



Founded in 1978 by: Luby Pelletier, Jerry Peloquin, Bruno Bereshnoy & Paul Menefee

2019 Fall Season Handbook

of SFPA Policies, Bylaws and BCA Pool League Rules

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sfpapool.org

Revised: 12/21/17

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SPONSORS AND TOURNAMENT VENUES

Barrel Proof.....	2331 Mission Street.....	415.932.6132
Billiard Palacade.....	5179 Mission Street	415.585.2331
Churchill.....	198 Church Street.....	415.570.9198
Cinch Saloon	1723 Polk Street	515.776.4162
Dovre Club	1498 Valencia Street	415.285.4169
Ginger’s	86 Hardie Place.....	415.862.0545
Harry’s Bar & Grill.....	460 Larkin Street.....	415.921.1000
Hole in the Wall	1369 Folsom Street	415.431.4695
Lone Star Saloon.....	1354 Harrison Street.....	415.863.9999
Lucky Horseshoe	453 Cortland Street	415.282.3456
The Mix	4086 18 th Street	415.431.8616
Napper Tandy.....	3200 24 th Street.....	415.550.7510
The Page.....	298 Divisadero Street.....	415.255.6101
Pilsner Inn	225 Church Street	415.621.7058
Route 101.....	1332 Van Ness Avenue.....	415.474.6092
Rumors.....	398 7 th Street.....	415.553.6169
SF Eagle	398 12 th Street	415.626.0880
Slate Bar.....	2926 16 th Street	415.558.8521
Wild Side West.....	424 Cortland Avenue	415.647.3099
Willows	1582 Folsom Street	415.529.2039
Zeitgeist.....	199 Valencia Street.....	415.255.7505

IN MEMORY

Always in our hearts and memories are those who at one time or another have been SFPA members.

Mario Alonzo
Robbie Anderson
Skip Anderson
Carl Arguello
Steve Armijo
Rick Bartos
Ron Barulich
Robert Bell
Josef Bento
Dallas Blaydes
Dave Boggs
Bob Boyle
Bill Boyles
Colin Bradley
Sam Bridgers
Alan Buholz
Frank Carmona
Carl Carr
Steven Caston
Ron Chevrette
Tim Chitwood
Louis Christlieb
Benny Ray
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Steve Colby
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Jerry Downing
Serena Drogose

James Dunham
Leo Emanon
Wayne Faulkner
Jim Fierro
Steve Fleck
Larry Fulwider
Vince Galindo
Michael Gerstorff
Russ Glenn
Joe Harrison
Vic Hayden
Dennis Healy
George R. Heyl
Jerry Hutarte
Phillip Jenson
Don "DJ" Johnson
Glenn Jordan
Glenn Judd
Wayne Karmitz
Brian Kelly
Don Killam
Bernie King
Ed King
Jon Kole
Steve Kreider
Don Kruse
Ed Lavoie
Dean Lechner
Cris Lundberg
Rudolf Lubag

Mike Macri
Richard "Rick" Marquez
Allen Martin
Butch McAllister
Doug McDonald
Charlie McClain
Scott McClure
Ron McKay
Ed Mendez
Paul Menefee
Barry Middleton
Ed Moore
Kevin O'Hara
Jorge Osejo
Jack Parsons
Fred Passey
Tommy Payne
Luby Pelletier
Jerry Peloquin
Rick Peters
Pete Peterson
Ray Peterson
Jim Phillips
Pavel Prucha
Bill Rae
Grant Ramer
Charlie Richards
Antonio Rios
Ken Robertson
Charles "Tuna" Ruffer

Jim Russo
Tyler Sauer
Dolores Sawyer
Dan Schneider
Larry Schwartz
Jim Sell
Royal Senn
Lou Shapiro
Mark Sharpe
Keith Smith
Eddie Sprotti
Cody Stevens
Mark Stevens
Jerry Strickland
Roger Stuffet
Wally Sutherland
Terry Taibl
David Terreo
Jim-Ed Thompson
Jim Tingle
Art Toth
Randy Vandervort
John Villon
Don Wahl
Dale Williams
Barry White
Bob White
Glenn White
Norman Whited
Mark Williams

SAN FRANCISCO POOL ASSOCIATION POLICY

The San Francisco Pool Association (SFPA) is a non-profit organization committed to promoting enjoyable pool competition among the patrons of sponsor establishments. To this end the administrative structure, consisting of a Board of Directors and whatever committees they may form, is intended to facilitate communication between various groups of people, thereby providing a groundwork on which they may join in organized competition. It is intended that the Board be responsible for streamlining its own function when necessary and developing new and more varied opportunities for pool competition as time goes by. The SFPA membership has adopted BCAPL rules as the guidelines for which it will use. The BCAPL rules in print at the time of team registration will be in effect for that season. Any deviations from these rules will be defined in the Policy section as decided by the SFPA Board of Directors. General membership meetings will be held each season at which time rules will be discussed and altered if necessary. Members should attend these meetings.

35 Teams and Sponsors

- A. Prospective players may apply for membership on a team at any SFPA bar. Try-outs, at sponsor's or team captain's discretion, may be held to fill team member positions.
- B. Teams consist of at least four (4) but not more than seven (7) members.
- C. Sponsor fees are due at team registration. Sponsor fees are \$225 for one (1) team and \$25 for each additional team per establishment. Sponsors are limited to two (2) teams per pool table.
- D. Membership fees for a minimum of four (4) players are due at team registration. All others are due before player's first night of play. Individual fees are \$70.00. Players joining after the mid-season break shall pay \$35.00 on their first night of play.
- E. Team Captains will submit a list of members' addresses and phone numbers to the Board on the registration night(s) designated by the Board.
- F. All teams will be randomly assigned to a number of divisions decided by draw conducted by the Board. An establishment with more than one team will have each in a different division. Every team in a division plays all others of that division during regular season play, plus inter-divisional matches if scheduled. The Board reserves the right to seed teams based on previous season(s) final statistics.
- G. During home matches, sponsors are expected to provide enough quarters for 16 games, or an opened ball return, or, in the case of pool halls, free table time until the sixteen match games have been played.
- H. It is at the discretion of the home team sponsor to provide free tabletime for practice and/or to provide complimentary team drinks to players during the matches.
- I. Sponsors may be asked for the use of their table(s) for SFPA sponsored tournaments. Unless otherwise arranged with the sponsor, SFPA will provide quarters or rentable time for these tournaments.

Note: If a team dissolves during the first half of the season, all games actually played to date will remain as part of the stats for those teams and individuals affected. Forfeited games will not remain as part of the team stats. If a team dissolves after the first half of the season, all games to date including forfeits will remain and any remaining matches against the dissolved team will become a bye.

36 Knowledge of Policy and Rules

It is the responsibility of each individual league member to familiarize themselves with the SFPA policy and playing rules.

37 Captains' Responsibilities

The Team Captain serves a vital function in the SFPA. It is the Team Captain who ensures that:

- A. Players have paid dues prior to playing.
- B. Players are knowledgeable about the rules.
- C. The Board is to be advised of unusual events, which may occur during a match.
- D. The match score is communicated promptly and the score sheet is submitted promptly.
- E. The Captain or his/her representative (a current teammate) attends the Captain's Meeting.
- F. Act as liaison between the sponsor and the SFPA.
- G. Each Team Captain is encouraged to recommend one member of the team as an eligible playoff referee. Said player will be invited to attend one of the referee training sessions held during the regular season by the Head Referee.
- H. Any Team Captain that does not attend, or send a team representative, to the Membership Meeting and the Captains' Meeting during the season will have three (3) wins on their record converted to losses for season standings for each

offense. If the Team Captain violates this Policy two (2) consecutive times, he/she will also be removed as a Team Captain. (Added to Policy 12/17)

38 Score Sheets

It is the duty of the home Team Captain to keep score sheets. See Score sheet Instructions on how to complete score sheet. Match results must be submitted by the home Team Captain using the online score sheet form at SFPAPool.org by the end of the day after the match (Wednesday). Captains of visiting teams are responsible for ensuring that the score sheet has been entered correctly, and should enter a corrected score sheet if the score sheet has not been entered or is incorrect.

The Home Team captain is responsible for ensuring scores are entered by the established deadline noted above. Failure to meet this deadline will result in three (3) wins converted to losses on his/her season record. (Added to Policy 12/17)

Score sheet Instructions:

1. Home Team Captains write in date and indicate division.
2. Fill in team name.
3. Fill in player names in spaces 1-4.
4. Fill in substitute player names, up to 3.
5. Give score sheet to visiting Team Captain.
6. Fill in visiting team name.
7. Fill in player names in spaces A-D.
8. Fill in substitute player names, up to 3.
9. Give score sheet back to home Team Captain.
10. Game schedule. Game 1 – Home player “1” versus Visitor player “A”. Fill in wins and losses following each game. . Indicate by using an “X” for a win and “-” for a loss. If there is a forfeit use an “F” for a win and continue to use the “-” for a loss. Circled letters or numbers indicate who breaks.
11. Record home team and visiting team results. Indicate by using an “X” for a win and “-” for a loss. If there is a forfeit leave individuals game box empty and record an “F” for a win and a “-” for a loss in the appropriate Forfeit boxes. Note: If both teams forfeit the same game then each team will receive no credit for that game. The match then becomes a 15 game match.
12. After game 4 has been completed, fill in wins for each team at the “¼ Score”. When game 8 has been completed, fill in the “½ Score”. When game 12 has been completed, fill in the “¾ Score”.
13. When the match is completed, fill in the final score.
14. The total team wins/loses should equal 16.
15. Total each player’s wins and losses.
Note: Forfeits do not count as a win for individual players only for the team.
16. The total team scores should match the game total.
17. Indicate Table Runs with a “X” in the far right column. A table run is defined by the SFPA as winning a game by legally making all seven object balls and the eight ball in a single inning. It does not need to be the first inning, but all eight balls must be on the table at the start of the inning.
18. Both team captains sign the score sheets.
19. Any comments to the board (disputes, address changes, notes to Board) should be entered by the home Team Captain in the comment box at the end of the online submittal process.
20. Enter the score sheet at SFPAPool.org using the online score sheet submittal form by by the end of the day after the match (Wednesday).

