

BISON BILLIARDS TUESDAY 8-BALL CASH LEAGUE

GENERAL LEAGUE POLICY

The following attached policy is for Bison Billiards Tuesday BCAPL 8 ball cash league and has been accepted and approved by all Captains, Co Captains and league members of the 2023 BCAPL league season. Captain's, please sign and return this cover sheet to the league manager. As captains you are responsible for all team members to understand the policies as outlined on the attached pages.

CAPTAIN SIGNATURE _____ DATE _____

TEAM NAME _____

BISON BILLIARDS TUESDAY 8-BALL CASH LEAGUE

GENERAL LEAGUE POLICY

Effective August 8, 2023

The following is the general league policy for Bison Billiards 8-Ball cash league. All BCAPL 8 ball game rules will be played as per The Official Rules of Cue Sports International, which can be downloaded at www.playcspool.com and found at the end of these league policies

1. 8-BALL SCORING

Game Scoring

In 8-ball the winner of each game receives 10 points plus 1 point for each of the opponent's balls left on the table. The loser receives 1 point for each ball of his or her group (*i.e. solids or stripes*) pocketed.

Set Scoring

Games are played consecutively until one player reaches his or her race-to number. A player's race to number will be calculated by using the Fargo Rate USAPL Race To Calculator for a longer race. If a player reaches his or her race-to number before the end of a game, the game must still be completed until a final winner is determined.

FargoRate
USAPL
USA POOL LEAGUE
Race-To Calculator

Enter the FargoRatings for the two players and choose the desired match length.

Player One Rating	Player Two Rating
378	467

LONGER RACE SHORTER RACE

Player One Race-To: 49
Player Two Race-To: 68

Since each game is worth 10 points for the win and up to an additional 7 bonus points available to the winner, the player that is within 10 points of their race to number, that player is on “the hill” and can win the match if they reach their race to number regardless of if they win the last game. However, if the opponent wins a game with enough points to get to their race to number then the opponent would be considered the match winner. If both players are within 10 points of their race-to number at the start of the next game, both players are on “the hill”. The winner then would have to get to their race to number and win the last game of the set. At no time can a player win by pointing out without winning the last game of a hill-to-hill set.

Additional Scoring Options

Additional scoring options may be used for individual standings and awards. Local league bylaws shall dictate their use.

BR (Break & Run) – A player wins the game by breaking and legally clearing all balls with the opponent not having a turn at the table.

TR (Table Run) – The non-breaking player wins the game by legally clearing all balls on the first turn at the table (minimum of 5 balls).

WZ (Win-Zip) – Hold opponent to zero points but does not meet the definition of a BR (Break & Run) or TR (Table Run).

WF (Win by Forfeit) – Win by forfeit. If a set is forfeited, 2 points are awarded to the team receiving the forfeit for that set.

Team Scoring

Player of the match will receive either 3, 2, 1, or 0 points based on the outcome of the match based on the following criteria:

1. The winning player will receive 3 points if the opponent does not win any games in the set and has not reached the hill by the end of the match. Losing player will receive 0 points. Score is 3 - 0
2. The winning player will receive 2 points if the opponent wins at least 1 game in the set and does not get to the hill by the end of the match. Losing player will receive 0 points. Score is 2 - 0
3. Each player will receive 1 point for reaching the hill. The winning player will receive 1 additional point for winning the set. Score is 2 - 1
4. If both players reach the hill without letting the other opponent win at least 1 game in the set the winning player will receive 3 points and the losing player will receive 1 point. Score 3 - 1

2. TEAM TOTAL CALCULATION

Team Penalty Points

The 8 ball Tuesday BCA cash league division has a specified team Fargo rating limit set by the League Manager. If the sum of the members Fargo rating that play exceeds the limit of 2450, the team incurs one (1) penalty point up to the first (50) points over the limit and (1) penalty point additional for every additional 10 points over 2500. Team limits are as follows:

$$\mathbf{5 \text{ Player Team Rating} = 2,450 \text{ rating limit}}$$

3. BREAKING TIES

There is a possibility of a match being tied after all sets are completed and all penalty and points are applied. Below is the order in which ties are broken.

