



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

# 2020 Spring Season Handbook

**SFPA Policies, Bylaws and BCA Pool League Rules**

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[sfpapool.org](http://sfpapool.org)

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# Table of Contents

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BOARD OF DIRECTORS .....	4
SPONSORS AND TOURNAMENT VENUES .....	<b>Error! Bookmark not defined.</b>
IN MEMORY .....	4
SAN FRANCISCO POOL ASSOCIATION POLICY .....	5
1. Teams and Sponsors .....	5
2. Knowledge of Policy and Rules .....	5
3. Captains' Responsibilities .....	5
4. Scoe Sheets .....	6
5. Playing Equipment .....	7
6. Protests .....	7
7. Sportsmanship .....	7
8. Team Matches .....	7
TOURNAMENT MATRIX.....	9
9. Individual Tournaments .....	10
10. West Coast Challenge Participation .....	12
11. Awards & Prizes .....	13
12. Hall of Fame Criteria: .....	13
13. Live Streaming of Matches: .....	13
BYLAWS OF THE SF POOL ASSOCIATION, INC. ....	14
14. Principal Office .....	14
15. Board of Directors .....	14
16. Officers of the Association.....	15
17. Actions Requiring General Membership Approval .....	16
18. Admission to Membership .....	16
19. Dues.....	16
20. Termination of Membership .....	16
21. Disciplinary Actions: .....	16
22. General Meetings of the Association .....	17
23. Amendments .....	17
24. Dissolution.....	17
BCA POOL LEAGUE .....	<b>Error! Bookmark not defined.</b>
RULES SECTION 1 – GENERAL RULES.....	18
25. Player Responsibility.....	18
26. Acceptance of Equipment .....	18
27. Use of Equipment .....	18
28. Cue Requirements .....	19
29. Start Time of Match.....	19
30. Playing Without a Referee.....	19
31. Beginning of Game or Match.....	19
32. No Practice Allowed During Match.....	19
33. Stopping Play .....	19
34. Suspended Play.....	20
35. Time Out .....	20
36. Lag for Break.....	20
37. Breaking Subsequent Games of a Match.....	20
38. Racking Procedures .....	20
39. Shot Clock Procedures .....	21
40. Calling Ball and Pocket (AR).....	21
41. Legal Stroke .....	22
42. Legal Shot .....	22
43. Cue Ball Frozen to Object Ball or Cushion (AR).....	22
44. Penalties for Fouls .....	23
45. Successive Fouls .....	23
46. Fouls Not Called.....	23
47. Multiple Fouls.....	23

48.	One Foot on the Floor .....	23
49.	Balls in Motion.....	24
50.	Scratch .....	24
51.	Jumped Balls .....	24
52.	Push Shot.....	24
53.	Double Hit.....	24
54.	Simultaneous Hit .....	24
55.	Miscues.....	24
56.	Disturbed Balls (Cue Ball Fouls Only) (AR) .....	24
57.	Jump and Massé Shots .....	25
58.	Position of Ball.....	25
59.	Shooting with Ball in Hand Behind the Head String (AR).....	25
60.	Ball in Hand Placement.....	25
61.	Marking the Table.....	25
62.	Deliberate Foul .....	26
63.	Coaching .....	26
64.	Non-Shooting Player Requirement.....	26
65.	Concession of Game .....	26
66.	Concession of Match .....	27
67.	Unsportsmanlike Conduct (AR) .....	27
68.	Spotting Balls .....	27
69.	Jawed Balls .....	27
70.	Non-Player Interference .....	27
71.	Balls Settling or Moving.....	28
72.	BCAPL Equipment Specification for Cue Sticks .....	28
RULES SECTION 2 – 8-BALL RULES.....		29
73.	The Game .....	29
74.	8-Ball Rack .....	29
75.	Break Requirements .....	29
76.	8-Ball Pocketed on the Break .....	29
77.	Table Open After the Break.....	29
78.	Establishing Groups .....	29
79.	Continuing Play.....	30
80.	Safety Play .....	30
81.	Shooting the 8-Ball .....	30
82.	Loss of Game .....	30
83.	Stalemate.....	30
RULES SECTION 3 – 9-BALL RULES.....		30
84.	The Game .....	31
85.	9-Ball Rack .....	31
86.	Break Requirements .....	31
87.	Push-Out After the Break .....	31
88.	Continuing Play.....	31
89.	Three Successive Fouls .....	31
90.	Stalemate.....	31

