.16 End of Game

1. For two players, the game ends when:
 - a. in a long rack game, one player has legally pocketed eight balls and does not "owe" any balls;
 - b. in a short rack game, one player has legally pocketed five balls and does not "owe" any balls.

2. For three, four or five players, the long rack game ends when one player has legally pocketed five, four, or three balls, respectively, and does not "owe" any balls.

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RULES SECTION 8

WHEELCHAIR RULES

8.1 Disability Classifications

To be eligible for a wheelchair event you must have a mobility impaired disability requiring the use of a wheelchair. In some cases, you may be required to provide a physician's letter to establish your eligibility. BCAPL wheelchair play encompasses two disability classifications:

- a. Wheelchair players meeting the definition of minimal disability and who are unable to make and sustain a functional bridge with their non-cueing hand.
- b. All other wheelchair players who meet the definition of minimal disability and are able to make and sustain a functional bridge with their non-cueing hand.

8.2 Minimal Disability Defined

The BCAPL defines minimal disability as:

- a. Loss of limb above the ankle;
- b. Decrease of muscle strength in one lower limb of at least 30 points;
- c. Severe mobility problems comparable with handicaps described in Rule 8.1.

8.3 Wheelchair Rules of Play

1. You must remain seated on the cushion or the seat of the wheelchair when playing a shot. You must have at least one cheek on the cushion or seat when you strike the cue ball.

2. If you use a cushion, it must remain flat and cover the seat of the wheelchair evenly. The cushion cannot be bunched up on the seat or be straddled by your legs or stumps. You may not sit on the wheel or armrest. The point where your buttocks rest on the seat or cushion must not be higher than 27 inches from the surface on which the wheelchair rolls in its normal operating position.

3. Your feet must be kept clear of the floor. Your feet or foot-plates must not touch the floor when you strike the cue ball. You must not

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use your legs or stumps as leverage against any part of the table or wheelchair while shooting. It is a foul if you violate any of the provisions of Rule 8.1 through 8.3.

4. If you have a classification 8.1(a) disability, you may request the referee to assist you with your equipment. You may use any help aids such as cue extensions, special bridges, etc. You may not be assisted when actually shooting. However, another person may hold the bridge but must not help with the actual stroke. If you require assistance to roll around the table, another person may help but must not be touching the wheelchair during the actual shot.

5. Below the knee strapping is permitted to keep your feet on the foot-plates.

6. Strapping above the waist is not permitted except for medical reasons.

7. You may not use a standing wheelchair in the standing position.

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RULES SECTION 9

REFEREES, EVENT OFFICIALS, AND ADMINISTRATIVE AUTHORITY

This section provides you with information about the role and responsibilities of the BCAPL referee and other BCAPL event officials. The information in this section carries the same effect as the General Rules.

A referee's role is to ensure that a level playing field exists for all competitors by maintaining order and enforcing the rules of the game. Their primary responsibility is to serve the needs of the players.

9.1 Authority of the BCAPL Referee

1. BCAPL referees are the direct representatives of the BCAPL in all matters concerning the conduct of the actual game on the table.

2. A BCAPL referee is the final authority in all matters of judgment. Matters of judgment include whether or not:

- a. a hit was legal or illegal;
- b. a stroke was legal or illegal;
- c. a shot was legal or illegal;
- d. a ball did or did not contact a cushion;
- e. a ball is frozen to a cushion or another ball;
- f. a ball is in a certain position with respect to any rule, such as in or out of the kitchen or rack, winner of a lag, etc.;
- g. whether or not a shot was considered to be obvious (within the constraints of Rule 1.17);
- h. a position can be restored;
- i. the position of restored balls is accurate;
- j. the table was illegally marked;
- k. the rack or equipment is suitable for play;
- l. conditions are suitable for play;
- m. outside interference has occurred;
- n. coaching has occurred;
- o. a player meets dress code requirements;
- p. a player's conduct is unsportsmanlike.

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This list is not necessarily all inclusive.

3. A BCAPL referee has the authority to:
 - a. suspend play;
 - b. warn, penalize or disqualify players for rules infractions;
 - c. if necessary, request players to take specific actions;
 - d. request removal of non-players who disrupt or interfere with play.

4. A referee's authority extends to the entire event venue at any time the referee is in uniform. A BCAPL referee's authority is also held by other event officials, as designated by the Administrative Authority of that event, whether in uniform or not.

9.2 Answering Players' Questions

1. A referee must answer all players' questions regarding the BCAPL Rules within the following guidelines:
 - a. A referee must provide only factual information. Examples include, but are not limited to:
 - (1) how many games are needed to win the match;
 - (2) what the penalty is for a specific rules infraction;
 - (3) what rule would apply if a specific shot is made.

 - b. A referee must never offer or provide any opinion concerning information that would affect play. Examples include, but are not limited to:
 - (1) whether a legal hit can be made on a prospective shot or what method or type of stroke might be used to execute a shot, unless the matter is specifically referred to in a rule and required to be explained under Rule 9.2.1(a); (AR)
 - (2) whether a ball will fit through a gap;
 - (3) how the table seems to be playing.

 - c. If a player, after receiving either factual information or rules information from a referee, changes their mind about how to proceed with their game or what shot to take, the

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information provided is not considered to have affected play under the provisions of Rule 9.2.1(b). (AR)

9.3 Calling Fouls

1. Referees will call fouls as soon as possible after they occur.
2. When called to a table, a referee will call all fouls that occur while the referee is at the table. (AR)
3. When making a ruling, a referee will announce the ruling and, if calling a foul, a brief description of the foul or rule that was violated. Some examples are:

"Foul – double hit."

"Foul – no cushion after contact."

"Foul – contacted the 3 ball first." (if that was an illegal object ball);

"Foul – object ball jumped off table".

4. In the matter of judgment calls as referred to in Rule 9.1, a referee is not responsible for explaining to a player the methods used to arrive at the ruling that was made. At their discretion, a referee may briefly describe the violation, but they are not responsible for giving a player a detailed description of how the ruling was determined.
5. After calling a foul that results in ball in hand, the referee will pick up the cue ball and hand it to the incoming player.

9.4 Protests, Rules Interpretations, and Final Authority

1. You may protest if you feel a referee has incorrectly applied the rules or made an incorrect rules interpretation. You must make your protest both immediately and prior to the next shot being taken, or it will not be considered. Referees must honor your request, suspend play, and take the protest to either their supervisor or the appropriate event official.
2. Matters involving a referee's judgment may not be protested.
3. The Tournament Director or other designated event official is the final authority on all protests. They may, and should, consult with the senior referee present and other referees as necessary to gather information relative to the protest and for technical assistance if

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desired. However, no final decision on any protest may be made by any BCAPL referee ***while acting in the capacity of a referee.***

4. The tournament director or other designated event official with final protest authority is responsible for making further rules interpretations or applied rulings required due to unusual circumstances.

5. If you have a specific issue concerning a referee's conduct that is not related to a judgment call or rules issue, you should contact the Administrative Authority or Head Referee of the event, or the National Office of the BCAPL.

9.5 Soliciting Information

1. Referees may solicit information from any source to aid them in making their decision.

2. If ruling on a situation or issue which occurred while a referee was not present, the referee will make their best effort to gather the appropriate information required to render a decision, and will make the decision based on that information. However, a referee is not responsible for information that was not offered or obtained in making that decision. As in all other cases, after another shot has been taken no previous ruling may be changed or protested, even if it is later discovered that the referee had incomplete or incorrect information at the time of the ruling.

9.6 Suitability of Equipment

Referees will ensure that the tournament equipment is properly prepared for play and meets all BCAPL requirements. During play, players may ask a referee to clean one or more balls, remove excess powder from the bed or rails, or assist in any other way to keep the equipment playable.

9.7 Unsportsmanlike Conduct

Referees are obligated to ensure that players do not engage in any act or activity which, in a referee's judgment, 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. (AR)

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RULES SECTION 10

APPLIED RULINGS

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

Some Applied Rulings are presented in a "situation-and-effect" style. They are self-explanatory. There are also some general discussions of various rules in order to clarify the intent or reasoning behind the development of those rules. In some cases there is even advice to players to help you avoid disputes. General Discussions are not necessarily associated with the Situations that follow. If a Situation requires comment, a specific discussion will follow the Situation.

The BCAPL recognizes that no set of rules will ever be perfect. Some issues might have been missed, or some rules or rulings may change over time for various reasons. The Official Rules and Applied Rulings will be reviewed continually, and adjustments will be made as necessary. New editions will be printed annually with any changes included. If an issue should be considered important enough to require immediate attention, changes will be made and issued via the BCAPL web site and by mail.

Another specific reason for inclusion of this material is the BCAPL's belief that no Administrative Authority, Tournament Director or referee should ever have access to or enforce any rule, regulation or procedure that any player does not have knowledge of, or at least access to that knowledge.

Finally, you might read some of the Applied Rulings and think to yourself "Who dreamed this stuff up? This would never happen!" However, every issue addressed in the Applied Rulings or the rules themselves has either actually occurred in past BCA or BCAPL events or has been the subject of an inquiry by players, administrators or referees. It is expected that the Applied Rulings will expand over the

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coming years as unforeseen situations continue to occur.