1. None, scores will remain as totaled there will be no tie break rules during league sessions.

4. CHOICE OF TABLE

At locations with more than one pool table available, the league operator will assign choice of tables for the teams. Whenever possible, poorly maintained equipment is to be avoided.

5. TWO TABLE PLAY

If available at the host location, matches are to be played on two tables and teams are to start matches at 7:00 pm. All teams are to double up by 7:15 pm. Practice is available at the host location from 6:00 pm – 7:00 pm.

6. STARTING THE MATCH AND ADDITIONAL SETS

The match begins with a coin toss between the team captains prior to 7 pm start time. The winner of the toss may choose a member of their team to play the first set or require the opposing team to choose its player first. Once the first player is chosen, the opposing team has 5 min to choose the opponent. Then the second set is to begin within 15 minutes of the first set, after that teams continuing alternating player choices until the final set. The following penalties will occur if the 5 min window is not adhered to for the first match and all consecutive matches that follow.

1. If the opposing team has not sent a player to the table after 5 min of when the first team has chosen a player, the first game is scored 17- 0. If another 5 min occurs before a player has been sent to the table, then the second game is scored 17-0. If 15 min has gone by before a player has been chosen by the opposing team the set is forfeited and the first team will receive 2 points for the forfeit for that set.

7. ORDER OF THE BREAK

At the beginning of each set, players lag for the first break or flip a coin, winner breaks first. The winner of each subsequent games after will break. Winner breaks.

8. COACHING TIMEOUTS (Revised e, j, k 7/29/23)

Coaching provides a great opportunity for newer players to learn from more experienced teammates in a competitive environment. Coaching is not only allowed, but also *highly encouraged*. Coaching is encouraged but must be done in accordance with the following timeout regulations.

- a) Each team may use a maximum of one timeout per game and three timeouts per set. There is also a maximum number of timeouts that may be used per match, 5 player team is 10 timeouts.

b)

Timeouts	5-players
Per Game	1
Per Set	3
Per Team Match	10

- c) A timeout may be called by the shooter or anyone on the shooter's team and must be acknowledged by the opposing player (not the opposing player's teammates).
- d) If a timeout is called and the shooting team has no timeouts remaining, any member of the opposing team may issue a warning. If the warning is issued, no timeout may be taken and there is no further penalty.
- e) Once a timeout is called by the player or any team member it must be taken at that time and will be charged as a timeout. A Player or captain cannot refuse to take a time out once called. **(rev 7/29/23)**.
- f) Timeouts are limited to 60 seconds.
- g) Any player on a team's roster may be a coach, regardless of whether they are playing in a match.
- h) Once a timeout is called and the coach is named, only that coach may confer with the shooter. No other player may offer an opinion or advice to the shooter. The coach can confer with another player on the team as long as the shooter is not part of the conversation.
- i) The shooter will designate the coach on each instance and may change coaches throughout the set.
- j) The coach is allowed to point at or touch the table while offering advice but may not touch any ball or the cue ball or mark the table in any way. The coach must leave the table before the shot and cannot stand in the shooter's line of sight **(rev 7/29/23)**.
- k) Any violation of the coaching rules is considered unsportsmanlike conduct and the penalties are as follows:
- o First offense – Verbal Warning will be issued. **(rev 7/29/23)**.
 - o Second Offense - Ball-in-hand for the opposing player.
 - o Subsequent offenses – Loss of game scored as 17-0

Coaching vs. Communication

A distinction must be made between *coaching* and *communication*. When it is not his or her turn at the table, a player may engage in quiet conversation with teammates. This is considered normal team *communication*. When the opponent's turn is over and all balls have stopped rolling, all *communication* concerning the match must stop immediately.

Any communication with your teammates during your turn at the table is considered *coaching* and the following stipulations apply:

- l) Coaching from the area around the table is not permitted during a player's turn at the table.
- m) No person in the area around the table (except the opponent or a referee) may call a foul or tell a player that they are shooting the wrong ball. No one shall offer any advice or instruction of any kind regarding the match while the player is up to the table and shooting.
- n) Any violation of the communication rules is considered unsportsmanlike conduct and the penalties are as follows:
- o First offense – ball-in-hand for the opposing player
 - o Subsequent offenses – loss of game scored as 17-0

9. FORFEITS AND MAKEUP MATCHES

All team members are expected to be present and ready at the scheduled time of 7 pm. However, play must begin if a team has only one player present. The forfeit rules are as follows:

Makeup Matches

There will be no makeup matches allowed unless any team cannot field a minimum of 3 players due to health issues, then the match will be rescheduled. Teams may pre-play any or all their schedule matches prior to the scheduled date. Payment for all matches is due at time of play. Any un-played matches will become forfeits.

