

OFFICIAL RULES OF THE BCA POOL LEAGUE

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);

OFFICIAL RULES OF THE BCA POOL LEAGUE

- 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)

OFFICIAL RULES OF THE BCA POOL LEAGUE

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-

OFFICIAL RULES OF THE BCA POOL LEAGUE

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

OFFICIAL RULES OF THE BCA POOL LEAGUE

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

OFFICIAL RULES OF THE BCA POOL LEAGUE

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

OFFICIAL RULES OF THE BCA POOL LEAGUE

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.

OFFICIAL RULES OF THE BCA POOL LEAGUE

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)

OFFICIAL RULES OF THE BCA POOL LEAGUE

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

OFFICIAL RULES OF THE BCA POOL LEAGUE

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).

OFFICIAL RULES OF THE BCA POOL LEAGUE

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

OFFICIAL RULES OF THE BCA POOL LEAGUE

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)

OFFICIAL RULES OF THE BCA POOL LEAGUE

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

OFFICIAL RULES OF THE BCA POOL LEAGUE

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

OFFICIAL RULES OF THE BCA POOL LEAGUE

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.