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# 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  
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Luke Consolmagno  
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Vince Galindo  
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Joe Harrison  
Vic Hayden  
Dennis Healy  
George R. Heyl  
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Phillip Jenson  
Don "DJ" Johnson  
Glenn Jordan  
Glenn Judd  
Wayne Karmitz  
Brian Kelly  
Don Killam  
Bernie King  
Ed King  
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Cris Lundberg  
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Mike Schlatter

Mike Macri  
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Allen Martin  
Butch McAllister  
Doug McDonald  
Charlie McClain  
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Pete Peterson  
Ray Peterson  
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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 (the "Association") is a non-profit organization committed to promoting enjoyable pool competition among the patrons of sponsor establishments. To this end, the Association shall consist of a Board of Directors (the "Board"). The Board's roll in the Association is to ensure that open lines of communication are being maintained and to ensure the dissemination of information between various groups of people, thereby providing the groundwork on which all players may join and enjoy the organized competition. The Board shall be responsible for streamlining its own functions, when necessary, and shall be charged with developing new opportunities for pool competition. The Association has adopted a modified version of BCAPL rules to be used as the guiding principles at all levels of league play. Accordingly, the BCAPL rules in print at the time of team registration, for each season, will be the rules in effect for that season. From time to time, however, the Board shall deem it necessary to depart from the standard BCAPL rules. If so required, all deviations may can be found in Section 12 of the Association's Bylaws. General membership meetings will be held each season at which time rules will be discussed and altered if necessary. Members are highly encouraged to attend these meetings.

## 1. Teams and Sponsors

- A. Prospective players may apply for membership on a team at any one of the Association's Sponsor bars. 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. Eight players are allowed with Board approval.
- 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 player 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 their members' email addresses and phone numbers to the Board within 24 hours of registering their team prior to each season. If, however, there are no changes to their team members, no additional shall be required.
- F. Prior to the start of a season, the Board shall randomly assign teams to a numerical division. The Board shall accomplish this task via using a chosen blind draw system. At no time, however, shall a Sponsor host more than one team within the same Division. Should the chosen blind draw produce two teams Sponsored by the same Sponsor to be within the same Division, the second draw shall be re-drawn. Every team in a Division plays all other teams within 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 make available an opened ball return, or provide free table time until the sixteen match games have been played.
- H. It is home team Sponsor's discretion whether to provide quarters/free tabletime for practice prior to the start of league play 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 applicable fees for these tournaments.

Note: If a team dissolves during the first half of the season, the stats, team and individual, resulting from any matches played, excluding forfeits, will remain unaffected. Forfeited games will not be included as part of the team stats. If a team dissolves after the first half of the season, all games played to date including forfeits will remain and any remaining matches against the dissolved team will become a bye.

## 2. Knowledge of Policy and Rules

Every league member is responsible for familiarizing themselves with the Association's Policies and playing rules.

## 3. Captains' Responsibilities

The Team Captain serves a vital function in the SFPA. Every Team Captain shall ensure:

- A. Players have paid dues prior to playing.
- B. Players have familiarized themselves with 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, if available, is submitted promptly.
- E. The Captain or his/her representative (a current teammate) attends the Captain's Meeting prior to each season.

- F. Act as liaison between the Sponsor and the Association.
- G. Each Team Captain is encouraged to recommend one team member as an eligible playoff referee. Recommended player will be invited to attend the referee training session(s) 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)*

4. Score Sheets

The home Team Captain shall keep the match score sheets. See Score sheet Instructions on how to complete score sheet. After the match, the home Team Captain shall submit the match results by using the online score sheet form at SFPAPool.org, by 5:00 pm of the day following the match (Wednesday). Visiting Teams Captains shall ensure that the match results have been submitted correctly, and in the event that the score sheet was not entered or was entered incorrectly, will submit a corrected score sheet.

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 “1/4 Score”. When game 8 has been completed, fill in the “1/2 Score”. When game 12 has been completed, fill in the “3/4 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 an “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 the end of the day after the match (Wednesday).

