



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

# 2022 Spring Season Handbook

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

San Francisco Pool Association, Inc.  
PO Box 14258  
San Francisco, CA 94114

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

# Table of Contents

<b>1. BOARD OF DIRECTORS</b>	<b>4</b>	6.2. Acceptance of Equipment	19
<b>2. IN MEMORY</b>	<b>4</b>	6.3. Use of Equipment	19
<b>3. SAN FRANCISCO POOL ASSOCIATION POLICY</b>	<b>5</b>	6.4. Cue Requirements	20
3.1. Teams and Sponsors	5	6.5. Start Time of Match	20
3.2. Knowledge of Policy and Rules	6	6.6. Playing Without a Referee	20
3.3. Responsibilities of the Team Captain	6	6.7. Beginning and End of Game or Match	20
3.4. Score Sheets	6	6.8. No Practice Allowed During Match	21
3.5. Playing Equipment	7	6.9. Stopping Play	21
3.6. Team Matches	7	6.10. Suspended Play	21
3.7. Protests	8	6.11. Time-Out	21
3.8. Unsportsmanlike Conduct	8	6.12. Lag for Break	22
3.9. Live Streaming of Matches	9	6.13. Breaking Subsequent Games of a Match	22
<b>4. TOURNAMENTS, AWARDS &amp; HONORS</b>	<b>9</b>	6.14. Racking Procedures	22
4.1. Tournament Formats & Prizes	9	6.15. Shot Clock Procedures	23
4.2. General Tournament Policies	11	6.16. Calling Ball and Pocket	23
4.3. City Championship & Founder’s Cup	11	6.17. Calling a Safety	24
4.4. Other Tournament Policies	12	6.18. Legal Stroke	25
4.5. West Coast Challenge Participation	13	6.19. Legal Shot	25
4.6. Awards	13	6.20. Cue Ball Frozen to the Object Ball or Cushion	25
4.7. Hall of Fame Criteria	13	6.21. Penalties for Fouls	26
<b>5. BYLAWS OF THE SAN FRANCISCO POOL ASSOCIATION, INC.</b>	<b>14</b>	6.22. Successive Fouls	26
5.1. Principal Office	14	6.23. Calling Fouls / Fouls Not Called	26
5.2. Board of Directors	14	6.24. Multiple Fouls	26
5.3. Officers of the Association	15	6.25. One Foot on the Floor	26
5.4. Actions Requiring General Membership Approval	16	6.26. Balls in Motion	27
5.5. Admission to Membership	16	6.27. Scratch	27
5.6. Dues	16	6.28. Jumped Balls	27
5.7. Termination of Membership	17	6.29. Push Shot	27
5.8. Disciplinary Action	17	6.30. Double Hit	27
5.9. General Meetings of the Association	18	6.31. Miscues	27
5.10. Amendments	18	6.32. Disturbed Balls (Cue Ball Fouls Only)	27
5.11. Dissolution	18	6.33. Jump Shots and Massé Shots	28
<b>6. BCAPL GENERAL RULES WITH ASSOCIATION’S EXCEPTIONS</b>	<b>18</b>	6.34. Position of Ball	28
6.1. Player Responsibility	19	6.35. Shooting with Ball in Hand Behind the Head String	28
		6.36. Ball in Hand Placement	29
		6.37. Marking the Table	29
		6.38. Deliberate Foul	29

6.39. Coaching	30
6.40. Non-Shooting Player Requirement	30
6.41. Concession of Game	31
6.42. Concession of Match	31
6.43. Unsportsmanlike Conduct	31
6.44. Spotting Balls	32
6.45. Jawed Balls	33
6.46. Non-Player Interference	33
6.47. Balls Settling or Moving	33

**7. BCAPL 8-BALL RULES WITH ASSOCIATION'S EXCEPTIONS 34**

7.1. The Game	34
7.2. 8-Ball Rack	34
7.3. Break Requirements	35
7.4. 8-Ball Pocketed on the Break	35
7.5. Table Open After the Break	35
7.6. Establishing Groups	35
7.7. Continuing Play	36
7.8. Safety Play	36
7.9. Shooting the 8-Ball	36
7.10. Loss of Game	36
7.11. Stalemate	36

**8. BCAPL 9-BALL RULES WITH ASSOCIATION'S EXCEPTIONS 37**

8.1. The Game	37
8.2. 9-Ball Rack	37
8.3. Break Requirements	37
8.4. Push-out After the Break	37
8.5. Continuing Play	38
8.6. Three Successive Fouls	38
8.7. Stalemate	38