The form is titled "SFPA SCORE SHEET" and includes the following sections:

- Header:** DATE: _____ DIVISION: _____
- Legend:** WIN LOSE Rack/8-Break
- HOME:** _____
- Visitor:** _____
- Game Grid:** A grid with columns 1, 2, 3, 4, W, L and rows 1-4 for Home and Visitor. Home players are labeled 1, 2, 3, 4. Visitor players are labeled A, B, C, D.
- Substitutes:** SUBS: _____
- Home Captain:** HOME CAPTAIN: _____
- Visitor Captain:** VISITOR CAPTAIN: _____
- Match Score:** MATCH SCORE: _____

39 Playing Equipment

Home teams should ensure that there is an adequate selection of cue sticks, chalk, powder, and a bridge at each site of play. The Sponsor's table(s) must be of dimensions of 3½' x 7' or 4'x8' only.

40 Protests

If a disagreement occurs during the course of a match game, play shall be stopped immediately and the Captains shall confer to resolve the dispute. If no resolution is possible, the Captains will agree to a re-rack. Contact a Head-Referee for any clarifications of any rule or policy.

41 Sportsmanship

The Board shall take aggressive action to discipline members who fail to maintain high standards of sportsmanship. Actions may include fines, suspension, or loss of membership, in accordance with Section 9 of the By-laws of the Association.

Verbal complaints policy:

1st Complaint – A board representative will contact captain where the situation will be stated. The individual making the complaint will be kept anonymous. A request will be made to the captain to keep an eye out for any such incidents in the future and that they should take corrective action at that time. I.e. – reminding the player of the rules and league policy.

2nd Complaint – A general letter will be sent to the team members stating the situation with no names mentioned. A reminder will be made of the league policy regarding such behavior and that it will not be tolerated.

3rd Complaint – The person making the complaint will be encouraged to write a letter to the board regarding the situation so the individual can be brought in front of the board to explain the continued actions.

42 Team Matches

- A. A match consists of sixteen (16) individual games. As many as six (7) players may be used during a match; four (4) starting players and three (3) alternates. Note: If both teams forfeit the same game, that game will not be counted and the match becomes a 15 game match. *(Amended 12/17)*
- B. Lineup: All matches shall begin promptly at 7:30 pm. The captain shall post the home team lineup no later than 7:25 pm. The visiting team's lineup shall be posted no later than 7:30 pm. Alternate player(s), playing or not, as a good rule should appear on the lineup by 7:30 pm. This is to accommodate any last minute situations.
- C. Substitutions: Shall be made by Team Captains. Each player's score shall be recorded by his/her name on the score sheet. Once a player has been removed from the match, the player may not re-enter the match. A player may not be substituted during his or her game.
- D. Tardy Player: If a player is not present for his/her first game, the rest of the games in that quarter will be played. If he/she is not available to play by the start of their second game, and no substitute is available, their first game will be forfeited. If he/she is still not available by the start of their third game, then their second game will be forfeited. If he/she is still not available by the start of their fourth game, then their third game will be forfeited.
- E. Forfeits: In the event that a team fails to appear at a scheduled match, the opposing team will be credited with twelve (12) team wins. The forfeiting team will be charged with sixteen (16) losses. No individual will be either credited with a win or charged a loss. The forfeiting captain shall make an explanation to the Board within 24 hours. Should the captain fail to do so, all members of the forfeiting team shall be subject to disciplinary action by the Board.
- F. Practice Sessions: The home team has the table from 6:30 to 7:00 pm; the visiting team has the table from 7:00 to 7:30 pm.
- G. Coaching: There is no talking/coaching allowed between the player and their teammates during the player's inning, except during a time-out. However, he/she may talk with his/her own teammates while the opponent's inning is in progress. Each team is allowed two (2) time-outs per game. The shooter or any teammate listed on the scoresheet at the beginning of the match may call time-out to consult with team members. Time-outs may last no longer than one (1) minute, and are clocked from the moment they are called. Opposing Team Captain or designated time keeper shall give an audible warning when 15 seconds are remaining in the time out and when they have used their second timeout. Any further timeouts called will be deemed a foul (if no warning was given and a third timeout is called they should then be warned and no timeout shall be taken). Coaching in the playoffs and Founder's Cup will be limited to one (1), one-minute timeout per game. Only the shooter may call the time out; only one team member will be allowed to participate in the time out. (This follows WCC procedure during a team match). *(Amended 12/17)*
- H. Protests and Disputes: Players at the table, or their Team Captains, may request a rule interpretation or application from the opposing team's observer at any time during the game. Requests or protests must be made immediately, before any

subsequent shot has been taken, or they cannot be considered. The shooter must honor an opponent's request that play be halted when an observer has been requested to make a rule interpretation or application. Failure to honor such a request may result in disciplinary action as provided under unsportsmanlike conduct (see "J" below).

- I. Role of the Observer: *Removed from Policy July 2015*
- J. Unsportsmanlike Conduct: No player shall be allowed to engage in any activity, which is unsportsmanlike in nature, embarrassing, disruptive or detrimental to other players, referees, sponsors, spectators, or the sport in general. Such behavior may result in loss of game, suspension or loss of SFPA membership, as decided by the Board. Unsportsmanlike conduct includes, but is not limited to, the following:
 - 1. Illegally Causing a Ball to Move. Intentionally causing a ball to move by any illegal means, i.e., pushing on bed cloth, bumping or slapping the table, etc.
 - 2. Interference. Deliberate interference with a player in the process of shooting on the part of an opposing player or team member. If a spectator or player accidentally interferes with a player in the process of shooting, the referee may either return the balls to their original positions, or instruct the players to replay the game.
 - 3. Harassment. Verbal or physical harassment of participants, including players, referees, sponsors, and spectators during SFPA sanctioned activities.
- K. Assault and Battery or Destruction of Property: Any member 86ed from any sponsor bar during or between seasons for committing assault and battery, or for willful destruction of property, shall be subject to a discipline hearing conducted using the procedure described in Section 9 of the Bylaws. If the player is unable to defend their actions as accidental or by reason of self defense, that player will have their membership immediately terminated and will be permanently barred from rejoining the League, in accordance with Section 8 of the Bylaws. The outcome of the disciplinary hearing shall be communicated to the sponsor bar by the Board or by the captain of a team sponsored by that bar.
- L. Playoff Eligibility: Team members must have been on their current team's roster at the beginning of the second half of the season and must have participated in at least twenty-five percent (25%) of available games over the length of the entire season to qualify for post-season playoff matches (This equals 14 games over a 14 week long season). The Board may grant over the length of the entire season, to qualify for post-season playoff matches. The Board may grant an exception in the event of an emergency situation. Captains are advised to maintain a 6-player roster whenever possible.
- M. Powers and Duties of the Referee: When a match has a neutral referee (such as a playoff match), the referee is in complete charge of the game at all times. The referee's decision is final, unless the penalized player can cite rules that substantiate a protest, in which case the referee may reverse the decision. If no referee is available, team captains must reach a mutual decision. During playoffs and finals, the referee is required to:
 - 1. Rack the balls and brush the table.
 - 2. Make calls as required by SFPA rules.
 - 3. Provide information on rules when asked.

TOURNAMENT MATRIX

TOURNAMENT	COST	FORMAT	WHO CAN PLAY	PRIZES
Captain's	\$20	Random grid, Single game, Double elimination	One Captain or one other current teammate per team.	1 st Place - \$50 + plaque, 2 nd Place - \$40, 3 rd Place - \$30, 4 th Place - \$20
Luby Invitational Tournament	Free	Random grid, Single game, Double elimination	New league members this season and players with a season record of .500 or below for the past 2 seasons. <i>(Effective Fall/2019)</i>	Plaques to the top 3 winners.
Bernie King Memorial	\$20 for SFPA members, \$25 for non-SFPA members	Two random grids: .500 or below and .501 or above, Race to 2; Double elimination, Loser breaks Winners bracket: 8-Ball Losers bracket: 9-Ball	Open to anyone. Non-SFPA Members automatically go in the .501 or above bracket. <i>(Amended 12/17)</i>	All proceeds to American Cancer Society. Plaques to top winner on both grids. <i>(Effective Fall/2019)</i>
8-Ball (Spring) and 9-Ball (Fall) Tournament Qualifiers	\$25 (one-time entry fee)	Random grid, Single elimination, Loser breaks 8-Ball – Race to 2 9-Ball – Race to 3	All league members.	Top 2 from each qualifier go to the Finals.
8-Ball (Spring) and 9-Ball (Fall) Tournament	Free	Random grid, Double elimination, Loser breaks 8-Ball – Race to 3 9-Ball – Race to 5	Top 2 from each qualifier.	1 st Place - \$100 + plaque, 2 nd Place - \$75, 3 rd Place - \$50, 4 th Place - \$25
Hi-Lo Memorial	\$20	Scotch doubles, Random grid, Double elimination, Alternating breaks, Race to 2 on winners side (including both finals matches), Single game on losers side. <i>(Amended 12/17)</i>	League members who have played at least 25% of possible games.	Winning team to WCC Hi-Lo Tournament. All entry fees and half of auction to top 4 teams. Remainder to charity. Plaques to winning team.
City Individuals Championship	\$25	Random grid, Double elimination, Loser breaks Race to 3	All league members.	1 st Place - \$250 + plaque, 2 nd Place - \$100, 3 rd Place - \$75, 4 th Place - \$50
West Coast Challenge Qualifiers: All-Star Rising Star Women's Star Search	\$20	Ranked grids, Double elimination, Alternating breaks, Race to 3. <i>(Amended 12/17)</i>	All-Star – Players with season record of .600 and above at Week 14 Rising Star – Players with a season record between .501 and .599 at Week 14 Stats. Women's – All female league members. Star Search – Players with a season record of .500 or below at Week 14 and never played at WWC.	Top players to WCC: All-Star – Top 5 Rising Star – Top 2 Women's – Top 4 Star Search – Top 1 Plaque to winner of each WCC Qualifier.

