

GENERAL GUIDELINES OF PLAY – January 4th, 2014

These general guidelines apply to all games, unless specifically noted to the contrary in the Eight-Ball Rules. It is each player's responsibility to be aware of all Guidelines and Rules applying to league play, and each captain's responsibility to make this information available to all players. If, during a game, a player is unsure of a particular rule, he should ask the **opposing** captain for clarification.

A. STRIKING THE CUE BALL

Legal shots require that the cue ball be struck only with the cue tip in a forward motion. (Please refer to Diagram 4 and 5 in the appendix "Official Rules of the BCA Pool League") Using any other part of the cue stick will be a foul.

B. ONE FOOT ON FLOOR

When a player shoots, he must have at least one foot in contact with the floor. Foot attire must be "normal" in regard to size, shape, and manner in which it is worn.

C. LOCATION OF BALLS

The location of a ball on the playing surface is judged by the position of its base (the point of the ball that touches the bed of the table). See Diagram 2 and 3 of the "Official Rules of the BCA Pool League" appendix.

D. COMPLETION OF STROKE

A stroke is not complete (and therefore not counted) until **all** balls on the table have become motionless after the stroke. A spinning ball **is** in motion.

E. BALLS MOVING SPONTANEOUSLY

If a ball shifts, settles, turns, or otherwise moves "by itself", and remains on the playing surface, the ball will remain in that position and play continues. If a hanging ball falls into a pocket "by itself" after being motionless for only 3 seconds or less, it will be considered pocketed, and play continues. If it was motionless after the shooter has left the table or for **more** than 3 seconds, it should be restored as closely as possible to its original position prior to falling (both players should agree to that position), and play continues. The player to continue shooting will depend on whether the hanging ball was the indicated ball for that shot.

If an object ball falls into a pocket "by itself" as a player shoots at it, so that the cue ball passes over the ball's original position, unable to hit it, both the object ball and the cue ball should be restored as closely as possible to their original positions, and the shot should be replayed.

F. SHOOTING TIME LIMIT

If a player is impeding the progress of a game with consistently slow play, the opposing player's captain should first discuss it with the player's captain, and the player should receive a warning. If the slow play continues, a time limit of 2 minutes can be imposed. A foul could then be called if the player exceeds the time limit.

G. OUTSIDE ASSISTANCE PROHIBITED (except those eligible due to their player rating)

Players may not knowingly accept any form of playing advice during a game. A player should not discuss the game, or any individual shot, with any person other than his opponent **until after the entire game is over**. *Refer to section 19. FOULS, item N. on page 23.*

Coaching Policy

- 1 Players rated 6 or lower are entitled to receive coaching (6 rating one time per match, 5 rating or lower can be coached for not more than three games per match).
- 2 Players wishing to receive a coach must notify the opposing team captain first. Then choose from one of their team mates for advise.
- 3 Conversations should be brief, around 30 seconds.

H. NON-PLAYER INTERFERENCE

During a game, if a non-player bumps a player or moves any balls so that play is directly affected, the opposing player should restore the affected balls as closely as possible to their original positions, and play should resume with no foul penalty on the shooting player.

If a non-player consistently harasses or interferes with the players, either verbally or non-verbally, the opposing captain may request that the person leave the playing area. (This would usually occur only if a discussion of the problem with the other captain did not satisfactorily resolve the situation.)

I. PROTESTS

A player may request a rule interpretation or judgment from the league office if the players and captains cannot agree on a point of play. **They must, however, make such a request or protest immediately, prior to any subsequent shot being taken.** If play continues, a later phone call will not change any decision already agreed upon by the players. All players must honor an opponent's request that play be temporarily stopped until the matter is settled. Failure to honor such requests could result in disqualification or forfeiture of games. *Refer to section 11. UNSPORTSMANLIKE CONDUCT on page 15.*

J. EQUIPMENT RESTRICTIONS

Players may use chalk, powder, mechanical bridge(s), and the cue of their choice and / or design. However, they may be restricted from actions that may be disruptive of either the house equipment or normal competitive conditions. For example, players may be requested not to use blue chalk on a gold cloth; they may be advised not to use excessive powder that may unduly affect the balls or table cloth; they may be barred from using a cue stick with a noise-making device that is clearly disruptive to other players.

K. UNSPORTSMANLIKE CONDUCT

The league office has the right to disqualify any player or team from competition and future participation in the league for any activity that is judged to be unsportsmanlike in nature. This includes behavior that could be embarrassing, disruptive, or detrimental to other players, hosts, or the sport in general. Fighting will not be tolerated, and penalties will be imposed on the offending individuals and / or teams.

ALL GAMES ARE TO BE PLAYED IN A FAIR AND HONEST MANNER.