## 1. BOARD OF DIRECTORS

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## 2. IN MEMORY

Mario Alonzo	John Dorn	Brian Kelly	Jorge Osejo	Royal Senn
Robbie Anderson	Charles Dossett	Don Killam	Jack Parsons	Lou Shapiro
Skip Anderson	Jerry Downing	Bernie King	Fred Passey	Mark Sharpe
Carl Arguello	Serena Drogose	Ed King	Tommy Payne	Keith Smith
Steve Armijo	Jack Dunbar	Jon Kole	Luby Pelletier	Eddie Sprotti
Rick Bartos	Paul Dunbar	Steve Kreider	Jerry Peloquin	Cody Stevens
Ron Barulich	James Dunham	Don Kruse	Rick Peters	Mark Stevens
Robert Bell	Leo Emanon	Ed Lavoie	Pete Peterson	Jerry Strickland
Josef Bento	Wayne Faulkner	Dean Lechner	Ray Peterson	Roger Stuffet
Dallas Blaydes	Jim Fierro	Cris Lundberg	Jim Phillips	Wally Sutherland
Dave Boggs	Steve Fleck	Rudolph Lubag	Pavel Prucha	Terry Taibl
Bob Boyle	Larry Fulwider	Mike Macri	Bill Rae	David Terreo
Bill Boyles	Vince Galindo	Richard "Rick"	Grant Ramer	Jim-Ed Thompson
Colin Bradley	Michael Gerstorff	Marquez	Charlie Richards	Jim Tingle
Sam Bridgers	Russ Glenn	Allen Martin	Antonio Rios	Art Toth
Alan Buholz	Joe Harrison	Butch McAllister	Ken Robertson	Randy Vandervort
Frank Carmona	Vic Hayden	Doug McDonald	Charles "Tuna"	John Villon
Carl Carr	Dennis Healy	Charlie McClain	Ruffer	Don Wahl
Steven Caston	George R. Heyl	Scott McClure	Jim Russo	Dale Williams
Ron Chevrette	Jerry Hutarte	Ron McKay	Tyler Sauer	Ed Wilson
Tim Chitwood	Phillip Jenson	Ed Mendez	Dolores Sawyer	Barry White
Louis Christlieb	Don "DJ" Johnson	Paul Menefee	Mike Schlatter	Bob White
Benny Ray Clardy	Glenn Jordan	Barry Middleton	Dan Schneider	Glenn White
Steve Colby	Glenn Judd	Ed Moore	Larry Schwartz	Norman Whited
Luke Consolmagno	Wayne Karmitz	Kevin O'Hara	Jim Sell	Mark Williams

### 3. 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 role 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 can be found in 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.

#### 3.1. 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 eight (8) players. **Spring 2022 update: Board approval is no longer needed for an eight-player team.**
- C. Change above to: Sponsor fees are due at team registration. Sponsor fees are \$225 for one (1) team or two (2) teams and \$250 for any number of teams greater than that. Sponsors are limited to two (2) teams per pool table. **Spring 2022 update: Clarifying language about cost structure.**
- D. Membership fees for a minimum of four (4) players are due at team registration. All others are due before each player's first night of play. Individual player fees are \$70.00. Players joining after the halfway point of the regular season 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 information 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 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 result in two teams with the same Sponsor in the same Division, the divisions shall be redrawn. 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 the final statistics from previous seasons.
- G. During home matches, Sponsors are expected to provide enough quarters for a full match (16 games in the regular season, up to 17 games in the playoffs); make available an open ball return; or provide free table time until all match games have been played. **Spring 2022 update: Added language about playoff matches.**
- H. It is the home team Sponsor's discretion whether to provide quarters/free table time 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.
- J. 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.

### 3.2. Knowledge of Policy and Rules

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

### 3.3. Responsibilities of the Team Captain

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. The Captain should 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. The 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.

### 3.4. Score Sheets

- A. The home Team Captain shall keep match score sheets. See the instructions later in this section on how to complete the score sheet.
- B. After the match, the home Team Captain shall submit the match results by using the online score sheet form at [www.sfpapool.org](http://www.sfpapool.org), by 5:00 pm of the day following the match (Wednesday for a regular season match). Failure to meet this deadline will result in three (3) wins converted to losses on the offending team’s record.
- C. Visiting Team Captains shall ensure that the match results have been submitted correctly, and in the event that a score sheet was not entered or was entered incorrectly, will submit a corrected score sheet.
- D. Score sheet instructions:
  - a. Home Team Captains write in date and indicate division.
  - b. Fill in team name.
  - c. Fill in player names in spaces 1-4.
  - d. Fill in substitute player names.
  - e. Give score sheet to visiting Team Captain.
  - f. Fill in visiting team name.
  - g. Fill in player names in spaces A-D.
  - h. Fill in substitute player names, up to 3.
  - i. Give score sheet back to home Team Captain.
  - j. Game schedule. Game 1 – Home player “1” versus Visitor player “A”. Fill in wins and losses following each game. Circled letters or numbers indicate who breaks.
  - k. Record home team and visiting team results. Indicate by using an “X” for a win and “-” for a