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

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

APPLIED RULINGS: DEFINITIONS AND DIAGRAMS

Combination Shot; Carom; Kiss; (also 1.17, Calling *Ball and Pocket*)

General Discussion: On a combination shot, the called ball might not be the last ball in the series of balls struck or the first ball to be pocketed in the called pocket. Consider figure 10-1:

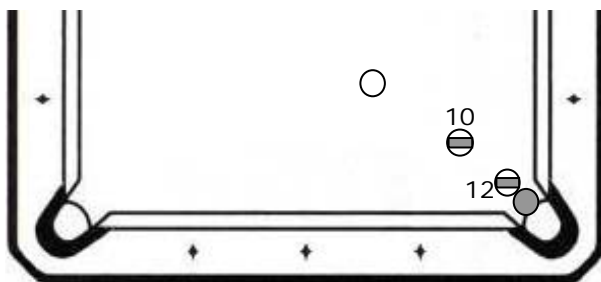


Figure 10-1

The player may call the 12-ball in the corner pocket, intending to roll it in after the solid ball is pocketed first. It is still a combination shot as defined in these rules.

While it may be argued what terms to use to describe the effect of the presence of the solid ball in Figure 10-1, the point here is specifically *not* to debate the fine distinctions that may be commonly argued between the terms "combination", "carom" and "kiss". Those terms are addressed in the definitions sufficiently and clearly enough to impart the intended desire within the framework of these rules. Two more examples follow:

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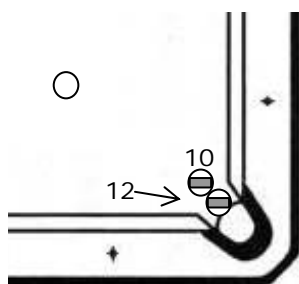


Figure 10-2

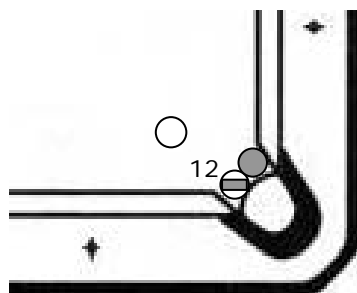


Figure 10-3

Figure 10-2 depicts a combination shot. This figure is included specifically to emphasize the provision of Rule 1.17 that no matter how obvious a shot may appear, if it is a combination shot it *must* be called. If the shooter pockets the 12-ball in Figure 10-2 and does not call the shot, the inning is ended.

However, in Figure 10-3 if the shooter, having stripes as their established group, addresses the 12-ball, the shot would be considered obvious, and any contact of the 12-ball with the solid ball would be an incidental kiss. Even if the solid ball falls in before, after, or at about the same time as the stripe, it will not be considered a combination shot.

The number of balls left on the table or their position of the table is irrelevant to the requirement to call all combinations. In figure 10-2, it would not matter if the 10-ball and 12-ball were the last two stripes on the table. The requirement to call the 12-ball is still in effect.

In practice, you may protect yourself against any possible detrimental effect of Rule 1.17 by calling all shots that may have even a remote appearance of a combination, and communicating your intentions clearly to your opponent. If a shot is disputed after the fact, the referee's judgment will be final concerning the whether or not the shot was a combination.

Pocketed Ball

1. Situation: An object ball comes to rest simultaneously touching a ball that is already in a pocket and the bed of the table.

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Ruling: The ball is not pocketed. It must be placed on the bed of the table as closely as possible to the drop point where it was resting but without falling into the pocket.

Safety; Obvious Shot

General Discussion: The definition of "safety", and safety play in general, is affected by issues similar to the ones discussed above with combinations. The most common issue is the possible conflict between the "undeclared" safety that results in a pocketed ball and whether or not the shot was obvious.

There are no diagrams for this discussion because there are countless possibilities. The common problem occurs when a player, successfully attempting to play defensively and leaving the cue ball in a bad position, also *unintentionally* pockets a legal object ball on the same shot. The player had no idea the ball was going to be pocketed, and so did not declare a safety. Neither player wants to shoot from the resulting bad position of the cue ball, so a dispute ensues about whether or not the pocketed ball could have been considered "obvious".

In considering the effect of the rule, it was decided to stop short of requiring the player who unintentionally pocketed the ball to shoot again under every circumstance. In many situations like this, the unintentionally pocketed ball is the result of a combination or bank, which do not apply to this problem because those shots are *defined* as not obvious and *must* be called. However, in the final analysis it was decided that enough situations may arise in which the pocketed ball was a result of so unlikely a shot that the shooter should not necessarily be penalized, and that the decision should be left to the referee. In those instances, the referee will gather the information necessary and make a judgment concerning whether or not the shot was obvious.

A player in the chair may not necessarily use the provision of Rule 1.17.2 to argue that a shot was obvious under the framework of the safety rules simply because they did not question the shot before it occurred. That is not within the intent of the rule.

As with combinations, there is a simple way you can protect yourself from any possible detrimental effects of the safety rules: always call a safety if you do not want to shoot again, and communicate your

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intentions clearly to your opponent. While that is not required by the rules, and while it is true that many simple defensive shots are not actually "safety" shots as defined by the rules, *there is no prohibition against declaring a safety even if you do not intend to pocket a ball.* Then, if you do accidentally pocket a ball, there will be no dispute. Otherwise, it will be a judgment call by the referee.

APPLIED RULINGS: GENERAL RULES

1.2 Acceptance of Equipment

General Discussion: Play may not be stopped or delayed unless conditions are severe. Particularly in tournament play, when time is limited, a match may be required to begin or continue on equipment such as a dirty or unlevel table. The final decision whether to start or continue play is solely at the judgment of the referee or Administrative Authority. ***If play continues, the Administrative Authority should make their best effort to correct the problem as soon as possible.***

1. Situation: Player A, preparing to shoot a ball along the cushions and across the mouth of a side pocket, either pushes on the tip of the cushion or manipulates the cloth at the tip of the cushion at the side pocket.

Ruling: Foul, regardless of whether or not Player A attempts a shot. Penalties in accordance with the General Rules and specific game rules.

1.3 Use of Equipment

1. Situation: Player A lays their cue stick on the table to help line up a shot, then takes a second cue stick in hand to assist as well.

Ruling: Illegal. Only a single cue stick, held in the hand or not, may be used. Penalties in accordance with Rule 1.3 **and specific game rules.**

2. Situation: Player A, attempting to gain additional reach, partially unscrews their jointed cue stick in order to lengthen it.

Ruling: Illegal. The equipment is not being used in the manner in which it was intended. Penalties in accordance with Rule 1.3 **and specific game rules.**

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3. Situation: *Player A shoots a jump shot. The cue ball leaves the bed of the table, strikes a piece of Player B's personal chalk that they left on the rail, and falls back on the bed of the table.*

Ruling: *Foul. Penalties in accordance with the General Rules and specific game rules.*

4. Situation: *Player A, preparing to shoot a jump shot, unscrews the extended butt from their jump-break cue and places it in a pocket. They then forget that the butt is in the pocket and leave it there after their inning. Player B shoots and a ball (a) rebounds from the pocket; (b) is pocketed despite the presence of the butt.*

Ruling: *(a) and (b): The result of the shot stands and the game continues.*

Discussion, Situations 3 and 4: *The shooter is responsible for all equipment that is at the table regardless of who actually owns the equipment.*

5. Situation: *Player A, with ball in hand, places the cue ball very close to two object balls that are near each other, one legal and one illegal. Player A then picks up the cue ball and re-replaces it in a different position before shooting toward the same object balls. Player B calls a foul for measuring.*

Ruling: *Whether Player A attempted an illegal measurement is determined by the referee's judgment. Penalties in accordance with Rule 1.3.3 and specific game rules.*

6. Situation: *Player A uses markings, inlays or rings on their cue stick to measure a gap between two balls or between a ball and a cushion.*

Ruling: *Foul. The equipment is not being used in the manner in which it was intended. Penalties in accordance with Rule 1.3.3 and specific game rules.*

1.4 Cue Stick Requirements (also 1.11, Time Out)

1. Situation: *After a match begins, a player wishes to borrow or purchase a cue or other equipment for use in their match.*

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Ruling: A match may not be delayed to borrow or buy equipment. A player may borrow equipment from someone in the immediate vicinity of the table, but may purchase equipment only during an authorized time out. Penalties in accordance with Rule 1.11 and specific game rules.

2. Situation: Player B questions the legality of the cue stick and summons a referee to verify it (a) before Player A has used the cue stick to execute a shot; (b) after Player A has used the cue stick to execute a shot. In both cases (a) and (b), the referee determines that the cue stick is illegal.

Ruling: (a) No foul, but the cue stick must be removed from play; (b) Foul. Penalties per Rule 1.4 and specific game rules. The cue stick must be removed from play.

1.5 Starting Time of Match; 1.11 Time Out

General Discussion: "Present at the table" means in the immediate vicinity of the actual table to which the match is assigned. While that may be taken to include the area immediately outside the rails, tables or other barriers defining the players' area, not much leeway will be granted. Just entering the doors of the room that are a considerable distance away and then running to get to the assigned table does not constitute presence at the table.

If there is confusion over an administrative issue or if a player has been summoned by a Tournament Director or their representative, the presence of the player at the tournament desk may be sufficient. All cases involving presence at the table are decided at the sole discretion of the referee or Tournament Director.

1.8 No Practice Allowed During Match

1. Situation: During a match Player A, after missing a shot, approaches an unused table on which there are some object balls and a cue ball. Player A then (a) assumes a normal stance and bridge and shoots the cue ball directly into a pocket; (b) without assuming a normal stance or forming a bridge, uses a forward motion to tap an object ball that was left over from a previous match, contacting the ball with the tip of the cue stick and rolling it a few inches.