The form is titled "SFPA SCORE SHEET" and includes fields for DATE, DIVISION, WIN (with an 'X' in a box), LOSE (with a '-' in a box), and Rack & Break (with a black square in a box). It features a grid for recording game results, with columns for Game #, Home, Visitor, Home, Visitor, and TR (Table Run). The grid is divided into four sections: HOME (Games 1-4), VISITOR (Games 5-8), HOME (Games 9-12), and VISITOR (Games 13-16). Each section has lines for player names (1-4 and A-D) and substitute names (SUBS). The grid cells contain circled letters and numbers indicating who breaks. At the bottom, there are fields for HOME CAPTAIN and VISITOR CAPTAIN.

## 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.

## 5. 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. Either Captain has the authority to contact a Co-Head-Referee for any clarifications of any rule or policy. If no resolution is possible, the Captains will agree to a re-rack and re-play the game.

## 6. 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:

1<sup>st</sup> Complaint – A Board representative will contact a Team Captain in which the situation will be discussed. The individual making the complaint will be kept anonymous. The Board shall request that the Team Captain be on the lookout for any such incidents in the future. Additionally, the Board shall instruct the Team Captain(s) to take immediate corrective action at that time by reminding the accused of the rules and league policy.

2<sup>nd</sup> Complaint – The Board shall send the accused member a letter outlining the situation, omitting all names. The letter will serve as a formal reminder of the Association's policies regarding the purported unsportsmanlike behavior and that the alleged conduct will not be tolerated.

3<sup>rd</sup> 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.

## 7. Team Matches

- A. Total Points Possible: A match consists of sixteen (16) individual games. As many as seven (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 Home Team Captain shall post their team's lineup no later than 7:25 pm. The Visiting Team's Captain shall post their team's lineup 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 for a scheduled match, the opposing team will be credited with twelve (12) team wins. The forfeiting team will be charged with sixteen (16) losses. Individual players will neither be credited with a win nor a loss. 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. Time-Outs: 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.  
**Regular Season**: 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 a shooting team member. 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. When all time-outs have been taken, in the Regular Season or Playoffs, the Opposing Team Captain shall inform and/or warn the other team of such. If, however, no warning was given and another (third) timeout has been called, the offending team should be given a warning and no timeout shall be taken. **Playoff and Founder's Cup**: Coaching is 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.
  - 4. Intentional delay of game: When an individual player intentionally delays, postpones, or otherwise interferes with the expeditiousness of a game or match as to interfere with the mental processes of their opponent in order to gain a perceived competitive advantage. Should this conduct arise during game play, follow the instructions in Section 8 of the Bylaws.
- 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 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 the Association's 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 <sup>st</sup> Place - \$50 + plaque, 2 <sup>nd</sup> Place - \$40, 3 <sup>rd</sup> Place - \$30, 4 <sup>th</sup> 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 <sup>st</sup> Place - \$100 + plaque, 2 <sup>nd</sup> Place - \$75, 3 <sup>rd</sup> Place - \$50, 4 <sup>th</sup> 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 <sup>st</sup> Place - \$250 + plaque, 2 <sup>nd</sup> Place - \$100, 3 <sup>rd</sup> Place - \$75, 4 <sup>th</sup> 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.

## 8. Individual Tournaments

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

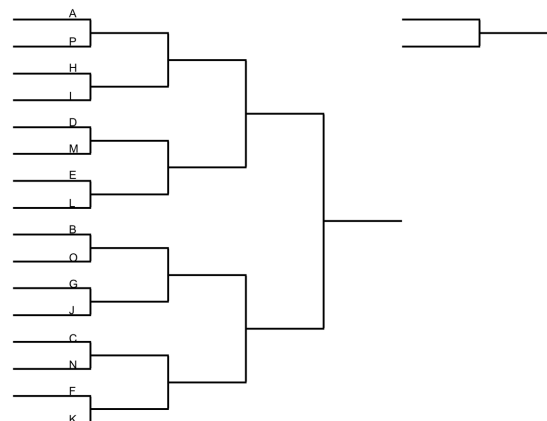
- A. At the mid-season tournament preliminaries, (i.e., annual 9-ball, 8-ball tournaments.), players will receive one point for a second place finish within their bracket. Accumulation of these points determines eligibility as a substitute in the finals. A single match will be played to break a tie in 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, Captains', 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 10 for WCC participation). Members of the Championship Hi-Lo team will not be permitted to play in the tournaments listed above during their championship season. If a member of the Championship Hi-Lo team opts to play for an individual opening at WCC and fails in his/her attempt, they will not be permitted to rejoin the Championship Hi-Lo 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 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 12.1.12.
- 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 (1<sup>st</sup> plays 16<sup>th</sup>)
- Match 2: H plays I (8<sup>th</sup> plays 9<sup>th</sup>)
- Match 3: D plays M (4<sup>th</sup> plays 13<sup>th</sup>)
- Match 4: E plays L (5<sup>th</sup> plays 12<sup>th</sup>)
- Match 5: B plays O (2<sup>nd</sup> plays 15<sup>th</sup>)
- Match 6: G plays J (7<sup>th</sup> plays 10<sup>th</sup>)
- Match 7: C plays N (3<sup>rd</sup> plays 14<sup>th</sup>)
- Match 8: F plays K (6<sup>th</sup> plays 11<sup>th</sup>)



