

BISON BILLIARDS TUESDAY 8-BALL CASH LEAGUE

GENERAL LEAGUE POLICY

Effective January 1, 2026

Revised June 1, 2026

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 2026 BCAPL league season. Captain's, please go over the policies and rules with your team and 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 June 1, 2026

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 gets marked by a win on the scoring app and on the score sheet.

Set Scoring

Games are played consecutively until one player wins the set. A player's race to number will be calculated by using the Fargo Rate Race Calculator using race charts developed by Fargo. For this league we will use the "Hot" Race setting for all R3 or R4 game charts during summer sessions. Use R4 or R5 for winter and fall league sessions.

1. Go to Fargo Rate App click on the magnifying glass near the bottom of the app.
2. Click "Find Race" tab and hit "Charts" tab. Enter player 1 & player 2 ratings
3. Hit "R4" if both players are 450 Fargo or under. (Use R3 for Summer Session only)
4. Hit "R5" If one or both players are over 450 Fargo Use R4 for Summer Session only)

← Race Calculator

Races Odds Charts

Player One Rating: 325 ×

Player Two Rating: 448 ×

R2 R3 R4 R5 R6 R7 R9 R11

HOT	MEDIUM	MILD
3-3	3-3	3-3
2-3	2-3	2-3
2-4	2-4	2-4
2-5	2-5	2-5

← Race Calculator

Races Odds Charts

Player One Rating: 325 ×

Player Two Rating: 451 ×

R2 R3 R4 R5 R6 R7 R9 R11

HOT	MEDIUM	MILD
4-4	4-4	4-4
3-4	3-4	3-4
3-5	3-5	3-5
2-5	2-5	2-5
2-6	2-6	2-6

← Race Calculator

Races Odds Charts

Player One Rating: 535 ×

Player Two Rating: 451 ×

R2 R3 R4 R5 R6 R7 R9 R11

HOT	MEDIUM	MILD
4-4	4-4	4-4
4-3	4-3	4-3
5-3	5-3	5-3
5-2	5-2	5-2
6-2	6-2	6-2

(Note – image shows sample races only)

Team Scoring – Paper Scoresheet

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

Additional Scoring Options

Additional scoring options may be used for individual standings and awards.

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).

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

Electronic Scoring

All teams are to use the BCAPL Scorer App in conjunction with the paper score sheets. Each team that fills out and submits their teams score using this App will receive 1 additional point added to their overall team score for the night. Teams that do not use the scoring app will not receive any additional points. The league management system (LMS) records who has submitted their teams score and is visible to the league operator.

1. Enter race definition by hitting the green number pad icon and enter the games to be won by each player. This is the game race from the Fargo rate charts.
2. Enter players name from the drop down tab and select one from each team under round 1 match.
3. Click on the number pad icon and highlight winning teams tab (it should be yellow to be active) click on win tab if they won the game (or if they got any of these BR, TR, Or WF) Then hit the done tab.
4. Repeat step 2 for all games in that round.
5. Move to round 2 by hitting the green arrow in top right corner and repeat steps 1 – 4
6. Once all rounds have been entered and you filled in all matches you can hit the submit match tab only after round 5 has been recorded. The system will let you know if it was successful if not a brown error message will come up with a note.

Error message options

- a. Check to ensure all games defined in the race match all games recorded for that round
- b. Check to ensure a player has been identified for each game / round
- c. Contact league operator for help

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 5 members Fargo rating that play **or forfeits**, 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:

5 Player Team Rating = 2,450 rating limit Max individual Fargo Rating is 719

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 on assigned tables only.

6. STARTING THE MATCH AND ADDITIONAL SETS

The match begins with a coin toss between the team captains at or before 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 **3 min** to choose the opponent. Then the second set is to begin by 7:15, after that teams continuing alternating player choices

until the final set. The following penalties will occur if the 3 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 3 min of when the first team has chosen a player, the first game is scored 1-0. If another 5 min occurs before a player has been sent to the table, then the second game is scored 1-0. 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 3 points for the forfeit for that set.

7. ORDER OF THE BREAK – RACK YOUR OWN

At the beginning of each set, players lag for the first break or flip a coin, winner breaks first. Winner breaks. All players shall rack their own.

- 1 Each ball should touch all balls adjacent to it. Lower opposite corners shall have 1 stripe and 1 solid, 8 ball shall be placed in middle of 3rd row. The remaining balls shall be placed in a random pattern evenly mixed. No pattern racking is allowed.
- 2 Tapping the head ball will not be allowed. If you can't get a good rack, ask for a magic rack.
3. 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.

