

2010-2011

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, 2010
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OFFICIAL RULES OF THE BCA POOL LEAGUE

www.playbca.com

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A Message from Mark Griffin

Welcome to the 2010-2011 edition of the Official Rules of the BCA Pool League (BCAPL).

Our organization has received widespread praise for having the most detailed and clear set of rules in the industry. Comments from players, officials and league operators are overwhelmingly in favor of our approach to presenting rules that guarantee consistency in enforcement throughout all league competition and tournaments. Mike Shamos, resident rules guru for Billiards Digest and one of pool's most respected individuals, wrote:

"The Official Rules of the BCA Pool League are the most extensive set of rules in history, and for the first time they are accompanied by interpretive decisions. The "Applied Rulings" section deserves serious study. It is of course impossible to write a rule set that deals with every conceivable happenstance. Even the USGA rules don't try to do that. Therefore, referees and tournament directors must be guided by interpretations so they can make intelligent rulings when new situations arise. I'm not declaring their rules to be perfect, but they try to be. The rules themselves and their interpretations have been given a great deal of thought, and the reasoning behind them is not hidden but is right there on the page. They're also based on a great deal of experience with problems that surfaced in actual league situations. They don't make the mistake of sacrificing the integrity of the game just to keep down the number of disputes that arise, which is a flaw endemic to league rules generally. I have the feeling that because of their logic the BCAPL rules just may become the dominant rules of the game."

We are very flattered by Mr. Shamos' remarks, and hope that you will also see the merit of our product. Remember, this is your book. There are over 60,000 players and league operators – without you, there would not be a BCAPL. Thanks to each of you for your loyalty and support!

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 2009-2010 edition are highlighted in ***bold and italics***. New Applied Rulings are also highlighted. Other changes in wording from previous editions have been made to improve clarity. Those changes are not highlighted since they do not affect the substance or intent of the previous edition.

The notation "(AR p. xx)" appears after rules that have Applied Rulings associated with them. The page number is where you will find the Applied Ruling.

The editors would like to express their thanks to Mark Griffin for his support, and to the players, league operators and referees whose comments and 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 and suggestions. The best way to have your voice heard is to send a detailed e-mail to Bill Stock at bill@playcspool.com. Please use "Rules Comments" as your subject line. Because of the volume of correspondence, please do not offer your comments by phone.

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To maintain a gender-neutral presentation, the singular "their" possessive pronoun form is used throughout the rules.

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Statement of Principles

These are principles that the BCAPL believes in, promotes, and uses to develop The Official Rules of the BCA Pool League. They are published here to help players, officials and administrators understand what the BCAPL believes comprises the spirit of the game. They are general statements and are not part of the rules themselves. However, if a situation occurs for which there is not specific guidance in the BCAPL rules, Administrative Authorities may look to these principles to assist them in making an appropriate decision.

- Every player, referee, event official, tournament director and league operator should have open, equal access to the BCAPL Rules, Applied Rulings and event regulations.
- It is more important that the game be decided based on the players' pool-playing ability than by their knowledge of the rules. Therefore, upon request and within the guidelines of the rules, referees will assist players whenever asked, including helping players understand the rules and their application. However, players' ignorance of the rules is not a defense against any penalties that they may incur under them.
- The BCAPL rules are for every player, regardless of talent, skill, experience or knowledge. Whether you are a first-time player or a seasoned professional, if you learn the BCAPL rules and follow them faithfully, they will help guide you to an enjoyable and fair experience. Similarly, no player may use their stature, level of experience, or knowledge to claim, impose, or gain an unfair advantage by improperly manipulating, circumventing or evading the BCAPL rules.
- We believe that the rules can never be too detailed, and that they should cover as many situations as possible. The BCAPL will make every attempt to provide as much information as possible to help ensure the uniform and consistent enforcement of the rules.
- *BCAPL referees are enforcers of rules - not legislators. No BCAPL referee makes any policy decisions regarding the BCAPL Rules. All official interpretations and Applied Rulings are made by the BCAPL National Office and are solely their responsibility. In unusual situations, referees, whenever possible, must first look to the event administration for guidance before making a ruling. (See BCAPL Rules 9.5.3 and 9.5.4.)*
- There are some significant differences between *The Official Rules of the BCA Pool League* and other sets of billiards rules. Those differences are not accidental or unintended. It is improper to use any other set of rules as a reference or as guidance in reaching a resolution to any situation in BCAPL play.
- Players should not be penalized under the rules for situations or events over which they have absolutely no control.
- Luck is an inherent part of all sports, games and competition. It is neither possible nor desirable to use the rules to legislate all luck out of the game.

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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 have faced 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. We designed The BCAPL rules to reduce the number of disputes. However, it is impossible to control the issue completely with rules and referees. 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 the game and 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 does not 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 do not want to stop and answer questions, you can prevent that by communicating freely and clearly. 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. See Applied Ruling 1.17 for guidance.

When playing call shot games, remember that shots defined as not obvious *must* be called. *There are no exceptions under any circumstances*, regardless of how simple or

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obvious the shot may appear. There may be other types of shots that must be called as well, depending on the circumstances. Also, please be sure to communicate clearly with your opponent when playing a safety. The Applied Rulings have additional guidance for calling shots and safeties.

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.

Significant Changes for the 2010-2011 Edition

The game of 10-Ball has been changed to Call Shot. In addition, how safeties are regulated has changed, as has the progress of the game with respect to continuing play. Please review the entire section carefully.

The definitions of *Combination Shot* and *Non-obvious Shot* have been expanded, and *Rules 1.17.1, 1.17.2 and Applied Ruling 1.17* have been changed to meet the expanded definitions.

Rule 1.38.4 – restoration no longer allowed after foul caused by placing ball in hand.

8-Ball: The penalty for any foul on the break has changed from ball in hand in the kitchen to ball in hand. Rules 2.3.3(b), 2.3.4, 2.3.5, 2.4.2(a), and 2.4.3 have been changed and consolidated to reflect the change.

Rule 2.4.2(c) deleted. If the breaker makes the 8-ball and fouls, the incoming player may no longer require the breaker to re-rack and break again.

Other minor changes throughout the book clarify, but do not change, the intent of the rules. In addition, many new Applied Rulings have been added.

We recommend that you thoroughly review the General Rules, specific game rules, and the Applied Rulings to ensure that you have the best possible understanding of them.

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EQUIPMENT SPECIFICATIONS

Table specifications (paragraphs 1-7) 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. Paragraphs 8 and 9 apply to all BCAPL play.

1. Table Size and Playing Surface (Figure ES-1). The BCAPL recognizes three sizes of tables and playing surfaces as regulation (all $\pm\frac{1}{16}$ "):

<u>Table Size</u>	<u>Playing Surface</u>
3 ½' x 7'	40" x 80"
4' x 8'	45" x 90"
4 ½' x 9'	50" x 100"

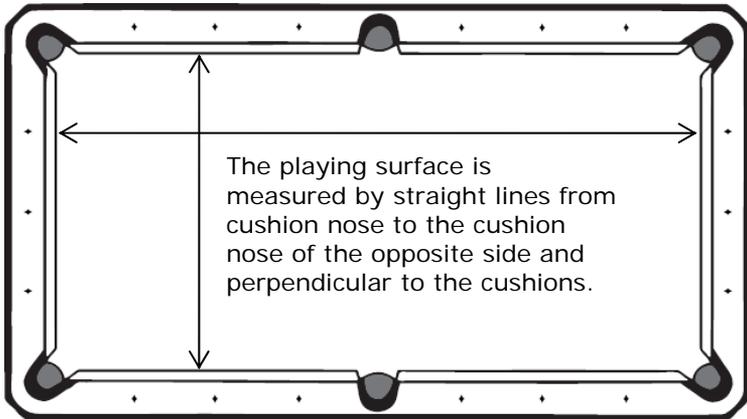


Figure ES-1

2. Table Bed Height: the height of the top of the playing surface measured from the floor will be 30", $\pm\frac{1}{2}$ ".

3. Cushions. The height of the cushion nose measured from the playing surface will be $1\frac{29}{64}$ ", $+\frac{1}{64}$ " or $-\frac{1}{32}$ ".

4. Diamonds. The center of all diamonds will be $3\frac{11}{16}$ " from the cushion nose (no tolerance).

5. 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.

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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 ES-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.

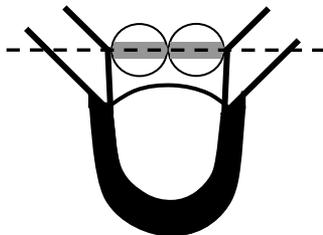


Figure ES-2

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 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 place them easily 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.

6. Pocket Cushion Angles (Figure ES-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° .

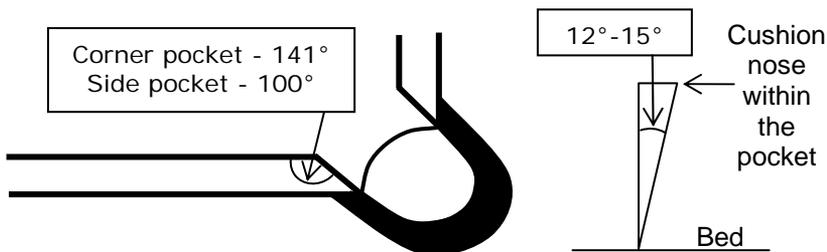


Figure ES-3

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7. Pocket Shelf Depth (Figure ES-4). The BCAPL measures shelf depth in relation to the dimensions of a ball. Figure ES-4 shows how shelf depth is determined.

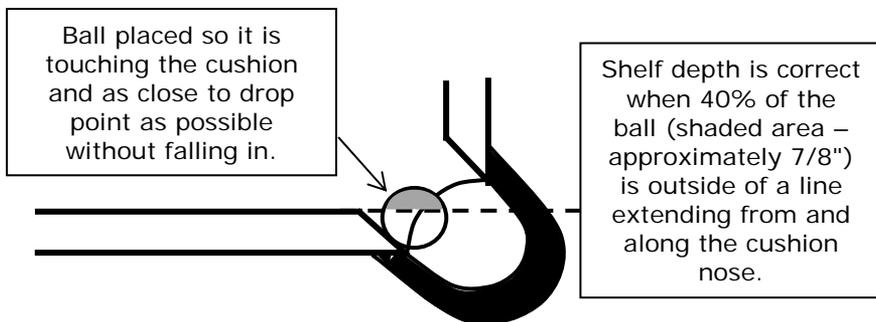


Figure ES-4

8. 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 with respect to the object balls may occur depending on the type of the cue ball.

9. Cues

- a. The width of the cue tip must not exceed 14 millimeters. There is no minimum width.
- b. The weight of the cue 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, or pliable material. ***The contacting surface of the cue tip of any cue used for a break shot must be made entirely of leather.***

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DEFINITIONS AND DIAGRAMS

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

Text appearing in ***bold and italics*** highlights definitions or diagrams that are significantly changed or new.

Above

The direction moving from any point on the table toward the head of the table. When referring to the head string, above the head string is also called "behind the head string", "behind the line", or "in the kitchen" (see Diagram 1).

Administrative Authority

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

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

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

Apex

The position of the front ball of the rack.

Ball in Hand

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

Ball in Hand Behind the Head String

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

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Ball in Play

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

Bank Shot

A shot in which the called ball, before being pocketed, contacts one or more cushions attached to a rail not adjacent to the called pocket. Incidental contact with a cushion attached to a rail adjacent to a called pocket does not constitute a bank shot. (AR p. 63)

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 Line

See "Behind the Head String"

Behind the Head String

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

Below

The direction moving from any point on the table toward the foot of the table (see Diagram 1).

Break Cue

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

Break Shot

The first shot of a game.

Break Box

When specified by Administrative Authority, a marked or designated area of the kitchen

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in which the cue ball must be placed for the break shot.

Butt

The end of a cue opposite the tip.

Call Shot Game

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

Called Ball

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

Called Pocket

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

Carom Shot

A shot in which the cue ball, before contacting the called ball, first contacts one or more other balls. (AR p. 63)

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

1. A shot in which the cue ball first contacts a ball other than the called ball, followed by that ball then contacting the called ball or other object ball(s) which then contact the called ball. (AR p. 63)

2. *A shot in which the called ball contacts another ball that is blocking the called ball's path to the called pocket, and the blocking ball is pocketed in the called pocket before the called ball. (AR p. 64)*

Cue

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

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Cue Ball

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

Cue Tip

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

Cushion

A strip of cloth-covered rubber which borders the inside of the rails. There are six cushions on a pool table: the head cushion, the foot cushion, and four side cushions (see Diagram 1).

Diamonds

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

Disturbed Ball

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

Double Hit

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

Down on the Shot

Having settled completely into a shooting position with a bridge established and pre-shot practice strokes imminent or in progress. (AR p. 71, 73)

Event

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

Event Venue

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

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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).

Forgotten Balls

Balls that were not spotted as required when available.

Foul

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

Foul Shot or Foul Stroke

A shot or stroke on which a foul occurs.

Frozen Ball

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

Head Cushion

The cushion attached to the head rail.

Head of Table

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

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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 with respect to its contact with object balls.

Illegal Break

A break shot that does not meet the break requirements as defined by specific game rules. Whether an illegal break is a foul depends on specific game rules. It may be possible to have an illegal break and a different foul on the same break shot. (AR p. 65)

Illegal Object Ball

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

Illegally Pocketed Ball (AR p. 66)

An object ball is illegally pocketed when:

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

Impeding Ball

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

Inning

A turn at the table by a player.

Jaws

See "Mouth of Pocket"

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Jump Cue

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

Jump-Break Cue

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

Jump Shot

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

Jumped Ball

A ball is a jumped ball if it:

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

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

Kick Shot

A shot in which the cue ball, before contacting the called ball, contacts one or more cushions attached to a rail not adjacent to the called pocket. Incidental contact with a cushion attached to a rail adjacent to a called pocket does not constitute a kick shot. (AR p. 63)

Kiss Shot

A shot in which the called ball glances off another object ball before being pocketed. (AR p. 63)

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.

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Legal Break

A break shot which meets the requirements of specific game rules. (AR p. 66)

Legal Object Ball

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

Legal Shot

A shot that does not result in a foul.

Legal Stroke

Forward motion of the cue resulting in the cue tip striking the cue ball for only the momentary time customarily associated with a normal shot. "Forward" means relative to the cue itself, along the long axis of the cue and away from the butt, and has no relevance to any part of the table or any relationship to the player or any part of their body (see Diagrams 4 and 5).

Legally Pocketed

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

Long Rack Game

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

Long String

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

Massé Shot

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

Mechanical Bridge

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

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Miscue

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

Mouth of Pocket

The area of the bed of the table between the pocket and a line between the noses of the cushions near the pocket where they change direction (see Diagram 1). Also called the "jaws".

Not Obvious (see "Obvious shot")

Object Ball

A ball other than the cue ball.