Forfeit the Entire Match

If no players are present at 15 minutes past the *scheduled* start time, the first game is forfeited. Start time for this league shall be 7:00 pm. Additional forfeits are every 15 minutes if no players are present from the opposing team. If after 45 minutes the entire match becomes a forfeit and is scored 10 – 0

Forfeit Individual Sets

If a team does not have a player available at the time the next set is to begin per policy #6, that set will be forfeited or the following stipulations will apply:

- a) The receiving team must have a player present that has not already played a set in that match if one is not available then both teams must allow a player to double up, (“SEE DOUBLE UP POLICY”) the choice of player is chosen by the opposing team prior to the end of the first match. That chosen player cannot put the receiving team over the team handicap of 2450. If there is no other option, then the receiving team incurs one (1) penalty point up to the first fifty (50) points over the limit or the receiving team can take the automatic forfeit of 2 to 0. Only 1 double up will be allowed for the match. The remaining unplayed sets will become forfeits.
- b) The forfeited set is scored as 2 -0.
- c) If a player is refused entry into the host location, no exception will be made concerning forfeits.
- d) A team may not choose to forfeit any set based on the player that is chosen that player must play the match, unless it is for a double up scenario then (a) above applies.
- e) If any team cannot field a minimum of 3 players due to health issues, then the match can and will be rescheduled to allow for a make-up.

Scoring a Forfeit

The team receiving a forfeit will receive 2 points for each forfeited set. “WF” should be marked in the Game 1 score field. No other points are added.

Double Up Policy

Teams that do not have enough players at the start of the night to complete all 5 matches and know they will be short before the first match is over, they are to inform the opposing team. The opposing team will then choose one of the players as a double up for the match. This match will be scored in the 5th round but may be played at any time. At no time shall the chosen player leave early for the night until their match has been played. If the chosen player refuses to play or decides to leave before played the set becomes a forfeit and is scored 2 to 0.

10. ADDING & DROPPING PLAYERS

Teams are allowed to add or drop players during the first 6 weeks of each session. From then until four weeks before the end of the session, a team may only change its roster if the team does not have 5 core players due to health, family, or changes to availability. All changes must be approved by the League Owner. No changes are allowed during post-season playoffs.

SESSION 1	Last day to add or drop players - February 14, 2023
SESSION 2	Last day to add or drop players - June 13, 2023
SESSION 3	Last day to add or drop players - September 26, 2023
PLAYOFFS	No Changes can be made, players at end of session 3 is playoff team.

11. DROPOUT TEAMS

Teams that drop out during a session can create problems for the entire league. It can have an effect on team standings, individual standings, and the prize fund. A team that starts a session is responsible for the full session's fees. The captain of a dropout team will not be allowed to play in the BCAPL until *all* fees are paid. Other members will not be allowed to play in the BCAPL until *their portion* of team fees are paid. Member portions are as follows:

Dropout Team Size	Member Portion
5-Player Team	20%
4-Player Team	25%
3-Player Team	33%

12. TEAM RESPONSIBILITY FOR FEES

Teams are responsible for weekly fees. Prizes and awards will be withheld from any team that has a balance due until all fees are paid.

13. REPLACEMENT TEAMS

If possible, the League Owner will fill a vacancy created by a dropout team with a replacement team. The replacement team will accept the points earned by the dropout team and continue the session under the existing schedule. If time and scheduling permits, replacement teams will also have the right to play up to three makeup matches for previous bye weeks created by the dropout team.

If a replacement team is not found, the League Operator will attempt to minimize the effect on the remaining teams. The specific actions are at the discretion of League Operator but may be any one or a combination of the following:

- a) Awarding the average points scored against the dropout team to all teams.
- b) Erasing some or all of the dropout team's previous matches and points.
- c) Converting played matches into byes.
- d) Any other equitable method.