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Ruling: (a) and (b): Foul. ***Penalties in accordance with the Rule 1.8, the General Rules and specific game rules.***

Discussion: Any forward motion that includes the tip contacting any ball will be considered a shot, regardless of whether or not a shooting stance or bridge is used, ***or whether or not the ball contacted is a cue ball or an object ball.*** Simply put, if the act would be considered a stroke or shot during the course of a game, it will be considered a practice stroke as well.

2. Situation: Between games of a match, and on the same table as the match is being played on, it is Player A's turn to break. Player A uses a cue stick to push balls left over from the previous game down to the foot of the table, contacting the balls with the cue tip.

Ruling: Legal, provided there is no indication that Player A is attempting to practice or gain knowledge about the table with the strokes. While not encouraged, moving balls to the opposite end of the table for racking is ***considered an*** exception to Rule 1.8.

General Discussion: In team play, the timing of a foul issued because of practice by a player not actually playing a game at the time of the offense is dependent on the arrival of the referee at the tables involved in the match. After the referee has verified that practice has occurred, they shall proceed to the tables the match is being played on and suspend play on all tables immediately regardless of the progress of any game. The penalties for the foul shall then immediately be applied to all tables in accordance with Rule 1.8.3(b), the General Rules and specific game rules.

1.9 Stopping Play; **1.17 Calling Ball and Pocket**

General Discussion: When requesting that a player at the table stop what they are doing, as well as when requesting information concerning what shot is being played, requests should be made as soon as possible. While Rules 1.9 and 1.17.2 specify that questions must be asked prior to a player being down on a shot, situations may arise in which it is not apparent what the shooter intends to do before being down on the shot. For the intent of preserving fair play, with respect to 1.9 and 1.17 "down on the shot" means having settled completely into a shooting position with a bridge firmly established and

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pre-shot practice strokes imminent or in progress. ***While the player's shooting style will be considered, simply leaning over the table and placing the bridge hand on the bed does not necessarily constitute being down a shot.***

In no case may a shooter attempt to get down on a shot quickly in an attempt to prevent an opponent from asking a question or stopping play. If a shooter has just leaned over the table to assume a shooting position but has not yet firmly established the position and started or prepared to start practice strokes, it may still be permissible to stop play. At the same time, in order to try to prevent that situation from occurring it is the responsibility of the player in the chair to remain alert and make every effort to anticipate situations in which they may want to stop play or request information.

If you wish to stop play in order to summon a referee, you must clearly let your opponent know and ensure that your opponent acknowledges your request. If, during your opponent's turn, you leave the table or area to summon a referee without first stopping play, your opponent may continue to shoot without penalty. You must make any request to stop play before your opponent is down on the shot.

Thorough and clear communication is required of all players. If a dispute arises, or if players have persistent problems regarding this issue during a match, the referee will be the sole judge of what remedies or penalties shall be imposed, and both players may be subject to unsportsmanlike conduct warnings or penalties.

1.13 Breaking Subsequent Games of a Match

General Discussion: It is your responsibility to know when it is your turn to break. If an incorrect player breaks a game and the error is discovered before the game is completed, the game will be re-racked with the proper player breaking. If the error is not discovered until after the game is completed then the results of the game are final.

If the procedure for breaking subsequent games of a match calls for alternating breaks, and the incorrect player breaks a game and the error is discovered after the game is completed, the original order of the break in the following games shall remain as if no error had occurred.

The winner of the lag decides who breaks the first game of the match. In subsequent games the break must follow the procedure required by

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either specific game rules or event rules, and you may not voluntarily pass the break to your opponent.

1.14 Racking Procedures

General Discussion: *To ensure play is not delayed, an undue amount of time shall not be spent attempting to put out a perfect rack if the apex ball will not stay exactly on the foot spot. If the apex ball consistently shifts slightly when attempting to rack, it is permissible to adjust the position of the remaining balls to match the position of the settled apex ball.*

1.16 Shot Clock Procedures

General Discussion: *The shot clock procedures for BCAPL play are designed to ensure accelerated play if the Administrative Authority deems it necessary. Referees will observe matches and provide advice to the Administrative Authority, but they will not normally initiate a shot clock on their own unless they have judged that a player is delaying a match in an unsportsmanlike manner.*

Experience clearly shows that complaints from players are most always the result of a clash of styles between a speedy player and a deliberate player, which does not justify placing a match on a shot clock. Historically, when referees observe players accused of playing slowly, it is rare for the *average* shot time of the "slow" player to exceed 45 seconds which, despite the 30 second limit provided by Rule 1.16, is not excessive enough to be considered unsportsmanlike or merit the application of a shot clock without further guidance from higher authority. You are encouraged to not pursue relief from a referee unless circumstances are severe.

If a match is placed on a shot clock, it does not constitute the match being presided over by a referee. If players desire a referee to watch a particular shot they must still make a request as in any other match.

1. Situation: *The timekeeper or referee calls "Foul" just as Player A is driving the cue stick forward on a shot, and the player cannot stop in time to keep the shot from occurring. The cue tip does not contact the cue ball before the foul was called.*

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Ruling: Foul. Penalties in accordance with the General Rules and specific game rules. Unless otherwise stated in specific game rules, Player B accepts the object balls in position.

1.17 Calling Ball and Pocket (also see 1.9, Stopping Play)

General Discussion: When a referee is at the table, any statement made by the shooter and heard by the referee, such as calling a shot, shall be considered sufficient notification to the player in the chair. However, any statement, question or request by the player in the chair, such as questioning an uncalled shot or requesting that play be stopped, must still be made in a timely manner regardless of the presence of a referee. If the referee hears such a request and it is made in a timely manner they shall relay the request to the shooter.

Figure 10-4 applies to the following situations. Multiple shots are represented. In all cases Player A is shooting and has solids as the established group.

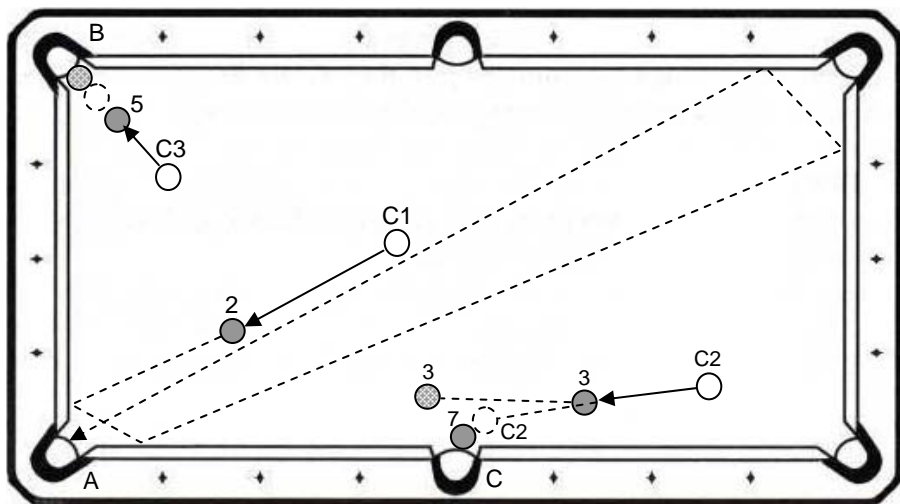


Figure 10-4

1. Situation: Player A, with the cue ball at position C1, addresses the shot to pocket the 2-ball in pocket A. Both players consider the shot obvious and there is no doubt or disagreement by Player B. Player A

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misses the direct shot and the 2-ball travels four cushions around the table, returning to be pocketed in A.

Ruling: Legal. Player A's inning continues. Rule 1.17.6 applies.

2. Situation: Player A, with the cue ball at position C2, addresses the shot intending to play a combination shot and calls the 7-ball in pocket C. Player B acknowledges the call. The 3-ball misses the 7-ball entirely, but the cue ball follows behind and contacts the 7-ball, pocketing it in C.

Ruling: Legal. Player A's inning continues. This is an incidental carom under Rule 1.17.1. The fact that the combination was not completed as intended is overridden by the fact that the called ball was made in the called pocket.

Discussion: In the past, the concept traditionally applied to calling shots has been to credit the shooter for shots such as described situations 1 and 2, and the BCAPL will maintain that practice. However, with the wording of Rule 1.17.3 becoming stricter concerning calling bank, kick and combination shots, Rule 1.17.6 and Applied Ruling 1.17 were developed so that the rigid wording of Rule 1.17.3 does not interfere with the traditional concept.

3. Situation: Player A, with the cue ball at position C3, addresses the shot to pocket the 5-ball in pocket B. Both players consider the shot obvious and there is no doubt or disagreement by Player B. The 5-ball rattles in the jaws of pocket B and stops, after which the cue ball follows behind it and kisses it into Pocket B.

Ruling: Legal. Player A's inning continues. Incidental contact under Rule 1.17.1.

Note: The rulings and principles for Situations 1 and 3 do not apply to BCAPL Bank Pool, in which the specific number of rails to be contacted must be designated in advance and incidental kisses are not permitted.

1.19 Legal Shot

1. Situation: Player A mistakes an object ball for the cue ball and shoots a shot with the object ball acting as the cue ball.

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Ruling: Foul. *Penalties in accordance with the General Rules and specific game rules. Unless otherwise stated in specific game rules, Player B accepts the object balls in position.*

2. Situation: Player A shoots and the intended object ball rebounds from the pocket. Neither the cue ball nor any other ball contacts a cushion or is pocketed.