Obvious Shot

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

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

The list is not necessarily all-inclusive. (AR p. 67, 74)

On a Foul

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

On the Hill

Needing only one more game to win the match.

Open Table

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

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Playing Cue

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

Pocketed Ball

A ball that drops off the bed of the table into a pocket and remains there. A ball that rebounds from a pocket back onto the table bed is not a pocketed ball. An object ball that comes to rest touching both the bed of the table and any ball or obstruction in a pocket is not a pocketed ball. (AR p. 66)

Position of Ball

When a ball is resting on the bed of the table, its base determines its position (see Diagram 2).

Provided Equipment

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

Push-out

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

Push Shot

A shot in which the cue tip maintains contact with the cue ball longer than the momentary contact allowed for a legal stroke. (AR p. 66)

Rack

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

Rail

The top surfaces of the table, not covered by cloth, from which the cushions protrude. There are four rails on a pool table: the head rail, the foot rail, and two side rails. (see Diagram 1).

Regulations

Procedures established by the Administrative Authority that do not directly affect the play of the game on the table, and are primarily administrative in nature. Examples

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include dress codes, eligibility, breaking order, bracket procedures, etc.

Restoration

When a disturbed ball is returned to its original position.

Safety

A shot that, depending on specific game rules, may end a player's inning. Also known as "Safe", or "Just a shot". (AR p. 67)

Sanctioned Event

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

Scratch

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

Shaft

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

Short Rack Game

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

Shot

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

Shot Clock

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

Simultaneous Hit

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

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Stroke

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

Successive Fouls

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

Table in Position

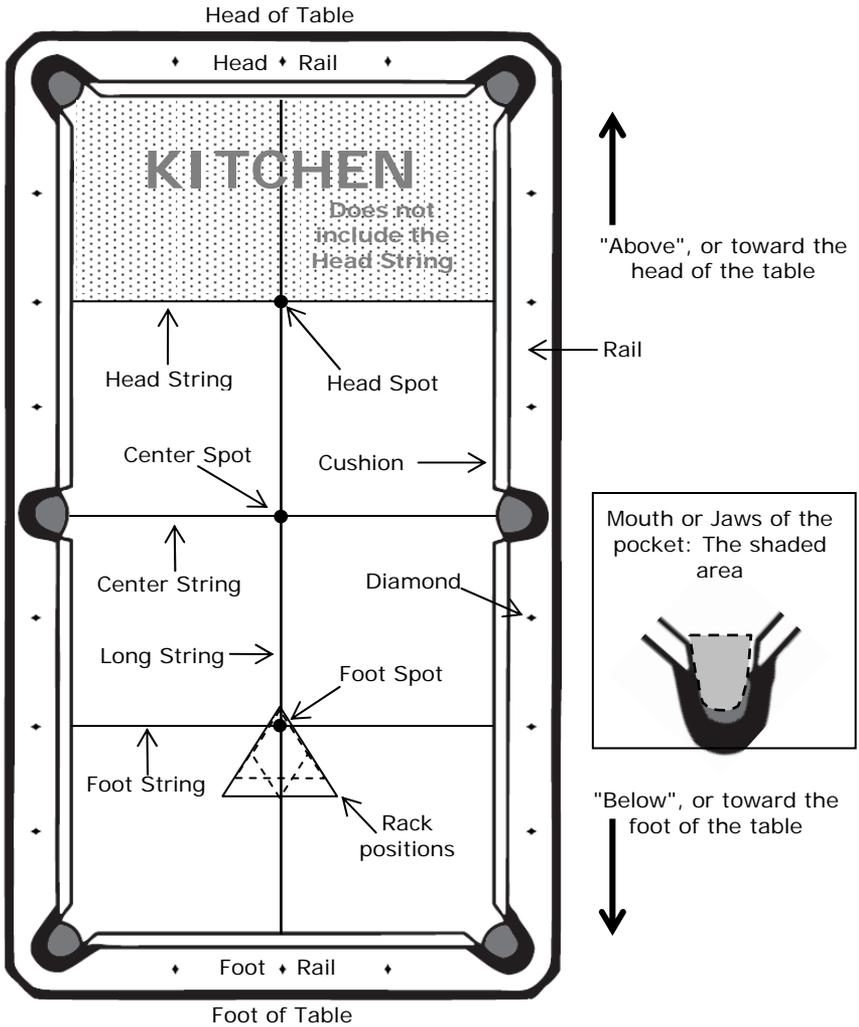
The position of the balls on the table as they lie.

Triangle

See "Rack".

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Diagram 1 – The Table



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Diagram 2 – Position of Ball Determined by Its Base

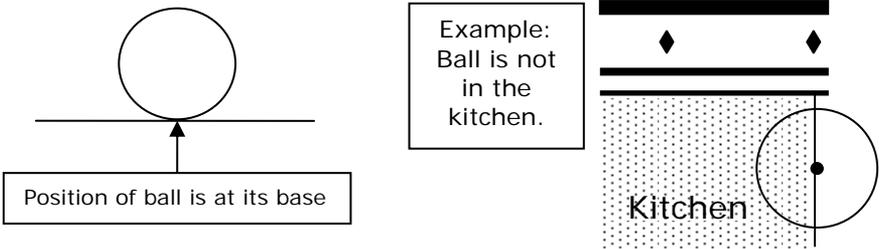


Diagram 3 – Bed of the Table

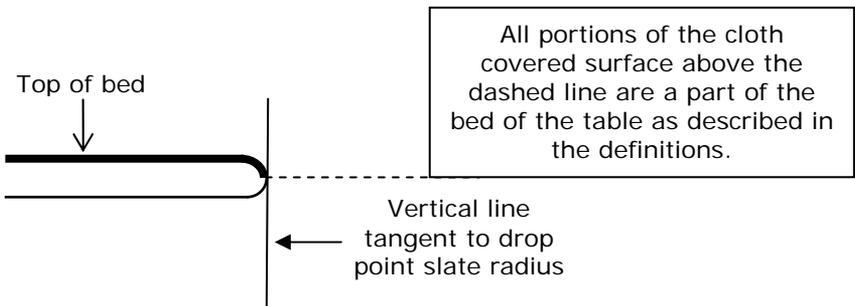
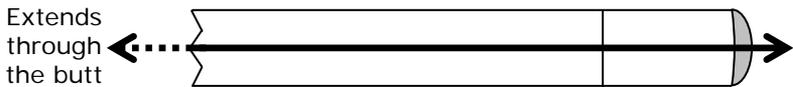


Diagram 4 -Long Axis of Cue

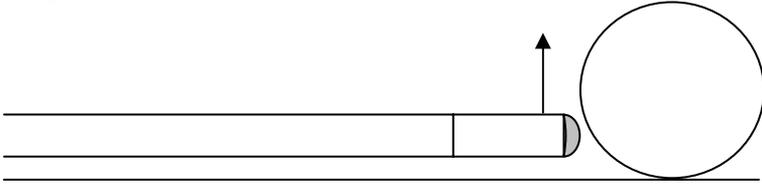


The long axis of the cue is a line extending from the center of the butt through the center of the tip.

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

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



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

Diagram 6 – Illegal Lag Result (see Rule 1.12)

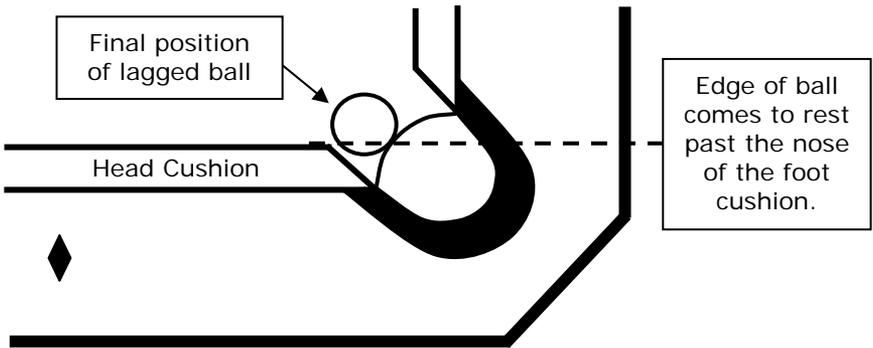
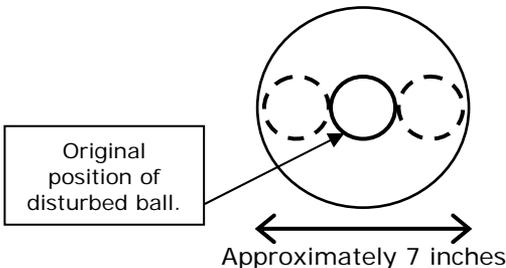
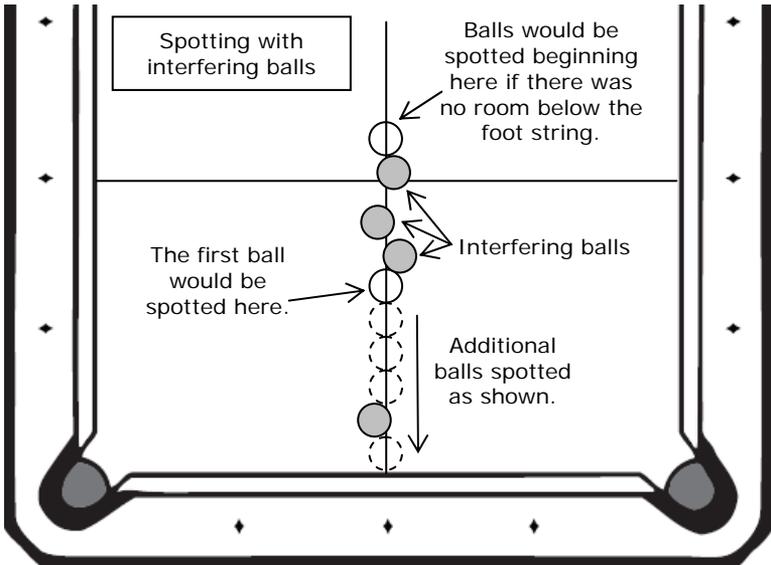
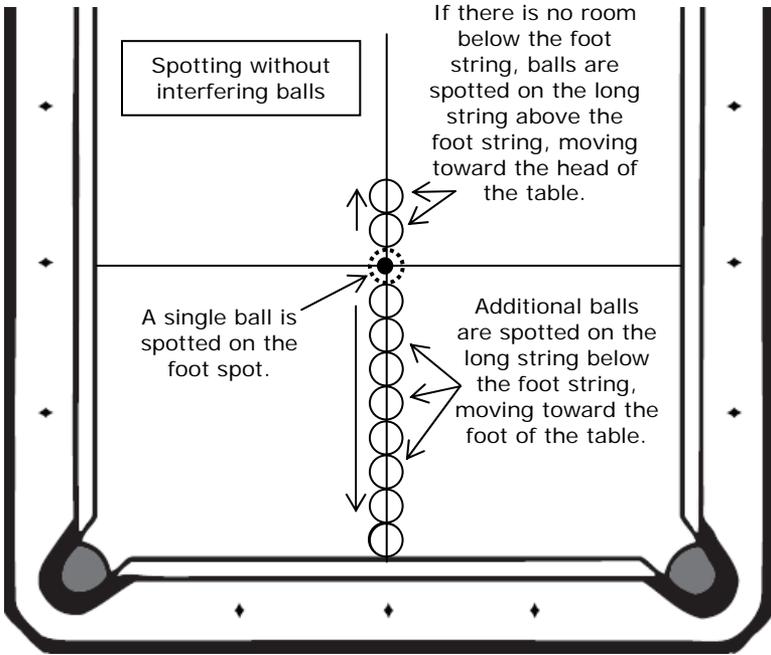


Diagram 7 – Area Originally Occupied by a Disturbed Ball



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Diagram 8 – Spotting Balls



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RULES SECTION 1

GENERAL RULES

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

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

1.1 Player Responsibility

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

2. Event officials and referees will provide information as required by the rules to the best of their ability and knowledge. However, Rule 1.1 takes precedence and the ultimate responsibility for knowing the correct information still rests with you. You may still incur penalties if you commit a foul or violate the rules as a result of incorrect information provided to you by an event official or referee. (AR p. 85)

1.2 Acceptance of Provided Equipment

1. Once your match begins, you accept all provided equipment as standard and legal. After a match has begun, only a referee or event official may declare the equipment defective or unsuitable for play. If the equipment is declared unsuitable for play, all games previously played on that equipment will be counted. (AR p. 68)

2. During a match, it is a foul if you attempt to modify provided equipment without the permission of a referee or event official. The foul occurs immediately upon the attempt, regardless of whether a stroke or shot is attempted. (AR p. 68)

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 (AR p. 68). You may not use equipment or accessory items in a manner other than their intended use. Specifically:

- a. You may use your cue, held in your hand or not, to help align a shot (AR p. 68);

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- b. you may use either a built-in or an add-on cue extender;
- c. you may use your own chalk provided it is compatible with the cloth (AR p. 68);
- d. you may use a billiards glove;
- e. you may not shoot while using more than two mechanical bridges at any one time. A bridge may only be used to support the cue or another bridge (AR p. 68);
- f. you may not shoot while using any item to support or elevate your bridge hand. You may hold chalk in your bridge hand while bridging, but the chalk may not be used to elevate your hand off the table;
- g. you may not use any ball, cue, rack, or any other equipment or any part of your body as a width-measuring device to determine if the cue ball or an object ball would fit through a gap or to judge what ball the cue ball would contact first (AR p. 68).

2. You may not wear any electronic headgear, use any electronic device, or voluntarily impede your hearing during a match. Examples include, but are not limited to:

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

3. Violation of this rule is a foul.

1.4 Cue Requirements

- 1. Your cues must meet BCAPL specifications.
- 2. It is a foul if you take a shot with a cue that does not meet BCAPL specifications. The cue must be removed from play. (AR p.70)

1.5 Start Time of Match

The start time for your match is the scheduled time or the time the match is announced, whichever is later. If you are not present at the table with your equipment within fifteen minutes after the start time, you lose the match by forfeit. (AR p. 70)

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1.6 Playing Without a Referee

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

1.7 Beginning of Game or Match

Your match or game begins when the cue tip strikes the cue ball during any stroke on the break shot. (AR p. 70)

1.8 No Practice Allowed During Match

1. It is a foul if you practice at any time during your match, including during time-outs and periods of suspended play. "Practice" is defined as any stroke or shot that is not a part of your match, taken on any table at the event venue. (AR p. 70)

2. In team play, this rule applies to all members of the team that are on the team's roster, whether or not they are playing at the time and whether or not they are listed on the score sheet of the match in progress. Penalties for fouls in team play:

- a. For violations by a player who is playing a game at that time: it is a foul and the penalty is applied to that table only;
- b. For violations by a player who is not playing a game at that time: it is a foul and the penalty is applied to all tables. (AR p. 70)

1.9 Stopping Play

1. You may request the assistance of a referee if you believe that a foul may occur or has occurred, or if you need information concerning the rules. If you desire the assistance of a referee, you must notify your opponent and your opponent must acknowledge your request. If it is your opponent's inning, you must notify them before they are down on the shot. (AR p. 71)

2. If your opponent requests that play be stopped in order to summon a referee or other event official, you must acknowledge and honor that request. After play has stopped, it is a foul if you take any stroke or shot until a referee authorizes you to shoot.