8. COACHING TIMEOUTS

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 time out. A Player or captain cannot refuse to take a time out once called.
- 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.
- 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.
 - o Second Offense - Ball-in-hand for the opposing player.
 - o Subsequent offenses – Loss of game scored as 1-0

Coaching vs. Communication, Calling Fouls

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, 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, designated captain 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) Anytime during a game, either one of the captains or either one of the match players only, can call for a shot to be watched by a referee. This will not be considered a time out. While waiting for the referee no communication with the player and or team will be allowed.
- o) If a foul is committed by either player and the player does not call it on himself or called by the opponent, either captain may stop play to acknowledge a foul has been committed. The foul must be called prior to the next shot or the game continues. The following steps must be taken to ensure no sharking or arguments will occur.
 - o Opponent or designated captain must acknowledged the foul before the next shot has been taken.
 - o Once foul has been acknowledged by the opponent the player committing the foul must acknowledged it and ask the captain to concur yes it was a foul.
 - o Once it has been agreed a foul has occurred either by one of the captains or player it becomes ball in hand to the opponent.
 - o If the foul was not noticed by either of the designated captain or the opponent the game continues with out penalty.
 - o If at any time during the game if either player argues that a foul was or was not a foul that player will automatically lose the game and any consecutive games if the behavior continues throughout the match.
- p) 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 1-0.

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 15 – 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:

The shorthanded 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 shorthanded 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 shorthanded team can take the automatic forfeit of 3 to 0. Only 1 double up will be allowed for the match. The remaining un-played sets will become forfeits.

- a) The forfeited set is scored as 3 -0.

- b) If a player is refused entry into the host location, no exception will be made concerning forfeits.
- c) 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.
- d) If any team cannot field a minimum of 3 players due to health issues, then the match can be rescheduled to allow for a make-up, or at the discretion of the league operator and may allow a 2nd double up. But the 5th match is an automatic forfeit and scored as above, (3-0)

Scoring a Forfeit

The team receiving a forfeit will receive 3 points for each forfeited set. "WF" should be marked in the Game 1 score field. No other points are added. Both teams must choose a player to receive the forfeit for that match. Both players fargo rating will be included in the teams total 5 fargo ratings for that match. If the total of the 5 players exceeds the maximum 2,450 team rating penealites will occur per section 2.

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 3 to 0 and the players fargo is included in the team total.

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 / Operator. No changes are allowed during post-season playoffs.

SESSION 1	Last day to add or drop players - February 24, 2026 (week 7)
SESSION 2	Last day to add or drop players - July 7, 2026 (week 6)
SESSION 3	Last day to add or drop players – October 6, 2026 (week 6)
PLAYOFFS	No Changes can be made, players at end of Session 1 are playoff team.

Duplicate Players

Duplicate players will not be allowed to play for 2 different teams on the same night.

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 and collection from their team members. Prize money and awards will be withheld from any team that has a balance due until all fees are paid. All new team members **MUST** pay, prior to playing in their first match of the session, a \$20.00 non-refundable membership fee. This membership fee will allow any player to play in any BCA/CSI sanctioned pool league division. BCA/CSI league years run from Jan 1st thru Dec 31st all members must renew their membership yearly beginning in the first played session.

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, 45 seconds maximum per shot. Complaints regarding slow play should be submitted to the League Owner and League Operator as soon as possible. The League Owner and or Operator is responsible for resolving such complaints and can institute a shot clock if necessary. The League Owner and or operator will monitor the game and warn the player to pick up his or her pace as necessary. If the pace of play is not with the 45 seconds a loss of game can be imposed and shot clock will be instituted. If the slow play continues the League Owner / Operator will impose a loss of set to the opponent and will be **score it 3 – 0**.

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 required** 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.

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 set points per match by team. In case of a tie, winner will be based on win percent of games played, then a head to head match up. Teams have the option if tied in set points to agree to split the prize fund or wait till all final results are calculated.

18. TEAM FUNDS

Each player will pay \$16.00 per night \$5.00 of which go towards table time. Table time will be **\$25.00** per team and will be collected prior to receiving team score sheets for the night. For each Fall and Spring 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 set points gained per week. A 5.0% administration fee plus league expense will be deducted from the session money to cover costs. The remaining 25% of the session money from the Fall and Spring Sessions will be added to a spring tournament prize fund. The Spring tournament will take place after the spring session of league play. The spring tournament will be a seeded tournament if there are no byes. Seeding will be based on total combined set points earned in the fall session and the following spring session. (see playoffs section 21) 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 spring session will be eligible for 50% of the playoff prize fund depending on finish. The summer session will be a 10- or 12-week sprint and all money collected less 5.0% admin fee will be paid out based on team standings of points earned.

19. LEAGUE SCHEDULE

- | | | | |
|-------------------------------|---|-----------------------|------------------|
| • SESSION ONE WINTER / SPRING | - | 1/13/2026 – 5/12/2026 | 18 WEEKS |
| • SESSION TWO SUMMER | - | 6/2/2026 - 8/18/2026 | 12 WEEKS |
| • SESSION THREE FALL | - | 9/1/206 - 12/15/2026 | 16 WEEKS |
| • SPRING TOURNAMENT | - | 5/15, 5/16, 5/17 | FRI DAY - SUNDAY |

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:

- a. 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.
- b. Starter Rating - New members will receive a "starting number" based on the players known or established rating but no player will start below a Fargo rating of 400 unless a committee to establish a good starting point for that player is approved. This starter rating will be evaluated after 4 weeks of play and 4 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.