14. SLOW PLAY

Continual or excessive slow play can negatively affect the enjoyment of the league. Even though there is no time limit per CSI/BCAPL rules we encourage every player to enjoy league play while playing at a reasonable pace. Complaints regarding slow play should be submitted to the League Owner and League Operator as soon as possible. The League Owner is responsible for resolving such complaints and can institute a shot clock if necessary.

15. SCORING BYE WEEKS

If a division has an odd number of teams, one team will have a scheduled bye each week. Byes will rotate through the division schedule until each team has had one bye and then the cycle will repeat.

No points are awarded for a bye. However, if a cycle is incomplete at the end of the session, causing some teams to have more bye weeks than others, each team with an extra bye will be awarded the average number of points per match that they scored up to that point in the session.

16. SCOREKEEPING RESPONSIBILITY

Good scorekeeping is essential for accurate league standings and player ratings. The following is a list of recommendations for paper scorekeeping. It is encouraged that all teams download the BCAPL SCORER APP found under google search or your app store. This will automatically upload the score of the games to the LMS system.

- Any person on the team may score, team members are encouraged to share scorekeeping responsibilities.
- Both teams should score each set to help ensure accuracy. Scorekeepers should pay close attention to each game and record them accurately. If any discrepancies occur and cannot be resolved by the players or captains then that game would be replayed before the next game or match ends.
- Check with the other team's scorekeeper frequently to prevent errors. The League Operator will resolve any discrepancies.

- Always list complete player names and ratings on score sheets. Using only first or last names is not acceptable.
- Team captains must sign both scoresheets at the end of the match to ensure accuracy of the points and matches.

17. TEAM AND INDIVIDUAL STANDINGS

Players can view the individual and division's team standings through the online league management system at any time. The League Operator has some flexibility in determining how team standings are determined. Team standings for this league will be based each session on points per match by team. In case of a tie, the first tie break will be win/loss record, if needed second will be win percent of games played final will be head to head match up.

18. TEAM FUNDS

All teams shall pay \$75.00 each (\$15.00 per player) towards the prize fund and table time per night of play regardless if all 5 players played in a match or not. Table time will be **\$20.00** per team and will be collected prior to receiving team score sheets for the night. For each Spring and Fall league sessions 75% of the league fund will be rewarded at the end of the session to all the teams based on division size and order of finish by total points gained per week. A 5.0% administration fee will be deducted from the session money to cover administration fees. The remaining 25% of the session money from the Spring and Fall Sessions will be added to a yearend tournament prize fund. The yearend tournament will take place after the fall session of league play. The yearend tournament will be a seeded tournament and will be seeded by total combined points earned in session 1 and session 3. Only 16 teams will be allowed in the playoffs based on total points earned. Teams must maintain a minimum of 4 core players in both sessions in order to be eligible for full prize fund. Teams that branch off with a min of 2 players to create a new team will be eligible for 75% of the playoff prize fund depending on finish. New teams from the summer session and fall session will be eligible for 50% of the playoff prize fund depending on finish. The summer session will be a 12 week sprint and all money collected less 5.0% admin fee will be paid out based on team standings of points earned. **(Rev 7/24/23)**

19. LEAGUE SCHEDULE

- SESSION ONE WINTER - 1/10/2023 - 4/25/2023 16 WEEKS (NO PLAY 7/4/23)
- SESSION TWO SUMMER - 5/9/2023 - 8/1/2023 12 WEEKS
- SESSION THREE FALL - 8/15/2023 - 12/5/2023 16 WEEKS
- YEAR END TOURNAMENT 12/8/2023 – 12/10/2023

NOTE: League schedules will change periodically throughout the year based on pool hall availability or due to bad weather conditions. Players can view the division schedule through the online league management system at any time.

20. FARGO RATE & STARTER RATING

Fargo Rate is a global pool player rating system that uses data from leagues and tournaments around the world to rate pool players everywhere on the same scale. Fargo Rate is a statistical rating system based strictly on wins and losses against others. It factors in the skill level of your opponents and recalculates player's ratings every day for unparalleled accuracy. It has quickly become recognized as the best and most accurate rating system in the world.