1.10 Suspended Play

Play may be suspended at the referee's discretion. It is a foul if you take any stroke or shot while play is suspended. (AR p.71)

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-

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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 p. 70)

1.12 Lag for Break

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

1. The lag begins with each player having ball in hand behind the head string, one to the left of the long string and one to the right. The balls must be of equal size and weight. The players shoot at approximately the same time toward the foot cushion. The ball must contact the foot cushion. When the balls come to rest, the player whose ball is closest to the head cushion wins the lag. The players will lag again if the lag is a tie, or if one player strikes the cue ball after the other player's ball has contacted the foot cushion.

2. You lose the lag if your ball:

- a. does not contact the foot cushion;
- b. contacts the foot cushion more than once;
- c. crosses the long string;
- d. contacts a side cushion;
- e. is pocketed or jumped off the table;
- f. comes to rest past the nose of the head cushion (see Diagram 6).

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 p. 73)

1.14 Racking Procedures

1. You must rack for yourself when you are breaking.

2. You must rack the balls as tightly as possible. That means that each ball should touch all balls adjacent to it. (AR p. 73)

3. After you rack the balls, your opponent may inspect the rack but must not touch any ball. If your opponent is not satisfied with the rack, they may require you to re-rack the balls one time. After one re-rack, if both players cannot agree that the rack is suitable for play a referee must be called. The referee will then rack the balls for that game.

4. You should refrain from tapping balls unless necessary. It is preferable to brush the

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area of the rack and ensure that the spot attached to the cloth, if any, is in good condition.

5. If the arrangement of the rack does not meet the requirements of the specific game, it will be corrected without penalty. If your opponent's rack does not meet the requirements and you do not notify them before they break, the game will continue with no penalty.

1.15 (Reserved for future use)

1.16 Shot Clock Procedures

1. There is normally no time limit for you to take a shot. However, a referee may implement a shot clock if they judge that you are delaying a match unnecessarily or in an unsportsmanlike manner, or if event officials require that a match proceed at a faster pace. (AR p. 73)

2. You may call a referee if you believe your opponent is deliberately or consistently playing at an abnormally slow pace. If, after a reasonable period of observation, the referee judges that slow play is occurring, they will warn the offending player(s). After the warning, if the referee judges that the pace of play remains abnormally slow, they will place the match on a 45-second shot clock.

3. If a shot clock is used, it always applies to all players at that table. Shot clock procedures follow:

- a. During a player's inning, the shot clock starts when the previous shot ends and runs for 45 seconds or until cue tip to cue ball contact begins the next shot. If a player has ball in hand, the shot clock starts when the player has possession of the cue ball and any spotting of balls or racking is finished.
- b. If they are not already down on the shot when ten seconds remain on the shot clock, the player will receive a ten second warning from the referee (announced as "ten"). If the player does not strike the cue ball within ten seconds, it is a shot clock violation.
- c. If a player is already down on the shot with ten seconds remaining, no announcement is made. The shot clock will pause at ten seconds and the player may exceed the 45- second limit provided they do not stand up off the shot. However, if the player stands up off the shot, the referee will immediately announce "ten", and the shot clock will resume. If the player does not strike the cue ball within ten seconds, it is a shot clock violation. (AR p. 73)
- d. For timing purposes, "down on the shot" means the player is in a customary shooting position as it relates to their bridge hand and grip of the cue, or, if using a mechanical bridge, the bridge has been placed for the shot and the cue placed in the bridge's groove with the player's grip hand on the cue.
- e. Each player is permitted one 45-second extension per rack. If both players are on the hill, each player is permitted two 45-second extensions. To use

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an extension, the player must verbally announce “extension” to the referee. The referee will then respond with “extension” or, if the player has no extension remaining, “extension not allowed”. For extensions, procedures with ten seconds remaining are the same as for other shots.

- f. A shot clock violation is a foul. (AR p. 73)
- g. The shot clock does not apply to the first shot after the break in any game.

1.17 Calling Ball and Pocket (AR p. 64, 71, 74)

Rule 1.17 applies only to games designated by specific game rules as Call Shot games.

1. You must designate the called ball and the called pocket before each shot. You may make the designation verbally or by gesture. You may only call one ball on a shot. You are not required to call obvious shots. You are not required to indicate incidental kisses and caroms, or incidental cushion contacts that do not constitute bank shots or kick shots. ***Not all kisses, caroms and cushion contacts are incidental. If a dispute arises as to whether a shot was obvious based on such contact, the referee is the sole judge. (AR p. 64, 74)***

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

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

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

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

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

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

- a. becomes a bank shot because the called ball did not go directly into the called pocket but instead contacted two or more cushions prior to being

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pocketed in the called pocket, or;

- b. becomes a kick shot because the cue ball initially missed the called ball, contacted one or more cushions, and then pocketed the called ball in the called pocket.

1.18 Legal Stroke

You must use a legal stroke. Any lifting, sideways, or other brushing motion of the cue, such that the force that propels the cue ball does not primarily result from a forward motion of the cue as defined under “Legal Stroke”, is a foul. (See Diagrams 4 and 5).

1.19 Legal Shot (AR p. 75)

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

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

2. If the ball used to meet the cushion contact requirement of Rule 1.19.1(b) is declared frozen to a cushion at the beginning of the shot, then that ball must leave the cushion it is frozen to and then:

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

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

1.20 Cue Ball Frozen to Object Ball or Cushion (AR p. 77)

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

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

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

4. The presence of one or more object balls or a cushion nearby may create the possibility of a violation of Rule 1.30 during the same stroke, but after the initial cue tip to cue ball contact.

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

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1.21 Penalties for Fouls

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

1.22 Successive Fouls

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

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

1.23 Fouls Not Called

Any foul not called before the next stroke is taken is considered to have not occurred. The failure to call a foul on any previous shot does not restrict the ability to call a similar foul on any future shot. (AR p. 77)

1.24 Multiple Fouls

If you commit more than one foul during a shot, only the foul that carries the most severe penalty is enforced. However, unsportsmanlike conduct and deliberate fouls may be penalized in conjunction with any foul or violation. (AR p.77)

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

1.26 Balls in Motion

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

1.27 Scratch

It is a foul if you scratch.

1.28 Jumped Balls

It is a foul if you cause any ball to be jumped off the table. (AR p. 78)

1.29 Push Shot

It is a foul if you shoot a push shot.

1.30 Double Hit (AR p. 77, 78)

1. It is a foul if your cue tip strikes the cue ball more than once on a single stroke.
2. It is a foul if your cue tip is still in contact with the cue ball when the cue ball strikes an object ball. However, such a stroke may be considered legal if the object ball is legal and cue ball strikes it at a very fine angle. The referee is the sole judge of whether or not the angle taken results in a legal shot. The referee may not advise you concerning the angle taken for the shot.

1.31 Simultaneous Hit

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

1.32 Miscues

A miscue is not a foul. (AR p. 78)

1.33 Disturbed Balls (Cue Ball Fouls Only) (AR p. 79)

1. It is not a foul if you accidentally touch or disturb a single object ball with any part of your body, clothing or equipment, unless the disturbed ball has an effect on the outcome of the shot.
2. "Effect on the outcome of the shot" means that either the disturbed ball makes contact with any ball set in motion as a result of the shot, or that the base of any ball set in motion

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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 where it came to rest or to restore it to its original position. If the disturbed ball is to be restored, a referee may restore it, your opponent may restore it, or you may restore it with your opponent's permission. It is a foul if you touch or restore the disturbed ball without your opponent's permission.

4. It is a foul if there is an effect on the outcome of the shot. Your opponent has no restoration option.

5. If you disturb a single object ball and, in the same shot, commit a foul that is not related to the disturbed ball: you are penalized for the foul, and your opponent has the restoration option for the disturbed ball that was not involved in the foul.

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

7. It is a foul if:

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

Your opponent has no restoration option.

1.34 Jump Shots and Massé Shots

1. Jump shots are legal shots. However, it is a foul if you intentionally cause the cue ball to rise off the bed of the table by "digging under" or "scooping" the cue ball with the cue. (AR p. 78)

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

3. *(Moved to Definitions)*

1.35 Position of Ball

The base of a ball is determined by its position (see Diagram 2).

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1.36 Shooting with Ball in Hand Behind the Head String (AR p. 82)

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

1.37 (Reserved for Future Use)

1.38 Ball in Hand Placement

1. When you have ball in hand, you may use your hand or any part of your cue, including the tip, to position the cue ball. If you use your cue to place the cue ball, any action that would be a legal stroke will be considered a shot, and must meet the requirements of a legal shot or it is a foul. (AR p. 70)
2. Once you have picked up the cue ball to take ball in hand, it remains in hand until your next stroke. You may place the cue ball, pick it up again, and replace it successive times until you take that stroke. (AR p. 84)
3. Immediately after a foul, when you are picking up the cue ball the first time to take ball in hand (as opposed to placing the cue ball or picking it up again for successive placements before the next shot), the provisions of Rule 1.33.1 apply to touching or disturbing a single object ball with the cue ball or your hand. You may request that a referee pick the cue ball up for you immediately after a foul.
4. When placing the cue ball, it is a foul if you touch or disturb any object ball with the cue ball or your hand that holds the cue ball. Your "hand" is defined as including the wrist up to a point where a wristwatch would normally be worn. ***Your opponent has no restoration option.***

1.39 Marking the Table

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

1.40 Deliberate Foul

During a game, it is a deliberate foul if you commit any of the following acts. In addition

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to the penalties under the General Rules and specific game rules, you incur additional penalties as indicated.

- a. Intentionally strike, *move or deflect* the cue ball with anything other than your cue tip.
- b. Intentionally pick up or contact the cue ball with your hand while it or any other ball is in motion, or in order to end your inning.
- c. Intentionally cause any ball in play to move by contacting or moving any part of the table in any way. (AR p. 84)

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

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

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

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

Penalties: *in addition to the foul penalty for violations involving object balls*: *First* violation of (e-f): your opponent may have the ball spotted, placed along the lip of the pocket, pocketed, *or left in position*. It is loss of game if the ball involved is the game winning ball. (8-Ball exception for first violation: if the 8-ball is involved on the break shot, it is a foul only). Second and subsequent violations *involving an object ball or the cue ball* during a match: loss of game.

1.41 Coaching

1. During your match, it is a foul if you ask for or intentionally receive assistance in planning or executing any shot.
2. Any person, except your opponent, who offers any significant assistance to you, whether verbal or non-verbal, will be removed from the area.
3. The Administrative Authority of the event may modify this rule for team or doubles play. (AR p. 84)

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1.42 Non-Shooting Player Requirement

It is unsportsmanlike conduct if you intentionally distract your opponent or interfere with their play. (AR p. 71, 84)

1.43 Concession of Game

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

2. If you concede a game, in addition to losing that game you will receive a mandatory warning against further concessions. A second violation results in the loss of the conceded game and a deduction of one game from your score (if you have zero games, your score would be "minus one game") and a final mandatory warning. A third violation results in loss of match. In team play, any member of the team may commit the second or third violations. (AR p. 84)

3. In the absence of any act judged to be a concession under Rule 1.43.1, you must not assume that your opponent has conceded the game. If you do, you lose that game. (AR p. 84)

4. If you disturb the position of the table in an act that presumes the game is over before it is actually over, such as gathering balls together to rack the next game, you lose the game. (AR p. 84)

1.44 Concession of Match

When your opponent is on the hill, if you make a motion to unscrew your playing cue during your opponent's inning you lose the match. (AR p. 85)

1.45 Unsportsmanlike Conduct (AR p. 85)

1. You must not commit any act that is unsportsmanlike in nature. This includes, but is not limited to, actions that are embarrassing, disruptive, or detrimental to other players, spectators, referees, event officials, or the sport in general.

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

3. You may be penalized for unsportsmanlike conduct with or without warning. Penalties for unsportsmanlike conduct are at the discretion of the referee or other

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designated event officials, and may vary based upon the referee's or event official's judgment of the severity and nature of the unsportsmanlike act.

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

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

1.46 Spotting Balls (see Diagram 8)

1. Balls to be spotted are placed on the long string with the number facing up. A single ball is placed on the foot spot. If more than one ball is to be spotted, they are placed on the long string in ascending numerical order, beginning on the foot spot and moving toward the foot of the table.

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

3. Whenever possible, spotted balls will be placed frozen to interfering object balls or other spotted balls. If the cue ball is the interfering ball, the spotted ball will be placed as closely as possible to the cue ball without being frozen to it. (AR p. 87)

1.47 Jawed Balls

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

1.48 Non-Player Interference

If balls move because of the action of a non-player or other influence beyond the control of the players, a referee will restore the balls as nearly as possible to their original positions and play will continue. If the interference occurs during your shot and has an effect on the outcome of the shot, you shoot again. In either case, if the referee judges that restoration is not possible, the game will be replayed with the player who broke the game breaking again. Balls moved under such circumstances do not meet the definition of disturbed balls and Rule 1.33 does not apply. (AR p. 87)

1.49 Balls Settling or Moving

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

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

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

3. If a ball is hanging on the lip of a pocket and falls into that pocket by itself after being stationary for five seconds or longer, it will be replaced as closely as possible to the position it was in prior to falling.

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

- a. If no ball passes through the area originally occupied by the hanging ball, it is restored and play will continue.
- b. If the cue ball, before contacting another ball, passes through the area originally occupied by the hanging ball and, without contacting any other balls, either scratches or remains on the table, both the cue ball and the object ball are restored to their prior positions and you shoot again. (AR p. 87)
- c. If the shot is legal and any ball passes through the area originally occupied by the hanging ball, including the cue ball with or without scratching, and any other balls are contacted by such a ball at any point during the shot, a referee will attempt to restore the position prior to the shot and you shoot again. If restoration is not possible, the game will be replayed with the player who broke the game breaking again. (AR p. 87)
- d. If the shot is illegal because the cue ball first contacts an illegal object ball before it or any other ball passes through the area originally occupied by the hanging ball, it is a foul. The incoming player accepts the object balls in position. If the hanging ball is designated by specific game rules as the game winning ball it must be restored, otherwise it is not restored.

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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 legally pocket the 8-ball. The game is played by two players or two teams.

