

OFFICIAL RULES OF THE BCA POOL LEAGUE

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

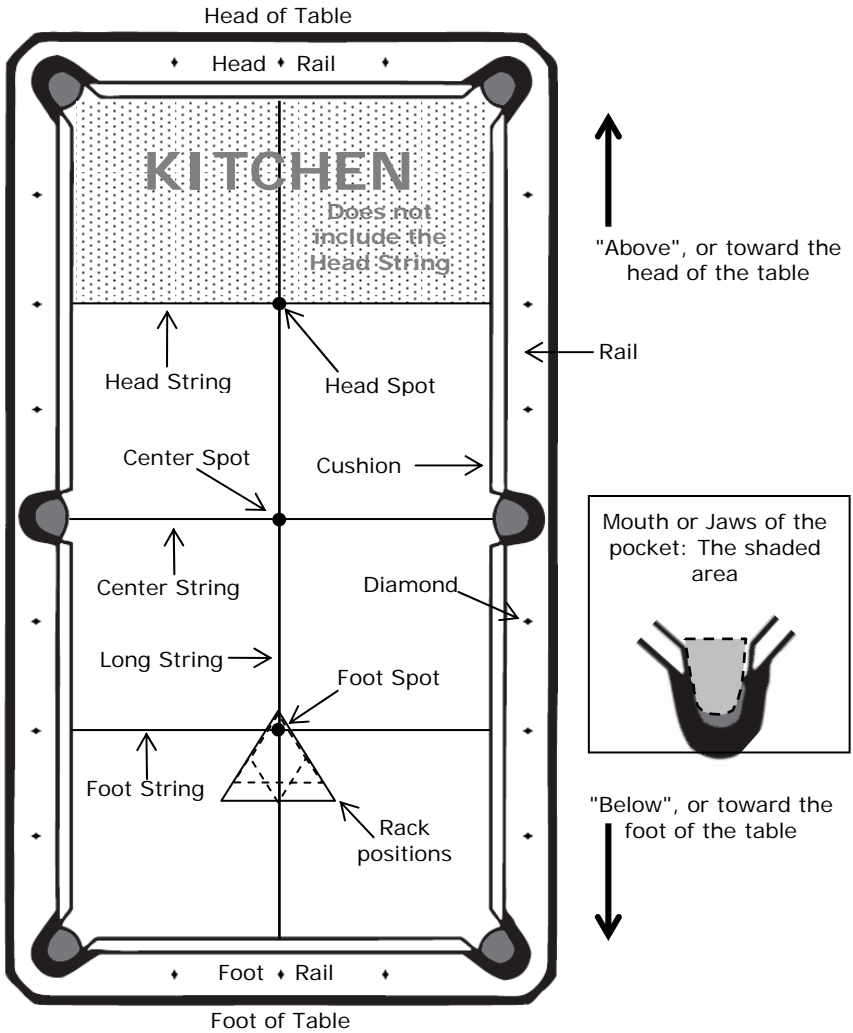
The position of the balls on the table as they lie.

Triangle

See "Rack".

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Diagram 1 – The Table



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Diagram 2 – Position of Ball Determined by Its Base

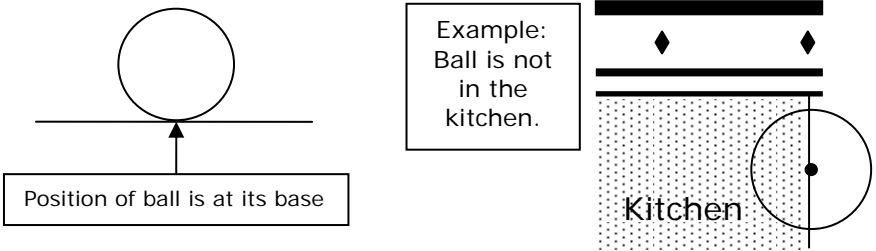


Diagram 3 – Bed of the Table

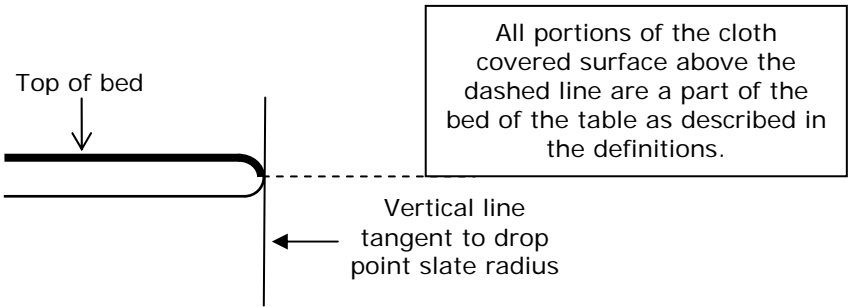
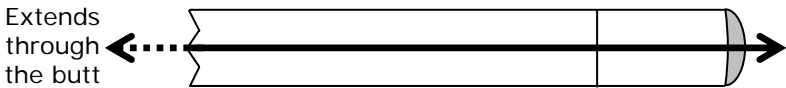


Diagram 4 -Long Axis of Cue

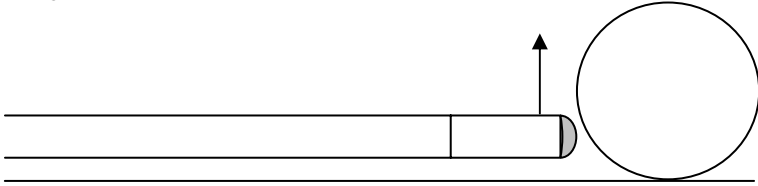


The long axis of the cue is a line extending from the center of the butt through the center of the tip.

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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)

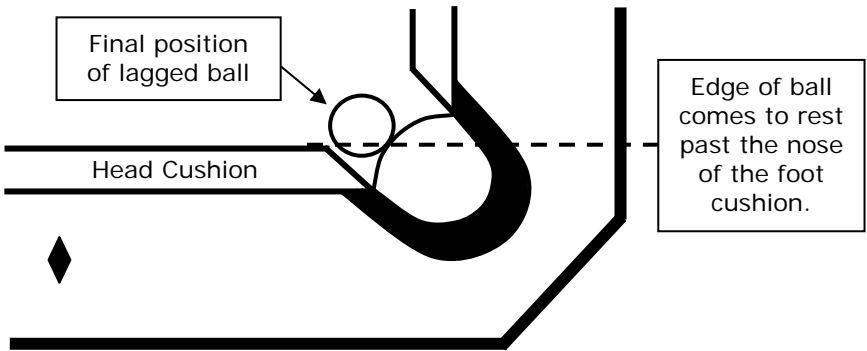
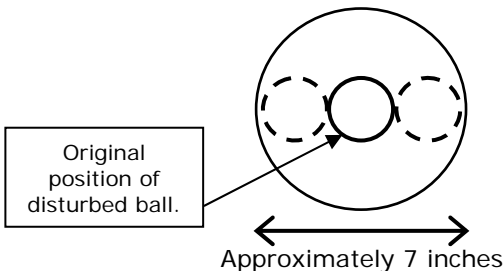


Diagram 7 – Area Originally Occupied by a Disturbed Ball



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Diagram 8 – Spotting Balls