The image shows a 'SFPA SCORE SHEET' form. At the top left is the SFPA logo. To the right are fields for 'DATE:' and 'DIVISION:'. Below these are checkboxes for 'WIN', 'LOSS', and 'Rank & Break'. The main body of the form is divided into two sections: 'HOME' and 'VISITOR'. Each section has a grid for recording scores across four games (1, 2, 3, 4) and a 'W/L' column. To the right of each grid is a column for 'GAME #' (1-4) and a column for 'HOME' and 'VISITOR' with circled letters A, B, C, D. Below the grids are fields for 'SUBS:' and '1/4 SCORE'. At the bottom right, there is a 'MATCH SCORE' section with a grid for 'HOME' and 'VISITOR' scores. At the very bottom, there are lines for 'HOME CAPTAIN:' and 'VISITOR CAPTAIN:'.

- loss. If there is a forfeit, leave the individual's 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.)
- l. After game 4 has been completed, fill in wins for each team at the "¼ Score". When game 8 has been completed, fill in the "½ Score". When game 12 has been completed, fill in the "¾ Score".
  - m. When the match is completed, fill in the final score.
  - n. The total team wins/losses should equal 16.
  - o. Total each player's wins and losses. (Note: Forfeits do not count as a win for individual players only for the team.)
  - p. The total team scores should match the game total.
  - q. 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.
  - r. Both team captains sign the score sheets.
  - s. Enter the score sheet at [www.sfpapool.org](http://www.sfpapool.org) using the online score sheet submittal form by the end of the day after the match.
  - t. 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.

### 3.5. Playing Equipment

Home teams should ensure that there is an adequate selection of cue sticks, chalk, 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. **Spring 2022 update: Removed requirement that bars supply powder.**

### 3.6. 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.
- B. Lineup: All matches shall begin promptly at 7:30 pm. The Home Team Captain shall post their team's lineup, including substitute player names, no later than 7:25 pm. The Visiting Team's Captain shall post their team's lineup, including substitute player names, no later than 7:30 pm. In case of emergency or some other unforeseen circumstance, additional names may be added to the substitute player list after 7:30 pm with the opposing Team Captain's permission. **Spring 2022 update: Clarifying language about substitute player process and timeline.**
- 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 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.
  - a. Regular Season: Each team is allowed two (2) time-outs per game. The player or any teammate listed on the scoresheet at the beginning of the match may call time-out to consult with a 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.
  - b. Playoffs and Founder's Cup: Coaching is limited to one (1), one-minute timeout per game. Only the player 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).
- H. 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:
  - a. Rack the balls and brush the table.
  - b. Make calls as required by the Association's rules.
  - c. Provide information on rules when asked.

### 3.7. Protests

**Spring 2022 update: New section compiled from previously existing Handbook material.**

- A. 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.
- B. The player 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 next section).
- C. Players at the table, or their Team Captains, may request a rule interpretation or application 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.
- D. Either Team 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 rerack and replay the game.

### 3.8. Unsportsmanlike Conduct

**Spring 2022 update: New section compiled from previously existing Handbook material.**

- A. 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:



- a. 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.
  - b. 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.
  - c. Harassment: Verbal or physical harassment of participants, including players, referees, sponsors, and spectators during SFPA sanctioned activities.
  - d. 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.
- B. Assault and Battery or Destruction of Property: Any member 86ed or banned 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 5.8 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.

### 3.9. 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.

## 4. TOURNAMENTS, AWARDS & HONORS

Spring 2022 update: A variety of changes have been made to Sections 4.1-4.4 to correct mistakes in the old Handbook and make things easier to understand. Please read them carefully.

### 4.1. Tournament Formats & Prizes

TOURNAMENT	FEE	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.	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.	All proceeds to American Cancer Society. Plaques to top winner on both grids.
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.	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.
West Coast Challenge Qualifiers: All-Star Rising Star Women's Star Search	\$20	Ranked grids, Double elimination, Alternating breaks, Race to 3.	All-Star – Players with season record of .600 and above at season's end Rising Star – Players with a season record between .501 and .599 at season's end Women's – All female league members. Star Search – Players with a season record of .500 or below at season's end and never played in WCC	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.
City Individuals Championship			Spring 2022 update: Tournament removed	

## 4.2. General Tournament Policies

- A. In addition to league matches, SFPA organizes two team playoff tournaments - the City Championship, which acts as the West Coast Challenge team qualifying tournament, and the Founder's Cup - and a number of individual and doubles events (see previous section).
- B. To be eligible for SFPA tournaments, a player must be a member in good standing and 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, 14 games (representing 25% of 56 total eligible games) must be completed. To be eligible for the City Championship or Founder's Cup, a player additionally must have been on their current team's roster at the beginning of the second half of the season.
  - a. Exceptions: 8-ball and 9-ball tournament preliminaries, the Luby, Captains', and fund-raising tournaments have no minimum games played requirements.
- C. 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 and his/her decision is final.
- D. In order to provide fair conditions for all players, SFPA strives to avoid first-round byes in its tournaments and will arrange for substitutes to complete the field if necessary.