43 Individual Tournaments

All SFPA supervised tournaments will provide for substitutes to complete the field.

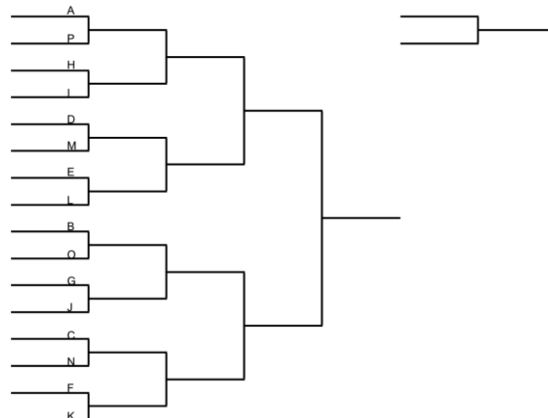
- A. At the mid-season tournament preliminaries, (i.e., annual 9-ball, 8-ball tournaments.), players will receive one point for a second place finish within their bracket. Accumulation of these points determines eligibility as a substitute in the finals. A single match will be played to break a tie in the event that two persons accumulated the same number of points. The same format used in the other preliminaries will be used for this match.
- B. Substitutes for All-Star WCC Qualifying Tournament will be chosen from available eligible players, based on their end of season rank.
- C. No player will be allowed a first-round bye. If by tournament starting time a player has not appeared at the tournament site, the most qualified substitute will fill that slot. During a tournament, a player will forfeit his/her match if not present within ten (10) minutes of when the match is called.
- D. Eligibility:
 1. Player must be a member in good standing to enter any league tournament, and must have played twenty-five percent (25%) of all possible games. Exceptions: 8-ball and 9-ball tournament preliminaries, the Luby, Captain's, and fund-raising tournaments have no minimum games played eligibility requirements.
 2. To be eligible for WCC qualifying tournaments, a player must achieve a minimum of twenty-five percent (25%) participation of all possible games over the length of the entire season. For example, if the season is 14 weeks long, 25% of 56 total eligible games or 14 games must be completed.
- E. Players are responsible for refereeing their own games. Both players must agree if a third person is asked to referee a specific shot. The third person's decision is final. The Tournament Director may provide rules clarifications. The Director's decision is final.
- F. Player may only participate in one of the following tournaments during the same season: All-Star, Women's, Rising Star and Star Search Tournaments. (See section 11c for WCC participation). Members of the championship team will not be permitted to play in the tournaments listed above during their championship season. If a member of the championship team opts to play for an individual berth at WCC and fails in his/her attempt to qualify individually, they will not be permitted to rejoin the team to play at WCC.
- G. Players participating in the Hi-Lo Tournament must stay and continue to play until their team has been eliminated. If for any reason one of the team members must leave early, the whole team will be eliminated from the competition. If any player in the top team opts to play for an individual berth at WCC and fails in his/her attempt to qualify individually, they will not be permitted to rejoin the Hi-Lo team to play at WCC.
- H. Should a substitute be needed to replace a qualified WCC entrant, the substitute shall be selected from the participants of the corresponding WCC qualifying event (i.e., All-Star substitute comes from the All-Star Tournament). If a tie exists from the WCC qualifying event, a playoff will be held to determine the substitute. The same format from the tournament will be used (i.e., race to 3).
- I. Playoffs: The top sixteen teams will qualify for the WCC playoffs. The specific formula for choosing the sixteen teams will depend on the number of teams playing during a particular season. The Board of Directors will announce the playoff formula at the time the season draw is completed. The remaining teams will be assigned to the alternate playoffs, hereby known as "The Founder's Cup Team Championship." (FCTC). The higher-seeded team in any match is to be considered the home team, even if the match is being played on a neutral table or on the table of the lower-seeded team. Home team must notify their opponents of location change by 12 pm of match day. The home team practices at 6:30, fills out the score sheet as the home team, is responsible for score sheet submittal, and may opt to provide their own cue ball of normal weight.
- J. Seeding of Teams & Individuals (WCC Playoffs):
 1. The top 16 teams will be seeded "A" through "P" strictly by winning percentage. The seeds are then matched as shown on the playoff grid. Teams playing in the Founder's Cup will also be seeded based on their overall winning percentage. Depending on the number of teams involved in the Founder's Cup, some teams may receive a first round bye and/or an additional round of play may be added.
 2. Tie breakers to determine first round position will be given priority as follows for teams:
 - a. Head-to-Head Match – If the teams played each other during the regular season, the winner of that match will be awarded the higher playoff seed.
 - b. Divisional Standing – If the teams played to a tie or did not play each other during the regular season, the team with the higher rank in its division will be awarded the higher playoff seed.
 - c. Forfeit Wins – If the teams are equally ranked in their respective divisions, the team with lesser forfeit wins will be awarded the higher playoff seed.
 - d. Coin Toss – If the teams have the same number of forfeit wins, a coin toss (conducted by a league officer) will determine the higher seed as follows:

- i. Tied teams are alphabetized in order by team name.
 - ii. Heads goes to the first alphabetized team name, tails to the second alphabetized team name.
 - iii. A neutral league officer is called and asked to flip a coin without knowing which teams they are flipping for until after the flip has occurred.
- 3. Matches that are tied 8-8 will be decided by a single game. Captains will designate players (home Team Captain chooses first) to play 17th game. Players will lag to determine break. See section 5 of the General Rules of Pocket Billiards.
- 4. Tie breakers to determine individual rankings for WWC Individual Qualifiers and Hi-Lo will be given priority as follows:
 - a. The player with the most number of wins for the season will be awarded the higher seed.
 - b. Head-to-Head Match – If the players played each other during the regular season, the winner of that match will be awarded the higher seed.
 - c. If the above does not eliminate the tie, the player on the higher ranked team as of Week 14 will be awarded the higher seed.
 - d. Coin Toss – If players are on the same team and the tie still has not been eliminated by the above, a coin toss (conducted by a league officer) will determine the higher seed as follows:
 - i. Tied players are alphabetized by last name.
 - ii. Heads goes to the first alphabetized last name, tails to the second alphabetized name.
 - iii. A neutral league office is called and asked to flip a coin without knowing which players they are flipping for until after the flip has occurred.

K. Round One.

- 1. Single match to be played at the home bar of the team with the better regular season record. If two teams from the same bar have earned home matches versus their first round opponents, the team from the affected bar with the better regular season record will host a first round match. If both teams win their first round matches, and the same situation reoccurs, the team that did not host their first round match will host the second round match. Some matches may have to be played at the bar of the lower- seeded team, or at a neutral table, depending on the assignment of tables to teams higher in the seeding.
- 2. Teams playing in the Founder’s Cup may have matches scheduled at neutral bars or at a lower seeded bar, as WCC Playoff teams receive priority for available tables.
- 3. No neutral referees will be provided for Round One play.
- 4. The playoff teams will be paired as follows:

- Match 1: A plays P (1st plays 16th)
- Match 2: H plays I (8th plays 9th)
- Match 3: D plays M (4th plays 13th)
- Match 4: E plays L (5th plays 12th)
- Match 5: B plays O (2nd plays 15th)
- Match 6: G plays J (7th plays 10th)
- Match 7: C plays N (3rd plays 14th)
- Match 8: F plays K (6th plays 11th)