<u>CRITERIA</u>		<u>FARGO RATING</u>
BCA PLAYER		PER FARGO RATE
TOURNAMENT PLAYER		COMMITTEE EVALUATION
APA – SKILL LEVEL	7	550 - 600+
SKILL LEVEL	6	475 - 549
SKILL LEVEL	5	425 - 474
SKILL LEVEL	2*-- 4	400 – 424

Note* - Players with a known skill level under an APA level of 4 will need an evaluation by committee to start under 400 but no lower than a rating of 350 for a beginner.

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. AMMENDED CSI/BCA GENERAL RULES

The Bison Billiards BCA Cash League follows rules governed by BCA under the sanctioning of Cue Sports International. The following rules are here by amended to accommodate league policies set by Bison Billiards.

General Rules – Section 1

1-3 Use of Equipment

- 2a. Use of headphones, earphones or earplugs of anykind including Bluetooth accessories will be allowed during match play, if it is for non-communication purposes only.
- 2b. No Changes.

1-11 Time-out

Time-outs are limited to 1 min and all parts of section 8a – 8k apply

1-23 Calling Fouls

- 1. A foul may be called by a player playing in the game, a referee or designated captain per section 8 (o) Coaching vs. Communication, Calling Fouls

- 2. No changes.

1-33 Disturbed Balls

- 1. Its is a foul if you touch the cue ball or any object ball prior or during your shot, that causes that ball to move in manner that is not consider a legal shot. It is not a foul if hair, or clothing worn by the opponent touches a ball that does not move.
- 2 – 3 No changes
- 4 – 6. If a ball(s) is disturbed your opponent has the option to restore back to its original position or choose to leave the disturbed ball(s) as is.
- 7. No changes

1-41 Coaching

- 3. If you (player) are not aware of an opponent foul and you are alerted by someone other than your opponent, referee or designated captain the foul is not enforceable, and the following penalties will occur.
 - o First offense – ball-in-hand for the opposing player
 - o Subsequent offenses – loss of game scored as 1-0.

1-46 Spotting Balls

- 1 – 3 Dos not apply to Bison Billiards Cash Leagues.

22. LEAGUE PLAYOFFS

All league rules sections 1 - 21 apply with the exception of the following sections.

Team Eligibility & Playoff Brackets

Only **16** teams rostered in the Winter/Spring session will be eligible to play in the playoffs based on total points earned. The spring tournament will be a seeded tournament, if there are 16 teams if not positions will be determined by draw. If playoffs have 16 teams positions will be seeded by total combined points earned in session 3 (Fall) and session 1 (spring) No points earned from session 2 (Summer) will be used in determining team seeding.

Player Eligibility

All players must be rostered on the team for the Spring Session and have played at a minimum 8 weeks during one of the prior 2 league sessions or current spring session. A new player joining a team in the spring must play a minimum of 8 weeks in the spring session. No roster changes will be allowed after week 7 of the spring session unless for medical or family situations and approved by the League Owner / Operator.

Game Scoring

Same as in league play.

Set Scoring

Same as in league play.

Team Scoring

Same as in league play except for:

1. 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 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, 45 seconds maximum per shot. Complaints regarding slow play should be submitted to the League Owner and League Operator as soon as possible. The League Owner and or Operator is responsible for resolving such complaints and can institute a shot clock if necessary. The League Owner and or operator will monitor the game and warn the player to pick up his or her pace as necessary. If the pace of play is not with the 45 seconds a loss of game can 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 match at the 2 hr 30 min mark of the round, the races will be **reduced to R2**. 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 **3 to 0**.

Team Funds

Only table time of **\$25.00** per team per match will be collected prior to the start of each round in the playoffs.

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

RULES SECTION 1

GENERAL RULES

These rules apply to all CSI tournaments, league play, and other CSI 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 CSI 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. 99)

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. 78)

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. 78)

1-3 Use of Equipment

CSI reserves the right to prohibit any equipment it deems untested or inappropriate, or that has not been evaluated by the CSI National Office.

1. You are responsible for all equipment and accessory items you bring to the table (AR p. 79). You may not use equipment or accessory items in a manner other than their intended use. Specifically:

- a. You may use a billiards glove.
- b. You may use either a built-in or an add-on cue extender.
- c. You may use your own chalk provided that it closely matches the color of the cloth. (AR p. 79).

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Penalty for (c): first offense – warning. Second and subsequent offenses – foul.

- d. 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. If two bridges are used, the upper bridge must rest on the head of the lower bridge. (AR p. 73).
- e. 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.

Penalty for (d-e): foul upon execution of the shot. If no shot is executed then there is no foul.

- f. You may use your cue, held in your hand or not, to help align a shot. You may use your cue and hands to measure angles and distances for bank shots and kick shots. No other cues, bridges or equipment may be used. (AR p. 79).
- g. You may only use your vision to judge whether the cue ball or an object ball would fit through a gap, or to judge what ball the cue ball would contact first. You may not use any ball, cue, rack, chalk cube, or any other equipment or other part of your body as a width-measuring device. (AR p. 79).

Penalty for (f-g): Foul immediately upon the violation, regardless of whether a shot is executed.

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, smart phones, pagers, or music devices. Cell phones may be worn on the belt or kept in pockets, but may not be accessed for messages, information 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.

The penalty for the first violation of Rule 1-3-2 during an event is a warning. Each subsequent violation is a foul.