Ruling: Legal shot. For meeting the requirements of Rule 1.19(c), any ball that rebounds from a pocket shall be considered to have contacted a cushion.

1.20 Object Ball frozen to Cushion

Figure 10-5 applies to the following situation. The 3-ball near pocket A has been examined and declared frozen to the cushion.

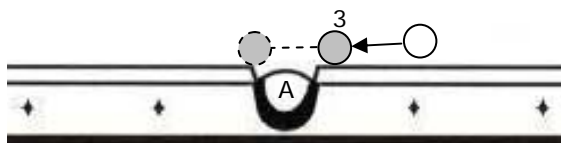


Figure 10-5

1. Situation: Player A, with the 3-ball as a legal object ball, contacts the 3-ball, driving it across the mouth of pocket A and against the cushion on the other side. Neither the cue ball nor any other object ball contacts a cushion or is pocketed.

Ruling: Foul. The 3-ball did not contact a cushion attached to a separate rail as required by 1.20.1(c), nor were any other requirements of 1.20.1 met.

1.21 Cue Ball Frozen to Object Ball or Cushion

Figure 10-6 shows an example to demonstrate the effect of Rule 1.21.3.

In figure 10-6, the cue ball is frozen to the 10-ball, with the 3-ball close by but not frozen to the cue ball. Under Rule 1.21.1, the shooter may shoot toward the 10-ball using any legal stroke and by rule the contact will be legal. However, if the angle the shooter elects to use drives the cue ball toward the 3-ball, there is a possibility that a **violation of Rule 1.31** may occur with respect to the cue ball and 3-

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ball, creating a foul under Rule 1.31 regardless of the legality of the initial contact with the 10-ball.

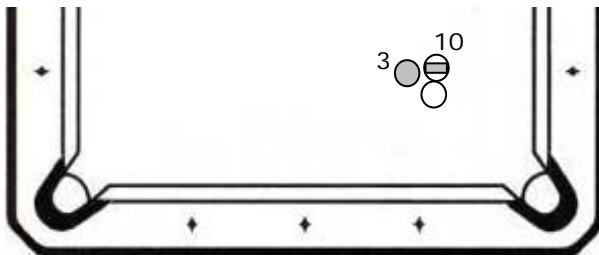


Figure 10-6

This is only one of countless possibilities. Care should be taken anytime another object ball or cushion is near the frozen cue ball, as well as near the ball or cushion to which it is frozen.

1.29 Balls Jumped Off the Table;

1.34 Jump and Massé Shots

General Discussion: When reading and applying the rules, take care not to confuse the terms "jumped ball" and "jump shot". Jumped balls are balls that leave the table in accordance with the definition as provided. On a jump shot, neither the cue ball nor the ball it jumps over are jumped balls (unless they happen to leave the table for reasons other than the normal progress of a jump shot). Interchanging the terms may cause confusion and misunderstandings, particularly if having to verbally reconstruct a situation for a referee.

1.31 Double Hit

General Discussion: *The term "slight angle" used in Rule 1.31.2 is often referred to in various other ways, including the common terms "thinning", "feathering", "sharp cut" or "very fine angle". However, when attempting to avoid a foul by complying with the provisions of the rule, there is not necessarily a particular angle that will guarantee a legal shot in any given circumstance. Whether a shot of this type is legal is affected by numerous factors, and the referee's judgment is final.*

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1.33 *Disturbed Balls (Cue Ball Fouls Only)*

General Discussion: “Outcome of the shot” is considered to only mean the action of the balls on the table as a result of the immediate shot, and has no relation to the ending position of the table or any effect the ending position may have on the desires, strategy or intentions of the offended player.

The effect of the above statement is that, while extremely rare, it is possible that a foul may be committed under Rule 1.33.4 that results in the offended player being left in an undesirable position. While considering the effects of the rule, the BCAPL decided that the possibility of such an event was outweighed by the offended player (in most games) having ball in hand and the strategic advantages that are inherent with it.

If it can be determined that an offending player *deliberately* created a situation that was detrimental to the offended player by abusing the provisions of Rule 1.33.4, it may be considered to be unsportsmanlike conduct and the offended player may be awarded a remedy to counteract the offense.

1. Situation: Player A accidentally moves an object ball while establishing their bridge. Then, while standing up off the shot to resolve the situation, Player A again *accidentally* touches or moves the same object ball.

Ruling: (a) The second or subsequent accidental touches are considered to be a single act. Player B may elect options in accordance with Rule 1.33.3.

2. Situation: *Player A accidentally disturbs an object ball and, while the disturbed ball is still in motion, touches it or picks it up to replace it.*

Ruling: *Foul. In addition, it is a violation of Rule 1.40(c). Penalties in accordance with Rule 1.33.3, 1.40 and specific game rules. The disturbed ball must be restored.*

1.36 Shooting with Ball in Hand Behind the Head String

General Discussion: The only relevant information concerning this rule is the position of the object or cue ball as defined by Rule 1.35, which

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is the *base* of the balls involved, when contact is made with another ball or a cushion. The edges of the ball have no relevance.

Figure 10-7 presents a diagram for the situations that follow. Multiple cue ball positions are represented. Cue ball position C2 and the 1-ball are above the head string (behind the line). The 3-ball is below the head string (out of the kitchen). In all situations Player A has cue ball in hand behind the line.

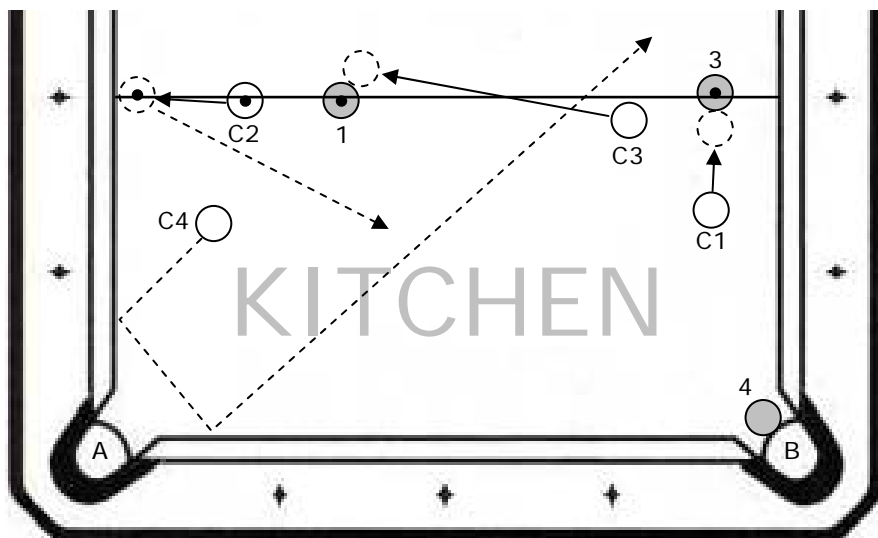


Figure10-7

1. Situation: Player A shoots from position C1, contacting the 3-ball while the cue ball is still behind the line.

Ruling: Legal. The 3-ball is below the head string (out of the kitchen). The position of the cue ball when it strikes the 3-ball is not relevant.

2. Situation: Player A calls the 4-ball in Pocket B, shoots from position C1, contacts the 3-ball, and then draws the cue ball back to pocket the 4-ball.

Ruling: Legal. The 4-ball was not the first ball contacted by the cue ball, and the first ball contacted was below the head string (out of the kitchen).

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3. Situation: Player A calls the 4-ball in pocket B, and then shoots from position C2 with extreme spin. The cue ball contacts the side cushion at a point below the head string, and then pockets the 4-ball.

Ruling: Legal. The cue ball's contact with the first cushion was below the head string (out of the kitchen).

4. Situation: Player A calls the 1-ball in Pocket A, and then shoots from position C3, cutting the 1-ball into Pocket A. When the cue ball strikes the 1-ball the cue ball is below the head string.

Ruling: Foul. The 1-ball was behind the head string and was the first ball contacted by the cue ball. The cue ball did not contact a cushion at a point below the head string before contacting the 1-ball, nor was the cue ball's first contact with a ball below the head string. The fact that the cue ball crossed the head string before contacting the 1-ball is irrelevant.

Penalties in accordance with the General Rules and specific game rules.

5. Situation: Player A calls an object ball outside of the kitchen, then places the cue ball in position C4 and kicks at the called ball by contacting a rail behind the head string first.

Ruling: Foul. The cue ball's contact with the first cushion was behind the line (in the kitchen). Penalties in accordance with the General Rules and specific game rules.

1.38 Ball In Hand Placement

1. Situation: Player A, with ball in hand, drops the cue ball into a pocket.

Ruling: Player A still has ball in hand.

1.41 Coaching

General Discussion: It is common for Administrative Authorities to modify or relax coaching rules during doubles or team play. It is also common to have controversies caused by that situation. When coaching rules have been modified, you must be sure that you understand the modifications and that you take care not to violate them.

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(Remainder of AR 1.41 deleted.)

1.42 Non-Shooting Player Requirement

The non-shooting player has certain rights with regard to inspecting the position of the table prior to their opponent being down on a shot. For example, checking whether the cue ball is frozen to an object ball, checking whether balls are frozen to a cushion, or whether a ball is in or out of the kitchen are permitted.

The non-shooting player may also inspect the position of the table for the express purpose of deciding whether to call a referee to watch a shot. However, they may not inspect the table simply to see whether an object ball has a clear path to a pocket or for any other reason that has no bearing on the need to call a referee.