## 4.3. City Championship & Founder's Cup

- A. At the end of each season, the top sixteen teams will qualify for the West Coast Challenge (WCC) team playoffs, also known as the City Championship. The remaining teams will qualify for the Founder's Cup team championship.
- B. The City Championship will be played as a standard seeded, 16-team double elimination tournament. The Founder's Cup will be played as a standard seeded single elimination tournament. The exact number of teams participating in the Founder's Cup will vary based on the number of teams participating in the league; as a result, some teams may receive a first-round bye. **Spring 2022 update: Codifying existing practice.**
- C. Seeding for City Championship qualification as well as bracket placements within each championship will be based on a team's overall winning percentage. Tie breakers to determine seeding are as follows:
  - 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 fewer forfeit wins will be awarded the higher playoff seed.
  - d. Coin Toss – If the teams have the same number of forfeit wins, tied teams will be alphabetized in order by team name, with heads going to the first alphabetized team name and tails to the second alphabetized team name. A neutral league Officer will flip a coin without knowing which teams they are flipping for until after the flip has occurred. **Spring 2022 update: Simplified language.**
- D. Match locations will be determined as follows:
  - a. When possible, matches are to be played at the home bar of the team with the higher seed.
  - b. If a City Championship team and a Founder's Cup team from the same bar have earned home matches against their opponents, the City Championship teams will receive priority. **Spring 2022 update: Codifying existing practice.**
  - c. If two teams from the same bar and playing in the same bracket have earned home matches versus their opponents, the team from the affected bar with the better regular season record will host the match. If both teams win their matches and the same situation reoccurs, the team that did not host their previous match will host the next match.

- d. The higher-seeded team in any match will 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. 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.
- e. In the City Championship Finals, the winner of the winner's bracket will be the home team against the winner of the loser's bracket, regardless of record. If another match is required, the original winner of the loser's bracket will be the home team. **Spring 2022 update: New section.**
- E. Other differences from typical league match play:
  - a. Playoff matches are played as a race to 9. Once a team reaches 9 wins, the match is over. Matches that are tied 8-8 will be decided by a single game. Captains will designate players (home Team Captain chooses first) to play a 17th game. Players will lag to determine break; see Section 6.12 for full details about the lag.
  - b. Time outs: See Section 3.6.G for full details.

#### 4.4. Other Tournament Policies

- A. If by tournament starting time a player has not appeared at the tournament site, the most qualified substitute will fill that player's spot.
- B. Players will forfeit their match if they are not present within 10 minutes of their match being called.
- C. Players may only participate in one of the following tournaments during the same season: All-Star, Women's, Rising Star, and Star Search Tournaments. Members of the Hi-Lo Memorial championship team will not be permitted to play in the tournaments listed above during their championship season. If a member of the winning 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 Hi-Lo event to play at WCC.
- D. 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.
- E. 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 (e.g., if the qualifying event was played as a race to 3, the playoff will be a race to 3).
- F. Substitutes for the All-Star WCC Qualifying Tournament will be chosen from available eligible players, based on their end of season rank. Tie breakers to determine individual rankings for WCC 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, tied players will be alphabetized by last name, with heads going to the first alphabetized last name and tails to the second alphabetized name. A neutral league Officer will flip a coin without knowing which players they are flipping for until after the flip has occurred. **Spring 2022 update: Simplified language.**
- G. In the preliminary tournaments for the annual 8-Ball and 9-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.

## 4.5. 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:
  - a. Membership on the Board and/or attendance at a referee's training session; and
  - b. Act as a tournament director or referee for at least two of the following: seasonal tournament qualifier, seasonal tournament final, City Championship, Founders Cup, or another SFPA sanctioned tournament.
- E. WCC participants are strongly urged to assist with referee duties at WCC once they have been eliminated from their particular event.

## 4.6. Awards

- A. City 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.
- B. Founders' 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.
- C. Marc Stevens Award for Most Improved Player: Awarded to the player whose winning percentage (based on a minimum of 50% participation) improved the most over the length of three (3) consecutive seasons.
- D. Meritorious Hall of Fame Award: Awarded at Board's discretion. See next section for additional information.
- E. Jim Tingle Memorial Sportsmanship Award: Awarded each season to the person who has consistently exhibited a good sporting attitude. League nominations; Board vote.
- F. Randy Vandervort Memorial Award: Awarded to the individual offering outstanding service and dedication to the SFPA. Awarded at Board's discretion.
- G. Best Host Bar: League nominations; Board vote.
- H. President's Award: Awarded by the SFPA President at his/her discretion at the end of season party.

## 4.7. 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 candidate's qualifications to the full Board at the next scheduled Board meeting.
- E. Hall of Fame honors will be awarded annually during the Spring season.