L. Round Two.

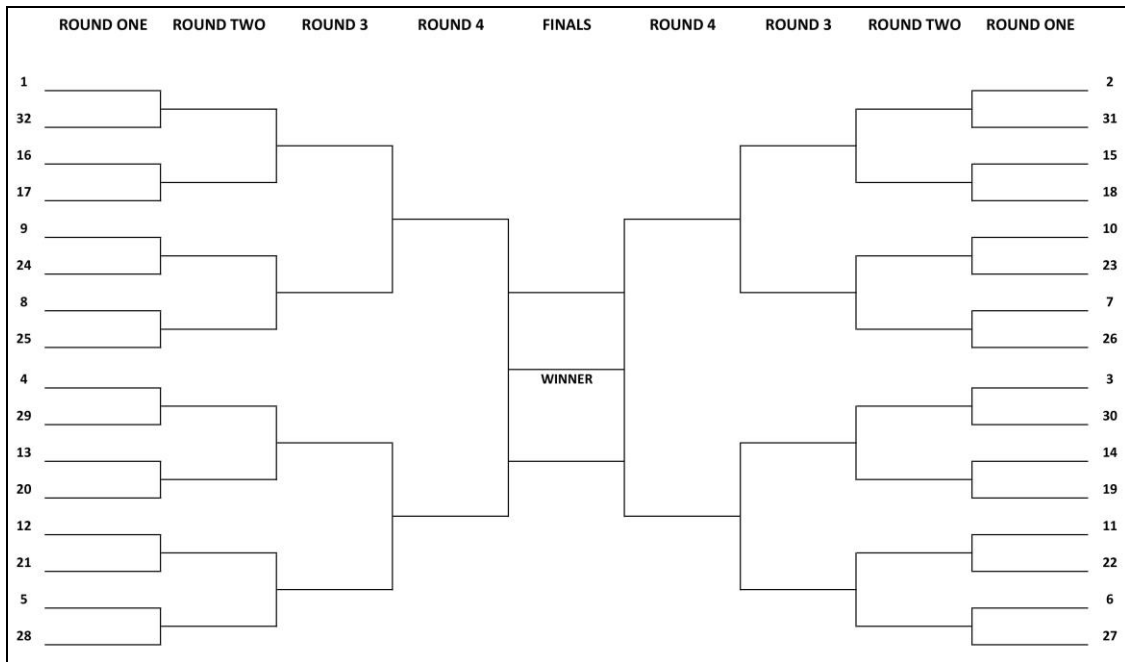
- 1. Single match to be played at the home bar of the team with the better regular season record.
- 2. Teams playing in the Founder’s Cup may have matches scheduled at neutral bars or at a lower seeded bar, as WCC Playoff teams receive priority for available tables.
- 3. The remaining eight teams will be paired as follows:
 - Match 9: winner of match #1 plays winner of match #2
 - Match 10: winner of match #3 plays winner of match #4
 - Match 11: winner of match #5 plays winner of match #6
 - Match 12: winner of match #7 plays winner of match #8

M. Round Three.

1. For WCC Playoffs, best two out of three matches. The first match played at the home establishment of the team with the better regular season record, alternating to the other home establishment. For Founder’s Cup, a single match.
2. The remaining teams will be paired as follows:
 Match 13: winner of match #9 plays winner of match #10
 Match 14: winner of match #11 plays winner of match #12

N. Round Four.

1. Consolation Round: Single match to be played at the home establishment of the team with the better regular-season record; losers of matches #13 and #14 will play match #15 to determine 3rd and 4th place.
2. City Championship.
 - a. Best 2 out of 3 matches between winners of matches #13 and #14.
 - b. Match #16 will be played at the bar of the higher seeded team.
 - c. Match #17 will be played at the bar of the lower seeded team.
 - d. Match #18 if needed, will return to the bar of the higher seed.
 NOTE: If City Championship team is unable to send four (4) players to the West Coast Challenge, runner-up team will be substituted.
3. Founder’s Cup finals: Single match played at the home establishment of the higher seeded team, if available.



44 West Coast Challenge Participation

As a founding member of the West Coast Challenge (WCC), the SFPA is required to provide the following:

- A. Three (3) WCC Board Members to be selected by the President at the start of the term and confirmed by a majority of the Board.
- B. Transportation to and from all required WCC official events for the WCC Board Members.
- C. Transportation to and from the WCC tournament (on per diem basis) for the City Championship team, top five (5) individuals from the All-Star, top four (4) individual women from the WCC Women’s Qualifier, the first and second place winners of the Rising Star, the winner of the Star Search and the winners of the WCC Hi-Lo.
- D. Additional qualified personnel, if needed, to officiate at WCC tournaments. Persons will be selected by the Board of Directors on the basis of the following:
 1. Membership on the Board of Directors and/or attendance at a referee’s training session; and
 2. Act as a tournament director or referee for two (2) or more of the following:
 - a. Seasonal tournament qualifiers and/or finals City Championship tournament playoffs SFPA sanctioned tournaments.

- b. WCC participants will be strongly urged to assist with referee chores at WCC once they have been eliminated from their particular event.

45 Awards & Prizes

- A. City Championship Teams: Plaques for sponsor and each team member placing in the top three (3) teams.
- B. Founder's Cup Championship Team: Plaques for sponsor and each team member placing in the top three (3) teams.
- C. Hi-Lo Partners: Awarded to each player on the winning team. Half of auction to charity. All entry fees and other have half of auction split by teams and owners. 1st – 40%, 2nd – 30%, 3rd – 20%, 4th – 10%
- D. All-Star WCC Qualifier: Awarded to the first place individual.
- E. Women's WCC Qualifier: Awarded to the first place woman.
- F. Rising Star WCC Qualifier: Awarded to the first place individual.
- G. Star Search WCC Qualifier: Awarded to the first place individual.
- H. Captain's Meeting & Tournament: Money awarded to the top four (4) individuals (1st – \$50, 2nd – \$40, 3rd – \$30, 4th – \$20) and plaque to first place individual.
- I. Luby Invitational: Awarded to the top three (3) individuals.
- J. Bernie King Memorial: Plaques to top three (3) individuals from both grids.
- K. City Individuals Tournament: Money awarded to the top four (4) individuals (1st – \$250, 2nd – \$100, 3rd – \$75, 4th – \$50) and plaque to first place individual.
- L. 8-Ball + 9-Ball Qualifiers Final Tournament: Money awarded to the top four (4) individuals (1st – \$100, 2nd – \$75, 3rd – \$50, 4th – \$25) and plaque to first place individual.
- M. Marc Stevens Award (Most Improved Player): Awarded to player whose winning percentage (based on 50% participation) improved the greatest over the length of three (3) consecutive seasons.
- N. Meritorious Hall of Fame Award: Awarded at Board's discretion.
- O. Jim Tingle Memorial Sportsmanship Award: Awarded each season to the person who has consistently exhibited a good sporting attitude. League nominations; Board vote.
- P. Randy Vandervort Memorial Award: Awarded to the individual offering outstanding service and dedication to the SFPA. Awarded at Boards' discretion.
- Q. Best Host Bar: League nominations; Board vote.
- R. President's Award: Awarded by the SFPA President as his/her discretion at the end of season party. **(Added 12/17)**

46 Hall of Fame Criteria:

In addition to any other criteria as deemed by the Board of Directors, the following shall be used as guidelines to ascertain eligibility for induction into the Meritorious Hall of Fame:

- A. Minimum of ten (10) seasons of consistent commitment to the SFPA as a player, Board member, or as a sponsor;
- B. Serve as an ideal for behavior and support of the SFPA;
- C. Player members – proven standard of excellence in play and conduct.
- D. A committee of two (2) members at large, three (3) current Hall of Fame members and one (1) board member as the Committee Chair will be appointed by the President to investigate the persons put forth for nomination prior to a vote being taken. Said committee to report to the full Board at the next scheduled Board meeting, reference qualifications.

47 Live Streaming of Matches:

Live streaming of matches will be allowed providing that the player(s) being recorded have given their consent to being recorded and live streamed during the match. **(Added to Policy 12/17)**

BYLAWS OF THE SF POOL ASSOCIATION, INC.

Adopted 11/84; amended 7/87, 7/89, 12/91, 12/94, 1/11, 7/14

48 Principal Office

The principal office of the Association for the transaction of its business is located at San Francisco, California. The Association may have other offices as may from time to time be designated by members of its Board of Directors.

49 Board of Directors

- A. **Composition and Term of Service:** The Association shall be governed by a Board of Directors consisting of nine (9) members. The members of the Board shall consist of six (6) members who shall serve concurrently as Officers of the Association and two (3) general members (non-officers). All Members of the Board shall serve for a term of two (2) seasons (one year). Terms of service shall commence from the date of the Monday following the conclusion of the Fall West Coast Challenge (January) for the Board seats held by the Vice President, Treasurer, Co-Head Referee, and Member-At-Large #1. Terms of service for the President, Secretary, Co-Head Referee, and Member-At-Large #2 shall commence from the Monday following the conclusion of the Spring West Coast Challenge (July). Elections shall be held once each season to fill positions due to expire at the end of the season. The Board shall appoint a Member-At-Large #3 annually at the beginning of the Fall Season or as needed.
- B. **Election to the Board of Directors:** Election to the Board of Directors shall be by ballot of the general membership. A plurality of the votes cast shall be required to elect.
- C. **Mid-term vacancies occurring on the Board shall be filled for the remainder of the term by the vote of the remaining members of the Board.**
- D. **Nominations:** Persons who wish to seek election to the Board must submit their names to any current Board member during the period beginning at the mid-season break, and ended at a cut-off date specified by the Board. Any member of the Association in good standing is qualified to be nominated for any Board position. At least one (1) week before the election, the Secretary shall prepare a list of the names of all the nominees and shall notify the members of the Association.
- E. **Management of Association Property:** Any property of the Association may be used or disposed of in accordance with the directions of the Board of Directors. The Board shall not incur any debt or liability exceeding the net assets of the Association.
- F. **Actions Requiring Board Approval:** Any and all of the following actions undertaken on behalf of the Association shall require the approval of a quorum of the Board of Directors:
 - 1. The entering into and execution of contracts with outside interests;
 - 2. Proposed operating budgets;
 - 3. Financial reports;
 - 4. Removal of any individual from the membership roll as the result of actions deemed not in the interest of the general membership;
 - 5. Any other matters of organization or operation that the Board deems requires its approval;
 - 6. Adding, removing, or editing SFPA Exceptions, Notes and Additions to the BCAPL Rules of the Game.
- G. **Meetings of the Board of Directors:** The Board of Directors shall meet in accordance with the requirements of the business presently before the Board, but in no event less than once per calendar month. The President of the Board may call a special meeting of the Board at any time, and a special meeting must be called on written request of any three (3) members of the Board. Reasonable notice of such meetings must be given to the members of the Board by the Secretary, which notice shall state the object of the meeting.
 - 1. **Quorum.** Five (5) members shall constitute a quorum at meetings of the Board of Directors.
 - 2. **Attendance.** Any member of the Board who is absent from three (3) consecutive meetings, unless he/she shall present satisfactory excuses, shall be deemed to have resigned as a member of the Board and concurrent officer of the Association, if such office is held, and shall cease to be a member and officer thereof. He/she may, however, be reinstated by a majority vote of the Board.
 - 3. All Board members shall support a majority decision of the Board.