L. Round Two.

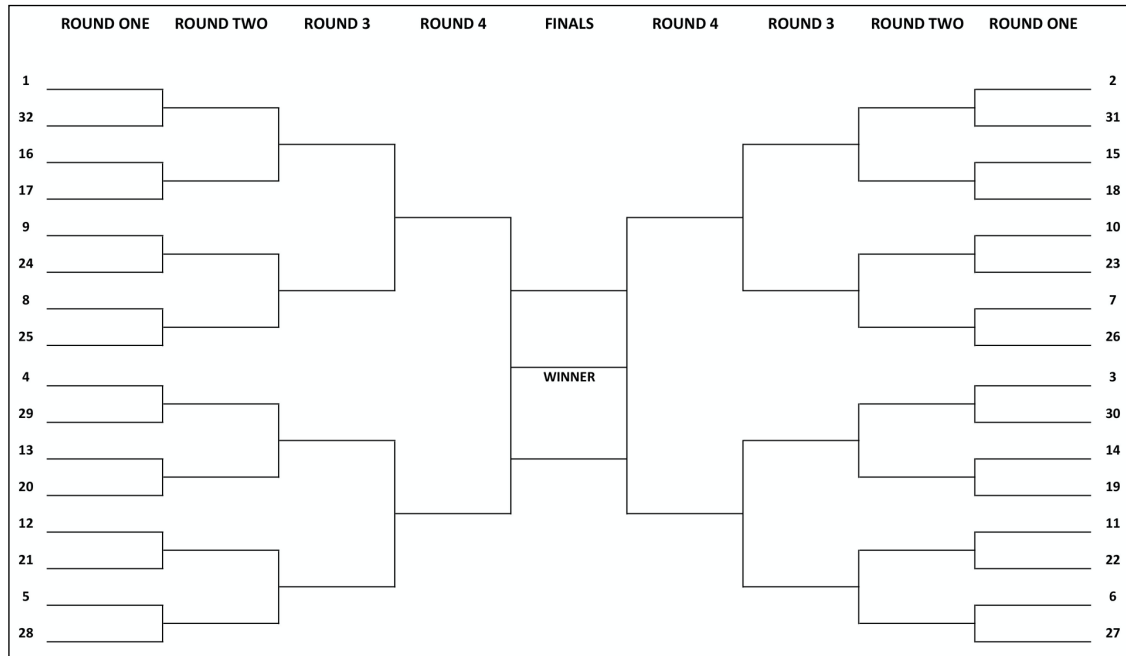
- 1. Single match to be played at the home bar of the team with the better regular season record.
- 2. Teams playing in the Founder’s Cup may have matches scheduled at neutral bars or at a lower seeded bar, as WCC Playoff teams receive priority for available tables.
- 3. The remaining eight teams will 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.



9. 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 on the basis of the following:
  1. Membership on the Board 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.