1.43 Concession of Game

This rule is a natural extension of Rule 1.44, Concession of Match, and is designed to enforce good and proper sportsmanship at the end of every game. It is also specifically designed to acknowledge that the game is frequently the subject of valid interests of spectators and media who have a reasonable expectation of viewing a complete game.

However, the BCAPL strongly encourages all players to complete every game on the table, and to use extra care in choosing their words and actions toward the end of a game. If a dispute arises the referee's judgment will be final.

1. Situation: *In a game of 8-Ball, the 8-ball is the only ball left on the table. Player A shoots, misses and scratches, leaving the 8-ball hanging on the lip of a pocket and giving up ball in hand to Player B. Player A takes their chair without saying anything. Player B approaches the table, retrieves the rack and moves the 8-Ball to the rack in preparation for racking the next game.*

Ruling: *Loss of game by Player B under Rule 1.43.3.*

Discussion: *This is a "reverse concession". By assuming Player A would award them the game because of the certain easy shot, Player B illegally awarded themselves the game.*

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1.44 Concession of Match

1. Situation: Players A and B are both on the hill. Player A, having broken the final game of the match with a break cue and not pocketing a ball, retires to the chair. While Player B is at the table, Player A, having their playing cue standing by, unscrews their break cue to put it away.

Ruling: No concession. The cue stick Player A unscrewed was not their playing cue stick.

1.45 Unsportsmanlike Conduct

General Discussion: Unless specifically stated otherwise, no act, failure to act, statement, or omission of information that would normally be legal under the rules is exempt from being penalized under Rule 1.45 if it is the judgment of a referee or other event official that it was committed in an unsportsmanlike manner.

While it is impossible to conceive every potential example, the situation from the above discussion of Rule 1.44, Concession of Match, will serve to demonstrate the principle: despite the specific wording of Rule 1.44 and the Applied Ruling that goes with it, if a referee judged that the timing, body language, relative positions of the players, or any other pertinent information relative to the unscrewing of the break cue gave the clear overall effect of an unsportsmanlike act, the player would still be subject to penalties under Rule 1.45.

Another situation is the intentional commission of a foul, which frequently occurs when a player executes a shot which gives up ball in hand but still puts their opponent at a disadvantage. This is *not* the type of foul addressed by Rule 1.40. A common example is a player, having solids in an 8-Ball game, intentionally shooting a stripe in order to pocket the ball or move the stripe into an unfavorable position. Even though the shooter gives up ball in hand, they hope that the resulting position of the table works in their favor. That is a commonly accepted practice, and is not considered unsportsmanlike. However, if that same player were to move the stripe into the bad position by contacting it directly with the cue stick and not using the cue ball at all, that would clearly be considered unsportsmanlike conduct as opposed to a foul as described in Applied Ruling 1.19 Situation 1. That ruling is primarily written for an accidental situation which occasionally occurs, usually in 9-Ball.

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Particular sensitivity will be applied to issues involving communication between players. Attempts to manipulate the rules concerning communicating and acknowledging called shots, safeties, or other required information will receive special scrutiny. For instance, acknowledging a called shot or safety with a barely perceptible nod and then trying to claim that the shot was not called and acknowledged will be considered unsportsmanlike conduct. It is incumbent on both players at all times to ensure that clear communication takes place.

In team play, unsportsmanlike conduct violations committed by team members who are *not* involved in a game will be penalized as team fouls and applied to all tables.

Unsportsmanlike conduct violations committed by team members that *are* involved in a game may be applied to the player or the team, at the discretion of the referee

Progression of penalties under Rule 1.45.4: This ruling applies to rules requiring a sequence of mandatory unsportsmanlike conduct warnings or penalties (Rules 1.3, 1.4, 1.8, 1.39, 1.40, 1.41, and 1.43). For each separate rule violated:

- a. ***the sequence of penalties shall advance only for subsequent violations of the specific numbered rule. Violations of different subheadings of a numbered rule shall be considered to be violations of the same rule;***
- b. ***violations will continue to accrue for the duration of the event. For events with multiple tournaments (for example: singles, teams, doubles) violations only accrue within each particular event.***
- c. ***violations shall be noted by event officials and records maintained. Continued and persistent violations of different rules may be considered to be a pattern of misconduct and may be penalized as general unsportsmanlike conduct as opposed to specific rule violations.***

General unsportsmanlike conduct warnings and penalties shall be noted by event officials and records maintained. Warnings and penalties shall be recorded and shall be cumulative for the duration of the entire event, including all separate tournaments within the same event.

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1.46 Spotting Balls

1. Situation: *In 14.1 Continuous, after racking fourteen balls to continue the game, the fifteenth ball is illegally pocketed before the balls at the front of the rack are contacted.*

Procedure: *The fifteenth ball is spotted without the use of a racking device. If the fifteenth ball will not settle in a position that is frozen to the balls in the front row of the rack of fourteen balls, there is no consequence and the game shall proceed.*

1.49 Balls Settling or Moving

Under Rules 1.49.4(b) and (c), if the position is restored and the player shoots again, they are not required to attempt the same shot.

APPLIED RULINGS: 8-BALL

2.2 8-Ball Rack

General Discussion: *For the purposes of Rule 2.2(d), the common practice of alternating solids and stripes around the outside of the rack is permissible, provided the pattern is altered so there is a stripe in one corner and a solid in the other and that the position of any particular ball is not consistent between racks.*

2.5 Establishing Groups

1. Situation: With the table open, Player A calls a safety and pockets a stripe.

Ruling: Legal shot. Player A's inning ends. Player B accepts the table in position. The table is still open. Under Rule 2.8, the stripe pocketed by Player A on the safety is an illegally pocketed ball, and groups cannot be established by such a shot.

2.8 Shooting the 8-Ball

General Discussion: The 8-ball becomes your legal object ball regardless of whether the last object ball of your group is legally

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pocketed, illegally pocketed, or jumped. However your "first shot" as referred to in Rule 2.8.1 would not occur in the same inning if your last object ball was illegally pocketed, jumped, or pocketed by your opponent.

2.9 Loss of Game

General Discussion: If following the advice in the Applied Ruling for "Safety" care should be taken when shooting the 8-ball. In 8-ball, any ball pocketed on a safety, whether intentional or not, is defined as an illegally pocketed ball. If you call a safety while shooting the 8-ball and it is pocketed it is a loss of game under Rule 2.9(a).

2.11 Stalemate (also Rules 3.7, 4.7 and 6.21)

General Discussion: *It is not necessary for the referee to observe the three attempts by each player prior to the balls arriving at their position.*

If the players are in agreement that the table is in a stalemate position, they may mutually declare a stalemate before each player has completed three innings and without the assistance of a referee.

APPLIED RULINGS: REFEREES, EVENT OFFICIALS, AND ADMINISTRATIVE AUTHORITY

9.1 Authority of the BCAPL Referee

General Discussion, 9.1.3(c): Although such measures are rare, referees are authorized to specifically direct players' actions, including requesting a player to occupy a specific spot, such as sitting in the player's chair, or requesting a player to refrain from engaging in other actions, such as conversing with their opponents or teammates other than when necessary. In addition to the other general encouragement concerning good sportsmanship that appears throughout this publication, here the BCAPL specifically encourages all players to take every possible action to prevent any dispute from reaching a point requiring such action.

Using such measures are a referee's last resort and occur only when players are already engaging in unsportsmanlike conduct and are at peril of being penalized for that conduct. However, if the situation has reached that point and players then continue to disregard referees'

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instructions, referees are authorized to issue advanced penalties and warnings without hesitation.

9.2 Answering Players' Questions

General Discussion: *It is common for referees to be asked questions when off-duty or when on duty but not called to a table.*

Should this occur, the referee will first ask if the player or their team are involved in a match. If they are, the referee will advise the player to return to their match table and summon an on duty referee with responsibility for that table.

If the player is not involved in a match, the referee will attempt to answer the question to the best of their ability or refer the player to the referee's desk.

After having been involved in a call dealing with a particular rules issue or judgment, some players will seek out other referees independently after the match in an attempt to find a different opinion. They may even do so while the match is still in progress because they are a teammate or friend of the person involved in the call.

Players who do so must realize that they are seeking an answer from a referee who was not involved in the match, who was not at the table to make the call, and who has no way of knowing what the players involved in the call may have told the referee who actually made the call.

Players in a match are protected from incorrect rulings by the protest procedures established in Rule 9.4. It is unsportsmanlike conduct for any person to attempt to impeach any previous decision by trying to find a different ruling during or after the match by any method other than established protest procedures. If a person does receive a different response it will not override or affect the prior ruling.