1-4 Cue Requirements

- 1. Your cues must meet CSI specifications.
- 2. It is a foul if you shoot with a cue that does not meet CSI specifications. The cue must be removed from play. (AR p.80)

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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 the time allowed by Tournament Administrators, you lose the match by forfeit. (AR p. 81)

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 and End of Game or Match

1. Your match or game begins when the cue tip strikes the cue ball during any stroke on the break shot. (AR p. 81)

2. Your match or game ends when the game-winning ball is legally pocketed and all balls on the table have stopped moving. After that time, there can be no fouls involving the game on the table for that game. However, unsportsmanlike conduct immediately after a game or match may be penalized by loss of that game or match, or by other penalty at the referee's discretion.

1-8 No Practice Allowed During Match (Tournament Play Only)

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. 81)

2. During a match, if the first offense of a practice foul occurs between games there is no penalty applied, but a warning will be issued. For second and subsequent offenses between games during a match, the offended player:

- a. Is awarded the option to break if it is not their turn to break. If the offended player chooses to take the break, the breaking order for future games is not affected.
- b. Is awarded ball in hand on the first shot after the break if it is their turn to break. The penalty is not applied if there is a foul on the break.

3. In team play, this rule applies to all members of the team that are in the teams line-up, 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 the time of the foul: the penalty is applied to that player's table only;
- b. For violations by a player who is not playing a game at the time of the foul: the penalty is applied to all tables assigned to the match. (AR p. 82)

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1-9 Stopping Play

1. You may stop play to 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 to stop play, 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. It is a foul if you interrupt your opponent after they are down on a shot. (AR p. 82)
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.82)

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-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 CSI sanctioned tournaments. (AR p. 80, 81)

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 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 3).

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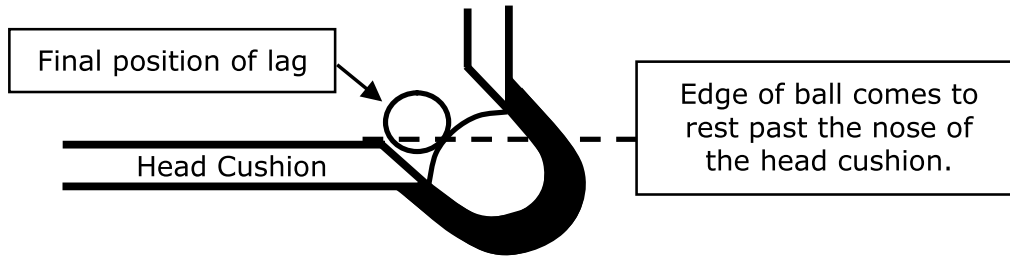


Diagram 3 – Illegal Lag Result

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. 84)

1-14 Racking Procedures

1. You must rack for yourself when you are breaking. (Exception: 14.1 Continuous)
2. You must rack the balls as tightly as possible. Each ball should touch all balls adjacent to it. (AR p. 78)
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. If the referee racks the balls, the opponent may inspect the rack but must accept the rack as is.
4. You should refrain from tapping balls unless necessary. It is preferable to brush the 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 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. 84, 107)
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

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the warning, if the referee judges that the pace of play remains abnormally slow, they will place the player(s) on a 45-second shot clock.

3. Shot clock procedures are:

- a. The shot clock does not apply to the first shot after the break in any game.
- b. 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.
- c. 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 clearly as "ten", loudly enough for the shooter to hear). If the player does not strike the cue ball within ten seconds, it is a foul. (AR p. 85)
- d. 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 foul. (AR p. 85)
- e. 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.
- f. 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 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.
- g. The shot clock will pause if play is stopped to summon a referee, and will start again when the referee authorizes the player to shoot. In a game in which a referee is presiding, the shot clock will pause if play must be delayed to allow the referee to take up a position, examine the table, or for any other administrative stoppage. In either case (referee presiding or not), after an administrative stoppage the shot clock may, at the referee's discretion, be reset before authorizing the player to shoot.

1-16 Calling Ball and Pocket (AR p. 74, 82, 85)

Rule 1-16 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 a clear, unambiguous gesture. You are not required

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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. 74, 82)

2. You may only call one ball on a shot. If you call more than one ball, or if you use any conditional phrase such as “just in case” concerning possibly pocketing more than one ball, your inning ends after the shot regardless of whether you pocket any ball. Any ball pocketed on such a shot is an illegally pocketed ball. Your opponent accepts the table in position. (10-Ball exception: Rule 4-8, Opponent’s Option, applies.)

3. 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.

4. 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.

5. 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.

6. 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. Exception: Rule 1-16-6 does not apply to 8-Ball. (See Rule 2-10-e.)

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

8. 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 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.

1-17 Calling a Safety

This rule applies to 8-Ball and 14.1 Continuous.

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1. If playing a safety, you must communicate with your opponent in a clear and unambiguous manner. Safeties must be called verbally – gestures are not sufficient, no matter how clear they may appear.
2. The non-shooting player has responsibilities when a safety is called, and should acknowledge a called safety in a clear and unambiguous manner. If a dispute arises as to whether a safety was called, the referee is the sole judge.