50 Officers of the Association

The officers of the Association shall be the President, Vice President, Secretary, Treasurer and two (2) Co-Head Referees. The officers are also members of the Board of Directors and are elected to serve in accordance with designated term of office, as set forth in paragraph 2A above.

A. Duties of the President:

1. Be the Chief Executive Officer of the Association.
2. Coordinate the activities of the Board of Directors of the Association, its officers and all committees.
3. Call, provide agenda for, and preside over Board of Directors and Registration meetings.
4. Be co-signatory on all bank accounts.
5. Appoint standing and ad hoc committee chairs.
6. Preside over the West Coast Challenge when the event is hosted by the Association, including:
 - a. Acting as, or appointing the West Coast Challenge Committee Chair.
 - b. Appoint the West Coast Challenge Tournament Director.
7. Represent the Association on the West Coast Challenge Board of Governors.
8. Appoint two additional representatives to the West Coast Challenge Board of Governors.
9. Prepare solicitation proposals for corporate sponsors.
10. Be responsible for communications and negotiations for the league and league members, with the general public, other organizations, their agents and publications, unless otherwise restricted by these bylaws.
11. Act as ex-officio member of all committees.
12. Be responsible for providing any and all financial data or official minutes:
 - a. Upon proper request of any league member.
 - b. Upon legal request of any government agency.
13. Maintain records during term of office and supply those records to successor.
14. Comply with all bylaws not covered in these duties.

B. Duties of the Vice President:

The Vice President shall perform the duties of the President in the absence of the latter and shall perform whatever regular duties delegated to him/her by the President.

C. Duties of the Secretary:

1. Record the minutes of the Board of Directors and Registration meetings.
2. Prepare and present to the Board of Directors, in writing, the minutes of the previous Board of Directors and/or Registration meeting(s).
3. Keep original copies of these bylaws, as in effect, and provide a current copy to the handbook coordinator at the beginning of each season.
4. Handle all general correspondence, as necessary, with the Board of Directors members, league members, West Coast Challenge cities, and other organizations.
5. Comply with all bylaws not covered in these duties.

D. Duties of the Treasurer:

The Treasurer shall keep the books and accounts of the Association, and shall perform any other duties usually assigned to this officer. The Treasurer shall make payments only for bills properly approved by the Board and shall, along with at least one other member of the Board, sign all checks drawn on the accounts of the Association. In the absence or incapacity of the Treasurer, his/her power to sign checks may be delegated by the Board to one of its other members.

E. Duties of the Co-Head Referees:

The Head Referee shall be responsible for the enforcement of competitive playing rules adopted by the Association and shall be the final judge in all disputes requiring the interpretation of said rules. Furthermore, the Head Referee shall establish standards for qualification for tournaments and the organization of the same and shall appoint additional referees as deemed required. The Co-Head Referees shall be responsible for conducting referee seminars. Whenever a change in the playing rules is proposed for a vote by the Association, the Co-Head Referees shall prepare an analysis of the proposed change and present same to the general membership prior to the taking of such a vote.

- F. Additional Duties:
Additional duties may be assigned to each Board member.

Standing and special committees may be appointed from time to time by the President to consider and report on subjects requiring investigation or the management of certain affairs of the Association as delegated to it by the appointing officer. The President shall be a member of each of these committees, ex-officio, as stipulated above.

51 Actions Requiring General Membership Approval

In addition to the election of officers and directors, all of the following actions shall require the approval of a quorum of the general membership as stipulated in article 11C of these bylaws:

- A. The recall and removal of any officer or director;
- B. A change in the established playing rules;
- C. A change in the established dues structure.

52 Admission to Membership

Any individual twenty-one (21) years of age or over, upon payment of dues, may become a member of the Association and shall be entitled to all of the benefits befitting a general member in good standing. The age requirement may be waived by a vote of the Board of Directors in individual cases where such action would not conflict with the prevailing laws of the State of California that establish minimum age requirement for Billiard Establishments and Taverns. Each member is entitled to one vote.

53 Dues

The seasonal membership dues for playing members, payable in advance by the first night of play, shall be \$60.00. Members joining the Association after the mid-season break shall pay \$30.00. Board members and Hall of Fame members do not pay dues. Associate Membership for non-playing members shall be available for \$50.00 per season. Associate members may not play in league matches, but are eligible for the 8-ball and 9-ball qualifiers, and the championship tournaments if they qualify.

54 Termination of Membership

The membership of any member of the Association shall terminate:

- A. Upon his/her written request for such termination delivered to the Secretary of the Association;
- B. Upon his/her failure to pay dues in accordance with the cut-off date stipulated in the dues schedule;
- C. Upon the decision of the Board of Directors in those circumstances, arising out of disputes, unethical actions, etc. where the Board deems membership should be forfeited in the best interests of the Association.

55 Disciplinary Actions:

Any matter brought before the Board, which may result in the fining, suspension, or termination of a member's Association membership shall be conducted in the following manner:

- A. A written charge detailing the alleged misconduct must be received by the Board and a copy shall be forwarded to the charged party. Once the board of directors has received a formal complaint against a member, it may, with a 2/3rds majority vote, suspend the member until resolution of the disciplinary hearing. Once received, the Board will contact the parties involved and schedule a date for a formal hearing by the Board on the charge(s). The Charging Party must appear in person and may bring with him/her such witnesses as are necessary in his/her judgment to prove the charges. The Charged Party is entitled to be present at the hearing and may bring a representative to speak on his/her behalf and such witnesses as desired. The hearing will be closed to all outside parties and to the witnesses except during the time they are giving testimony. Once the hearing has been concluded, the Board will meet in closed session to consider the evidence.
- B. Once a decision has been reached, the Board will notify any parties remaining at the hearing and will issue a subsequent written opinion detailing the reasons for its decision.

56 General Meetings of the Association

- A. Regular meetings of the general membership of the Association for the purpose of electing officers and directors, voting on issues as stipulated in Article 7 of these bylaws and transacting the general business of the Association shall be held at the beginning, middle and end of each season at a time and place designated by the Secretary.

Notice of such meetings shall be emailed by the Secretary to all members at least two weeks in advance of said meetings.

- B. Special meetings of the Association may be called at any time by the President, and must be called by him/her, or, in the President's absence, by the Vice President or Secretary, on the written request of a majority of the Board of Directors, or on the written request of not less than ten members of the Association and the notice must state the object of the meeting.
- C. Quorum. Twenty-five percent of the general members shall constitute a quorum at meetings of the Association on matters subject to a vote. Matters to be voted on at such meetings shall be limited to those stipulated in Article 5 of these bylaws but in no cases shall a vote be taken on matters brought up as new business at the same meeting; such matters shall be carried over to the next regular meeting of the general membership in order for the Secretary to advise the membership in advance, in writing, of the matters to be acted upon. In the event that a quorum is not present, the Board may vote to accept the number present as a quorum.

Note: To ensure that all members get to vote, ballots may be distributed to all league members on a designated league night.

57 Amendments

The bylaws may be amended in any one of the following ways:

- A. By the affirmative vote of a two-thirds majority of the full membership of the Board at any regular or special meeting of the Board of Directors of the Association. If possible, the board will notify the membership of proposed amendments to the bylaws in advance of their vote, to give members an opportunity to comment before the vote. In all cases, the board will notify the membership of amendments to the bylaws within two weeks.
- B. By the affirmative vote of a two-thirds majority of the Association at any regular or special meeting of the Association, provided notice of such amendment or amendments and the nature thereof shall have been given to the membership of the Association at least one month prior to the date of the meeting or meetings at which such amendment or amendments are to be presented for consideration. Any duly adopted amendments to the bylaws shall be binding on all members, including those who voted against them. Members not present at such meetings, are not entitled to vote by proxy.
- C. By the affirmative vote of a two-thirds majority of the Association in an election to be conducted by ballot; adhering to the notification requirements set forth in Paragraph B above.

58 Dissolution

This Association may be dissolved by the vote of a majority of its active members. In the event of dissolution, the property of the Association shall be distributed as stated in the Articles of Association.

BCA POOL LEAGUE

RULES SECTION 1 – GENERAL RULES

These rules apply to all BCAPL tournaments, league play, and other BCAPL events. Unless clearly contradicted or suspended by specific game rules, the General Rules apply to all games.

SFPA Note: Many of the BCAPL General Rules apply only to SFPA tournaments and not to regular SFPA team matches. Whenever there is a SFPA Policy addressing any issue, that policy is to be used rather than the BCAPL General Rule.

59 Player Responsibility

1. You are responsible for knowing the rules, applied rulings, regulations, and schedules that pertain to any BCAPL event you enter. You are also responsible for cooperating with all referees and event officials, and for accurately providing all requested information concerning your match to referees and 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. 96)

60 Acceptance of Equipment

1. Once your match begins, you accept all provided equipment as standard and legal. After a match has begun, only a referee or tournament official may declare the equipment to be defective or unsuitable for play. If equipment is declared unsuitable for play, all games previously played on that equipment will be counted. (AR)
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)

61 Use of Equipment

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

1. You are responsible for all equipment and accessory items you bring to the table. You may not use equipment or accessory items in a manner other than their intended use. Specifically:
 - a. You may use your cue, held in your hand or not, to help align a shot;
 - b. You may use either a built-in or an add-on cue extender;
 - c. You may use your own chalk provided it is compatible with the cloth;
 - d. You may use a billiards glove;
 - e. You may not shoot while using more than two mechanical bridges at any one time. A bridge may only be used to support the cue or another bridge;
 - f. You may not shoot while using any item to support or elevate your bridge hand. You may hold chalk in your bridge hand while bridging, but the chalk may not be used to elevate your hand off the table;
 - g. You may not use any ball, cue, rack, or any other equipment or any part of your body as a width-measuring device to determine if the cue ball or an object ball would fit through a gap or to judge what ball the cue ball would contact first.