2.2 8-Ball Rack

The balls are racked as follows (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 string;
- 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 from the other rear corner. The left/right orientation of the groups for those two balls does not matter. (AR p. 87)

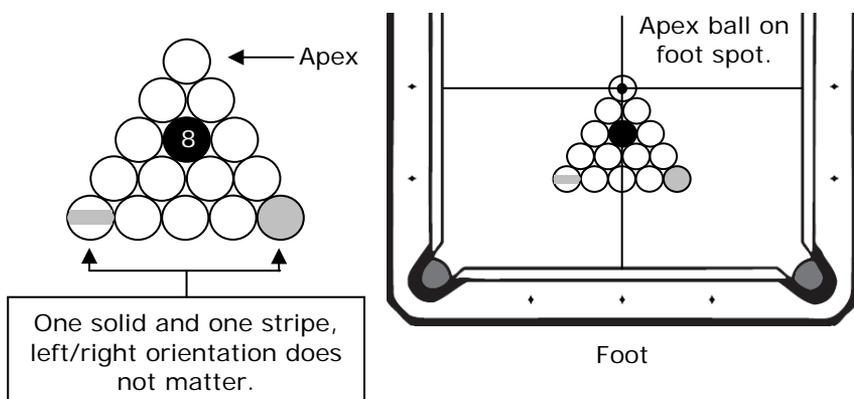


Figure 2-1

2.3 Break Requirements

1. You begin the break with ball in hand behind the head string. There is no requirement to call a ball on the break shot or for the cue ball to contact any particular ball first. You must pocket a ball or cause at least four object balls to contact one or more cushions or it

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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. (AR p. 88)

2. If you intend to break softly, you must notify your opponent and allow them the opportunity to call a referee to watch your break. Failure to do so is a foul.

3. If your break is illegal your inning ends. Your opponent may:

- a. accept the table in position if you did not scratch;
- b. **take ball in hand** if you foul;
- c. re-rack the balls and break;
- d. require you to re-rack the balls and break again.

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

5. *(consolidated with Rule 2.3.4)*

6. 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 (AR p. 88)

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

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

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

- a. have the 8-ball spotted and take **ball in hand**;
- b. re-rack the balls and break;
- c. *(deleted)*

3. *(consolidated with Rule 2.4.2)*

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

2.5 Table Open After the Break

The table is always open after the break and remains open until groups are established. When the table is open, all object balls except the 8-ball are legal object balls. For combination shots, a ball of one group may be contacted first to pocket a ball of the other

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group. The 8-ball may be part of such a combination if it is not the first ball contacted by the cue ball.

2.6 Establishing Groups

1. Groups are established when the first object ball is legally pocketed on a shot after the break. The player legally pocketing the first ball is assigned that group, and the opponent is assigned the other group. You cannot establish a group on a safety. (AR p. 88)

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

3. Once they are established, groups can never change for the remainder of that game. If a player shoots the wrong group and no foul is called before the next shot and the player continues to shoot at that group, or if at any time during the game it is discovered by either player or a referee that the players are shooting the wrong groups, the game will be replayed with the player who broke the game breaking again.

2.7 Continuing Play

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

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

2.8 Safety Play

Prior to any shot except the break, you may declare a safety. On a safety, your inning ends after the shot regardless of whether you pocket any ball. You must declare the safety to your opponent before the shot, and they must acknowledge your intentions. If you do not declare a safety or it is not acknowledged, and you pocket an obvious ball, your inning continues and you must shoot again. A safety must meet the requirements of a legal shot or it is a foul. (AR p. 67, 88)

2.9 Shooting the 8-Ball

1. The 8-ball becomes your legal object ball on your first shot after the last ball of your group is pocketed. The player who legally pockets the 8-ball wins the game. (AR p. 89)

2. With the exception of the provisions of Rule 2.10, it is not loss of game if you foul but do not pocket the 8-ball. Your opponent receives ball in hand.

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2.10 Loss of Game

You lose the game if:

- a. you illegally pocket the 8-ball; (AR p. 88)
- b. you jump the 8-ball off the table on any shot other than the break;
- c. you pocket the 8-ball on the same shot as the last ball of your group;
- d. you violate any General Rule that requires loss of game as a penalty;
- e. you pocket the 8-ball on a shot defined as not obvious that you do not call (Rule 1.17.5 does not apply to 8-Ball);
- f. you foul under Rule 1.33.4 or 1.33.7 and the 8-ball falls into a pocket.

2.11 Stalemate

If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has played three consecutive innings without significantly changing the position, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again. (AR p. 89)

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RULES SECTION 3

9-BALL

3.1 The Game

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

3.2 9-Ball Rack

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

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

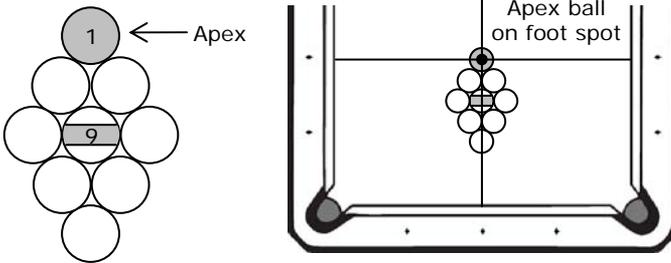


Figure 3-1

3.3 Break Requirements

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

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3.4 Push-out After the Break

1. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:
 - a. you must notify your opponent before the shot and your opponent must acknowledge your intention;
 - b. the cue ball does not have to contact the lowest numbered ball first, or any object ball at all;
 - c. no ball has to contact a cushion
 - d. all other rules and fouls still apply.
2. Any object balls except the 9-ball that are pocketed on a push-out remain pocketed. If the 9-ball is pocketed it is spotted.
3. After a push-out, your opponent may:
 - a. accept the table in position and shoot, or;
 - b. require you to shoot again with the table in position.

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 must continue;
 - c. the 9-ball is spotted if it is illegally pocketed or if it is jumped;
 - d. other jumped balls and illegally pocketed balls are not returned to the table.
2. When it is your inning, you must continue to shoot as long as you legally pocket a ball on each shot. Your inning ends if you do not legally pocket a ball.
3. The game is won by the player who legally pockets the 9-ball.

3.6 Three Successive Fouls

You lose the game if you commit three successive fouls in one game.

3.7 Stalemate

If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has had three consecutive innings without

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significantly changing the position, the referee will declare a stalemate. The game will be replayed with the player who broke the game breaking again. (AR p. 89)

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RULES SECTION 4

10-BALL

4.1 The Game

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

4.2 10-Ball Rack

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

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

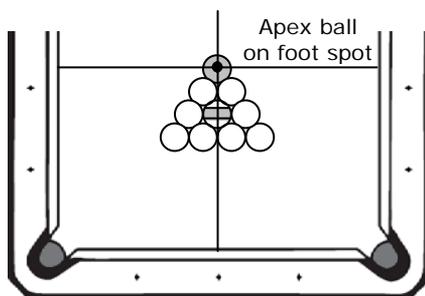
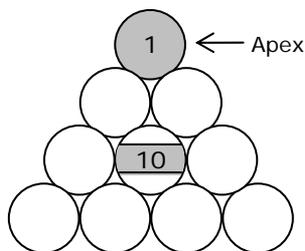


Figure 4-1

4.3 Break Requirements

- You begin the break with ball in hand behind the head string. ***There is no requirement to call a ball on the break.*** The cue ball must contact the 1-ball before any other ball or cushion, or it is a foul. You must either pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.
- If you legally pocket a ball, you continue to shoot. Your inning ends if you do not legally pocket a ball or if you foul.
- If you legally pocket the 10-ball on the break, ***it is spotted and your inning continues.***
- Jumped object balls other than the 10-ball are not returned to the table. If the 10-ball is jumped, it is spotted.

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4.4 Push-out After the Break

1. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:
 - a. you must notify your opponent before the shot and your opponent must acknowledge your intention;
 - b. the cue ball is not required to contact the lowest numbered ball first, or any object ball at all;
 - c. no ball is required to contact a cushion
 - d. all other rules and fouls still apply.
2. Any object balls except the 10-ball that are pocketed on a push-out remain pocketed. If the 10-ball is pocketed it is spotted.
3. After a push-out, your opponent may:
 - a. accept the table in position and shoot, or;
 - b. require you to shoot again with the table in position.

4.5 Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows:
 - a. you must contact the lowest numbered ball on the table first or it is a foul;
 - b. the 10-ball is spotted if it is illegally pocketed or if it is jumped;
 - c. other jumped balls and illegally pocketed balls are not spotted.
2. When it is your inning, you continue to shoot as long as you legally pocket a *called* ball on each shot. ***If the called ball is legally pocketed, object balls, other than the 10-ball, pocketed in addition to the called ball remain pocketed. If the 10 ball is pocketed in addition to the called ball, it is spotted.*** Your inning ends if you do not legally pocket a ball.
3. The game is won by the player who legally pockets the 10-ball.

4.6 Safety Play

1. ***On any shot after the break (and push-out, if one occurs), you may declare a safety. You must declare the safety to your opponent before the shot, and they must acknowledge your intentions.***
2. ***On a safety, your inning ends after the shot unless you pocket a ball. If you pocket any ball on a safety, your opponent may require you to continue shooting (see Rule 4.8).***

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3. If you do not declare a safety or it is not acknowledged, and you pocket an obvious ball, your inning continues and you must shoot again. A safety must meet the requirements of a legal shot or it is a foul. (AR p. 67)

4.7 Illegally Pocketed Balls

1. A ball is illegally pocketed if it is:

- a. pocketed on a safety, including the lowest numbered ball;*
- b. pocketed in other than the called pocket;*
- c. pocketed on a shot in which the called ball is not legally pocketed;*

2. If the 10-ball is illegally pocketed it is spotted. All other illegally pocketed balls remain pocketed.

4.8 Opponent's Option

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

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

4.9 Three Successive Fouls

You lose the game if you commit three successive fouls in one game.

4.10 Stalemate

If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has had three consecutive innings without significantly changing the position, the referee will declare a stalemate. The game will be replayed with the player who broke the game breaking again. (AR p. 89)

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RULES SECTION 5

ONE POCKET

5.1 The Game

The game of One Pocket is played with a cue ball and fifteen object balls, numbered 1 through 15, using only the two pockets at the foot of the table for scoring (target pockets). You score by pocketing object balls in your designated pocket. You win the game if you score eight balls before your opponent. The game is played by two players or two teams.

5.2 The Rack

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

- a. in a triangle with the apex ball on the foot spot and all balls placed randomly;
- b. the rows behind the apex are parallel to the foot string.

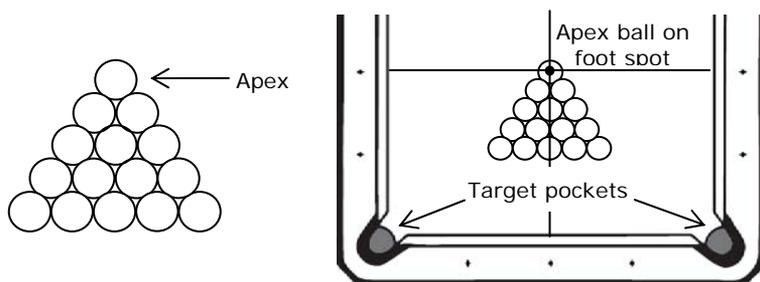


Figure 5-1

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 of the table as their target pocket for that game.

5.4 Break Requirements

1. You begin the opening break with cue ball in hand behind the head string. You must:
 - a. legally pocket a ball in your target pocket, or
 - b. cause the cue ball to contact a ball and, after that contact, cause at least one object ball or the cue ball to contact a cushion.

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2. 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 Continuing Play

All object balls are legal. You are not required to call ball and pocket. Legally pocketing a ball entitles you to continue your inning. Your inning ends if you do not legally pocket a ball in your target pocket.

5.7 Illegally Pocketed Ball

A ball is illegally pocketed if it is pocketed in other than a target pocket, or if a foul is committed on the shot. Illegally pocketed balls are spotted, but spotting is delayed until the shooter's inning ends. If you legally pocket 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 and your inning continues.

5.8 Scoring

A ball is legally pocketed if it is pocketed in a target pocket on a legal shot.

- a. a ball legally pocketed ball in your target pocket counts as one ball for you;
- b. if you foul, any ball pocketed in your target pocket on that shot does not count and must be spotted (AR p. 89);
- c. a ball pocketed by you in your opponent's target pocket counts for your opponent;
- d. if you commit a foul other than a scratch or jumped cue ball, any ball pocketed in your opponent's target pocket counts for your opponent;
- e. if you scratch or jump the cue ball off the table, any ball pocketed in your opponent's target pocket does not count for your opponent and must be spotted.

5.9 Foul Penalty

1. For each foul you commit you must spot one of your previously scored balls, reducing your score by one. (AR p. 89)

2. If you foul and 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.

3. After a foul, your opponent accepts the table in position.

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5.10 Scratch or Jumped Cue Ball

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

5.11 Jumped Balls

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

5.12 Deliberately Trapping or Wedging the Cue Ball

It is a foul if you use an illegal stroke to 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 receives ball in hand behind the head string.

5.13 Three Successive Fouls - Penalty

You lose the game if you commit three successive fouls in one game.

5.14 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 or illegally pocketed balls are spotted after the end of the next player's inning. However, if the game has not ended and there are no balls left on the table, the forgotten balls must all be spotted immediately.

5.15 Jump Shot Requirement

You may only use your playing cue to attempt jump shots.

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

When you have 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 at an equal distance from the head string are nearest the head string, you may choose which ball to spot.

5.17 End of Game

The game ends when one player or team has legally pocketed eight balls and does not "owe" any balls. If you pocket a ball that brings your opponent's score to eight 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 played with a cue ball and fifteen object balls numbered 1 through 15. You are allowed to pocket the first 14 balls of the rack, but before shooting the 15th ball, 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 by two players or two teams.

6.2 The Rack

For the opening break, 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 string;
- c. on the row at the rear of the rack the 1-ball must be on the corner to your right and the 5-ball must be on the corner to your left;
- d. all other balls are placed randomly.

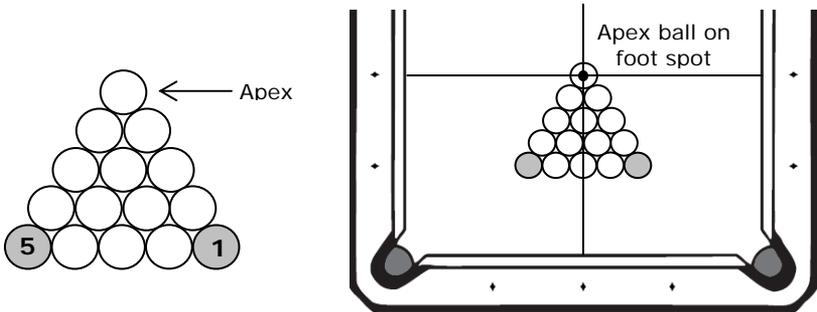


Figure 6-1

6.3 Opening Break Requirements

1. You begin the opening break 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 one or more cushions.

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2. 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 may:

- a. accept the table in position, or;
- b. require you to re-rack all 15 balls and 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 or Foul on Opening Break - Penalty

If you meet the opening break requirement and scratch or foul, it is a one-point penalty. Any pocketed balls are spotted. If you scratch, your opponent receives cue ball in hand behind the head string with all object balls in position. If you foul, your opponent accepts the table in position. The foul counts as the first foul under the Successive Foul Penalty rule.