The BCAPL is powered by Fargo Rate. All BCAPL members have either already earned an established Fargo Rating or are assigned a Starter Rating. A starter rating is a temporary rating assigned by the League Operator and selected league members to establish a "starting point" for the players skill level. The player will be evaluated every 3-4 weeks of play up to the player's 200th game. From there Cue Sports International and BCAPL National Office and Fargo Rate, monitors a players rating. As the player accumulates more games in Fargo Rate, the effect of the starter rating diminishes. When a person reaches 200 games, it no longer has any effect and the player has a true established Fargo Rating.

The following ratings will be applied to any new members:

1. Established Rating - Players name is found in the Fargo Rate system and that number will be used regardless of that persons "actual" skill level. Unless the players robustness (games played) is under 200 then an evaluation will be necessary by the League Owner and League Operator.
2. Starter Rating - New members will receive a "starting number" based on the players committee to establish a good starting point for that player to generate a race to number in matches. This starter rating will be evaluated every 2 - 3 weeks until the player reaches his 200th game. This starter rating will be adjusted up or down based on the players performance rating in the LMS system.

CRITERIA		FARGO RATING
BCA PLAYER		PER FARGO RATE
APA – SKILL LEVEL	7	550 - 600+
SKILL LEVEL	6	475 - 549
SKILL LEVEL	5	425 - 474
SKILL LEVEL	4	350 - 424
SKILL LEVEL	3	300 - 349
SKILL LEVEL	2	250 - 299
TOURNAMENT PLAYER		COMMITTEE EVALUATION

All data from the BCAPL flows automatically into Fargo Rate from the League Management System and player ratings are updated each and every day by LMS. For more information about Fargo Rate, visit www.fargorate.com.

21. LEAGUE PLAYOFFS

All league rules sections 1 - 20 apply with the exception of the following sections.

Team Eligibility

Only **16** teams rostered in the Fall session will be eligible to play in the playoffs **based on total points earned**. The yearend tournament will be a seeded tournament and will be seeded by total combined points earned in session 1 (Spring) and session 3 (Fall). No points earned from session 2 (Summer) will be used in determining team seeding. **(Rev 7/24/23)**

Player Eligibility

All players must be rostered on the team for the Fall Session and have played at a minimum 8 weeks during one of the prior 2 league sessions. A new player joining a team in the fall must play a minimum of 8 weeks in the fall session. No roster changes will be allowed after week 6 of the fall session unless for medical or family situations and approved by the League Owner.

Game Scoring

Same as in league play.

Set Scoring

Same as in league play.

With the exception of, a player's race to number will be calculated by using the Fargo Rate USAPL Race To Calculator for a SHORTER race

FargoRate
USAPL
USA POOL LEAGUE
Race-To Calculator

Enter the FargoRatings for the two players and choose the desired match length.

Player One Rating	Player Two Rating
<input type="text" value="378"/>	<input type="text" value="467"/>

Player One Race-To: **36**
 Player Two Race-To: **51**

Team Scoring

Same as in league play except for:

The team with the most set points at the end wins the match. If a team is mathematically unable to tie or win the match by completing all the remaining sets the remaining sets can be marked as did not finish (DNF)

Breaking Ties

There is a possibility of a match being tied after all sets are completed and all penalty points are applied. Below is the order in which ties are broken.

1. If both teams end up with the same points at the end of the match the winner of the match will be determined by total sets won.

Slow Play

Continual or excessively slow play can delay the tournament time frame and negatively affect the enjoyment of the playoffs. Even though there is no time limit per CSI/BCAPL rules players are to take a maximum of 30 seconds between shots. Complaints regarding slow play should be submitted to the League Owner and League Operator as soon as possible. The League Owner will monitor the game and warn the player to pick up his or her pace as necessary. If the pace of play is not up to the maximum 30 sec between shots a loss of game will be imposed and shot clock will be instituted. If the slow play continues the League Owner will impose a loss of set to the opponent and will be score it 2 – 0.

Start of Play – Time Limits

Same as in league play with the exception that both teams are to start 2 sets immediately.

There will be a 3 hour and 15 minute time limit to complete all 5 sets. If any teams have not started their last set with enough time to complete the set then the games become sudden death and points per game are doubled. (ie break and run is scored 34 to 0). However if a third table is available and both captains agree they won't be able to finish within the 3 hr 15 min time limit they can request to play their fifth set on that third table as long as the request comes before the 2 hr 30 min mark of the playoff round.