#### 10. Awards & Prizes

- A. City Championship Teams: Plaques for each team member placing in the top three (3) teams and plaque for Sponsor of 1<sup>st</sup> place team (Change effective Fall, 2020.)
- B. Founder's Cup Championship Team: Plaques for each team member placing in the top three (3) teams and plaque for Sponsor of 1<sup>st</sup> place team (Change effective Fall, 2020.)
- C. Hi-Lo Partners: Awarded to each player on the winning team. Half of auction to charity. All entry fees and other half of auction split by teams and owners. 1<sup>st</sup> – 40%, 2<sup>nd</sup> – 30%, 3<sup>rd</sup> – 20%, 4<sup>th</sup> – 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 (1<sup>st</sup> – \$50, 2<sup>nd</sup> – \$40, 3<sup>rd</sup> – \$30, 4<sup>th</sup> – \$20) and plaque to first place individual.
- I. Luby Invitational: Plaques awarded to the top three (3) individuals.
- J. Bernie King Memorial: Plaques to top individuals from both grids. (Change effective 9/19)
- K. City Individuals Tournament: Money awarded to the top four (4) individuals (1<sup>st</sup> – \$250, 2<sup>nd</sup> – \$100, 3<sup>rd</sup> – \$75, 4<sup>th</sup> – \$50) and plaque to first place individual.
- L. 8-Ball + 9-Ball Qualifiers Final Tournament: Money awarded to the top four (4) individuals (1<sup>st</sup> – \$100, 2<sup>nd</sup> – \$75, 3<sup>rd</sup> – \$50, 4<sup>th</sup> – \$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)

#### 11. Hall of Fame Criteria:

In addition to any other criteria as deemed by the Board, 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.
- E. Hall of Fame will be awarded annually during the Spring season. (Change effective Spring, 2020)

#### 12. 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

## 13. 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 arise from time to time be designated by members of its Board of Directors (the "Board.")

## 14. Board of Directors

### A. Composition and Term of Service:

- a. The Association shall be governed by the Board, consisting of nine (9) Members, six (6) Members shall serve concurrently as Officers and three (3) General Members (non-Officers).
- b. All Board Members shall serve for a term of two (2) seasons (one year). In order to provide continuity, the Terms of service shall be split as follows:
  - i. Term 1: For the following positions, their term shall commence the following Monday after the Fall West Coast Challenge (January):
    1. Vice President;
    2. Treasurer;
    3. Co-Head Referee; and,
    4. Member-At-Large #1
  - ii. Term 2: For the following positions, their term shall commence the following Monday after the Spring West Coast Challenge (July):
    1. President;
    2. Secretary;
    3. Co-Head Referee; and,
    4. Member-At-Large #2
- c. 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: Election for a Board position shall be completed by ballot of the general membership. A plurality of the votes cast shall be required to elect.

C. Mid-term vacancies: Should a mid-term vacancy occur on the Board, the Board shall vote for a replacement to fill said vacancy for the remainder of the term. Such a vote shall require a quorum of the Board and a majority of those Board members present.

D. Nominations: Any general member, in good standing with the Association, wishing to be elected to the Board shall submit their name to any current Board member at any time after after the mid-season break but prior to the cut-off date as specified by the Board. Upon receiving an interest notification, the Board will then vote on whether the interested member would continue to embrace the Association's mission and has exhibited the necessary traits necessary for the position they have shown interest. Should the Board's vote pass, their name will be included on the Ballot. However, should the vote not pass, the interested individual shall be immediately notified and their name would not appear on the ballot. Thereafter, at least one (1) week before the election, the Secretary shall compile a list of the interested individuals and notify the general membership of their interest.

E. Management of Association Property: The Association's property may only be used or disposed of at the Board's direction. The Board shall not incur any debt or liability exceeding the net assets of the Association.

F. Actions Requiring Board Approval: All actions which would impact the Association's financial or organizational interests shall be approved by a quorum of the Board prior to such action is taken

G. Meetings of the Board: The Board shall meet in accordance with the requirements of the business presently before the Board, but not less than once per calendar month. The President of the Board may call a special meeting of the Board at any time. A special meeting may also be called on written request of any three (3) members of the Board.

1. **Notice:** The Secretary shall provide the Board with reasonable notice of all meetings and shall state the object of the meeting
2. **Quorum.** Five (5) members shall constitute a quorum at meetings of the Board of Directors.
3. **Attendance.** Any Board member who is absent from three (3) consecutive meetings, unless he/she shall present satisfactory excuses, shall be deemed to have resigned from of the Board and from his/her role as an Officer, if such office is held. He/she may, however, be reinstated by a majority vote of the Board.
4. **Support:** All Board members shall support a majority decision of the Board.