SFPA Addition: You may not use a “training cue ball” at any time. It allows for coaching (verbiage on spots) and measuring of shot.

2. You may not wear any electronic headgear, use any electronic device, or voluntarily impede your hearing during a match. Examples include, but are not limited to:

- a. Use of headphones, earphones, or earplugs of any kind, including Bluetooth accessories, whether turned on or not. Hearing aids are permitted.
 - b. Use of cell phones, pagers, or music devices. Cell phones may be worn on the belt or kept in pockets, but may not be accessed for messages or conversations at any time during a match by singles or scotch doubles players, or during your game in team play. You must turn off all audible ringers and other notification tones while on the event floor. Emergency communications are permitted at any time.
3. Violation of this rule is a foul.

62 Cue Requirements

1. Your cues must meet BCAPL specifications.
2. It is a foul if you take a shot with a cue that does not meet BCAPL specifications. The cue must be removed from play (AR)

SFPA Note: BCAPL Equipment Specification for Cue Sticks is on Page 29.

63 Start Time of Match

The start time for your match is the scheduled time or the time the match is announced, whichever is later. If you are not present at the table with your equipment within fifteen minutes after the start time, you lose the match by forfeit. (AR)

SFPA Exception: Preceding rule does not apply. Please see SFPA Policy on Team Matches and Individual Tournaments for policies regarding forfeits.

64 Playing Without a Referee

When a referee is not available, the Tournament Director or designated event official will fulfill the duties of the referee.

SFPA Exception: Preceding rule does not apply to team matches.

65 Beginning of Game or Match

Your match or game begins when the cue tip strikes the cue ball during any stroke on the break shot.

66 No Practice Allowed During Match

1. It is a foul if you practice at any time during your match, including during time-outs and periods of suspended play. "Practice" is defined as any stroke or shot that is not a part of your match, taken on any table at the event venue.
2. In team play, this rule applies to all members of the team that are on the team's roster, whether or not they are playing at that time and whether or not they are listed on the score sheet of the match in progress.
Penalties for fouls in team play:
 - a. For violations by a player who is playing a game at that time: it is a foul and the penalty is applied to that table only;
 - b. For violations by a player who is not playing a game at that time: it is a foul and the penalty is applied to all tables.

SFPA Exception: In regular Tuesday night play, playoffs, Hi-Lo and non-WCC qualifying tournaments, the above violation will only result in a foul in that game. However, in Tuesday night play, if a player is finished with all of his/her games, it is permissible for them to play on a different table or the above rule can be suspended if both captains agree. In SFPA tournaments, the above rule can be suspended by the tournament director.

67 Stopping Play

1. You may request the assistance of a referee if you believe that a foul may occur or has occurred, or if you need information concerning the rules. If you desire the assistance of a referee, you must notify your opponent and your opponent must acknowledge your request. If it is your opponent's inning, you must notify them before they are down on the shot. (AR)

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.

68 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.

69 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 5 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 BCAPL sanctioned tournaments.

SFPA Exception: Preceding rule does not apply to team matches. See SFPA Policy on Coaching and Time Outs.

70 Lag for Break

This rule applies if players are required to lag by event regulations.

1. The lag begins with each player having ball in hand behind the head string, one to the left of the long string and one to the right. The balls must be of equal size and weight. The players shoot at approximately the same time toward the foot cushion. The ball must contact the foot cushion. When the balls come to rest, the player whose ball is closest to the head cushion wins the lag. The players will lag again if the lag is a tie, or if one player strikes the cue ball after the other player's ball has contacted the foot cushion.
2. You lose the lag if your ball:
 - a. Does not contact the foot cushion;
 - b. Contacts the foot cushion more than once;
 - c. Crosses the long string;
 - d. Contacts a side cushion;
 - e. Is pocketed or jumped off the table;
 - f. Comes to rest past the nose of the head cushion;
3. The player who wins the lag may either break or require their opponent to break.

SFPA Exception: Preceding rule does not apply. Use Scoresheet Instructions in SFPA Policy.

71 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.

SFPA Exception: Preceding rule does not apply. Use Scoresheet Instructions in SFPA Policy.

72 Racking Procedures

1. You must rack for yourself when you are breaking.
2. You must rack the balls as tightly as possible. That means that each ball should touch all balls adjacent to it. (AR)
3. After you rack the balls, your opponent may inspect the rack but must not touch any ball. If your opponent is not satisfied with the rack, they may require you to re-rack the balls one time. After one re-rack, if both players cannot agree that the rack is suitable for play a referee must be called. The referee will then rack the balls for that game.
4. You should refrain from tapping balls unless absolutely 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.

6. 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.

73 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)
2. You may call a referee if you believe your opponent is deliberately or consistently playing at an abnormally slow pace. If, after a reasonable period of observation, the referee judges that slow play is occurring, they will warn the offending player(s). After the warning, if the referee judges that the pace of play remains abnormally slow, they will place the match on a 60-second clock.
3. If a shot clock is used, it always applies to all players at that table. Shot clock procedures follow:
 - a. During a player's inning, the shot clock starts when the previous shot ends and runs for 60 seconds or until cue tip to cue ball contact begins the next shot. If a player has ball-in hand, the shot clock starts when the player has possession of the cue ball and any spotting of balls or racking is finished.
 - b. If they are not already down on the shot when fifteen seconds remain on the shot clock, the player will receive a fifteen second warning from the referee (announced as "fifteen"). If the player does not strike the cue ball within fifteen seconds it is a shot clock violation.
 - c. If a player is already down on the shot with fifteen seconds remaining, no announcement is made. The shot clock will pause at fifteen seconds and the player may exceed the 60-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 "fifteen", the shot clock will resume. If the player does not strike the cue ball within fifteen seconds, it is a shot clock violation.
 - d. For timing purposes "down on the shot" means the player is in a customary shooting position as it relates to their bridge hand and grip of the cue, or, if using a mechanical bridge, the bridge has been placed for the shot and the cue placed in the bridge's groove with the player's grip hand on the cue.
 - e. Each player is permitted one 60-second extension per rack. If both players are on the hill, each player is permitted two 60-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". Timing procedures at the fifteen-second mark for extensions are the same as for other shots.
 - f. A shot clock violation is a foul (AR).
 - g. The shot clock does not apply to the first shot after the break in any game.

SFPA Exception: In regular Tuesday night play, either captain may impose the shot clock rule in the following manner: 1. With the Match starting at 7:30 PM, if the first round (games 1-4) is not completed by 8:30 PM (1 hour after the start of the match); 2. Captains noting when the 2nd round begins, if the round (games 5-8) is not completed within an hour of the start of round 2; 3. Captains noting when the 3rd round begins, if the round (games 9-12) is not completed within an hour of the start of the round. The shot clock shall only be imposed at the beginning of a quarter following when one of the above criteria has been met.

Example: If the first round starts at 7:30 PM and is not completed by 8:30 PM, the shot clock would be imposed at the start of the 2nd round, not automatically at 8:30 PM.

The shot clock will be set to 60 seconds. A warning will always be given at 15 seconds. If the 60 seconds are exceeded, a foul will be called. In team matches, if a time out is called, the shot clock will be reset to 60 seconds at the end of the time out.

74 Calling Ball and Pocket (AR)

Rule 1.17 applies only to game designated by specific game rules as Call Shot games.

1. You must designate the called ball and the called pocket before each shot. You may make the designation verbally or by gesture. You may call only one ball on a shot. You are not required to call obvious shots. You are not required to indicate incidental kisses and caroms, or incidental cushion contacts that do not constitute

bank shots or kick shots. Not all kisses, caroms and cushion contacts are incidental. If a dispute arises as to whether a shot was obvious based on such contact, the referee is the sole judge.

2. If you are not certain what shot your opponent is attempting, it is your responsibility to ask. You must ask before your opponent is down on the shot. With the exception of shots defined as not obvious, if you do not ask and a dispute arises as to whether the shot was obvious, the referee is the sole judge.
3. You must always call shots that are defined as not obvious. This rule applies regardless of whether or not your opponent asks about the shot, and regardless of how simple or obvious the shot may appear.

SFPA Note: For 8-ball, see rule 2.9e.

4. When calling shots defined as not obvious, you are only required to designate the called ball and called pocket. If shooting a combination shot, you do not have to say the word "combination" or state which ball will be struck first or the sequence of balls. When shooting a bank shot or kick shot you do not have to say the word "bank" or "kick" nor specify which cushions will be involved in the shot.
5. When the game winning ball is your legal object ball, if you pocket the ball on a shot defined as not obvious but fail to call the shot your inning ends, the ball is spotted, and the incoming player must accept the table in position. Rule 1.17.5 does not apply to 8-Ball.
6. If you do not call a shot defined as not obvious and you pocket any ball on such a shot, your inning ends and the incoming player must accept the table in position.
7. A shot that was obvious prior to the stroke 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.

BCAPL Definition of 'Obvious Shot':

A shot in which the non-shooting player has no doubt as to, or does not question, the called ball and the called pocket. The following types of shots are exceptions and are defined as being "not obvious":

- a. Bank shots;
- b. Kick shots;
- c. Combination shots;
- d. Shots that include caroms, kisses or cushion contacts that are not incidental.