6.6 Scratch or Foul and Opening Break Violation - Penalty

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

- a. take cue ball in hand behind the head string with the table in position, or;
- b. require you to re-rack all 15 balls and 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 Continuing Play

All object balls are legal. Legally pocketing a ball entitles you to continue your inning. Your inning ends if you do not legally pocket a ball.

6.8 Subsequent Racks

After you pocket the 14th ball of a rack, play stops temporarily while you rack the previously pocketed 14 balls. You rack the balls as before, but with the apex (foot spot) vacant and all balls placed randomly. Your inning then continues. You are not required to shoot at the 15th ball. (AR p. 89)

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6.9 Subsequent Racks - Position and Placement of Cue Ball and 15th Object Ball

When you prepare subsequent racks, the positions of the cue ball and the 15th object ball determine their placement. 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 15th ball lies	In the rack or interfering with lowering the triangle	Not in the rack or on the head spot	On the head spot or interfering with spotting a ball on head spot
In the rack or interfering with lowering the triangle	15th ball: foot spot. Cue ball: in the kitchen	15th ball: head spot. Cue ball: in position	15th ball: center spot. Cue ball: in position
Pocketed		15th ball: foot spot Cue ball: in position	
In the kitchen but not on head the spot	15th ball: in position. Cue ball: head spot	NO INTERFERENCE - BALLS REMAIN IN POSITION	
Not in the kitchen or the rack	15th ball: in position. Cue ball: in the kitchen		
On the head spot or interfering with spotting a ball on the head spot	15th ball: in position. Cue ball: center spot		

Figure 6-2

6.10 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. (AR p. 87)

6.11 Safety Play

You may declare a safety at any time during your inning. It is a foul if a safety shot does not meet the requirements of a legal shot. Any object ball pocketed on a safety is spotted. The safety play ends your inning.

6.12 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 object balls pocketed in addition to the called ball on the same shot also count as one point each.

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6.13 Foul Penalty

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

6.14 Deducting Points

If you foul but do not pocket a ball, the penalty for the foul 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 penalty for the foul is deducted from your running game total. The deduction of penalty points can result in a negative score.

6.15 Scratch or Cue Ball Jumped Off Table

A scratch or jumped cue ball is a foul. Your opponent receives ball in hand behind the head string.

6.16 Object Ball Jumped Off Table

A jumped object ball is a foul. The jumped ball is spotted and your opponent accepts the cue ball in position.

6.17 Deliberate Foul – Special Penalty

1. If you violate Rule 1.40, you are penalized one point for the foul and an additional fifteen points for the deliberate act, for a total of sixteen points. Your opponent may:

- a. accept the table in position;
- b. take cue ball in hand behind the head string with the object balls in position, or;
- c. require you to re-rack all 15 balls and repeat the opening break.

2. A deliberate foul does not count as a foul under the Successive Foul Penalty (Rule 1.22,) nor does it reset the successive foul count, if any.

6.18 Three Successive Fouls Penalty

1. If you commit a third successive foul:

- a. you are penalized the appropriate point penalty for the foul plus an additional 15 point penalty;
- b. you must re-rack all 15 balls and meet the opening break requirement;
- c. the points scored in the rack up to that point are added to the running totals, and the tallies for a new rack begin.

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6.19 Jump Shot Requirement

Jump shots may only be attempted with your playing cue.

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

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 at an equal distance from the head string are nearest the head string, you may choose which ball to spot.

6.21 Stalemate

1. If a referee judges that the table is in a position such that no progress is being made toward a conclusion, they will announce their decision and each player will have three more innings. Then if the referee determines there is still no progress they will declare a stalemate.
2. If a stalemate is declared, all 15 balls will be racked and the players will lag to determine who will shoot the opening break. The points scored in the stalemated rack are counted and are added to the running total scores and the tallies for a new rack begin. (AR p. 89.)

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RULES SECTION 7

BANK POOL

7.1 The Game

1. Bank Pool (also called “Banks”) is a call shot game played with 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. To score you are required to play a bank shot. The object of the game is to score a predetermined number of balls before your opponent does. The game is played by 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.

7.2 The Rack

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

- a. in long rack bank pool, in a triangle and placed randomly;
- b. in short rack bank pool, in a diamond (shaded area in Figure 7-1) and placed randomly;
- c. the apex ball on the foot spot;
- d. the rows behind the apex are parallel to the foot string.

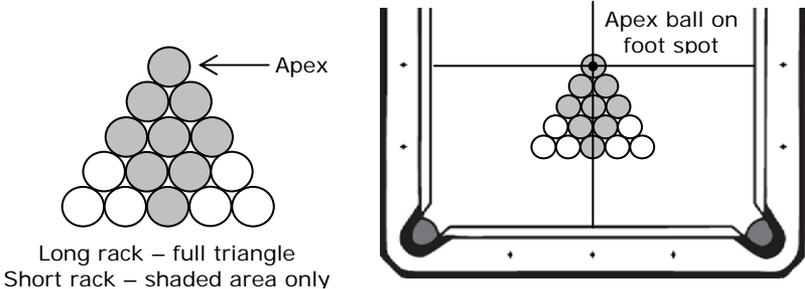


Figure 7-1

7.3 Break Requirements

1. You begin the break 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.

2. If your break is illegal, your opponent may:

- a. accept the table in position, or;

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- b. re-rack the balls 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 Continuing Play

All object balls are legal. Legally pocketing a ball entitles you to continue your inning. Your inning ends if you do not legally pocket a ball.

7.6 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.

7.7 Legally Pocketed Ball

1. A ball is legally pocketed if:

- a. it is pocketed as the result of a bank shot;
- b. the number of cushions are designated when calling the shot and only that number of cushions are contacted;
- c. it is not pocketed as a result of a kiss or carom;
- d. it is not contacted by the cue ball more than once.

2. Contact with a cushion means that the called ball has made contact with a cushion designated as a part of the called bank shot. Incidental contact with a cushion as the object ball approaches the called pocket is not considered contacting an extra cushion that would disqualify a shot from being legal based on the number of called cushions.

7.8 Illegally Pocketed Ball

A ball is illegally pocketed if the shot does not meet the requirements of Rule 7.6, if it is pocketed in addition to the called ball, or if a foul is committed on the shot.

7.9 Jump Shot Requirement

Jump shots may only be attempted with your playing cue.

7.10 Foul Penalty

1. For each foul you commit you must spot one of your previously scored balls, reducing your score by one. (AR p. 89)

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2. If you foul and 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.

3. Your opponent accepts the cue ball in position, unless there is a scratch or it is jumped off the table.

7.11 Scratch or Cue Ball Jumped Off Table

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

7.12 Jumped Balls

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

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 Behind the Head String

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 at an equal distance from the head string are nearest the head string, you may choose which ball to spot.

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. You may be required to provide a physician's letter to establish your eligibility. BCAPL wheelchair play encompasses two disability classifications:

- a. Wheelchair players who meet the definition of minimal disability and 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:

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

8.3 Wheelchair Rules of Play (AR p. 90)

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 footplates must not touch the floor when you strike the cue ball. You must not 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 8.3.1-3.

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

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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 footplates.
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:

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

This list is not necessarily all-inclusive.

3. A BCAPL referee has the authority to:

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- a. suspend play;
- b. warn, penalize or disqualify players for rules infractions;
- c. if necessary, request players to take specific actions (AR p. 90);
- d. request removal of persons other than 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 were taken.
- b. A referee must never offer or provide an opinion concerning information that would affect play. Examples include, but are not limited to:
 - (1) whether a legal hit can be made, 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 therefore required to be explained under Rule 9.2.1(a); (AR p. 90)
 - (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 information provided is not considered to have affected play under the provisions of Rule 9.2.1(b).

2. For issues concerning the conduct of the game on the table, referees are not permitted to approach a table based on a request from anyone other than the players involved in the game. If you require information from a referee during a match, you must make the request yourself. If a referee determines that such a question asked by a person who is not a player in a match pertains to a match in progress, they will not answer the question or go to the table involved.

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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 p. 91)
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 the 3-ball was an illegal object ball);

“Foul – object ball jumped off table”.

When a scratch occurs or if the cue ball is jumped off the table, it is not necessary for a referee to announce a foul or the basis for the foul.

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 determine the ruling. 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.
6. A referee will not call a foul or penalize a player in a dispute over a shot that was unseen by the referee if the call would have been a judgment call and the referee cannot clearly determine that a foul occurred. However, if the act that was unseen by the referee involves a rules application, then referees and event officials will make every reasonable effort to ensure that the correct and appropriate ruling is made.

9.4 Responsibility for Multiple Tables

BCAPL matches are usually played with referees having responsibility for more than one table. In those situations, the following procedures apply:

- a. Referees will not make any calls concerning the game on the table unless they have been called to the table by a player *involved in the game*. (*Remainder deleted.*)
- b. When not called to a table, a referee's proximity to a table is not relevant. If a referee observes a foul on a nearby table, they will not make a call unless play was stopped and they were called to the table.
- c. *If a referee observes a player about to commit an act that would be a foul, the referee will take no action to alert the player or stop the foul*

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from being committed.

9.5 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 inform their supervisor or the appropriate event official of the protest.
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 desired. However, no final decision on any protest may be made by any BCAPL referee while acting in the capacity of a referee.
4. In unusual situations, referees, whenever possible, must first look to the event administration for guidance before making a ruling. The tournament director or other designated event official with final protest authority is responsible for making further rules interpretations or applied rulings in unusual situations.
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 BCAPL National Office.

9.6 Soliciting Information

1. Referees may solicit information from any source to aid them in making their decisions. (AR p. 92)
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, players are ultimately responsible for ensuring that they provide referees with all relevant information, and a referee is not responsible for information that is not offered or obtained. 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.

9.7 Suitability of Equipment

Referees will make their best effort to ensure that the tournament equipment is suitable for play and meets 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.

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9.8 Unsportsmanlike Conduct

Referees are obligated to ensure that players do not engage in any act or activity that, in the referee's judgment, is unsportsmanlike in nature. This includes, but is not limited to, actions that are embarrassing, disruptive, or detrimental to other players, spectators, event officials, or the sport in general.

9.9 Authority to Alter Rules

The Administrative Authority of an event may alter the rules as necessary. If they alter the rules in any way, the Administrative Authority must make a reasonable effort to ensure that:

- a. all players affected by the alteration are properly notified in a timely manner;
- b. the alterations are available to the affected players in writing;
- c. the alterations are properly detailed and complete;
- d. if requested, the alterations are provided to the BCAPL National Office.

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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.

The Applied Rulings are presented in three formats. The first two, the brief descriptive note and the "situation-and-effect" style, are self-explanatory. The third is the "General Discussion". These are used for more in-depth rulings, and may be used in order to clarify the BCAPL's intent or reasoning behind the development of those rules. In some cases, there is even advice to players to help you avoid disputes. Notes and General Discussions and are not necessarily associated with the Situations that follow them. If a Situation requires further 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.

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, applications or 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

Bank Shot; Carom Shot; Combination Shot; Kick Shot; Kiss Shot

Although the definitions for these shots refer to the "called ball", naturally these types of shots exist in games that are not call shot games. The references to the called ball in these definitions is specifically to support and emphasize the restrictions placed on these types of shots under Rule 1.17, Calling Ball and Pocket.

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Carom Shot; Kiss Shot

(also see AR “Bank Shot”)

The terms “carom” and “kiss” are sometimes used interchangeably, or described or interpreted differently by various persons or authorities. The point of this ruling is specifically *not* to debate the distinctions that may be commonly argued between the terms and their application to other situations such as defining procedures for calling shots. The terms are addressed in the definitions sufficiently and clearly enough to impart their intent within the framework of these rules.

Combination Shot; Safety;

1.17 Calling Ball and Pocket

(also see AR “Bank Shot”)

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. In figure 10-1, the player may call the 12-ball in the corner pocket, intending to pocket it after the solid ball is pocketed first. It is still a combination shot as defined in these rules.

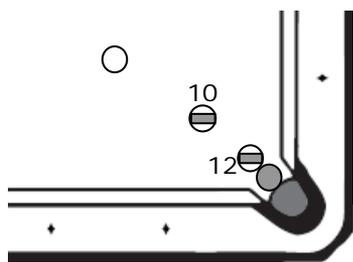


Figure 10-1

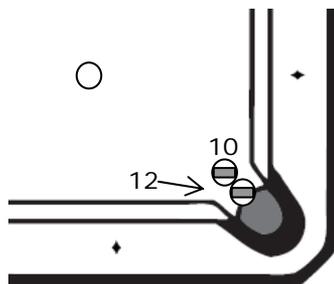


Figure 10-2

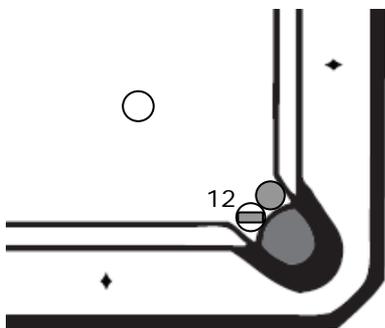


Figure 10-3

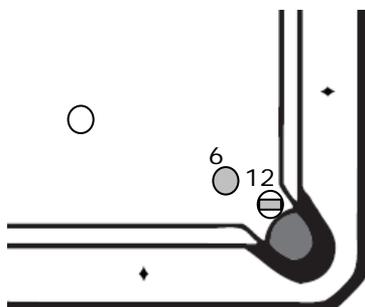


Figure 10-4

Figure 10-2 depicts a combination shot. This figure is included specifically to emphasize

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the provision of Rule 1.17.3 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 in an 8-Ball game, 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 on 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 whether the shot was a combination.

Figure 10-4 applies to Situation 1.

1. Situation: Player A has solids. Player A, without calling the shot, shoots the 6-ball into the 12, pocketing the 6-ball after the 12-ball.

Ruling: Player A's inning ends. Player B accepts the table in position.

Discussion: This type of shot is included in the definition of "Combination", and therefore must be called.

This is not an obvious shot. The action between the 6-ball and 12-ball is not an incidental kiss under Rule 1.17.1. When a ball is blocking the mouth of a pocket such that another ball cannot enter that pocket without the possibility of pocketing the blocking ball first: if a player intends to pocket a ball *other than the blocking ball* in that pocket then the shot is not obvious, and must be called. Note that this is not the same type of shot as in Figure 10-3, where there is a clear possibility of pocketing the called ball without pocketing the other ball.

In addition, Player A could have intended to continue shooting or may have been attempting a safety. Without the requirement to call the shot, Player A could claim either result after the shot depending on whether the position after the shot favored Player A or Player B. With two different outcomes possible under the rules from the same shot, Player A must declare their intentions before the shot.

Illegal Break

Depending on specific game rules, it is possible to have an illegal break without a foul, or an illegal break and a separate foul on the same shot.