1. Situation: *Player A, with the cue ball having been declared frozen to a legal object ball, asks a referee "What is the rule about the cue ball being frozen to the object ball" or any question to that effect.*

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Procedure: *The referee shall inform Player that they may shoot toward the frozen object ball as long as they use a legal stroke and do not commit any other foul.*

2. Situation: *Same situation as above, but there is another object ball or cushion close by. Player A, after hearing the above response from the referee, asks "will I foul because of the other ball (or cushion)?"*

Procedure: *The referee will state they cannot answer this question because it would constitute offering an opinion. They will only judge the result of the shot and make the call. The referee has no way of knowing or predicting the likelihood of a foul involving the nearby ball or cushion.*

9.3 Calling Fouls

1. Situation: *After having been called to the table to watch a shot and while the player is preparing to shoot, the referee observes the player accidentally knock a piece of chalk onto the bed of the table. The player is unaware that the chalk is on the bed.*

Procedure: *The referee shall not alert the player or move the chalk. To do so would be to potentially alter the course of the match outside of the provisions of the rules. While a match is in progress, the referee will take no action concerning equipment unless it is within the rules and they have been specifically asked to do so by a player.*

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SECTION 10

RECORDS AND RESULTS

BCA NATIONAL 8-BALL CHAMPIONSHIPS

Men's Open Singles

<u>Champion</u>	<u>Runner-Up</u>	
2007	Gregory Kuhl, NV	Dwayne Demas, AB
2006	Derek Cumm, AZ	Justin Bergman, IL
2005	Andy Quinn, MO	Jesus Mujica, CA
2004	Ben Diggs, NE	Damian Pongpanik, UT
2003	Carlos Santos, BC	Tyler Luce, WA
2002	Bobby Pickle, TN	Chad Duster, IA
2001	Jamey Bowman, IL	James Henson, VA
2000	Marcos Aleman, MN	Sam Cordova, CO
1999	Clent McMullough, GA	David Boone, NS
1998	David Edwards, IN	Glen Hopkinson, BC
1997	Jim Engels, IL	Peter Laliberte, SK
1996	Kevin Cardinal, AB	Vince Chambers, ON
1995	Steven Hayes, WI	Bob Pyle, TX
1994	Ron Wiseman, ON	Ed Castanon, VA
1993	Mike McClain, PA	Jeremy Jones, TX
1992	Allan Jones, IN	James Hevener, CA
1991	Paul Guernsey, TX	Gene Rossi, PA
1990	Jesus Rivera, CO	Gilbert Martinez, NV
1989	Henry Granas, CO	T.J. Davis, TX
1988	Harry Sexton, MI	Seco Varani, MN
1987	Stan Fimple, NE	Mike Fenne, NV
1986	Jesus Rivera, CO	Mickey Leon Stone
1985	Steve Matlock, IA	Stan Fimple, NE
1984	Louie Lemke, TX	Charles Shootman, CO
1983	Michael Sardelli, MI	Tom Chapman, WI
1982	Joe Sposit, MO	Gregg Fix, MN
1981	Danny Diliberto, NY	Nick Varner, KY
1980	Nick Varner, KY	Mike Massey, TN
1979	Jimmy Reid, KY	Mark Wilson, MO
1978	Mike Carella, KY	Bob Williams, FL
1977	Tom Kilburn, IN	Dick Spitzer, SD

Women's Open Singles

<u>Champion</u>	<u>Runner-Up</u>	
2007	Marissa Hallet, NM	Betty Sessions, GA
2006	Lauren Ward, CA	Caroline Pao, NY
2005	Kawania Watson, TX	Heather Pulford, TX
2004	Debbie Snook, CO	Katherine Friend, PA

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2003	Jackie Broadhurst, CO	Heather Shaddock, TX
2002	Terri Kelly, FL	Laura Lo, CO
2001	Sherri Hudson, TX	Stacie Bourbeau, MA
2000	Amanda Lampert, TX	Sherry Dalton, NV
1999	Christine Honeman, CO	Lisa Marr, AR
1998	Kim White, TX	Angelina Paglia, AZ
1997	Jennifer Wishinski, BC	Dena Leath, KS
1996	Holly Sholes, OK	Katrina Games, CO
1995	Suzanne Bosselman, NH	Laura Lo, CO
1994	Wendy Hill, OK	Windy Kopff, NV
1993	Shelly Barnes, NM	Bonita Johnson, ND
1992	Brenda Plantz, CO	Cindy Doty, WA
1991	Suzi Quall, WI	Chris Fields, TX
1990	Linda Meyer, OK	Janene Hague, MN
1989	Sherry Lively, CA	Christine Glass, MN
1988	Timi Bloomberg, SD	Kathy Miao, CA
1987	Linda Hoffman, TX	Janene Hague, MN
1986	Linda Hoffman, TX	Christine Glass, MN
1985	Linda Hoffman, TX	Diane Piercy, CA
1984	Belinda Campos, NV	Linda Hoffman, TX
1983	Georgiana Casteel, MI	Sherry Lively, CA
1982	Linda Hoffman, MO	Sherry Lively, CA
1981	Belinda Campos, NV	Sherry Lively, CA
1980	Billie Billing, OH	Gloria Walker, KY
1979	Gloria Walker, KY	Mary Kenniston, NV
1978	Catherine Stephens, KY	Melodie Horn

Men's Player Member Singles

Champion

Runner-Up

2007	Antonio Martinez Martinez, ES	Antonio Rodriguez, NY
2006	Tommy D'Alfonso, NY	Andrew Breen, NY

Women's Player Member Singles

Champion

Runner-Up

2007	Suzanne Osborne, WA	Kristen Malone, GA
2006	Joy Helton, OH	Jennifer Pass, MD

Men's Master Singles

Champion

Runner-Up

2007	Donald Blake Todd, TN	Francisco Jose Diaz, ES
2006	Michael Hill, UK	Karl Boyes, UK
2005	Rich Cunningham, MO	Glenn Atwell, WA
2004	Tom McClusky, IL	James Davis Sr., TX
2003	Brian Groce, IN	Tyler Edey, AB
2002	Jessie Bowman, IL	Rigoberto Pena, CA

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2001	Lee Heuwagon, MN	Dave Martin, AB
2000	Walter Glass, NV	Rene Rendon, TX
1999	T.J. Davis, TX	Tony Sulsar, TX
1998	Jon Kucharo, IA	Rene Rendon, TX
1997	Kevin Cardinal, AB	Derek McMaster, MN
1996	Bernie Mikkelsen, AB	Don McCaughey, IA
1995	Bob Vanover, TX	David Rhodes, MB
1994	Jeremy Jones, TX	Dave Black, CO
1993	Walter Glass, NV	Jerry Prado, NV
1992	David Gutierrez, TX	Marv Rapp, IL

Women's Master Singles

	<u>Champion</u>	<u>Runner-Up</u>
2007	Stacie Bourbeau, MA	Jaclyn Fitchner, OR
2006	Rebecca Wagner, IL	Amy Latzko, IL
2005	Kimberlee Hole, WA	Laura Lo, CO
2004	Tammie Jones, IN	Kelly Fisher, NJ
2003	Jeannie Seaver, FL	Tammie Jones, IN
2002	Pamela Bell, WI	Tara Davis, MI
2001	Kim Shaw, DE	Natasha Thomas, AB
2000	Tammie Jones, IN	Melanie Koger, NM
1999	Tammie Jones, LA	Sarah Ellerbee, UK
1998	Kristi Carter, OK	Julie Mason, KS
1997	Holly Sholes, OK	Debra Aarens, NV
1996	Pamela Bell, WI	Cindy Doty, WA
1995	Lori Buendorf, MN	Julie Mason, KS
1994	Julie Mason, TX	Karen Wroldson, MA
1993	Kathy Holman, TX	Timi Bloomberg, SD
1992	Linda Stepanski, WI	Ellen Sellers, NM

Men's Grand Master Singles

	<u>Champion</u>	<u>Runner-Up</u>
2007	Jason Kirkwood, MI	Edwin Montal, AB
2006	Darren Appleton, UK	Jason Kirkwood, MI
2005	David Alcaide Bermudez, ES	Jesse Bowman, IL

Women's Grand Master Singles

	<u>Champion</u>	<u>Runner-Up</u>
2007	Kristi Carter, NC	Romana Dokovic, NY
2006	Tammie Jones, IN	Pamela Patton, WI
2005	Joanne Ashton, AB	Tammie Jones, IN

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Men's Senior Singles

<u>Champion</u>	<u>Runner-Up</u>	
2007	Carl Coffee, CO	Patrick Schumacher, OR
2006	Horace Aughtry, PA	William Hyde, TX
2005	Gary Anderson, NE	Bruce Patton, IL
2004	Richard Magaro, PA	David Datillo, CA
2003	Lupe Rosas, MI	Robert Gawthrop, MD
2002	Jose Luis Cejudo, CA	Gary Wright, IL
2001	Bobby Legg, MD	Bob Strachan, AB
2000	Joe Zaragoza, TX	Gordon Peterson, IA
1999	David Dattilo CA	Judex James, , IL
1998	Allen Stum, PA	Joe Espindola, TX
1997	Fred Guarino, NV	Jim Norris, NC
1996	Ken Boam. AB	Bernard Rogoff, NV
1995	John Abruzzo, IL	Pete Lewis, IA
1994	Bob Vanover, TX	David Datillo, CA
1993	John Gureckis, MA	Bob Vanover, TX
1992	Seco Varani, MN	Fred Guarino, NV
1991	Bob Vanover, TX	Beau Zimmerman, PA
1990	Jerry Priest, MO	Bernard Rogoff, NV
1989	Jerry Priest, MO	Bob Vanover, TX
1988	Seco Varani, MN	Bob Keating, PA
1987	Jerry Priest, MO	Bob Keating, PA
1986	Stanley Coscia, FL	Harold Schnormeier