# 5. BYLAWS OF THE SAN FRANCISCO POOL ASSOCIATION, INC.

Adopted 11/84; amended 7/87, 7/89, 12/91, 12/94, 1/11, 7/14, 8/19, 1/22

## 5.1. 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 as designated by members of its Board of Directors (the "Board.")

## 5.2. 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: **Spring 2022 update: Changed term commencements to specific dates instead of references to the West Coast Challenge.**
  - i. Term 1: For the following positions, their term shall commence on January 15:
    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 on July 15:
    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 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 in which 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.
- a. Notice: The Secretary shall provide the Board with reasonable notice of all meetings and shall state the object of the meeting
  - b. Quorum: Five (5) members shall constitute a quorum at meetings of the Board of Directors.
  - c. 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 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.
  - d. Support: All Board members shall support a majority decision of the Board.

### 5.3. 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 terms of office, as set forth in Section 5.2.A above.

A. Duties of the President:

- a. Be the Chief Executive Officer of the Association.
- b. Coordinate the activities of the Board, its Officers, and all committees.
- c. Call, provide agenda for, and preside over the Board and Registration meetings.
- d. Be co-signatory on all bank accounts.
- e. Appoint standing and ad hoc committee chairs.
- f. Preside over the West Coast Challenge when the event is hosted by the Association, including:
  - i. Acting as, or appointing the West Coast Challenge Committee Chair.
  - ii. Appoint the West Coast Challenge Tournament Director.
- g. Represent the Association on the West Coast Challenge Board of Governors.
- h. Appoint two additional representatives to the West Coast Challenge Board of Governors.
- i. Prepare solicitation proposals for corporate Sponsors.
- j. 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.
- k. Act as ex-officio member of all committees.
- l. Be responsible for providing any and all financial data or official minutes:
  - i. Upon proper request of any league member.
  - ii. Upon legal compulsion by any government agency.
- m. Accurately maintain records of the office during the applicable term and make those records available to a successor of the office.
- n. Ensure compliance with all Bylaw provisions not covered in these duties.

B. Duties of the Vice President:

- a. 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:

- a. Record the minutes of the Board and Registration meetings.
- b. Prepare and present to the Board, in writing, the minutes taken from the previous Board and/or Registration meeting(s).
- c. Keep original copies of these Bylaws, as in effect, and provide a current copy to the handbook coordinator at the beginning of each season.

- d. Handle all general correspondence, as necessary, with the Board's members, general members, West Coast Challenge cities, and other organizations.
  - e. Comply with all Bylaws not covered in these duties.
- D. Duties of the Treasurer:
- a. 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:
- a. The Co-Head Referees 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.
  - b. The Co-Head Referees shall establish standards for qualification for tournaments and the organization of the same and shall appoint additional referees as deemed required.
  - c. The Co-Head Referees shall be responsible for conducting referee seminars.
  - d. 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 said changes to the general membership prior to the taking of such a vote.
- F. Additional Duties:
- a. Additional duties may be assigned to each Board member.

#### 5.4. Actions Requiring General Membership Approval

The following actions shall require the approval of a quorum of the general membership as stipulated 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 Section 5.9:

- 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.

#### 5.5. 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.

#### 5.6. 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 a 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.

## 5.7. 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 5.6, 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.

## 5.8. Disciplinary Action

Spring 2022 update: New section compiled from previously existing Handbook material.

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. Verbal complaints:
  - a. 1st complaint: Upon the Board's receipt of a verbal complaint, a Board representative will contact the relevant Team Captain(s) to discuss the situation. The individual making the complaint will be kept anonymous. The Board shall request that the Team Captain(s) 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.
  - b. 2nd complaint: Upon receiving a second verbal complaint about a member, 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 player's behavior and that the alleged conduct will not be tolerated.
  - c. 3rd complaint: In lieu of a third verbal complaint, the complainant is encouraged to write a letter to the board regarding the situation so the individual can be brought in front of the board to explain their continued actions.
- B. A written charge detailing a player's alleged misconduct may be submitted to the Board at any time.
- C. Once the Board has received a formal written 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.
- D. Once a formal written complaint is received, the Board will forward a copy of the formal written complaint to the alleged offending party.
- E. The Board will contact all interested parties and schedule a date for a formal hearing before the Board on the alleged misconduct.
- F. 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.
- G. 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.
- H. 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.

## 5.9. 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 the President's 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 a 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 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 Section 5.4. 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.)

## 5.10. 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.

## 5.11. 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.

# **6. BCAPL GENERAL RULES WITH ASSOCIATION'S EXCEPTIONS**

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. The term AR refers to the Applied Rulings section of the [full BCAPL Official Rules document](#).