L EIGHT-BALL RULES FOR LEAGUE PLAY

1. OBJECT OF THE GAME

The game is Call Shot Eight-Ball, and is played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket object balls of the group numbered 1 through 7 (solids), while the other player must pocket object balls of the group numbered 9 through 15 (stripes). The player pocketing their group first, and then legally pocketing the 8-ball, wins the game.

2. CALL SHOT

“Call Shot” is indicating, prior to the shot, a specific object ball to be made in a specific pocket. In league play, the majority of shots are considered “obvious shots” that would not require a physical indication of intent.

The Following types of shots are defined as being “not obvious” or questionable;

- A Bank Shots
- B Kick Shots
- C Combination Shots

If a particular shot is questionable:

- a. the opposing player should question the shot, **or**
- b. the shooting player should either point or verbally call the shot.

In a true “gentlemen’s game”, a player usually will not continue shooting if they do not make the shot that they were actually trying!

When calling a shot, it is **not** necessary to indicate details such as rails (cushions), banks, kisses, etc. If the intended ball is legally made in the intended pocket, the player’s turn continues. If the intended ball is not legally made in the intended pocket, then the player’s turn ends. In either case, any object ball(s) pocketed during a called shot remains pocketed, **unless** it was pocketed as a result of accidental contact. ***Refer to section 15. ACCIDENTAL MOVEMENT OR CONTACT on page 19.***

A player may announce “no call”, or a “safe” shot, in which case, he does not continue after that shot, even if a ball is pocketed. Furthermore, every intentional “safe” shot **must** be announced prior to the shot.

3. THE RACK

The object balls are racked tightly together with the 8-ball in the center of the rack. All other object balls can be placed at random with exception of the corner balls, one being solid and the other a stripe. The head ball should be placed on, or as close as possible to, the foot spot. (Please refer to Diagram 1 of appendix

“Official Rules of the BCA Pool League”) The shooting player does have the option to request adjustments to the rack.

Remember that this is a gentlemen’s game-no one should be giving loose racks.

4. OPENING BREAK

The break shots are set by the score sheet design. The opening break shot is taken with cue ball in hand behind the head string. (Please refer to Diagram 1 of the appendix “Official Rules of the BCA Pool League”) The cue ball is in play once the player strikes the cue ball with his cue tip, or touches it with any part of his cue in an obvious attempt to perform a shot. Once the cue ball is contacted, its progress may not be impeded in any way by the player; to do so is to commit a foul. *Refer to section 19. FOULS, item C. on page 21.*

Any time a game is replayed, the original breaker will once again break.

5. LEGAL BREAK SHOT

To execute a legal break, the player breaking the rack must either:

- A. pocket an object ball, or
- B. cause at least four object balls to make contact with a rail (cushion).

If the shot is judged to be a “bad” break, the opposing player has the option to:

- A. accept the table as the balls are positioned, and begin their turn shooting, or
- B. ask the original shooter to re-rack the balls, and execute the break himself, or
- C. re-rack the balls, and let the original shooter break again.

There is no requirement to call a ball on the break shot or for the cue ball to contact any particular ball first. It is **not** required to hit the head ball first in order to execute a legal break.

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

6. 8-BALL POCKETED ON THE BREAK

Making the 8-ball on a legal break is usually an automatic win. However, if the cue ball is scratched, or leaves the playing surface and returns as result of contact with the player or anything else other than table equipment, the game is considered a loss. If the cue ball leaves the playing surface, but returns under its own power or by contact with table equipment, the game is considered a win.

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.

7. FOUL ON A LEGAL BREAK

If a foul is called and acknowledged on a legal break, all balls remain pocketed, and the table remains open. The incoming player has “cue ball in hand” anywhere on the table.

8. OPEN TABLE

The table is always open immediately after the break, regardless of any balls that may have been pocketed on the break. The table is “open” when the choice of groups (solids or stripes) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe, or vice versa. The 8-ball can be used as a part of a combination shot as long as it is not the first ball contacted by the cue ball.

9. CHOICE OF GROUP

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

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.

After the groups are established, they 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 at any time during the game it is discovered by either player or captains that the players are shooting the wrong groups and a foul was not called in a timely manner, the game will be replayed with the player who broke the game breaking again.

10. CONTINUING PLAY

Once the 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. After a player has legally pocketed all of his object balls, he shoots to pocket the 8-ball.

Your inning ends if you do not legally pocket a ball. Jumped balls and illegally pocketed balls are not returned to the table but do count in favor of the player assigned to that group.

11. LEGAL SHOT

On all shots, the player must cause the cue ball to contact one of his group of balls first, and then either:

- A. pocket a ball, or
- B. cause **any** ball on the table to hit a rail.