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 Diagram 4).

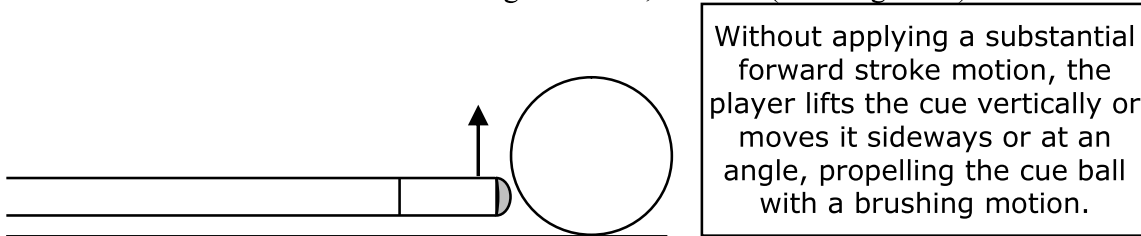


Diagram 4 – Illegal Stroke

1-19 Legal Shot (AR p. 87)

1. For a shot to be legal, the first ball contacted by the cue ball must be a legal object ball, or a simultaneous hit with a legal and illegal object ball may occur. After that contact:

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

It is a foul if one of those requirements is not met.

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 object ball before it contacts the cushion to which it was frozen.

5-ball frozen to cushion, cue ball at C1.
Cue ball contacts 5-ball at C2, then contacts cushion at C3. 5-ball comes to rest as shown.
No other balls are involved in the shot, neither cue ball nor 5-ball contacts any other cushion or ball.

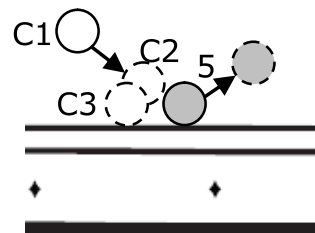


Diagram 5 – Legal Cushion Contact

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3. The shot detailed in Diagram 5 meets the requirements of paragraph 1-19-2 and is legal.
4. An object ball is not considered frozen to a cushion unless it is declared frozen immediately prior to the shot and before the shooter is down on the shot.
5. Contacting a ball frozen to a cushion does not constitute contacting that cushion.

1-20 Cue Ball Frozen to Object Ball or Cushion (AR p. 89)

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. Despite the legality of the stroke with respect to the cue ball and frozen ball or cushion, the presence of one or more other object balls or a cushion nearby a frozen cue ball or object ball may create the possibility of a violation of Rule 1-30 involving the cue ball and the nearby ball or cushion.
5. Shooting the cue ball away from an object ball that is frozen to the cue ball does not constitute contacting that object ball.

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.
3. Some fouls specify a warning for the first offense during a match. However, if you continually commit such fouls from match to match, it may be considered Unsportsmanlike Conduct and the penalties for the first offense of those fouls may be more severe.

1-22 Successive Fouls

This rule applies to 9-Ball, 10-Ball, 14.1 Continuous and One Pocket.

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.

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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: 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 Calling Fouls / Fouls Not Called

1. A foul may only be called by a player playing in the game or by a referee that has been properly called to the table. See Rule 1.41, Coaching, for more information concerning exceptions in team play. (AR p. 89)
2. 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.

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 may be penalized in conjunction with any foul or violation. (AR p. 90)

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 on the table is in motion. A spinning ball is in motion.

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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. 90)

1-29 Push Shot

It is a foul if you shoot a push shot.

1-30 Double Hit (AR p. 90)

1. It is a foul if your cue tip strikes the cue ball more than once on a single shot.
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.

1-31 Simultaneous Hit

(Material moved to Rule 1-19-1. No change in content.)

1-32 Miscues

A miscue is not necessarily a foul. (AR p. 90)

1-33 Disturbed Balls (Cue Ball Fouls Only) (AR p. 91)

1. During a game, it is not a foul if you accidentally touch or move a single stationary object ball with any part of your body, clothing or equipment, unless the disturbed ball has an effect on the outcome of the shot.

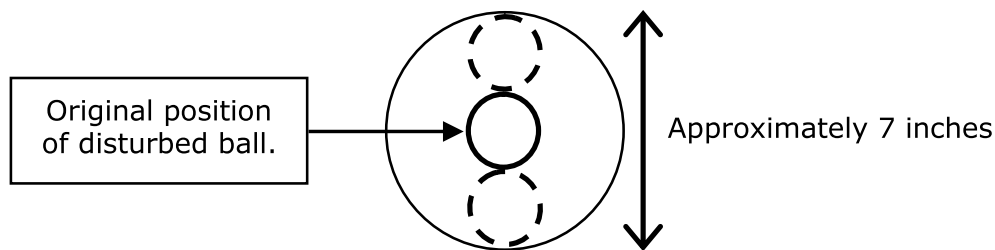


Diagram 6 – Area Originally Occupied by Disturbed Ball

2. "Effect on the outcome of the shot" means that either the disturbed ball contacts any ball set in motion as a result of the shot, or that the base of any ball set in motion 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

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position originally occupied by the disturbed ball (see Diagram 6).