## 6.1. Player Responsibility

- A. 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.
- B. Event officials and referees will provide information as required by the rules to the best of their ability and knowledge. However, Rule 1-1 takes precedence and the ultimate responsibility for knowing the correct information still rests with you. You may still incur penalties if you commit a foul or violate the rules as a result of incorrect information provided to you by an event official or referee. (AR p. 99)

## 6.2. Acceptance of Equipment

- A. Once your match begins, you accept all provided equipment as standard and legal. After a match has begun, only a referee or event official may declare the equipment defective or unsuitable for play. If the equipment is declared unsuitable for play, all games previously played on that equipment will be counted. (AR p. 78)
- B. During a match, it is a foul if you attempt to modify provided equipment without the permission of a referee or event official. The foul occurs immediately upon the attempt, regardless of whether a stroke or shot is attempted. (AR p. 78)

## 6.3. Use of Equipment

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

- A. You are responsible for all equipment and accessory items you bring to the table (AR p. 79). You may not use equipment or accessory items in a manner other than their intended use. Specifically:
  - a. You may use a billiards glove.
  - b. You may use either a built-in or an add-on cue extender.
  - c. You may use your own chalk provided that it closely matches the color of the cloth. (AR p. 79)
    - i. Penalty for (c): first offense – warning. Second and subsequent offenses – foul.
  - d. You may not shoot while using more than two mechanical bridges at any one time. A bridge may only be used to support the cue or another bridge. If two bridges are used, the upper bridge must rest on the head of the lower bridge. (AR p. 73).
  - e. You may not shoot while using any item to support or elevate your bridge hand. You may hold chalk in your bridge hand while bridging, but the chalk may not be used to elevate your hand off the table.
    - i. Penalty for (d-e): foul upon execution of the shot. If no shot is executed then there is no foul.
  - f. You may use your cue, held in your hand or not, to help align a shot. You may use your cue and hands to measure angles and distances for bank shots and kick shots. No other cues, bridges or equipment may be used. (AR p. 79).
  - g. You may only use your vision to judge whether the cue ball or an object ball would fit through a gap, or to judge what ball the cue ball would contact first. You may not use any ball, cue, rack, chalk cube, or any other equipment or other part of your body as a width-measuring device. (AR p. 79).
    - i. Penalty for (f-g): Foul immediately upon the violation, regardless of whether a shot is executed.
  - h. **SFPA addition:** You may not use a “training cue ball” at any time. It allows for coaching (verbiage on spots) and measuring of shots.

- B. You may not wear any electronic headgear, use any electronic device, or voluntarily impede your hearing during a match. Examples include, but are not limited to:
  - a. Use of headphones, earphones, or earplugs of any kind, including Bluetooth accessories, whether turned on or not. Hearing aids are permitted.
  - b. Use of cell phones, smart phones, pagers, or music devices. Cell phones may be worn on the belt or kept in pockets, but may not be accessed for messages, information or conversations at any time during a match by singles or scotch doubles players, or during your game in team play. You must turn off all audible ringers and other notification tones while on the event floor.
  - c. The penalty for the first violation of this rule during an event is a warning. Each subsequent violation is a foul.
  - d. **SFPA exception:** Use of cell phones, smart phones, or pagers by a player in the middle of a game is discouraged but will not result in a foul. **Spring 2022 update: Sections (b) and (c) are new BCAPL rules, (d) is a new exception.**

## 6.4. Cue Requirements

- A. Your cues must meet BCAPL specifications.
- B. It is a foul if you take a shot with a cue that does not meet BCAPL specifications. The cue must be removed from play. (AR p. 80)
- C. **SFPA note:** The BCAPL Equipment Specification for Cue Sticks is as follows:
  - 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.
- D. **SFPA exception:** On shots where immovable obstructions interfere with a normal stroke, sticks not meeting the BCAPL specifications may be used.

## 6.5. Start Time of Match

The start time for your match is the scheduled time or the time the match is announced, whichever is later. If you are not present at the table with your equipment within the time allowed by Tournament Administrators, you lose the match by forfeit. (AR p. 81)

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

## 6.6. Playing Without a Referee

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

**SFPA exception:** Preceding rule does not apply to team matches.

## 6.7. Beginning and End of Game or Match

- A. Your match or game begins when the cue tip strikes the cue ball during any stroke on the break shot. (AR p. 81)
- B. Your match or game ends when the game-winning ball is legally pocketed and all balls on the table have stopped moving. After that time, there can be no fouls involving the game on the table for that game. However, unsportsmanlike conduct immediately after a game or match may be penalized by loss of that

game or match, or by other penalty at the referee's discretion. **Spring 2022 update: Section (b) is a new BCAPL rule.**