The list is not necessarily all-inclusive.

75 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.

BCAPL Definition of 'Legal Stroke': Forward motion of the cue resulting in the cue tip striking the cue ball for only the momentary time customarily associated with a normal shot. "Forward" means relative to the cue itself, along the long axis of the cue and away from the butt, and has no relevance to any part of the table or any relationship to the player or any part of their body.

76 Legal Shot

1. For a shot to be legal, the first ball contacted by the cue ball must be a legal object ball.

After that contact:

- a. Any object ball must be pocketed, or;
- b. Any object ball or the cue ball must contact a cushion.
2. If the ball used to meet the cushion contact requirement of 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 is frozen, or;
 - b. Contact another ball before it contacts the cushion to which it was frozen.
3. An object ball is not considered frozen to a cushion unless it is declared frozen immediately prior to the shot.

77 Cue Ball Frozen to Object Ball or Cushion (AR)

1. The cue ball is not considered frozen to an object ball or cushion unless it is declared frozen immediately prior to the shot.
2. If the cue ball is frozen to a legal object ball, it is legal to shoot toward the object ball provided you use a legal stroke.
3. If the cue ball is frozen to a cushion, it is legal to shoot the cue ball into the cushion provided you use a legal stroke.
4. The presence of one or more object balls or a cushion nearby may create the possibility of a violation of Rule 1.30 during the same stroke, but after the initial cue tip to cue ball contact.
5. Shooting the cue ball away from an object ball that is frozen to the cue ball does not constitute contacting that object ball.

SFPA Exception: Only the players of a match can call a ball frozen and only they players may ask for others to verify.

78 Penalties for Fouls

1. If you commit a foul, or otherwise violate the rules, you are penalized according to the General Rules, the specific rules of the game being played.
2. Unless otherwise stated in the General Rule or specific game rules, if you commit a foul or otherwise violate the rules: your inning ends and your opponent receives ball in hand.

79 Successive Fouls

This rule applies to games in which there is a penalty for successive fouls.

1. You always begin a game with a successive foul count of zero. When you commit a foul, your successive foul count is one (referred to as “on one foul”) and you incur the normal penalty for the foul.
2. When you are on one foul, if your next attempted 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 attempted shot is legal, your successive foul count resets to zero. If you fail to make a legal shot, your successive foul count is three and you incur the penalty indicated by specific game rules. After the penalty, your successive foul count resets to zero.
4. When your opponent is on two fouls: after your inning ends and before your opponent shoots, you or a referee must warn them that they are on two fouls, and they must acknowledge the warning. If the warning is not issued and they foul on their next shot:
 - a. It is not considered a third successive foul;
 - b. They incur the normal penalty for a foul, but not the penalty for three successive fouls;
 - c. Their foul count remains at two.

80 Fouls Not Called

Any foul not called before the next stroke is taken is considered to have not occurred. The failure^[1]_[SEP] to call a foul on any previous shot does not restrict the ability to call a similar foul on any future shot.

81 Multiple Fouls

If you commit more than one foul during a shot, only the foul that carries the most severe penalty^[1]_[SEP] is enforced. However, unsportsmanlike conduct and deliberate fouls may be penalized in conjunction with any foul or violation.

82 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.

SFPA Exceptions:

- a. Where legal play is obstructed by an immovable bench or table, the player may sit on such bench or table to execute his/her shot without regard to foot position;
- b. If no bridge is available, the rule is void.

83 Balls in Motion

It is a foul if you shoot while any ball in play is in motion. A spinning ball is in motion.

84 Scratch

It is a foul if you scratch.

85 Jumped Balls

It is a foul if you cause any ball to be jumped off the table. (AR)

86 Push Shot

It is a foul if you shoot a push shot.

BCAPL Definition of "Push Shot": A shot in which the cue tip maintains contact with the cue ball longer than the momentary contact allowed for a legal stroke.

87 Double Hit

1. It is a foul if your cue tip strikes the cue ball more than once on a single stroke.
2. It is a foul if your cue tip is still in contact with the cue ball when the cue ball strikes an object ball. However, such a stroke may be considered legal if the object ball is legal and cue ball strikes it at a very fine angle. The referee is the sole judge of whether or not the angle taken results in a legal shot. The referee may not advise you concerning the angle taken for the shot. (AR)

SFPA Note: Use the following as a guide to help judge a double hit when the cue ball and object ball are close together: When the distance between the cue ball and the object ball is visually less than the width of a chalk cube (do not actually use the chalk as a measuring device; see rule 1.3f), the following guidance may assist in determining a double hit: if the cue ball follows through the object ball more than 1/2 ball, it is a foul. Reminder, there are double hits that do not follow this description. Special attention should be placed on the action of the cue ball.

88 Simultaneous Hit

A simultaneous hit with a legal and illegal object ball is legal.

89 Miscues

A miscue is not a foul.

90 Disturbed Balls (Cue Ball Fouls Only) (AR)

1. It is not a foul if you accidentally touch or disturb a single object ball with any part of your body, clothing or equipment, unless the disturbed ball has an effect on the outcome of the shot.
2. "Effect on the outcome of the shot" means that either the disturbed ball makes contact with any ball set in motion as a result of the shot, or that the base of any ball set in motion as a result of the shot passes through the area originally occupied by the disturbed ball. That area is defined as a circle approximately seven inches in diameter centered on the position originally occupied by the disturbed ball.
3. If there is no effect on the outcome of the shot, your opponent has the option to leave the disturbed ball where it came to rest or restore it to its original position. If the disturbed ball is to be restored, a referee may restore it, your opponent may restore it, or you may restore it with your opponent's permission. It is a foul if you touch or restore the disturbed ball without your opponent's permission.
4. It is a foul if there is an effect on the outcome of the shot. Your opponent has no restoration option.

5. If you disturb a single object ball, and in the same shot, commit a foul that is not related to the disturbed ball: you are penalized for the foul, and your opponent has the restoration option for the disturbed ball that was not involved in the foul.
6. If a single disturbed ball falls into a pocket with no effect on the outcome of the shot, your opponent has the restoration option. However, if the disturbed ball is designated by specific game rules as the game-winning ball, it must be restored.
7. It is a foul if:
 - a. You disturb the cue ball;
 - b. You disturb more than one object ball;
 - c. A disturbed ball contacts any other ball;
 - d. You disturb a ball that is in motion.
 Your opponent has no restoration option.

91 Jump 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.
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 ball moves during the stroke it is a foul regardless of whether it was moved by your equipment or any part of your body.
3. (moved to definitions)

92 Position of Ball

The base of a ball is determined by its position.

93 Shooting with Ball in Hand Behind the Head String (AR)

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 the kitchen and shoot.

94 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.
2. Once you have picked up the cue ball to take ball in hand, it remains in hand until your next stroke. You may place the cue ball, pick it up again, and replace it successive times until you take that stroke.
3. Immediately after a foul, when you are picking up the cue ball the first time to take ball in hand (as opposed to placing the cue ball or picking it up again for successive placements before the next shot), the provisions of Rule 1.33.1 apply to touching or disturbing a single object ball with the cue ball or your hand. You may request that a referee pick the cue ball up for you immediately after a foul.
4. When placing the cue ball, it is a foul if you touch or disturb any object ball with the cue ball or your hand that holds the cue ball. Your "hand" is defined as including the wrist up to a point where a wristwatch would normally be worn. Your opponent has no restoration option.

95 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.

96 Deliberate Foul

During a game, it is a deliberate foul if you commit any of the following acts. In addition to the penalties under the General Rules and specific game rules, you incur additional penalties as indicated:

- a. Intentionally strike, move or deflect the cue ball with anything other than your cue tip.
- b. Intentionally pick up or contact the cue ball with your hand while it or any other ball is in motion, or in order to end your inning.
- c. Intentionally cause any ball in play to move by contacting or moving any part of the table in any way.
Penalties: First violation of (a-c): in addition to the foul penalty, you will receive a mandatory warning that second and subsequent violations during a match will result in loss of game. Second and subsequent violations during a match: loss of game.
- d. Intentionally stop or deflect any ball that is in motion, or intentionally move any stationary ball that is in play.
Penalties: In addition to the foul penalty for violations involving object balls: First violation of (d): your opponent may have the ball spotted, pocketed, or left in position. It is a loss of game if it is the game-winning ball. It is loss of game if a deflected object ball contacts any other ball. Second and subsequent violations involving an object ball or the cue ball during a match: loss of game.
- e. Catch any ball that is falling into a pocket.
- f. Place your hand into a pocket while any ball in play is in motion near that pocket.
Penalties: In addition to the foul penalty for violations involving object balls: First violation of (e-f): your opponent may have the ball spotted, placed along the lip of the pocket, or pocketed, or left in position. It is loss of game if the ball involved is the game-winning ball. (8-Ball exception for first violation: if the 8-ball is involved on the break shot, it is a foul only). Second and subsequent violations involving an object ball or the cue ball during a match: loss of game.

SFPA Exception: In regular Tuesday night play, playoffs, Hi-Lo and non-WCC qualifying tournaments, the above violation will only result in a foul. An unsportsmanlike warning will not be given unless warranted by SFPA Unsportsmanlike policy. In WCC qualifying tournaments, the above violations will apply.

97 Coaching

1. During your match, it is a foul if you ask for or intentionally receive assistance in planning or executing any shot.

SFPA Exception: During team matches and certain Individual tournaments, the preceding rule does not apply. See SFPA Policy on Coaching and Individual Tournament Rules.