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Illegally Pocketed Ball

Be careful not confuse the relation of the term "illegally pocketed" to the act of committing a foul. By definition, a ball pocketed on a foul is illegally pocketed. However, whether the act of illegally pocketing a ball, in and of itself, causes a foul is dependent on specific game rules.

Kick Shot

See AR "Bank Shot"

Kiss Shot

See AR "Bank Shot"

Legal Break

The requirements for a legal break generally apply only to the action of the balls on the table. Depending on specific game rules, it is possible to have a legal break and a separate foul on the same shot.

Obvious Shot

See Applied Ruling "Safety", and Applied Ruling 1.17, Calling Ball and Pocket.

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.

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.

2. Situation: An object ball rebounds from a pocket because of a ball, piece of equipment, or other obstruction in the pocket.

Ruling: The ball is not pocketed. While a referee, if available, may assist in clearing pockets, the player is ultimately responsible for ensuring that pockets are clear.

3. Situation: *A ball drops into a pocket and, without rebounding from the pocket, then falls to the floor because of a flaw in the pocket or ball-return system.*

Ruling: *The ball is pocketed.*

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Push Shot

When the cue ball is frozen to another ball or a cushion, and a player legally shoots toward the frozen ball or cushion under Rule 1.20.2-3, it is not to be considered a push shot even though the cue tip may contact the cue ball for a slightly longer time than a normal shot.

Safety (also “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. By "undeclared" safety, we mean a shot in which the player does not intend to pocket a ball yet does not declare a safety, which many players frequently do when playing what they perceive as simple defensive shots.

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 difficult 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 difficult 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 that the player who unintentionally pocketed the ball should not be required to shoot again under every circumstance. In many situations like this, the unintentionally pocketed ball is the result of a shot that is defined as not obvious. Such shots do not apply to this problem because they *must* be called. However, it is possible that situations may arise in which the pocketed ball is the 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.

In this situation, the shooter's opponent 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 intentions clearly to your opponent.* While that is not required by the rules if you are not attempting to pocket a ball, 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.

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Situation 1: Player A calls a ball and pocket, and at the same time calls a safety. Player A completes the shot as intended, pocketing the called ball.

Ruling: Player A's inning is ended. The safety takes precedence over the called shot, and is enforced according to the General Rules and specific game rules.

APPLIED RULINGS: GENERAL RULES

1.1 Player Responsibility

See Applied Ruling 1.45, Unsportsmanlike Conduct

1.2 Acceptance of Provided Equipment

Play may not be stopped or delayed unless conditions are severe. Particularly in tournament play, or 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.

1.3 Use of Equipment

Rule 1.3.1(c): Instances have been documented in which chalk that appears to be of a compatible color actually appears as a contrasting color when it comes off on the cloth. Chalk proven to cause this problem may be prohibited despite the initial appearance of compatibility.

Rule 1.3.1(e): If two bridges are used, the upper bridge must rest on the head of the lower bridge.

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

Ruling: Foul. Only a single cue, held in the hand or not, may be used.

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

Ruling: Foul. The equipment is not being used in the manner in which it was intended.

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3. Situation: Player A shoots and a 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.

Discussion: Personal chalk left on a rail is an exception to the responsibility principle of Rule 1.3.1. Personal chalk is considered a hazard for the shooter regardless of ownership.

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) foul on Player A; (b) The result of the shot stands and the game continues.

Discussion: With the exception of chalk left on the rail, if equipment used by a player and left at the table directly interferes with their opponent's shot, it is a foul on the player that left the equipment. If a player leaves equipment at the table and it is discovered before it interferes with the game, or if it interacts with the balls during a shot without causing a disadvantage to the opponent, it shall be removed without penalty, but a warning may be issued.

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-places it in a different position before shooting toward the same object balls. Player B calls a foul for measuring.

Ruling: Whether Player A attempted a measurement is determined by the referee's judgment.

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

Ruling: Foul. Violation of Rule 1.3(g).

7. Situation: *Player A aligns a bank shot or kick shot by using their cue or hands to judge the distance between a ball and pocket, ball and cushion, or between balls.*

Ruling: *Legal under 1.3(a). The prohibition on measuring under Rule 1.3(g) applies specifically to determining the width of a gap for the passage of a ball or to determine which of multiple object balls another ball would strike first. However, the only device that may be used (in addition to your hands) is a single cue (Situation 1 applies).*

8. Situation: *Player A places a mark on their ferrule in order to keep the cue aligned a certain way for every shot.*

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Ruling: Legal.

1.4 Cue Requirements;

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.

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.

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

Ruling: (a) No foul, but the cue must be removed from play; (b) Foul.

1.5 Starting Time of Match;

1.11 Time-Out

"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. For instance: just entering the doors of the room that are a considerable distance away and then hurrying 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.

1.7 Beginning of Game or Match;

1.38 Ball in Hand Placement

1. Situation: *Player A, preparing to break with the cue ball resting in the kitchen, adjusts the position of the cue ball with a motion of the cue that meets the definition of "legal stroke".*

Ruling: Foul.

Discussion: Placement of the cue ball in preparation for a break shot is no different from placement any other time that you have ball in hand. Rule 1.38.1 applies. (For 8-Ball, also see Applied Ruling 2.3 Situation 1.)

1.8 No Practice Allowed During Match

1. Situation: During a match, Player A approaches an unused table on which there are

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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 stroke motion to tap an object ball, contacting the ball with the tip of the cue and rolling it a few inches.

Ruling: (a) and (b): Foul.

Discussion: Any forward stroke 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 or shot 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 to push balls left over from the previous game down to the foot of the table, contacting the balls with the cue tip in a forward stroke motion.

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.

Team play: 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. If the referee verifies 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. If a table is between games when play is suspended, no penalty will be applied to that table.

1.9 Stopping Play;

1.10 Suspended Play

1.17 Calling Ball and Pocket

1.42 Non-Shooting Player Requirement

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 1.9.1 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. With respect to Rules 1.9.1, 1.17.2 and 1.42, "down on the shot" means having settled completely into a shooting position with a bridge established and 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

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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, to help prevent that situation from occurring, when in the chair it is your responsibility to remain alert and make every effort to anticipate situations in which you 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.

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.

Violations involving shooting while play is stopped or suspended do not require that the stroke or shot take place on the table on which the suspension is in effect. A stroke or shot on any table at the event venue is illegal under Rules 1.9 and 1.10.

During extended stoppages or suspensions caused by unusual circumstances, referees or event officials may temporarily suspend Rule 1.8.

1. Situation: Player A is completely down on the shot with a bridge established. As Player A is preparing to shoot, Player B requests a stoppage. Player A attempts to halt their shot, but contacts the cue ball. The resulting action of the balls would normally constitute a foul.

Ruling: Foul on Player B. Player A accepts the object balls in position.

Discussion: This situation is an exception to the principle that a foul by one player can override an earlier foul in the same inning (see Applied Ruling 1.24 Situation 1). The result of Player A's action was directly caused by Player B's untimely interruption, and the shot that would have been a foul does not override the foul by Player B.

2. Situation: *Player A calls a shot and Player B requests that play be stopped so a referee may be called. While waiting for a referee, Player A decides to play a different shot, and shoots without the permission of Player B.*

Ruling: *Foul on Player A. Even if the shot is changed, once play has stopped Player A must receive permission from either a referee or Player B to shoot.*

1.10 Suspended Play

See AR 1.9, Stopping Play

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1.11 Time-Out

See AR 1.4, Cue Requirements, and AR 1.5, Starting Time of Match.

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.

When the procedure for breaking subsequent games of a match calls for alternating breaks, if 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 either specific game rules or event regulations. You may not voluntarily pass the break to your opponent.

1.14 Racking Procedures

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 place a match on 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. You are not encouraged to pursue relief from a referee unless circumstances are severe.

When a player is down on the shot at the ten-second mark, the pause in the shot clock is intended to allow the player to complete their normal shooting routine without fear of having a foul announcement made as they are preparing to execute the stroke. The pause is not intended to give the player an extended amount of time to continue studying the table. If the referee judges that a player is abusing the pause in order to gain an unfair advantage with respect to studying the table or making decisions, the referee may

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announce "ten" at their discretion and the shot clock will resume as provided for in Rule 1.16.3(b).

1. Situation: The timekeeper or referee calls "Foul" just as Player A is driving the cue 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 is called.

Ruling: Foul. Player B accepts the object balls in position.

1.17 Calling Ball and Pocket;

Obvious Shot

(also see AR 1.9, Stopping Play, and AR "Combination Shot")

Referee's presence: 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. If the request is not made in a timely manner, it will not be considered valid.

Terms: When the term "call" or "calling" is used in the rules or Applied Rulings, it refers to the act of a player explicitly communicating their intentions to their opponent, either verbally or by gesture. Likewise, a reference to "not calling", "without calling" or "did not call" indicates that the player did not explicitly communicate their intentions.

Figure 10-5 applies to the following situations. Multiple shots are represented. In all cases, Player A is shooting and all object balls are legal balls.

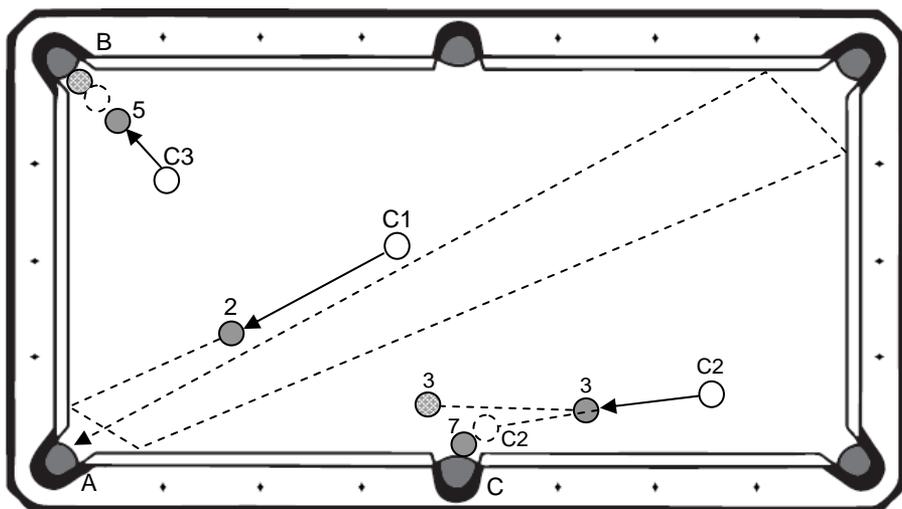


Figure 10-5

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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 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 1.17.7 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. 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.

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 pockets 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 Bank Pool, in which the specific number of rails to be contacted must be designated in advance and incidental kisses are not permitted.

4. Situation: *Player A, despite the prohibition of Rule 1.17.1, calls two balls on a shot. The result of the shot is: (a) both balls are pocketed as called; (b) the first ball contacted is pocketed but the second ball is not; (c) the first ball contacted is not pocketed but the second ball is pocketed; (d) neither ball is pocketed.*

Ruling: *(a) – (d): Player A's inning is ended. Player B accepts the table in position.*

1.19 Legal Shot

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

Ruling: Foul. 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 1.19.1(b), any ball that rebounds from a pocket is considered to have contacted a cushion.

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3. Situation: Player A shoots and the intended object ball comes to rest within the mouth of a pocket but without contacting a cushion. The edge of the ball is past the nose of one or both cushions (Figure 10-6). Neither the cue ball nor any other ball contacts a cushion or is pocketed.

Ruling: Foul. The edge of a ball coming to rest past the nose of a cushion does not constitute contact with the cushion.

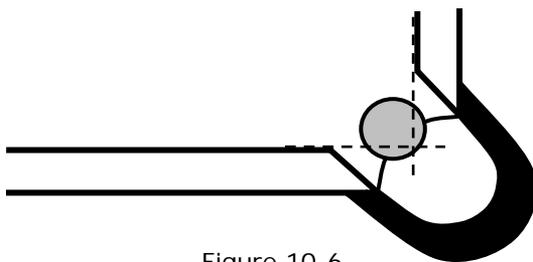


Figure 10-6

Figure 10-7 applies to Situation 4. The 3-ball near pocket A has been declared frozen to the cushion.

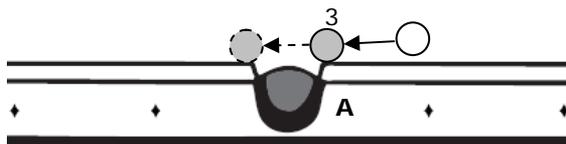


Figure 10-7

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

Ruling: Legal shot.

5. Situation: The cue ball simultaneously contacts an object ball frozen to a cushion and the cushion. There are no other balls or cushions contacted and no ball is pocketed.

Ruling: Legal shot.

6. Situation: *The cue ball contacts an object ball, then the cue ball or the object ball contacts a ball that is declared frozen to a cushion. No other cushions are contacted and no ball is pocketed.*

Ruling: *Foul. Contacting a ball frozen to a cushion does not constitute contacting the cushion.*

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1.20 Cue Ball Frozen to Object Ball or Cushion

1.30 Double Hit

General Discussion: Figure 10-8 shows an example to demonstrate the effect of Rule 1.20.4.

The cue ball is frozen to the 10-ball, with the 3-ball close by but not frozen to the cue ball. Under Rule 1.20.2, 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 1.30 may occur with respect to the cue ball and 3-ball, creating a foul under Rule 1.30 regardless of the legality of the initial contact with the 10-ball.

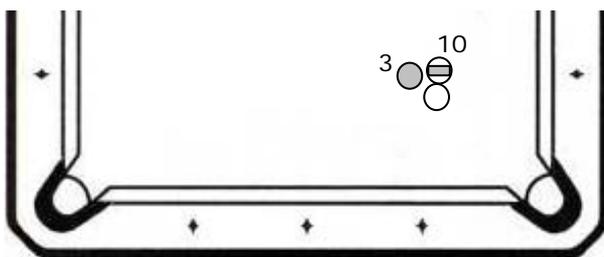


Figure 10-8

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.

1.23 Fouls Not Called

If a foul occurs on the last shot of a game, or if scoring errors occur at the end of a game or in the game count, you must call the foul or note the error before the break shot of the next game has occurred.

If the foul or errors in question occur in the last game of a match, they must be noted before both players have left the playing area.

1.24 Multiple Fouls

1. Situation: Player A commits a foul during the shot. Player B approaches the table to take ball-in-hand and picks up the cue ball while the cue ball or any other ball on the table is still in motion.

Ruling: Foul on Player B under Rule 1.40(d).

Discussion: In general, if one or more fouls is committed by each player during

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the same *shot*, the last foul overrides the earlier fouls and is the only foul enforced. (Also see Applied Ruling 1.9 Situation 1).

1.28 Jumped Balls;

1.34 Jump and Massé Shots

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 when verbally reconstructing a situation for a referee.