3. If a disturbed ball has 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 before the next shot. 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 a disturbed ball has 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 a 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. If the game-winning ball is disturbed and falls into a pocket when there is an effect on the outcome of the shot, it is loss of game.

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. If the game-winning ball is disturbed in conjunction with a violation of (a) through (d) and falls into a pocket, it is loss of game.

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. If such a motion is unintentional, it is considered a miscue, and not a foul in and of itself. (AR p. 90)

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.

1-35 Position of Ball

The position of a ball is determined by its base (see Diagram 7).

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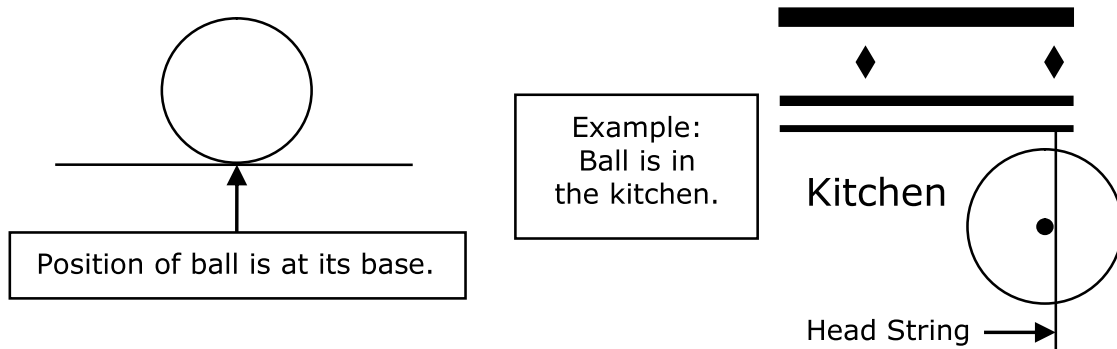


Diagram 7 – Position of Ball

1-36 Shooting with Ball in Hand Behind the Head String (AR p. 95)

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. 81, 96)
2. Once you have picked up or moved the cue ball to take ball in hand, it remains in hand until it is contacted by the tip on your next stroke. You may place the cue ball, pick it up or move it again, and replace it successive times until you take that stroke. (AR p. 96)
3. Immediately after a foul, when you are picking up or moving 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. (AR p. 96)

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4. When placing or moving 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, whether shooting or not. In addition to the penalties under the General Rules and specific game rules, you incur additional penalties if indicated, and upon the first violation you will receive a mandatory warning that second and subsequent violations of the same subsection during the match will be penalized by loss of game. (Exception: see Rule 6.17 for penalties in 14.1 Continuous.)

- a. Deflecting cue ball on a break shot: After a stroke on a break shot, including a miscue, it is a deliberate foul if you intentionally touch or deflect the cue ball. The break is illegal, regardless of whether the cue ball contacts the rack, or whether specific game rules for break shots are met. Your opponent may either re-rack and break or require you to re-rack and break again. (Exception: no re-rack in 9-Ball or 10-ball.)
- b. Cue ball: It is a deliberate foul if you intentionally:
 - 1) strike, move or deflect the cue ball with anything other than your cue tip (except when you have ball in hand);
 - 2) pick up or contact the cue ball while it or any other ball is in motion;
 - 3) end your inning by picking up the cue ball, or by refusing to shoot (AR p. 97);
 - 4) cause the cue ball to move by contacting or moving any part of the table in any way. (AR p. 97)
- c. Object balls: It is a deliberate foul if you intentionally stop or deflect any object ball that is in motion, or intentionally move any stationary object ball that is in play, by any method other than a legal shot, including by intentionally contacting or moving any part of the table in any way. (AR p. 91)

Penalties First violation of (c): your opponent may have the object ball restored (if it was stationary), pocketed or left in its position after the foul. However, it is loss of game if it is the game-winning ball, if any deflected object ball contacts any other ball, or if more than one ball is moved.

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- d. Placing hand in pocket: It is a deliberate foul if you catch any ball that is falling into a pocket, or place your hand into a pocket while any ball in play is in motion near that pocket. (AR p. 97)

First violation of (d): if the cue ball, ball in hand. If an object ball, your opponent may have the ball placed along the lip of the pocket, pocketed, or left in position. However, 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 and it is the break shot, it is not 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. It is a foul if you receive unsolicited assistance from a spectator associated with you (e.g., spouse/partner, relative, teammate). “Assistance” includes being alerted to an opponent’s foul.
3. If you are not aware of an opponent’s foul, and you are alerted to the foul by unsolicited information from a spectator not associated with you, the foul is not enforceable but you do not incur any additional penalty.

Exception: In scotch doubles or team play, a violation of Rule 1.8, No Practice Allowed During Match, may be called on any member of the opponent’s team by any member of the offended team, regardless of whether they or the offending player are at the table or involved in a game. Other modifications of Rule 1-41 concerning team or doubles play may be made by the Administrative Authority.