It is permissible for the player to bank the cue ball off a rail and then hit his object ball, as long as one of these two conditions is met. Also, it does not have to be one of his object balls, or it does not have to be the cue ball that hits a rail – it can be any ball anywhere on the table to satisfy the condition of a legal shot. Combination shots are permitted, as long as the 8-ball is not the first ball contacted (except when the table is still open).

A ball is considered a pocketed ball if, as a result of a legal shot, it drops into a pocket and remains there. A ball that rebounds from a pocket back onto the playing surface of the table is **not** a pocketed ball. Any balls pocketed on a legal shot in addition to the indicated object ball will remain pocketed.

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.

12. ILLEGALLY POCKETED BALLS

An object ball is considered to be illegally pocketed if:

- A. it was not the indicated ball.
- B. it was the indicated ball, but did not go in the indicated pocket.
- C. a foul was committed on the shot.

All illegally pocketed balls will remain pocketed.

13. OBJECT BALLS JUMPED OFF THE TABLE

If an object ball is jumped off the table, it is not a foul. Regardless of whose ball it is, the opposing player has the option to:

- A. leave the ball off the table and consider it pocketed, or
- B. return the ball to the table and spot it.

14. SPOTTING BALLS

Whenever an object ball is to be spotted, it is placed on the long string as close to the foot spot as possible. 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 advancing toward the foot of the table. When another ball on the table prohibits the spotted ball from being placed directly on the foot spot, the spotted ball should be placed frozen against the interfering ball. However, if the interfering ball is the cue ball, the object ball is placed as close as possible **without** being frozen against the cue ball.

15. ACCIDENTAL MOVEMENT OR CONTACT

Accidental movement or contact of a single **stationary** object ball by the shooter's hand, the cue stick, the mechanical bridge, etc. is **not** a foul. The opposing player has the option to:

- A. leave the ball where it now lies, or
- B. place the ball as close as possible to where it was before the movement, with both players agreeing on the position.

These guidelines apply even if the object ball is accidentally knocked into a pocket in the course of a shot.

16. OBJECT BALL FROZEN TO A RAIL

When playing a shot where an object ball is frozen to a rail, after the cue ball, or another object ball, makes contact with the frozen ball, the shot is considered a legal shot if:

- A. an object ball is pocketed, or
- B. the cue ball itself contacts a rail, or
- C. the frozen ball contacts a rail **other than** the rail it was frozen to, or
- D. another object ball contacts a rail.

Failure to satisfy one of the four conditions above will result in a foul. **Prior to the shot, the opposing player must clearly call a ball as frozen.** If the object ball remains frozen, **it must be called before each subsequent shot.** If the object ball is **not** called as frozen, there is **no** foul. If there is doubt or disagreement as to whether a ball is frozen to a rail, the captains should be called in to obtain a consensus of opinion.

This rule does not apply if an object ball is frozen only to the cue ball.

17. STALEMATED GAME

If neither player attempts to legally pocket a ball in three consecutive turns at the table by each player (six turns in total), then the game may be considered a stalemate. Both players must agree that attempting to pocket or move an object ball would result in an immediate loss of game. The balls will then be re-racked and the original breaker will break again.

Three consecutive fouls by one player do not constitute a loss of game, or a stalemated game.

18. FOUL PROCEDURES

All fouls must be called by the opposing player, and must be acknowledged by the offending player, **before the next shot takes place.** After the foul is acknowledged, no other foul can occur until the next shot takes place.

The opposing player gets “cue ball in hand” anywhere on the table. The player may position the cue ball on the table by hand, more than once if necessary. If, while placing the cue ball, an object ball is accidentally contacted and / or moved, this is **not** a foul. After placing the cue ball, the shaft and the ferrule of the cue stick (not the tip) may also be used for positioning the cue ball.

When a foul is called, the shooting player may disagree with the call. If the two players cannot agree on the call after a brief discussion, the captains may be consulted. If the captains cannot agree, or did not adequately see the shot in question, the game may be replayed. **No other team members should become involved with a foul call** – the game is between the two players and the captains, if they have been consulted for an opinion.

If the intended shot looks like it could be questionable (for instance, a possible double hit or simultaneous hit), either player has the option to call in an observer to watch the shot. In most cases, this will be the captain, but it can be any player on the team. **There should be an observer from each team, and they will determine whether or not a foul was committed on the shot.** If the two observers cannot agree on the call, play may continue if the two players finally agree on the shot, or the game may be replayed.

Remember, if the observers are called in, they make the call 1st.

19. FOULS

A foul occurs, and the opposing player gets “cue ball in hand”, if:

- A. the cue ball scratches into a pocket. This is the only automatic, or “obvious”, foul that does not have to be called.
- B. the cue ball leaves the playing surface, and returns as a result of contact with the player or anything else other than table equipment. (If the cue ball returns under its own power, or by contact with table equipment, it is not a foul.)
- C. the cue ball is touched or moved by the shooter’s hand, cue stick, mechanical bridge, etc. or by an object ball that was accidentally moved.
- D. a player picks up the cue ball **before** getting the acknowledgment on a called foul.
- E. the cue ball is struck more than once by the cue tip in the course of a shot (usually referred to as a “double hit”).