Women's Senior Singles

<u>Champion</u>	<u>Runner-Up</u>	
2007	Tommie Ann Keyser, MD	Nancy Kuhn, PA
2006	Coleen Jo John, UT	Eva Hill, WA
2005	Varla Parks, CA	Rosie Jensen, WA
2004	Maryann McConnell, BC	Barbara Hamilton, IL
2003	Gisele Maurice, ON	Becky Mowdy, WA
2002	Varla Parks, CA	Nancy St. Bernard, MI
2001	Lauren Ward, CA	Nancy Henkhaus, OK
2000	Madelyn Roberts, AZ	Caroline Jensen, WA
1999	Marney Dupay, WA	Clara Silvas, WA
1998	Karen Wold, MN	Linda Dick, WA
1997	Jean Bartholomew, OR	Lorraine Lilley, NV
1996	Jean Bartholomew, OR	Diane Piercy, CA
1995	Lynn Reed, WI	Sandra Chamberlain, OK
1994	Karen Wold, MN	Penni Adrian, NM
1993	Diane Piercy, CA	Jean Bloomberg, SD
1992	Lynn Reed, WI	Charlene Edwards, CO
1991	Karen Wold, MN	Lynn Reed, WI
1990	Jeri Engh, WI	Op Wheeler,
1989	Fern Reedy, MO	Jean Bloomberg, SD

OFFICIAL RULES OF THE BCA POOL LEAGUE

Super Senior Singles

<u>Champion</u>	<u>Runner-Up</u>
2007 Rodney Thompson, AZ	Ellahue O'Rear, AR
2006 Ellahue O'Rear, AR	Donald Harp, CA
2005 Louis Roybal, NM	Clyde Bowles, WA
2004 Clyde Bowles, WA	Seco Varani, MN
2003 Wally Schmidt, NV	Chuck Dusbabek, CO
2002 Don Harp, CA	Clyde Bowles, WA
2001 Wayne Fate, MI	Monte Beghtol, MI

Open Scotch Doubles

<u>Champion</u>
2007 Stefanie Nakagawa/Butch Barba, CA
2006 Caroline Pao/William Reuben, NY
2005 Kristin Werner, MO/Lars Vardaman, IL
2004 Phyllis Fernandez/Harold Prine, WA
2003 Dawn Spencer/Ronald O'Meara, IA
2002 Joyce Wheeler/David Holmes, IA
2001 Gloria McClellan/Greg Cairns, AB
2000 Andrea Wilson/Larry Wilson, MI
1999 Kathy Homan/James Cornell, MI
1998 Olivia Jackson/Brett Smith, AZ
1997 Julie Schultz/Jeff Sergeant, IL
1996 Joanne Honeycutt/Alex Pernas, NV
1995 June Hager/Bob Vanover, TX
1994 Bonnie Arnold/Steven Hayes, WI
1993 Ramona Biddle/Louis Roybal, NM
1992 Janey Finn/Pete Lewis, IA
1991 Bonnie Coats/Mark Coates, OK

Master Scotch Doubles

<u>Champion</u>
2007 Marylou Waak/Anthony Vincent, WI
2006 Amy Latzko/Ike Runnels, IL
2005 Amy Latzko, Jeff Sergeant, IL
2004 Rhonda Pierce/John Gabriel, OK
2003 Cathy Vanover/Paul Guernsey, TX
2002 Linda Meyer, OK/Cliff Brown, KS
2001 Angelina Paglia/Scott Frost, AZ
2000 Kathy Moon/Jeff Sergeant, IL
1999 Cathy Vanover/TJ Davis, TX
1998 Cindy Doty/David Rhodes, WA
1997 J. Hager Jr./J Walter, TX
1996 June Hager-Walter/Paul Guernsey, TX

OFFICIAL RULES OF THE BCA POOL LEAGUE

Men's/Mixed Open Teams

Champion

2007 Money Shot, IL
2006 Strateagery, CO
2005 Chicago So Don't Ask, IL
2004 Smooth Operation, CA
2003 Woody's Wizards, BC
2002 Spain I, ES
2001 Wood Slivers, BC
2000 Spain Team I, ES
1999 Ritchie's of Chicago, IL
1998 Main Event Chalk Talk, MN
1997 Vancouver Canadians, BC
1996 Tips and Taps, ND
1995 Vegas Bound Stokers, NM
1994 Crown Billiards, MN
1993 Stinky's Dream Team, AB
1992 Lassiters, IA
1991 Players, TX
1990 Black Sticks, TX
1989 Black Sticks, TX
1988 Mongo Murph's, ON
1987 Jackson All Stars, TX
1986 MeMaws, TX
1985 Starlite Lounge, TX
1984 Green Acres, TX
1983 Mike's Lounge, PA
1982 The Wizards, CO
1981 Tam O'Shanter, CO
1980 Tam O'Shanter, CO
1979 Tam O'Shanter, CO

Women's Open Teams

Champion

Thirsty Whale, OH
Cuetees, NV
Hot Sa-Aus, TX
City Light Gate Keepers, WA
California Cue-T's, CA
Island Girls, NF
Chicaros Ladies, TX
Pappy's, AZ
Brass Bell, VA
Dealers Choice, NV
Not Bad For Girls, BC
Rum Runner #2, NV
Rough Riders, WI
The Lady Killers, OK
Lucky Ladys, PA
Lucky Ladies, TX
Cue-T's, WI
8-Ball Express, SD
8-Ball Express, SD
Great American Girls, CA
Lefty's +, CA
Leisure Club, AZ
Gold Nugget, TX
North Star, CA
Richard's, MI
Richard's, MI
Burt's Girls, CO
Burt's Girls, CO
Wheel Inn, MT

Men's/Mixed Master Teams

Champion

2007 Pour House, IL
2006 Young Guns, IL
2005 Table Shakers, TX
2004 The Greene Machine, AB
2003 Ritchie's of Chicago, IL
2002 Pour House, WI
2001 Billiard Street Mavericks, MN
2000 Ten Mex Tornados, TX
1999 The Machine, AB
1998 Pour House, IL
1997 Cue Can Do, IL
1996 The Dream Team, AB
1995 Hall of Fame Billiards, IL

Women's Master Teams

Champion

New York Dolls, NY
Slightly Competitive, CO
Mile High Masters, CO
Back for More, AB
Can-Am Road Runners, MI
Mudhoney, NY
Fox Force Five, BC
Sherlock Holmes- It's Even Better, AB
JDD's Klipsch, CO
Ya Whatever, AB
Chix With Stix, WI
Galtier Midwest Masters, MN
JDD's-Justice, CO

OFFICIAL RULES OF THE BCA POOL LEAGUE

1994	Hall of Fame Billiards, IL	Rusty's Lucky Ladies, TX
1993	Hall of Fame Billiards, IL	No event before 1994
1992	The Crunch Bunch, TX	
1991	Black Stix, TX	

Men's/Mixed Trophy Teams Women's Trophy Teams

<u>Champion</u>		<u>Champion</u>
2007	Blues Crew II, GA	Tou Can Play, FL
2006	Harms Way, IL	Sharkbait, ON
2005	Wild Kats, AB	Worm Burners, MN
2004	Thelma's Rebels, WV	Texas Angels, TX
2003	The Blues Crew, GA	Twisted Sisters, TX
2002	OBYB, BC	Teachers#5, MO
2001	Snooker John's #2, MO	Attitude Adjusters, IN
2000	Over the Hill Gang, MO	Hot Tamales, GA
1999	Eights and Aces, IL	The Edge, ON
1998	Last Chance, IL	Finders Keepers, IL
1997	Slims Phil, TX	Westford Whips, ON
1996	K&S Billiards, IL	Texas Draw, TX
1995	Demmas III, IL	Battlin' Bitches, IL

9-Ball Challenge

<u>Champion</u>		<u>Runner-Up</u>
2007	Beau Runningen, MN	Tyler Edey, AB

Open Artistic Pool

<u>Champion</u>		<u>Runner-Up</u>
2007	Rusty Jackson, CA	Buddy Eick, OK

Men's Artistic Pool

<u>Champion</u>		<u>Runner-Up</u>
2006	Craig Powers, WI	Terrence Zagar, WI
2005	Buddy Eick, OK	Shayne Marrow, WV
2004	Hani Kamany, CA	Nate Bryant, GA
2003	Mark Dimick, OK	Jeremy Seaman, MI
2002	Mark Dimick, OK	Jason Budrow, NY
2001	Jason Kane, NY	Buddy Eick, OK
2000	Mark Dimick, OK	Milt Highlands, PA
1999	Jason Kane, NY	Jason Budrow, NY
1998	Jason Kane, NY	Chris Flavin, AR
1997	Ben Alloggio, TX	John James, AR
1996	Paul Blanchard, LA	Mark Dimick, OK
1995	Mark Dimick, OK	Dan Henley, WA

OFFICIAL RULES OF THE BCA POOL LEAGUE

1994	Joe Shirley, TX	Rob Lundrign, NF
1993	Craig Powers, WI	Mark Dimick, OK

Women's Artistic Pool

	<u>Champion</u>	<u>Runner-Up</u>
2006	Victoria Rose, BC	Connie Jerome, MI
2005	Susie Miller, CA	Linda Carter, WA
2004	Judy Malm, AZ	Karen Lincoln, KS
2003	Jackie Broadhurst, CO	Marissa Hallett, NM
2002	Martha Hartsell, OR	Susie Miller, CA
2001	Jennifer Barretta, NY	Ginger Alloggio, TX

Men's Speed Pool I

	<u>Champion</u>	<u>Runner-Up</u>
2007	Francisco Diaz Pizarro, ES	Scott Tollefson, CO
2006	Scott Tollefson, CO	James Davis Jr., TX
2005	David Alcaide Bermudez, ES	Shayne Marrow, WV
2004	Josh Silva, AB	Samuel Prieto, ES
2003	Jason Kane, NY	Josh Harris
2002	Francisco Diaz Pizarro, ES	Jason Kane, NY
2001	Dave Martin, AB	Francisco Diaz Pizarro, ES
2000	Francisco Diaz Pizarro, ES	Jason Kane, NY