4. Any spectator not associated with you who offers any significant unsolicited assistance to you, whether verbal or non-verbal, will be warned against further interruptions or removed from the area.
5. The Administrative Authority of the event may modify this rule for team or doubles play. (AR p. 97)

1-42 Non-Shooting Player Requirement

1. It is unsportsmanlike conduct if you intentionally distract your opponent or interfere with their play. (AR p. 82, 98, 99)
2. The non-shooting player has an obligation to pay attention to the game on the table, which includes clearly and unambiguously acknowledging called shots and safeties. In the event of a dispute over whether a shot or safety was properly called, the referee is the sole judge.
3. If asked, the non-shooting player must provide information to you concerning the game on the table (e.g., who has which group in 8-Ball, or whether they committed a foul, etc.).

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If, as the non-shooting player, you do provide information to your opponent, you must do so in good faith and, to the best of your ability, provide correct information. The non-shooting player is not protected by Rule 1-1-2 from giving incorrect information, and may incur penalties by giving incorrect information. (AR p. 98)

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, retrieving or 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 an additional 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. 98)

3. In the absence of any act by your opponent judged to be a concession under Rule 1-43-1, you must not assume that your opponent has conceded the game. If you disturb the position of the table in such a situation, then you are charged with a concession violation. (AR p. 98)

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. 98)

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. 99)

1-45 Unsportsmanlike Conduct (AR p. 99)

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, or any act that makes a travesty of the game. Offering to gamble with opponents or spectators during your match is specifically defined as unsportsmanlike conduct.

2. You are responsible for your actions at all times while you are present at the event

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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 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. A player's pattern of behavior from prior events may also be considered.
4. A foul with a specified progression of penalties may have a more serious penalty applied early in the progression if it is committed willfully or in an unsportsmanlike manner, or if it is committed intentionally in consecutive matches.
5. Unsportsmanlike conduct warnings and penalties carry forward and are cumulative during the entire event.
6. Disqualification from any CSI 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

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 (see Diagram 8).

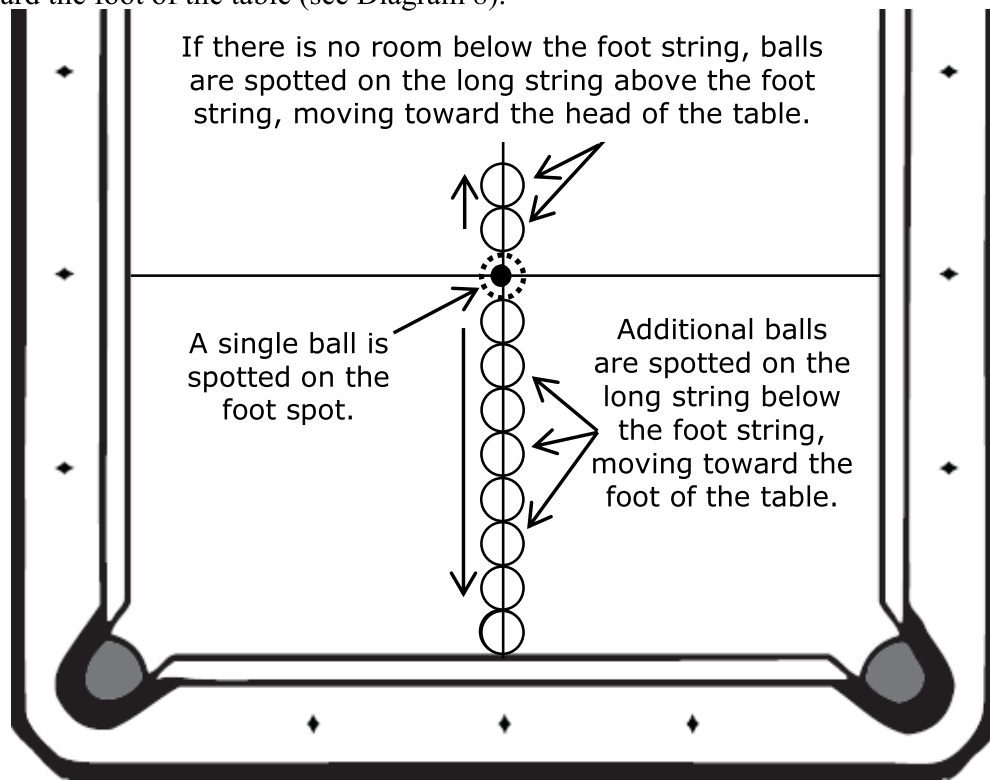


Diagram 8 – Spotting Balls

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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 (see Diagram 9).