#### 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 and are elected to serve in accordance with designated term of office, as set forth in paragraph 15A above.

#### A. Duties of the President:

1. Be the Chief Executive Officer of the Association.
2. Coordinate the activities of the Board, its Officers and all committees.
3. Call, provide agenda for, and preside over the Board 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. Communicate and negotiate on behalf of the Association and its 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 compulsion by any government agency.
13. Accurately maintain records of the office during the applicable term and make those records available to a successor of the office.
14. Ensure compliance with all Bylaw provisions 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 and Registration meetings.
2. Prepare and present to the Board, in writing, the minutes taken from the previous Board 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's members, general 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.

15. Actions Requiring General Membership Approval

The following actions shall require the approval of a quorum of the general membership as stipulated in 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 23 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.

16. 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 in individual circumstances where such action would not conflict with the prevailing laws of the State of California establishing minimum age requirement for Billiard Establishments and Taverns. Each member is entitled to one vote.

17. Dues

The seasonal membership dues for playing members, payable in advance by the first night of play, shall be \$70.00. At no time, however, shall an individual play a match prior to submitting their seasonal membership dues. Members joining the Association after the mid-season break shall pay \$35.00. 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.

If a player fails to pay their league dues prior to playing and plays regardless, any game that the non-paying player wins will be treated as forfeit for themselves and for their team. Any game a non-paying player loses will be treated as losses for themselves and for their team. In this situation, the paying player's statistics would not be penalized as a result of the non-paying player's failure to pay. (Amended 8/19/2019.)

18. 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 Section 6, herein;
- C. Upon the Board decision in accordance with these Bylaws, where situations arise out of disputes, unethical actions, etc. where the Board deems membership should be forfeited in the best interests of the Association.

19. 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 shall be submitted to the Board.
- B. Once the Board has received a formal complaint against a member, upon motion, it may suspend the member until the resolution of a disciplinary hearing. To suspend a member, the Board must have a quorum and the motion must pass with a 2/3rds majority vote.
- C. Once a formal complaint is received, the Board will forward a copy of the formal complaint to the alleged offending party



- D. The Board will contact all interested parties and schedule a date for a formal hearing before the Board on the alleged misconduct.
- E. The complainant shall appear in person and, if necessary, may bring with him/her such witnesses to establish the offending conduct. The alleged offending party is entitled, and encouraged, to be present at the hearing and may bring a representative to speak on his/her behalf and such witnesses as desired.
- F. The hearing shall be closed to all non-parties and to all witnesses except during the time required to provide their account of the events. Once the hearing has been concluded, the Board will meet in closed session to consider the testimony presented.
- G. Once a decision has been reached, the Board will notify both parties. The Board shall also issue a written opinion detailing the reasons for its decision.

## 20. General Meetings of the Association

- A. **Regular Meetings:** Regular Meetings of the general membership of the Association for the purpose of electing Officers and Directors, voting on issues as stipulated herein and transacting the general business of the Association may be held at the beginning of each season at a time and place designated by the Secretary. The Secretary shall email Notice of such meetings to all general members at least two weeks in advance.
- B. **Special Meetings:** The President may call a special meeting of the Association at any time. In his/her absence, the Vice President or Secretary may call a special meeting of the Association. A special meeting of the Association may also be called upon written request of the Board or by a written request of not less than ten members of the Association. In any event, the Secretary shall provide notice of the of the special meeting and must state the object of the meeting within the notice.
- C. **Quorum.** Twenty-five percent of the general members shall constitute a quorum. Matters to be voted on at such meetings shall be limited to those stipulated in Article 4, herein. In no event, however, 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 provide proper notice to the general members. 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.

## 21. Amendments

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

- A. By a two-thirds majority vote of the full membership of the Board at any regular or special meeting of the Board. 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 (2) weeks.
- B. By a two-thirds majority vote of the Association at any regular or special meeting of the Association, provided notice of such amendment(s) and their nature have been provided to the general membership at least one (1) month prior to the date of the meeting(s) at which such amendment(s) are to be presented for consideration. Any duly adopted amendment(s) 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 a two-thirds majority vote of the Association in an election to be conducted by ballot; adhering to the notification requirements set forth in Paragraph B above.