Women's Speed Pool I

	<u>Champion</u>	<u>Runner-Up</u>
2007	Regan Hoko, AB	Marcia Hanifee, MD
2006	Lori Buendorf, CA	Jacqueline Herrera, IL
2005	Tracy Cantrell, OH	Susie Miller, CA
2004	Kelly Fisher, NJ	Bev Ashton, AB
2003	Dee McGrath, IL	Marissa Hallett
2002	Bev Ashton, AB	Pam Bell, WI
2001	Candie Madsen, ID	Lauren Ward, CA
2000	Romana Dokovic, NY	Dolores Granados, ES

Men's Speed Pool II

	<u>Champion</u>	<u>Runner-Up</u>
2007	Jason Kane, NY	Mike Banks, MO
2006	Ivan Nunez Perez, ES	Antonio Martinez Martinez, ES
2005	Jason Kane, NY	James Davis Jr., TX
2004	Jason Kane, NY	Alfredo Correia, PO
2003	Scott Tollefson, CO	Tyler Edey, AB
2002	Alaine Boutin, BC	Dave Martin, AB
2001	Samir Kaddur Mohammud, ML	Robert Winter, CO

OFFICIAL RULES OF THE BCA POOL LEAGUE

2000 Jason Kane, NY Francisco Diaz Pizarro, ES

Women's Speed Pool II

	<u>Champion</u>	<u>Runner-Up</u>
2007	Lauren Whelan, NY	Linda Ikefuji
2006	Results not available	Connie Jerome, MI
2005	Results not available	Linda Carter, WA
2004	Results not available	Results not available
2003	Laura Lo, CO	Gloria McClellan, BC
2002	Susie Miller, CA	Gloria McClellan, BC
2001	Results not available	Laura Lo, CO
2000	Ellie Chang, NY	Dolores Granados, ES

BCA NATIONAL 9-BALL CHAMPIONSHIP

Men's Open Singles

	<u>Champion</u>	<u>Runner-Up</u>
2006	Brian White, SC	Billy Peay, KY
2005	Lance Salazar, CA	Stan Tourangeau, BC
2004	Dickie Renk, CA	Larry Wilson, BC

Women's Open Singles

	<u>Champion</u>	<u>Runner-Up</u>
2006	Diana Minor, FL	Jacqueline Herrera, IL
2005	Sammy Diep, CO	Connie Williams, OK
2004	Rebecca Wagner, IL	Lori Buendorf, CA

Men's/Mixed Teams

	<u>Champion</u>	<u>Runner-Up</u>
2006	Regency Nightmares, OK	Smokin Chicos, ON
2005	The Corporation, TX	Hit and Run, CA
2004	Jerry's, NV	Greenfields, CO

Women's Teams

	<u>Champion</u>	<u>Runner-Up</u>
2006	Thirsty Whale Ladies, OH	The Young and the Restless, WI
2005	The Missing Chink, NV	Happy Bunnies, CA
2004	Poultry Power, IL	Midway Bar and Grill, OR

OFFICIAL RULES OF THE BCA POOL LEAGUE

Open Scotch Doubles

Champion

Runner-Up

2006	Kelly Dyer/Tim Chambers, OH Angie Voorhees/Michael Dunklin, IL
2005	Elizabeth Cole, WA/Glen Atwell, OR Sammy Diep/Chisolm Woodson, CO
2004	Orietta Strickland/Bert Kinister, TX Anita McMahon/David McMahon, ON

U.S. OPEN ONE POCKET CHAMPIONSHIP

Champion

Runner-Up

2007	Tony Chohan	Gabe Owen
2006	Nick Vita	Shawn Putnam
2005	Scott Frost	Gabe Owen
2004	Cliff Joyner	Shannon Daulton
2000	Efren Reyes	Larry Nevel
1999	Cliff Joyner	Larry Nevel
1998	Jeremy Jones	Jeff Carter
1997	Leil Gay	Jayne Goodwin
1996	Jayne Goodwin	Jose Parica
1994	Cliff Joyner	Bill Incardona

No event in 1995, 2001, 2002, 2003

U.S. OPEN BANK POOL CHAMPIONSHIP

Champion

Runner-Up

2007	John Brumback	Jason Miller
2006	John Brumback	Gerald Reichle
2005	Shannon Daulton	Brandon Shuff
2004	Shannon Daulton	Marco Marquez

U.S. OPEN 10 BALL CHAMPIONSHIP

Champion

Runner-Up

2007	Huidji See	Louis Ulrich
2006	Will Bilbrey	Adam Smith
2005	David Dattilo	Danny Medina
2004	Cliff Joyner	Scott Tollefson

OFFICIAL RULES OF THE BCA POOL LEAGUE

U.S. OPEN 14.1 CHAMPIONSHIP

	<u>Champion</u>	<u>Runner-Up</u>
2007	Rafael Martinez	Gabe Owen

DERBY CITY CLASSIC

9-Ball

	<u>Champion</u>	<u>Runner-Up</u>
2008	Ralf Souquet	Francisco Bustamante
2007	Niels Feijen	Rodolfo Luat
2006	Ralf Souquet	Rodolfo Luat
2005	Efren Reyes	James Barakas
2004	Ralf Souquet	Efren Reyes
2003	Shannon Daulton	Max Eberle
2002	Mika Immonen	Buddy Hall
2001	Shannon Daulton	Mika Immonen
2000	George San Souci	Dee Adkins
1999	Troy Frank	Efren Reyes

One Pocket

	<u>Champion</u>	<u>Runner-Up</u>
2008	Gabe Owen	Larry Nevel
2007	Efren Reyes	Cliff Joyner
2006	Efren Reyes	Jason Miller
2005	Efren Reyes	Corey Deuel
2004	Efren Reyes	Marco Marquez
2003	Jose Parica	Larry Nevel
2002	Cliff Joyner	Jose Parica
2001	Buddy Hall	John Hager, Jr.
2000	Nick Varner	Rafael Martinez
1999	Efren Reyes	Tang Hoa

9-Ball Banks

	<u>Champion</u>	<u>Runner-Up</u>
2008	Larry Price	Sylver Ochoa
2007	Stevie Moore	Efren Reyes
2006	Jason Miller	Jason Kirkwood
2005	David Matlock	John Brumback
2004	Jason Miller	John Brumback
2003	Danny Harriman	Steve McAninch
2002	Larry Price	Louis D'Marco
2001	Jose Parica	Glen Rogers
2000	Shannon Daulton	Whitey Stephenson
1999	Nick Varner	Tony Coleman

OFFICIAL RULES OF THE BCA POOL LEAGUE

Master of the Table

	<u>Champion</u>	<u>Runner-Up</u>
2008	Francisco Bustamante	Gabe Owen
2007	Efren Reyes	Rodolfo Luat
2006	Jason Miller	Efren Reyes
2005	Efren Reyes	David Matlock
2004	Efren Reyes	Ralf Souquet
2003	Larry Nevel	Jose Parica
2002	Jose Parica	Dee Adkins
2001	Shannon Daulton	Jose Parica
2000	Dee Adkins	Shannon Daulton
1999	Efren Reyes	Nick Varner

U.S. OPEN 9-BALL CHAMPIONSHIP

2007	Shane Van Boening	1991	Buddy Hall
2006	John Schmidt	1990	Nick Varner
2005	Alex Pagulayan	1989	Nick Varner
2004	Gabe Owen	1988	Mike Lebron
2003	Jeremy Jones	1987	Earl Strickland
2002	Ralf Souquet	1986	David Howard
2001	Corey Deuel	1985	Jimmy Reid
2000	Earl Strickland	1984	Earl Strickland
1999	Johnny Archer	1983	Mike Sigel
1998	Buddy Hall	1982	David Howard
1997	Earl Strickland	1981	Allen Hopkins
1996	Rodney Morris	1980	Mike Sigel
1995	Reed Pierce	1979	Louie Roberts
1994	Efren Reyes	1978	Steve Mizerak
1993	Earl Strickland	1977	Allen Hopkins
1992	Tommy Kennedy	1976	Mike Sigel

BCA OPEN/enjoypool.com 9-BALL CHAMPIONSHIPS

Men's

	<u>Champion</u>	<u>Runner-Up</u>
2007	Dennis Orcollo	Shane Van Boening
2006	Ralf Souquet	Johnny Archer
2005	Thorsten Hohmann	Johnny Archer
2004	Tony Robles	Santos Sambajon
2003	Ralf Souquet	Francisco Bustamante
2002	Charlie Williams	Tony Robles
2001	Corey Deuel	Jose Parica
2000	Johnny Archer	George San Souci
1999	George San Souci	Jeremy Jones

OFFICIAL RULES OF THE BCA POOL LEAGUE

Women's

	<u>Champion</u>	<u>Runner-Up</u>
2007	Karen Corr	Allison Fisher
2006	Jasmin Ouschan	Allison Fisher
2005	Allison Fisher	Karen Corr
2004	Karen Corr	Allison Fisher
2003	Karen Corr	Allison Fisher
2002	Karen Corr	Vivian Villareal
2001	Jeanette Lee	Karen Corr
2000	Gerda Hofstatter	Allison Fisher
1999	Allison Fisher	Gerda Hofstatter

OFFICIAL RULES OF THE BCA POOL LEAGUE

NOTES