1.30 Double Hit

1.32 Miscues

Rule 1.30.2: The term "fine angle" used in Rule 1.30.2 is often referred to in various other ways, including the common terms "thinning", "feathering", "sharp cut" or "barely grazing". 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 several factors, and the referee's judgment is final.

General Discussion, Rule 1.30 and 1.32: The general intent of Rule 1.30 is to regulate double hits resulting from multiple tip contacts, or continuous contact on a forward stroke caused because of the cue ball's proximity to a nearby ball or cushion. In that situation, it is also possible that a foul will occur with the second contact being with a part of the cue other than the tip. However, during such a foul the violation occurs because the second contact comes after the cue ball has contacted the nearby ball or cushion.

During a miscue, the cue ball may also be contacted more than once, with the second or subsequent contacts being with the ferrule or the shaft of the cue. Rule 1.30 is not intended to regulate unintentional miscues in which the cue contacts the cue ball more than once because of the miscue itself. Those multiple contacts are not to be construed as double hits and, as addressed by Rule 1.32, are not fouls.

An unintentional miscue may result in an extreme deflection of the cue ball from its intended path because of contact with the side of the cue. Such an unintentional deflection, in and of itself, is not a foul. However, after a miscue, any further intentional contact with the cue ball because of a sweeping or raking motion of the cue is a foul under Rule 1.40(a).

A miscue, with no associated foul as described above, has no effect on a shot under the rules. If a called ball is pocketed despite a miscue, it is simply a lucky occurrence for the shooter.

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1. Situation: *Player A, (a) while breaking, or (b) on a shot after the break, accidentally contacts the cue ball during a practice stroke, then immediately executes a shot while the cue ball is still in motion or after it has come to rest.*

Ruling: *(a) and (b): Foul under Rule 1.30, regardless of whether the second stroke was deliberate or impulsive.*

1.32 Miscues

See AR 1.30, Double Hit

1.33 Disturbed Balls (Cue Ball Fouls Only)

General Discussion: The term "cue ball fouls only" does not mean that no fouls can occur if the cue ball is not involved. The term applies only to fouls involving disturbed balls under Rule 1.33.

The term "outcome of the shot" is considered to mean only the action of the balls on the table as a result of the immediate shot, and is not related 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 that results in the offended player being left in an undesirable position. While considering the effect 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, it may be considered unsportsmanlike conduct and the offended player may be awarded a remedy to counteract the undesirable position.

Whether a ball has passed through the area originally occupied by a disturbed ball is at the sole judgment of the referee.

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 on the same object ball are considered to be a single act. Player B may elect options in accordance with Rule 1.33.3. Only the original position or final position of the disturbed ball may be elected. Intermediate positions between accidental movements may not be elected.

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

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Ruling: Foul under Rule 1.40(d). The disturbed ball must be restored.

Figure 10-9 applies to Situations 3-5. Player A is bridging over the 3-ball while shooting at the 10-ball and disturbs the 3-ball by accidentally contacting it with the cue during the forward stroke of the shot. Multiple outcomes are represented. The inset is detailed in Figure 10-9a.

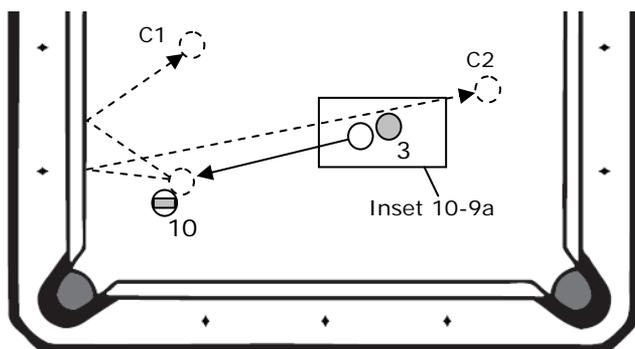


Figure 10-9

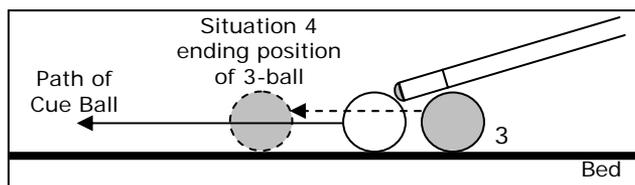


Figure 10-9a

3. Situation: The 3-ball touches the cue ball.

Ruling: Foul under Rule 1.33.7(c).

4. Situation: The 3-ball does not contact the cue ball but moves along the line of the shot and comes to rest as indicated in figure 10-9a. The cue ball moves along path C-1.

Ruling: No foul. Player B elects options in accordance with Rule 1.33.3.

Discussion: Be careful not to confuse the terms involving disturbed balls. A disturbed ball is not a ball set in motion as a result of the shot, and the previous area of a ball set in motion as a result of the shot is not relevant. In this situation the cue ball is not a disturbed ball. The fact that the 3-ball passed through the area where the cue ball originally was is irrelevant.

5. Situation: The 3-ball does not contact the cue ball but moves along the line of the shot and comes to rest as indicated in figure 10-9a. The cue ball moves along path C-2.

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Ruling: Foul. The cue ball passed through the area originally occupied by the disturbed 3-ball.

Figure 10-10 applies to Situation 6.

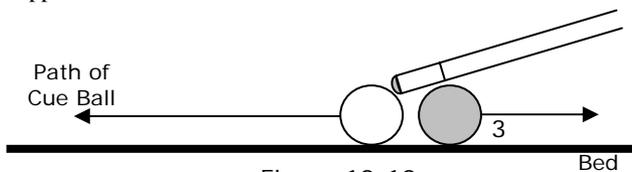


Figure 10-10

6. Situation: While Player A is shooting, during the backwards motion of the cue immediately prior to the shot the cue accidentally contacts the 3-ball and moves it away from the cue ball as indicated. The shot is then executed.

Ruling: No foul. Player B elects options in accordance with Rule 1.33.3.

Discussion: If the referee judges that the motion of the disturbed ball is intentional, it will be considered unsportsmanlike conduct.

7. Situation: *Player A commits a foul, after which the cue ball is still on the table. Player B approaches the table and accidentally picks up an object ball, mistaking it for the cue ball. No other ball is disturbed.*

Ruling: *No foul on Player B. The object ball is restored and Player B continues with ball in hand.*

8. Situation: *Player A is down on a shot. After disturbing a single ball, Player A stands up off the shot. Player A does not communicate with Player B concerning the disturbed ball. Player B is (a) aware of the disturbed ball, but says nothing; (b) not aware of the disturbed ball. With no action having been taken by either player concerning the disturbed ball, Player A now goes down on the shot a second time and shoots.*

Ruling: *(a) and (b): Play continues.*

Discussion: *The shooter has no obligation to notify their opponent that a ball has been disturbed. In (a), if the shooter's opponent observes a disturbed ball and does not explicitly communicate their desire to restore the ball, it constitutes a decision to leave the disturbed ball where it came to rest. In (b), it is the responsibility of the shooter's opponent to be aware of all action on the table.*

9. Situation: *Player A disturbs a ball and Player B opts to have it restored. Without the assistance of a referee, both players discuss and agree on the position of the restored ball. As Player A is preparing to shoot, either Player A or Player B decides that the restored position is not accurate, and (a) requests that the position of the*

OFFICIAL RULES OF THE BCA POOL LEAGUE

restored ball be changed; (b) moves the ball to a different position.

Ruling: (a) - The ball will remain in the first position agreed on by the players; (b) - foul on the player that moved the ball.

Discussion: Once players have agreed on a position for a restored ball, the decision is final.

10. Situation: Player A has disturbed the 7-ball before shooting, and Player B has made their decision regarding restoration. Player A then shoots, and a ball set in motion by the shot contacts the 7-ball.

Ruling: No effect – play continues.

Discussion: If a ball has been disturbed without a shot having been executed, once a decision has been made concerning whether to restore that ball then the position decided on is final and becomes the original position of that ball from that point forward.

1.34 Jump and Massé Shots

See AR 1.28, Jumped Balls

1.36 Shooting with Ball in Hand Behind the Head String

The only relevant information concerning this rule is the position of the object or cue ball, as defined by Rule 1.35, when it makes contact with another ball or a cushion. That position is the *base* of the ball. The edges of the ball have no relevance.

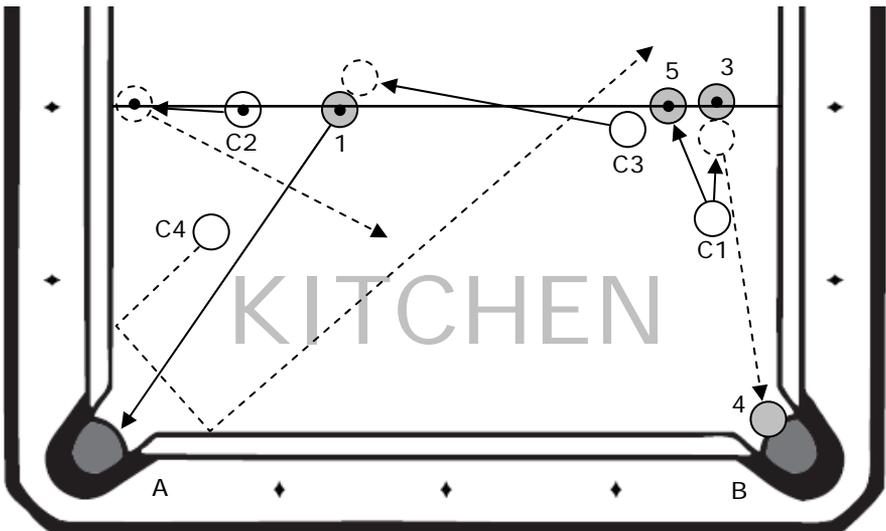


Figure 10-11

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Figure 10-11 applies to the situations that follow. Multiple cue ball positions and shots 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). The 5-ball is on the head string. In all situations, Player A has cue ball in hand behind the line and all object balls are legal object balls.

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 shoots from position C1, contacting the 5-ball.

Ruling: Legal. The 5-ball is on the head string, which is not part of the kitchen.

3. 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).

4. 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).

5. Situation: Player A calls the 1-ball in Pocket A, and then shoots from position C3, cutting the 1-ball into Pocket A. The cue ball is past the head string when it contacts the 1-ball.

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.

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

Ruling: Foul. The cue ball's contact with the first cushion was behind the line (in the kitchen).

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1.38 Ball In Hand Placement (also see AR 1.7, Beginning of Game or Match)

1. Situation: Player A, with ball in hand, drops the cue ball into a pocket *or knocks it into a pocket before executing a stroke*.

Ruling: Player A still has ball in hand.

1.40 Deliberate Foul

1. Situation: Player A plays a shot that is legal in all respects. As the cue ball is slowing at the end of the shot, Player A lightly taps the rail with his hand in a gesture of desire for the cue ball to stop rolling.

Ruling: Legal, provided the referee judges that the tapping was not hard enough to interfere with the action or position of any ball on the table.

1.41 Coaching

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.

Billiards-related written reference material may not be consulted during your match. Exceptions: Score sheets (including foul counts and any other necessary scoring information) and other match-related administrative material. The BCAPL Rule Book may also be consulted. ***However, a match may not be delayed unnecessarily to consult a rule book. If you have a rules-related question, summon a referee for assistance.***

1.42 Non-Shooting Player Requirement (also see AR 1.9, Stopping Play)

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

OFFICIAL RULES OF THE BCA POOL LEAGUE

spectators and media who have a reasonable expectation of viewing a complete game.

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 as to whether a concession has occurred, 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: Violation of Rule 1.43.4 by Player B. Loss of game.

2. Situation: In a game of 9-Ball, Player A breaks, makes the 9-ball and scratches. Then: (a) Player B, not realizing that Player A scratched, gathers the balls to the foot of the table in preparation for racking the next game; (b) Player A, not realizing that they scratched, gathers the balls to the foot of the table in preparation for racking the next game.

Ruling: (a) Loss of game for Player B; (b) loss of game for Player A. Both (a) and (b) are violations of Rule 1.43.4

Discussion: (paragraph removed – content covered by new Rule 1.43.4)

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 Player A unscrewed was not their playing cue.

1.45 Unsportsmanlike Conduct;

1.1 Player Responsibility

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. At the same time, some fouls that are committed on purpose may not fit within the meaning of "intentional" as used in Rule 1.40.

While it is impossible to conceive of 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

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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 that 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 and not using the cue ball at all, it would clearly be unsportsmanlike conduct. (As opposed to only being a simple 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.)

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 later that you did not acknowledge the call will be considered unsportsmanlike conduct. It is incumbent on both players at all times to ensure that clear communication takes place.

Team Penalties

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

Penalties for 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.

Multiple Violations

General unsportsmanlike conduct warnings and penalties will be noted by event officials and records maintained throughout the event. Penalties specified by the rules as being cumulative during a match carry forward only through the match. However, repeated willful violations of the rules, or any current or previous pattern of misconduct, may be considered by event officials in determining penalties for unsportsmanlike conduct.

1. Situation: During a match, Player A asks Player B if it is legal to use a certain cue. Player B, knowing that the cue is illegal and that it would be a foul to use it: (a) remains silent or responds "I don't know"; (b) gives a response that specifically or implicitly gives Player A permission to use the cue *or leads Player A to believe that the cue is legal*. Player A uses the cue to execute a shot.

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Ruling: (a) foul on Player A; (b) unsportsmanlike conduct by Player B with loss of game for the first violation.

Discussion: Players are not required to assist their opponents in any way. In (a), Player A proceeds at their own peril, and should consult a referee if they desire further information.

In (b), it is willful unsportsmanlike conduct for Player B to trap Player A into a foul.

During a match, players committing the willful act of providing incorrect or misleading information to their opponents are not protected by Rule 1.1.2 if their opponent commits a foul based on that information; in that instance their opponents are relieved of their responsibility under Rule 1.1 for knowledge of the correct information. The protection of Rule 1.1.2 is specifically reserved for event officials and referees.

If you have a question concerning the rules, you should always consult a referee or event official rather than your opponent.

1.46 Spotting Balls; 1.47 Illegally Pocketed Ball (14.1 Continuous)

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 moved.

Procedure: The fifteenth ball is spotted *without the use of a racking device*. If the 15th 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 will proceed.

1.48 Non-Player Interference 1.49 Balls Settling or Moving

When playing a shot after a position has been restored, you are not required to attempt the same shot.

APPLIED RULINGS: 8-BALL

2.2 8-Ball Rack

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 rear corner and a solid in the other and that the position of any particular ball is not consistent between racks.