## 22. 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.

## 23. BCAPL GENERAL RULES WITH ASSOCIATION'S EXCEPTIONS

# RULES SECTION 1

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.

## 24. 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 25.1 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)

## 25. 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)

## 26. Use of Equipment

The BCAPL reserves the right to prohibit any equipment it deems untested or inappropriate, or which 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.

1. You may not wear any electronic headgear, use any electronic device during a match.

Examples include electronic headphones including Bluetooth accessories, whether turned on or not. Hearing aids are permitted. (Change effective Spring, 2020)

- a. 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.
2. Violation of this rule is a foul.

## 27. 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.

## 28. 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.

## 29. 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.

## 30. 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.

## 31. 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.

## 32. 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.

### 33. 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.

### 34. 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 Tuesday night matches, playoffs, or SFPA sanctioned tournaments. See SFPA Policy on Coaching and Time Outs.

### 35. 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 for Tuesday night matches. Use Scoresheet Instructions in SFPA Policy.

### 36. 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.

### 37. 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.

### 38. 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 all balls from the previous shot stop rolling and will run for 60 seconds or until the cue tip strikes the cue ball as to begin the next shot. If a player has ball-in hand, the player must not delay in retrieving the cue ball and once the player is in possession, the shot clock begins. Should an object ball need to be replaced, said ball shall be promptly replaced prior to the start of the shot clock.
  - b. A player will get a fifteen (15) seconds warning from the referee (announced as "fifteen"). If the player does not strike the cue ball within fifteen (15) seconds, it is a shot clock violation. NOTE: For consistency in the application of this rule and for fairness to all league players, there is no distinction between "down on the shot" and "not down on the shot." (Change effective Spring, 2020)
  - c. A shot clock violation is a foul (AR).
  - d. 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 7:30PM, if the first round (games 1-4) is not completed by 8:30PM (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 2<sup>nd</sup> 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.

### 39. Calling Ball and Pocket (AR)

Rule 40 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 rules section for 8-ball page 30.

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. This 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, nor 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.

#### 40. 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.

#### 41. 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 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.

#### 42. 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 the players may ask for others to verify.

#### 43. 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.

#### 44. 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.

#### 45. Fouls Not Called

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

#### 46. Multiple Fouls

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

#### 47. 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.

48. Balls in Motion

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

49. Scratch

It is a foul if you scratch.

50. Jumped Balls

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

51. 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.

52. 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.

53. Simultaneous Hit

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

54. Miscues

A miscue is not a foul.

55. 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.

#### 56. 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 impending illegal object ball then Rule 56, Disturbed Balls, does not apply to the impending ball for that shot. If the impending ball moves during the stroke it is a foul regardless of whether it was moved by your equipment or any part of your body.

#### 57. Position of Ball

The base of a ball is determined by its position.

#### 58. 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.

**SFPA exception**-shooting from behind the head string is not required.

#### 59. 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 56.1 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.

#### 60. 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.

#### 61. 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.

#### 62. 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)

#### 63. Non-Shooting Player Requirement

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

#### 64. 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 65, 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.

#### 65. 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.

#### 66. 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.

#### 67. 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.

#### 68. 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.

#### 69. 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 56 does not apply. (AR)

## 70. 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.

## 71. 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

### 72. The Game

8-Ball is a call shot game played with a cue ball and fifteen object balls numbered 1 through 15. Each player or team has a group of seven balls: the solid colored balls numbered 1 through 7, or the striped balls numbered 9 through 15. The 8-ball is the game-winning ball. The object of the game is 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.

### 73. 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)

### 74. 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. 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.

### 75. 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. 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.

### 76. 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)

### 77. 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.

#### 78. 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.

#### 79. 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. A safety must meet the requirements of a legal shot or it is a foul. (AR)

#### 80. 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 82, it is not loss of game if you foul but do not pocket the 8-ball. Your opponent receives ball in hand.

#### 81. 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.
- f. You foul under Rule 56 and the 8-ball falls into a pocket.

#### 82. 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

### 83. 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.

### 84. 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.

### 85. 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.

### 86. 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.

### 87. 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.

### 88. Three Successive Fouls

You lose the game if you commit three successive fouls in one game. (Remainder moved to Rule 45.)

### 89. 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.