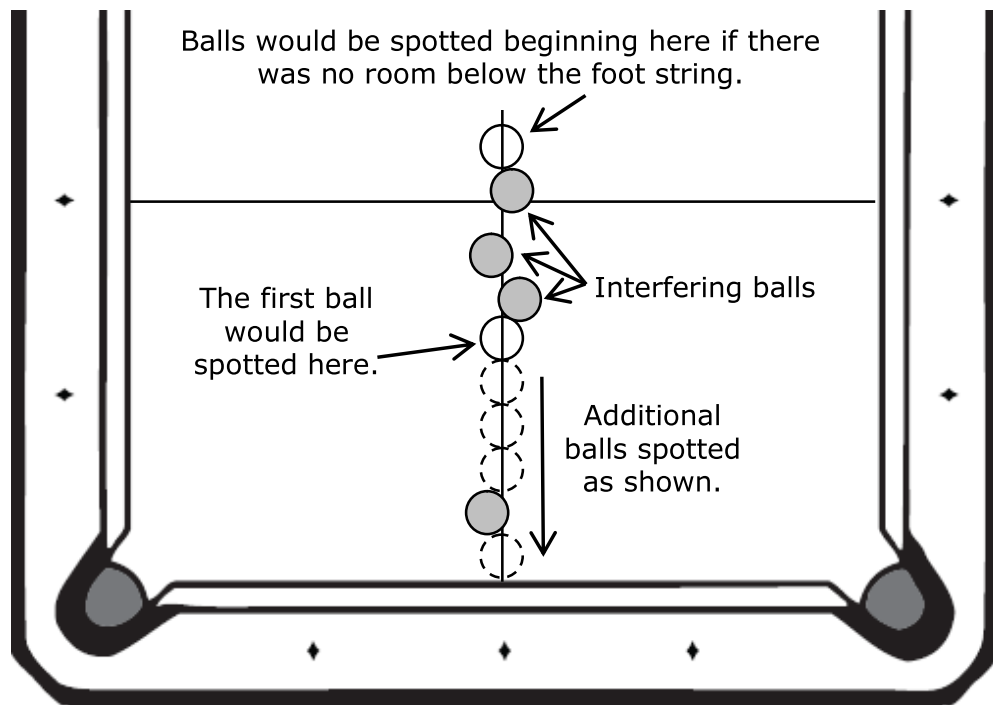


Diagram 9 – Spotting Balls with Interfering Balls

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. 101)

1-47 Jawed Balls

If balls are wedged in the mouth of a pocket, a referee will inspect them 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 a shot and has an

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effect on the outcome of the shot, the shooter shoots again after the restoration. 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. 101)

1-49 Balls Settling or Moving

1. If a ball settles or otherwise moves by itself, it will remain in the position it assumed 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. The five-second count does not begin until all balls in play have stopped moving. Whether the shooter remains at the table does not affect the five-second period.

4. If a hanging ball drops into a pocket by itself while balls are in motion during a shot, 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. 101)
- 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. 101)
- d. If the shot is illegal because the cue ball first contacts an illegal object ball before it or any other ball passes through the area originally occupied by the hanging ball, it is a foul. The incoming player accepts the object balls in position. If the hanging ball is designated by specific game rules as the game winning ball it must be restored, otherwise it is not restored.

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RULES SECTION 2

8-BALL

2-1 The Game

8-Ball is a call shot game played with a cue ball and fifteen object balls numbered 1 through 15. Each player or team has a group of seven balls: the solid colored balls numbered 1 through 7, or the striped balls numbered 9 through 15. The 8-ball is the game winning ball. The object of the game is to pocket your entire group of balls and then legally pocket the 8-ball. The game is played by two players or two teams.

2-2 8-Ball Rack

The balls are racked as follows (see Figure 2-1):

- in a triangle with the apex ball on the foot spot (AR p. 84);
- the rows behind the apex are parallel to the foot string;
- the 8-ball is in the middle of the row of three balls;
- the remaining balls are placed at random, except that the ball at each rear corner of the rack must be of a different group from the other rear corner (the left/right orientation those two balls does not matter). (AR p. 102)

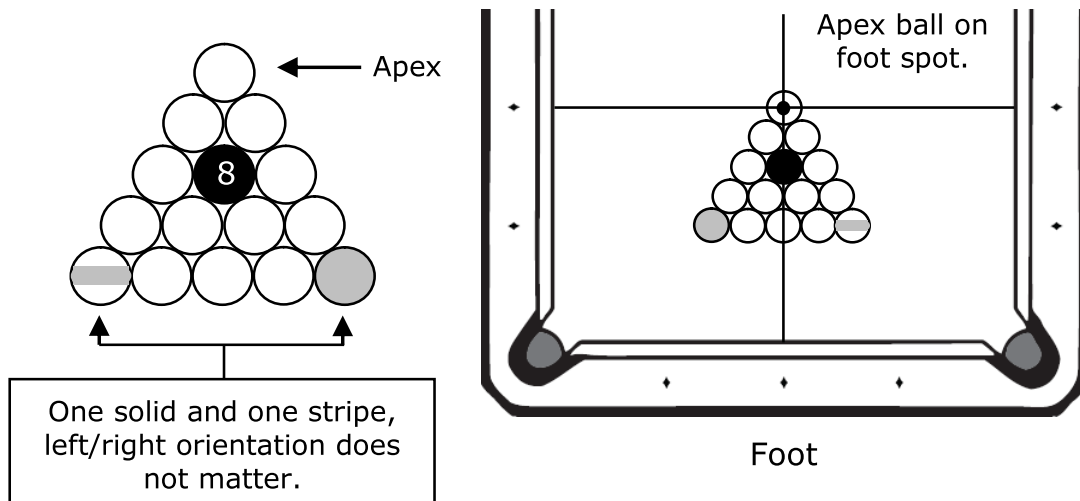


Figure 2-1

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)

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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.

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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.

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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)