Whenever the cue ball is extremely close to an object ball (the width of a cube of chalk or less), it is very difficult to avoid a double hit when shooting in the same direction of the line of the balls unless the back of the cue stick is elevated. This is often referred to as the “**45° angle**” situation. However, determination of the foul does not depend on the position of the cue stick, but on whether or not the shot itself results in a double hit.

A similar situation occurs whenever the cue ball is frozen to an object ball. A “**push shot**” is permitted as long as the contact of the cue tip with the cue ball is part of the continuous fluid motion of the stroke. You cannot say “*Your stick is not at a 45° angle, that’s a foul*”. You can say “*If you make a double hit because your stick is not at a 45° angle, it will be a foul*”. Also, if the cue ball is

shot away from the object ball so that only a small amount of the cue ball hits the object ball, a 45° angle is not necessary.

- F. the shooting player intentionally strikes the cue ball below center in order to “jump” the cue over one or more object balls. However, an accidentally jumped cue as a result of a miscue is not a foul.
- G. the player shoots while the cue ball or any object ball is still in motion. (A spinning ball is considered to be in motion.)
- H. a **moving** object ball is touched by the shooter’s hand, cue stick, mechanical bridge, etc. **or** by another object ball that was accidentally moved.
- I. one object ball from each group is struck by the cue ball at the same time. This is referred to as a “simultaneous hit” and is a bad hit.
- J. the shooting player fails to execute a legal shot. *Refer to section 11. LEGAL SHOT on page 18.*
- K. the shooting player does not have at least one foot on the floor.
- L. the opposing player continues to interfere during the shooting player’s turn at the table, either verbally or non-verbally, after being asked to refrain from such actions. **This includes any “sharking” tactics**, such as “breaking down” the cue stick, making disparaging remarks, deliberately standing in the shooter’s line of vision, dropping the cue stick, etc.
- M. the shooting player exceeds the shooting time limit of 2 minutes, if such a limit has been imposed as a result of consistently slow play.
- N. any other league member coaches or advises the shooting player (unless player is entitled to receive coaching) on a particular shot or strategy of the game. (The perceived coaching could be in the form of verbal comments or “body language”.) **This is the only foul that can be called by either the opposing player or his captain.** If the coaching is not obvious, but the possibility exists, the opposing captain should first give a warning to the shooting player’s captain. If the behavior persists, a foul could be called.

The coaching does not have to come from a member of the player’s team in order to be a foul. For example, if a member of another league team is present and offers “advice” to the shooter, this rule could be applied. In this case, both captains should try to resolve the situation as soon as it occurs.
- O. a spectator continues to “coach” the shooter **after** being asked to refrain from such actions. The first time a non-player comments on a shot, the opposing captain should bring it to the attention of the other captain in order to politely explain the procedures to the spectator.
- P. **Moving** more than one object ball by the shooter’s hand, cue stick, mechanical bridge, etc. **or** by another object ball that was accidentally moved.

20. PLAYING THE 8-BALL

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.

When playing the 8-ball, the shooting player should **clearly** indicate, by pointing or verbally calling, the pocket in which he intends to shoot the 8-ball. It is not necessary to indicate details such as rails, banks, kisses, etc. If the opposing player is not sure which pocket was indicated, it is his responsibility to verify the call before the shot takes place.

21. AUTOMATIC LOSS OF GAME

A game is automatically considered a loss and play does **not** continue if:

- A. the cue ball scratches when the 8-ball is the object ball.
- B. the shooter pockets the 8-ball when it is not the legal object ball (“premature 8-ball”), or on the same stroke as his last object ball, or in a pocket other than the one indicated.
- C. the 8-ball leaves the playing surface of the table, and it remains off the table.
- D. on the shot when the 8-ball is pocketed, a foul is called by the opposing player, and acknowledged by the offending player or his captain.
- E. the shooting player **intentionally** influences the position of the balls on the table, or **intentionally** causes a ball to move by any illegal means, such as pushing on the bed cloth, bumping or slapping the table, jumping on the floor, etc. if done in an unsportsmanlike manner.
- F. a player, verbally or non-verbally, indicates **concession** of the game. This *could* include “breaking down” a jointed cue stick. However, “breaking down” a stick merely to change shafts for a particular shot does **not** constitute concession of game. ***Refer to section 19. FOULS, item L on page 22.***
- G. Deliberate striking or moving of the cue ball with anything other than the cue tip.

ANY TEAM MEMBER MAY CALL AN AUTOMATIC LOSS OF GAME.