## 6.8. No Practice Allowed During Match

- A. It is a foul if you practice at any time during your match, including during time-outs and periods of suspended play. "Practice" is defined as any stroke or shot that is not a part of your match, taken on any table at the event venue. (AR p. 81)
- B. During a match, if the first offense of a practice foul occurs between games there is no penalty applied, but a warning will be issued. For second and subsequent offenses between games during a match, the offended player:
  - a. Is awarded the option to break if it is not their turn to break. If the offended player chooses to take the break, the breaking order for future games is not affected.
  - b. Is awarded ball in hand on the first shot after the break if it is their turn to break. The penalty is not applied if there is a foul on the break.
- C. In team play, this rule applies to all members of the team that are in the teams line-up, whether or not they are playing at the time and whether or not they are listed on the score sheet of the match in progress. Penalties for fouls in team play:
  - a. For violations by a player who is playing a game at the time of the foul: the penalty is applied to that player's table only;
  - b. For violations by a player who is not playing a game at the time of the foul: the penalty is applied to all tables assigned to the match. (AR p. 82)

**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.

## 6.9. Stopping Play

- A. You may stop play to request the assistance of a referee if you believe that a foul may occur or has occurred, or if you need information concerning the rules. If you desire to stop play, you must notify your opponent and your opponent must acknowledge your request. If it is your opponent's inning, you must notify them before they are down on the shot. It is a foul if you interrupt your opponent after they are down on a shot. (AR p. 82)
- B. 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.

## 6.10. Suspended Play

Play may be suspended at the referee's discretion. It is a foul if you take any stroke or shot while play is suspended. (AR p.82)

## 6.11. Time-Out

If time-outs are allowed by event regulations, you may only take a time-out during your inning, or when it is your turn to break. Each player is allowed one time-out per match. Time-outs are limited to five minutes. If you exceed your allotted five minutes, or leave the playing area when not authorized to do so, you will forfeit one game for every two- minute period you fail to return to the match. The two-minute period begins once a referee

has determined you are not present when you should be. Time-outs are not allowed in team play during CSI sanctioned tournaments. (AR p. 80, 81)

**SFPA exception:** Preceding rule does not apply to Tuesday night matches, playoffs, or SFPA sanctioned tournaments. See Section 3.6.G for more information on coaching and time-outs.

## 6.12. Lag for Break

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

- A. The lag begins with each player having ball in hand behind the head string, one to the left of the long string and one to the right. The balls must be of equal size and weight. The players shoot at approximately the same time toward the foot cushion. The ball must contact the foot cushion. When the balls come to rest, the player whose ball is closest to the head cushion wins the lag. The players will lag again if the lag is a tie, or if one player strikes the ball after the other player's ball has contacted the foot cushion.
- B. You lose the lag if your ball:
  - a. does not contact the foot cushion;
  - b. contacts the foot cushion more than once;
  - c. crosses the long string;
  - d. contacts a side cushion;
  - e. is pocketed or jumped off the table;
  - f. comes to rest past the nose of the head cushion (see Diagram 3, AR p. 27).
- C. 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.

## 6.13. Breaking Subsequent Games of a Match

In matches consisting of multiple games, the Administrative Authority of the event will set the procedure for determining which player or team will break subsequent racks. (AR p. 84)

## 6.14. Racking Procedures

- A. You must rack for yourself when you are breaking. (Exception: 14.1 Continuous)
- B. You must rack the balls as tightly as possible. Each ball should touch all balls adjacent to it. (AR p. 78)
- C. After you rack the balls, your opponent may inspect the rack but must not touch any ball. If your opponent is not satisfied with the rack, they may require you to re-rack the balls one time. After one re-rack, if both players cannot agree that the rack is suitable for play a referee must be called. The referee will then rack the balls for that game. If the referee racks the balls, the opponent may inspect the rack but must accept the rack as is.
- D. You should refrain from tapping balls unless necessary. It is preferable to brush the area of the rack and ensure that the spot attached to the cloth, if any, is in good condition.
- E. 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.

## 6.15. Shot Clock Procedures

Spring 2022 update: There are a number of wording changes in this section due to new BCAPL rules; please read carefully. However, there are no substantial differences in SFPA gameplay or processes compared to last season.

- A. There is normally no time limit for you to take a shot. However, a referee may implement a shot clock if they judge that you are delaying a match unnecessarily or in an unsportsmanlike manner, or if event officials require that a match proceed at a faster pace. (AR p. 84, 107)
- B. 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 shot clock.
- C. Shot clock procedures are:
  - a. The shot clock does not apply to the first shot after the break in any game.
  - b. During a player's inning, the shot clock starts when the previous shot ends and runs for 60 seconds or until cue tip to cue ball contact begins the next shot. If a player has ball in hand, the player must not delay in retrieving the cue ball and the shot clock starts when the player has possession of the cue ball and any spotting of balls or racking is finished. Should an object ball need to be replaced, said ball shall be promptly replaced prior to the start of the shot clock.
  - c. Each player is permitted one 60-second extension per rack. To use an extension, the player must verbally announce "extension" to the referee.
    - i. **SFPA exception:** Previous rule does not apply. There are no extensions.
  - d. 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."
  - e. The shot clock will pause if play is stopped to summon a referee, and will start again when the referee authorizes the player to shoot. In a game in which a referee is presiding, the shot clock will pause if play must be delayed to allow the referee to take up a position, examine the table, or for any other administrative stoppage. In either case (referee presiding or not), after an administrative stoppage the shot clock may, at the referee's discretion, be reset before authorizing the player to shoot.
  - f. A shot clock violation is a foul.
- D. **SFPA note:** In regular Tuesday night play, either captain may impose the shot clock rule in the following manner:
  - a. 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.
  - b. 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.
- E. **SFPA note:** In summary: When the shot clock is in use, 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 reset to a new 60 seconds at the end of the time out.