Double Up Policy

Teams that do not have enough players to play all 5 sets will not be allowed to double up a player and that set will be recorded as a forfeit and scored 2 to 0.

Team Funds

Only table time of **\$20.00** per team per match will be collected prior to the start of each round in the playoffs. (rev 7/24/23)

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

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 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):

- a. in a triangle with the apex ball on the foot spot (AR p. 84);
- b. the rows behind the apex are parallel to the foot string;
- c. the 8-ball is in the middle of the row of three balls;
- d. 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 those two balls does not matter). (AR p. 102)

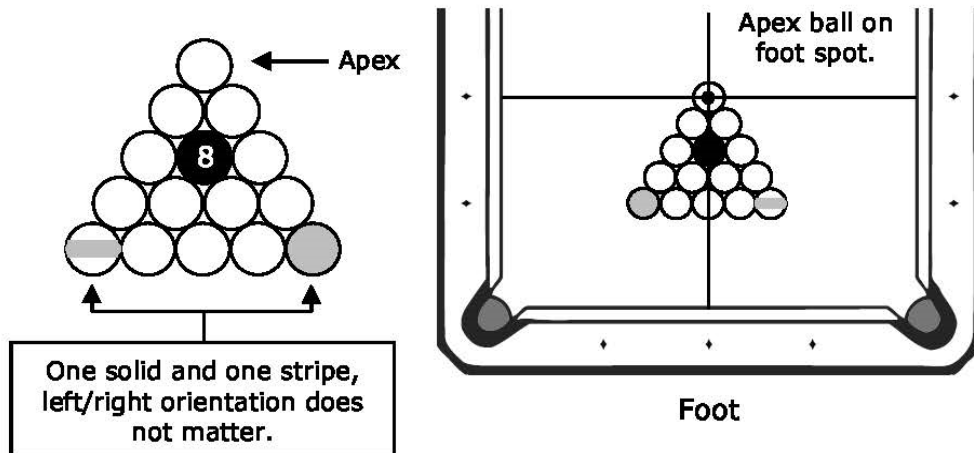


Figure 2-1

2-3 Break Requirements

1. You begin the break with ball in hand behind the head string. The break is not a called shot, and you may not call a ball or a safety on the break. There is no requirement for the cue ball to contact any particular ball first. You must legally pocket a ball or cause at least four object balls to contact one or more cushions or it is an illegal break. If you legally pocket a ball, you continue to shoot. If you do not legally pocket a ball or you commit a foul, your inning ends. (AR p. 102)

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

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. If you fail to notify your opponent you will receive a mandatory warning on the first offense. Second and subsequent offenses are fouls.

3. If your break is illegal, with or without a foul, your inning ends. Your opponent may:

- a. re-rack the balls and break;
- b. require you to re-rack the balls and break again;

The game cannot continue until there is a legal break. If your opponent's break is illegal and there is also a foul, the illegal break takes precedence and you must choose either option (a) or (b) above.

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

5. In all cases on the break, jumped object balls other than the 8-ball are not returned to the table except in the case of a re-rack. If the 8-ball is jumped it is spotted.

2-4 8-Ball Pocketed on the Break (AR p. 102)

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;
- 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 anywhere on the table;
- b. re-rack the balls and break.

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

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

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. 102)
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. If a game has ended and then the players realize they shot the wrong groups, the game is not replayed and the result stands.

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 object 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. If you do not declare a safety and you pocket a ball on an obvious shot, your inning continues and you must shoot again. A safety must meet the requirements of Rule 1.19, Legal Shot, or it is a foul. (AR p. 77, 103)

2-9 Shooting the 8-Ball

1. The 8-ball becomes your legal object ball on your first shot after there are no balls of your group on the table. The player who legally pockets the 8-ball wins the game. (AR p. 103)
2. With the exception of the provisions of Rule 2.10, it is not loss of game if you foul when shooting the 8-ball but do not pocket the 8-ball. Your opponent receives ball in hand.

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

2-10 Loss of Game

You lose the game if:

- a. you illegally pocket the 8-ball; (AR p. 103)
- 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 1-16-6 does not apply to 8-Ball);
- f. you commit a 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 on that shot, or that the game is not progressing because the position of the table has not significantly changed through three consecutive innings by each player, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again. (AR p. 104)