2. Any person, except your opponent, who offers any significant assistance to you, whether verbal or non-verbal, will be removed from the area.
3. The Administrative Authority of the event may modify this rule for team or doubles play. (AR)

98 Non-Shooting Player Requirement

It is unsportsmanlike conduct if you intentionally distract your opponent or interfere with their play.

99 Concession of Game

1. You must not concede any game at any time for any reason. "Concede" means that as a result of any verbal or non-verbal action, you lead your opponent to believe that you are awarding them the game before its normal conclusion on the table. Before a game has ended, you must refrain from making any statements, such as "good game", etc., or any other verbal inference that the game is over or that your opponent is certain or likely to win. You must also refrain from any similar non-verbal action, such as putting away your cue or accessory items, beginning to mark a score sheet, changing clothes, juggling coins or tokens, etc. Whether or not you have conceded a game is determined solely by the referee's judgment.
2. If you concede a game, in addition to losing that game you receive a mandatory warning against further concessions. A second violation results in the loss of the conceded game and 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)

SFPA Exception: In regular Tuesday night play, playoffs, Hi-Lo and non-WCC qualifying tournaments, the above violation will only result in a foul. An unsportsmanlike warning will not be given unless warranted by SFPA Unsportsmanlike policy. In WCC qualifying tournaments, the above violations will apply.

3. In the absence of any act judged a concession under Rule 1.43.1, you must not assume that your opponent has conceded the game. If you do, you lose that game. (AR)
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.

100 Concession of Match

When your opponent is on the hill, if you make a motion to unscrew your playing cue stick during your opponent's inning you lose the match.

101 Unsportsmanlike Conduct (AR)

1. You must not commit any act that is unsportsmanlike in nature. This includes, but is not limited to, actions that are embarrassing, disruptive, or detrimental to other players, spectators, referees, event officials, or the sport in general.
2. You are responsible for your actions at all times while you are present at the event venue, whether playing or not.
3. You may be penalized for unsportsmanlike conduct with or without warning. Penalties for unsportsmanlike conduct are at the discretion of the referee or other designated event officials, and may vary based upon the referee's or event official's judgment of the severity and nature of the unsportsmanlike act.
4. Unsportsmanlike conduct warnings and penalties carry forward and are cumulative during the entire event. (AR)
5. Disqualification from any BCAPL event for unsportsmanlike conduct will result in forfeiture of any prize money, trophy, or award won by that player or team. In addition, any championship recognition will not be entered in the official records of that event.

102 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.
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, the ball(s) will be spotted on the long string above the foot spot, but as close as possible to the foot spot, without moving the interfering balls.
3. Whenever possible, spotted balls will be placed frozen to interfering object balls or other spotted balls. If the cue ball is the interfering ball, the spotted ball will be placed as closely as possible to the cue ball without being frozen to it.

103 Jawed Balls

If balls are wedged in the mouth of a pocket and any of those balls are suspended above the bed of the table, the referee will inspect the balls and judge whether, if they were free to fall directly downward, the balls would come to rest on the bed of the table or in the pocket. The referee will then place the balls in the positions as judged and play will continue.

104 Non-Player Interference

If balls are moved because of the action of a non-player or other influence beyond the control of the players, a referee will restore the balls as nearly as possible to their original positions and play will continue. If the interference occurs during your shot and has an effect on the outcome of the shot, you shoot again. In either case, if the referee judges that restoration is not possible, the game will be replayed with the player who broke the game breaking again. Balls moved under such circumstances do not meet the definition of disturbed balls and Rule 1.33 does not apply. (AR)

105 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.
4. If a hanging ball drops into the pocket by itself as you are shooting, the ruling depends on the ensuing action of the balls:
 - a. If no ball passes through the region previously occupied by the hanging ball, it is restored, and play will continue;
 - b. If the cue ball, before contacting another ball, passes through the region 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)
 - 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;
 - 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.

106 BCAPL Equipment Specification for Cue Sticks

- a. The width of the cue tip must not exceed 14 millimeters. There is no minimum width.
- b. The weight of the cue must not exceed 25 ounces. There is no minimum weight.
- c. The length of the cue must be at least 40 inches. There is no maximum length.
- d. The cue tip must be composed of leather, fibrous, or pliable material. The contacting surface of the cue tip of any cue used for a break shot must be made entirely of leather.
- e. Pending further research and review, the BCAPL has temporarily rescinded the prohibition of the use of phenolic tips for break shots.

SFPA Exception: On shots where immovable obstructions interfere with a normal stroke, sticks not meeting the BCAPL specifications may be used.

RULES SECTION 2 – 8-BALL RULES

107 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, ^[1]_{SEP} or the striped balls numbered 9 through 15. The 8-ball is the game-winning ball. The object of the game is for you to pocket your entire group of balls and then legally pocket the 8-ball. The game is played by two players or two teams.

108 8-Ball Rack

The balls are racked as follows:

- a. In a triangle with the apex ball on the foot spot;
- 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 than the other rear corner. The left/right orientation of the groups for those two balls does not matter. (AR)

109 Break Requirements

1. You begin the break with ball in hand behind the head string. There is no requirement to call a ball on the break or for the cue ball to contact any particular ball first. You must pocket a ball or cause at least four object balls to contact one or more cushions or it is an illegal break. If you pocket a ball, you continue to shoot. If you do not pocket a ball or you commit a foul, your inning ends.
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. Failure to do so is a foul.
3. If your break is illegal, your inning ends. Your opponent may:
 - a. Accept the table in position if you did not scratch;
 - b. Take ball in hand if you foul;
 - c. Re-rack the balls and break;
 - d. Require you to re-rack the balls and break again.
4. If you foul on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed balls remain pocketed. Your opponent receives ball in hand.
5. (consolidated with Rule 2.3.4)
6. In all cases on the break, jumped balls other than the 8-ball are not returned to the table except in the case of a re-rack.

110 8-Ball Pocketed on the Break

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 or;
 - 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;
 - b. Re-rack the balls and break;
3. (consolidated with rule 2.4.2)
4. 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.

111 Table Open After the Break

The table is always open 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. (AR)

112 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.
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.

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

114 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 or not you pocket any ball. You must declare the safety to your opponent before the shot, and they must acknowledge your intentions. If you do not declare a safety or it is not acknowledged, and you pocket an obvious ball, your inning continues and you must shoot again.^[SEP]A safety must meet the requirements of a legal shot or it is a foul. (AR)

115 Shooting the 8-Ball

1. The 8-ball becomes your legal object ball on your first shot after the last ball of your group is pocketed. The player who legally pockets the 8-ball wins the game. (AR)
2. With the exception of the provisions of Rule 2.10, it is not loss of game if you foul but do not pocket the 8-ball. Your opponent receives ball in hand.

116 Loss of Game

You lose the game if:

- a. You illegally pocket the 8-ball; (AR)
- 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 1.17.5 does not apply to 8-Ball.
- f. You foul under rule 1.33.4 or 1.33.7 and the 8-ball falls into a pocket.

117 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, and each player has played three consecutive innings without significantly changing the position, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again. (AR)

SFPA Exception: In games without a referee, if both players agree that the above circumstances have occurred, a game will be declared a stalemate.

RULES SECTION 3 – 9-BALL RULES

118 The Game

9-Ball is played with a cue ball and nine object balls numbered 1 through 9. You shoot the ball in ascending numerical order, receiving credit for any ball legally pocketed. The 9-ball is the game winning ball. The object of the game is to pocket the 9-ball on any legal shot. The game is played by two players or two teams.

119 9-Ball Rack

The balls are racked as follows:

- a. In a diamond shape with the 1-ball as the apex ball on the foot spot;
- b. The rows behind the apex are parallel to the foot string;
- c. The 9-ball is in the middle of the rack;
- d. The remaining balls are placed at random.

120 Break Requirements

1. You begin the break with ball in hand behind the head string. The cue ball must contact the 1-ball before any other ball or cushion or it is a foul. You must either pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.
2. Jumped object balls other than the 9-ball are not returned to the table. If the 9-ball is jumped, it is spotted.
3. If you legally pocket a ball, you continue to shoot. Your inning ends if you do not pocket a ball or if you foul. If you legally pocket the 9-ball on the break, you win the game. If you foul on the break and pocket the 9-ball, it is spotted.

121 Push-Out After the Break

1. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:
 - a. You must notify your opponent before the shot and your opponent must acknowledge your intention;
 - b. The cue ball does not have to contact the lowest numbered ball, or any object ball at all;
 - c. No ball has to contact a cushion;
 - d. All other rules still apply.
2. Any object balls except the 9-ball that are pocketed on a push-out remain pocketed. If the 9-ball is pocketed, it is spotted.
3. After a push-out, your opponent may:
 - a. Accept the table in position and shoot, or;
 - b. Require you to shoot again with the table in position.

122 Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows:
 - a. The lowest numbered ball on the table must be the first object ball contacted by the cue ball or it is a foul;
 - b. If you legally pocket any ball, your inning must continue;
 - c. The 9-ball is spotted if it is illegally pocketed or if it is jumped;
 - d. Other jumped balls and illegally pocketed balls are not returned to the table.
2. When it is your inning, you must continue to shoot as long as you legally pocket a ball on each shot. Your inning ends if you do not legally pocket a ball.
3. The game is won by the player who legally pockets the 9-ball.

123 Three Successive Fouls

You lose the game if you commit three successive fouls in one game. (Remainder moved to Rule 1.22)

124 Stalemate

If a referee judges the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has had three consecutive innings without significantly changing the position, the referee will declare a stalemate. The game will be replayed with the player who broke the game breaking again. (AR)

SFPA Exception: In games without a referee, if both players agree that the above circumstances have occurred, a game will be declared a stalemate.