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2.3 Break Requirements

1. Situation: *Player A, preparing to break and having placed the cue ball, accidentally contacts the cue ball with a legal stroke motion. The cue ball moves a short distance and does not cross the head string.*

Ruling: *Illegal break under Rule 2.3.1, and foul under Rule 1.19.1. Player B may elect any option under Rule 2.3.3.*

Discussion: *If player B elects option (a) or (b) under Rule 2.3.3, their next shot is not a break and need not meet the break requirements.*

2.4 8-Ball Pocketed on the Break

1. Situation: *Player A breaks and pockets the 8-ball. Before Player A elects an option under Rule 2.4, Player B approaches the table and: (a) picks up the cue ball; (b) gathers the balls to the foot of the table in preparation for a re-rack.*

Ruling: *(a) Foul on Player B. Player A will first make the choice to spot the 8-ball or re-rack. If Player A chooses to spot the 8-Ball, they will have ball in hand anywhere on the table. (b) Loss of game for Player B under Rule 1.43.4.*

Discussion: *In Situation 1(a), although Player A must complete their election under Rule 2.4 in order to continue the game, the foul on Player B occurred after the break shot was been completed, and is therefore penalized appropriately.*

2.6 Establishing Groups

General Discussion, 2.6.3: *If a game has ended and then the players realize they shot the wrong groups, the game is not replayed and the result stands.*

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 2.6 groups cannot be established by a safety.*

2.8 Loss of Game;

2.10 Safety Play (also "Safety")

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 2.10(a).

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2.9 Shooting the 8-Ball

The 8-ball becomes your legal object ball regardless of whether the last object ball of your group is legally pocketed, illegally pocketed, or jumped. However your “first shot” as referred to in Rule 2.9.1 would not occur in the same inning if your last object ball was illegally pocketed, jumped, or pocketed by your opponent.

2.11, 3.7, 4.10, 6.21 Stalemate

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 agree that the table is in a stalemate position, they may mutually declare a stalemate before each player has completed three innings and without informing a referee.

APPLIED RULINGS: 9-BALL

3.7 Stalemate

See Applied Ruling 2.11

APPLIED RULINGS: 10-BALL

4.10 Stalemate

See Applied Ruling 2.11

APPLIED RULINGS: ONE POCKET and BANK POOL

5.8 Scoring;

5.9 Foul Penalty;

7.10 Foul Penalty

If you illegally pocket a ball and foul on the same shot, you must spot a ball in addition to the ball that was pocketed on the shot. Therefore, two balls are spotted after such a shot (providing you have a ball to spot).

APPLIED RULINGS: 14.1 CONTINUOUS

6.8 Subsequent Racks

If, per Rule 6.9, the cue ball is placed on the center spot and the 15th ball is in the kitchen,

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it is legal to shoot at the 15th ball.

6.10 Illegally Pocketed Ball

See Applied Ruling 1.46, Spotting Balls

6.21 Stalemate

See Applied Ruling 2.11

APPLIED RULINGS: WHEELCHAIR RULES

Players who use a wheelchair or other equipment to assist mobility are not required to follow the restrictions of Rule 8 if they are playing in a non-wheelchair event.

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 that requires such action.

Use of such measures is a referee's last resort, and occurs 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' 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 that occur, the referee will first ask if the person if they or their team is 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 person 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.

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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 rule applications by the protest procedures established in Rule 9.5. 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.

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

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

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 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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9.6 Soliciting Information

While referees are free to solicit information from any source, they are neither required nor specifically encouraged to consult spectators regarding judgment calls. If doing so, the referee should be certain that the spectator is trusted, knowledgeable, preferably trained as an observer or referee, and has no association whatsoever with any player or team member involved in the match.

Referees are neither required nor encouraged to consider video evidence. If a referee chooses to consider video evidence, no call will be overturned unless the video, in the judgment of the referee, provides clear and convincing evidence.

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TABLE OF VIOLATIONS AND FOULS

This table is provided as a quick reference to find the basic entries concerning violations and fouls. It is not intended to be a comprehensive index. To ensure a complete understanding of how they are judged and enforced, you should be sure to study the associated definitions and Applied Rulings, if any, that are referenced in the basic entries.

Similar violations may have different penalties depending on the specific game. Be sure to check specific game rules for details.

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SECTION 10

TOURNAMENT RESULTS

BCA/BCAPL NATIONAL 8-BALL CHAMPIONSHIPS

Men's Open Singles

	<u>Champion</u>	<u>Runner-Up</u>
2009	Bruno Pires de Sousa, PT	Mike Byrd, CA
2008	Daniel Barnes, MI	Samuel Kirby, IN
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>
2009	Cristina De La Garza, TX	Helen Hayes, TX
2008	Noel Campos, CA	Mary Rakin, CA
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
2003	Jackie Broadhurst, CO	Heather Shaddock, TX

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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

	<u>Champion</u>	<u>Runner-Up</u>
2009	David Broxson, FL	Francis Crevier, QC
2008	Ramesh Gokhul, UK	Michel Couvrette, CA
2007	Antonio Martinez Martinez, ES	Antonio Rodriguez, NY
2006	Tommy D'Alfonso, NY	Andrew Breen, NY

Women's Player Member Singles

	<u>Champion</u>	<u>Runner-Up</u>
2009	Buffy Jolie, TN	Patty West, CA
2008	Sunny Griffin, NV	Mary Anne Marr, MI
2007	Suzanne Osborne, WA	Kristen Malone, GA
2006	Joy Helton, OH	Jennifer Pass, MD

Men's Master Singles

	<u>Champion</u>	<u>Runner-Up</u>
2009	Danny Petralba, CA	Vince Chambers, ON
2008	Justin Bergman, IL	Jeff Boucher, MT
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
2001	Lee Heuwagon, MN	Dave Martin, AB

OFFICIAL RULES OF THE BCA POOL LEAGUE

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>
2009	Mary Rakin, CA	Tina Pawloski, CA
2008	Iris Ranola, PHI	Kyu Yi, TX
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>
2009	Simon Pickering, BC	Shane Van Boening, SD
2008	Jason Kirkwood, MI	Gary Abood, LA
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>
2009	Yu Ram Cha, Korea	Julia Gabriel, MO
2008	Kelly Fisher, NC	Bonnie Plowman, CO
2007	Kristi Carter, NC	Romana Dokovic, NY
2006	Tammie Jones, IN	Pamela Patton, WI
2005	Joanne Ashton, AB	Tammie Jones, IN

Men's Senior Singles

	<u>Champion</u>	<u>Runner-Up</u>
2009	Doc Rice, AZ	Edward Borrego, CO

OFFICIAL RULES OF THE BCA POOL LEAGUE

2008	Timothy Joseph, ID	Carl Sampson, NS
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>
2009	Sharon Russeau, MI	Pamela Fletcher, NV
2008	Holly Robinson, CA	Cheryl Pritchard, NC
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

Super Senior Singles

	<u>Champion</u>	<u>Runner-Up</u>
2009	Jim Henry, TX	Dago Huber, WY
2008	Donald Harp, CA	Randy Goettlicher, TX

OFFICIAL RULES OF THE BCA POOL LEAGUE

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

Champion

2009	Dawn Fital/Kenneth Brisbon, MI
2008	Susan Williams/Michael Williams, AZ
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 Sergent, 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

Champion

2009	Elisabeth Ford/Marc Vidal-Claremont, NY
2008	Jessica Frideres/Chad Vilmont, IA
2007	Marylou Waak/Anthony Vincent, WI
2006	Amy Latzko/Ike Runnels, IL
2005	Amy Latzko, Jeff Sergent, 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 Sergent, 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

Men's/Mixed Open Teams

	<u>Champion</u>
2009	Hustlin, IL
2008	Hustlin, MI

Women's Open Teams

	<u>Champion</u>
	Kiss of Death, NY
	Kitty's Bad Cats, AZ

OFFICIAL RULES OF THE BCA POOL LEAGUE

2007	Money Shot, IL	Thirsty Whale, OH
2006	Strategery, CO	Cuetees, NV
2005	Chicago So Don't Ask, IL	Hot Sa-Aus, TX
2004	Smooth Operation, CA	City Light Gate Keepers, WA
2003	Woody's Wizards, BC	California Cue-T's, CA
2002	Spain I, ES	Island Girls, NF
2001	Wood Slivers, BC	Chicaros Ladies, TX
2000	Spain Team I, ES	Pappy's, AZ
1999	Ritchie's of Chicago, IL	Brass Bell, VA
1998	Main Event Chalk Talk, MN	Dealers Choice, NV
1997	Vancouver Canadians, BC	Not Bad For Girls, BC
1996	Tips and Taps, ND	Rum Runner #2, NV
1995	Vegas Bound Stokers, NM	Rough Riders, WI
1994	Crown Billiards, MN	The Lady Killers, OK
1993	Stinky's Dream Team, AB	Lucky Ladys, PA
1992	Lassiters, IA	Lucky Ladies, TX
1991	Players, TX	Cue-T's, WI
1990	Black Sticks, TX	8-Ball Express, SD
1989	Black Sticks, TX	8-Ball Express, SD
1988	Mongo Murph's, ON	Great American Girls, CA
1987	Jackson All Stars, TX	Lefty's +, CA
1986	MeMaws, TX	Leisure Club, AZ
1985	Starlite Lounge, TX	Gold Nugget, TX
1984	Green Acres, TX	North Star, CA
1983	Mike's Lounge, PA	Richard's, MI
1982	The Wizards, CO	Richard's, MI
1981	Tam O'Shanter, CO	Burt's Girls, CO
1980	Tam O'Shanter, CO	Burt's Girls, CO
1979	Tam O'Shanter, CO	Wheel Inn, MT

Men's/Mixed Master Teams

	<u>Champion</u>
2009	The Stooges Metro, MN
2008	Metro, MN
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
1994	Hall of Fame Billiards, IL
1993	Hall of Fame Billiards, IL
1992	The Crunch Bunch, TX
1991	Black Stix, TX

Women's Master Teams

	<u>Champion</u>
	NPL Chix, WA
	Never Mistresses, IL
	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
	Rusty's Lucky Ladies, TX
	No event before 1994

OFFICIAL RULES OF THE BCA POOL LEAGUE

Men's/Mixed Trophy Teams

	<u>Champion</u>
2009	GJ Boys, MI
2008	5 Sticks Will Travel, MI
2007	Blues Crew II, GA
2006	Harms Way, IL
2005	Wild Kats, AB
2004	Thelma's Rebels, WV
2003	The Blues Crew, GA
2002	OBYB, BC
2001	Snooker John's #2, MO
2000	Over the Hill Gang, MO
1999	Eights and Aces, IL
1998	Last Chance, IL
1997	Slims Phil, TX
1996	K&S Billiards, IL
1995	Demmas III, IL

Women's Trophy Teams

	<u>Champion</u>
	Pine Street Ladies, CA
	Toucan Stroke, FL
	Tou Can Play, FL
	Sharkbait, ON
	Worm Burners, MN
	Texas Angels, TX
	Twisted Sisters, TX
	Teachers#5, MO
	Attitude Adjusters, IN
	Hot Tamales, GA
	The Edge, ON
	Finders Keepers, IL
	Westford Whips, ON
	Texas Draw, TX
	Battlin' Bitches, IL

9-Ball Challenge

	<u>Champion</u>	<u>Runner-Up</u>
2009	Tyler Edey, AB	Mitch Ellerman, AZ
2008	Tyler Edey, AB	Demitrius Jelatis, MN
2007	Beau Runnigen, MN	Tyler Edey, AB

Open Artistic Pool

	<u>Champion</u>	<u>Runner-Up</u>
2009(I)	Jason Kane, NY	Nik Bolin, IL
2009(II)	Buddy Eick, OK	Butch Barba, CA
2008	Jason Kane, NY	Josh Ulrich, CA
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
1994	Joe Shirley, TX	Rob Lundrign, NF
1993	Craig Powers, WI	Mark Dimick, OK

OFFICIAL RULES OF THE BCA POOL LEAGUE

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>
2008	Alfredo Correia, ES	Tony Heffner, IA
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>
2008	Jason Kane, NY	Jarrod Frideres, IA
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 Mohammad, ML	Robert Winter, CO
2000	Jason Kane, NY	Francisco Diaz Pizarro, ES

Women's Speed Pool II

	<u>Champion</u>	<u>Runner-Up</u>
2008	Jessica Frideres, IA	Cha Calishar, IA
2007	Lauren Whelan, NY	Linda Ikefuji

OFFICIAL RULES OF THE BCA POOL LEAGUE

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

Open Scotch Doubles

	<u>Champion</u>	<u>Runner-Up</u>
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

OFFICIAL RULES OF THE BCA POOL LEAGUE

U.S. OPEN ONE POCKET CHAMPIONSHIP

	<u>Champion</u>	<u>Runner-Up</u>
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, 2001-2003

U.S. OPEN BANK POOL CHAMPIONSHIP

	<u>Champion</u>	<u>Runner-Up</u>
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

	<u>Champion</u>	<u>Runner-Up</u>
2007	Huidji See	Louis Ulrich
2006	Will Bilbrey	Adam Smith
2005	David Dattilo	Danny Medina
2004	Cliff Joyner	Scott Tollefson

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>
2010	Efren Reyes	Rodney Morris
2009	Shane Van Boening	Lee Vann Corteza
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

OFFICIAL RULES OF THE BCA POOL LEAGUE

2000	George San Souci	Dee Adkins
1999	Troy Frank	Efren Reyes

One Pocket

	<u>Champion</u>	<u>Runner-Up</u>
2010	Scott Frost	Sylvester Ochoa
2009	John Schmidt	Scott Frost
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>
2010	John Brumback	Efren Reyes
2009	John Brumback	Rodolfo Luat
2008	Larry Price	Sylvester 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

Master of the Table

	<u>Champion</u>	<u>Runner-Up</u>
2010	Efren Reyes	John Brumback
2009	John Brumback	Johnathan Pinegar
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

OFFICIAL RULES OF THE BCA POOL LEAGUE

U.S. OPEN 9-BALL CHAMPIONSHIP

2009	Mika Immonen	1992	Tommy Kennedy
2008	Mika Immonen	1991	Buddy Hall
2007	Shane Van Boening	1990	Nick Varner
2006	John Schmidt	1989	Nick Varner
2005	Alex Pagulayan	1988	Mike Lebron
2004	Gabe Owen	1987	Earl Strickland
2003	Jeremy Jones	1986	David Howard
2002	Ralf Souquet	1985	Jimmy Reid
2001	Corey Deuel	1984	Earl Strickland
2000	Earl Strickland	1983	Mike Sigel
1999	Johnny Archer	1982	David Howard
1998	Buddy Hall	1981	Allen Hopkins
1997	Earl Strickland	1980	Mike Sigel
1996	Rodney Morris	1979	Louie Roberts
1995	Reed Pierce	1978	Steve Mizerak
1994	Efren Reyes	1977	Allen Hopkins
1993	Earl Strickland	1976	Mike Sigel

generationpool.com 9-BALL CHAMPIONSHIPS (formerly BCA Open/enjoypool.com)

Men's

	<u>Champion</u>	<u>Runner-Up</u>
2008	Jeremy Jones	Ronnie Wiseman
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

Women's

	<u>Champion</u>	<u>Runner-Up</u>
2008	Xiaoting Pan	Ga Young Kim
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

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