## 6.16. Calling Ball and Pocket

This rule applies only to games designated by specific game rules as Call Shot games. (AR p. 74, 82, 85)

- A. You must designate the called ball and the called pocket before each shot. You may make the designation verbally or by a clear, unambiguous gesture. You are not required to call obvious shots. You are not

required to indicate incidental kisses and caroms, or incidental cushion contacts that do not constitute bank shots or kick shots. Not all kisses, caroms and cushion contacts are incidental. If a dispute arises as to whether a shot was obvious based on such contact, the referee is the sole judge. (AR p. 74, 82)

- B. You may only call one ball on a shot. If you call more than one ball, or if you use any conditional phrase such as “just in case” concerning possibly pocketing more than one ball, your inning ends after the shot regardless of whether you pocket any ball. Any ball pocketed on such a shot is an illegally pocketed ball. Your opponent accepts the table in position.
- C. 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.
- D. 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.
- E. 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.
- F. When the game winning ball is your legal object ball, if you pocket the ball on a shot defined as not obvious but fail to call the shot: your inning ends, the ball is spotted, and the incoming player must accept the table in position. Exception: This rule does not apply to 8-Ball.
- G. If you do not call a shot defined as not obvious and you pocket any ball on such a shot, your inning ends. The incoming player accepts the table in position.
- H. A shot that was obvious prior to the shot will count for the player 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.
- I. **SFPA note:** The BCAPL definition of an obvious shot is one in which the non-shooting player has no doubt as to, or does not question, the ball and the pocket. A shot in which the cue ball has a clear path to the object ball and the object ball has a clear path to the 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;
  - e. any shot judged as not obvious by the referee.

## 6.17. Calling a Safety

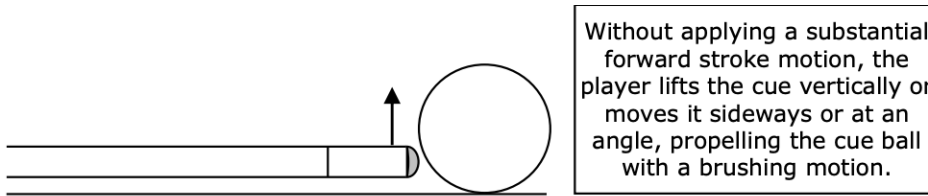
**Spring 2022 update: This is a new BCAPL rule and contains a new SFPA exception.**

- A. This rule applies to 8-Ball and 14.1 Continuous. If playing a safety, you must communicate with your opponent in a clear and unambiguous manner. Safeties must be called verbally – gestures are not sufficient, no matter how clear they may appear.
  - a. **SFPA exception:** Preceding rule does not apply. Safeties can be called non-verbally, but players should ensure this is done in a clear and unambiguous manner.
- B. The non-shooting player has responsibilities when a safety is called, and should acknowledge a called safety in a clear and unambiguous manner. If a dispute arises as to whether a safety was called, the referee is the sole judge.



## 6.18. Legal Stroke

You must use a legal stroke. Any lifting, sideways, or other brushing motion of the cue, such that the force that propels the cue ball does not primarily result from a forward motion of the cue as defined under "Legal Stroke", is a foul (see following Diagram, AR p. 30).



**SFPA note:** The BCAPL definition of a legal stroke is 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.

## 6.19. Legal Shot

- A. For a shot to be legal, the first ball contacted by the cue ball must be a legal object ball, or a simultaneous hit with a legal and illegal object ball may occur. After that contact:
  - a. any object ball must be pocketed, or;
  - b. any object ball or the cue ball must contact a cushion.It is a foul if one of those requirements is not met.
- B. If the ball used to meet the cushion contact requirement of Rule 1-19-1-b is declared frozen to a cushion at the beginning of the shot, then that ball must leave the cushion it is frozen to and then:
  - a. contact a cushion other than the one to which it was frozen, or;
  - b. contact another object ball before it contacts the cushion to which it was frozen.
- C. The shot detailed in Diagram 5 (AR p. 30) meets the requirements of the previous paragraph and is legal.
- D. An object ball is not considered frozen to a cushion unless it is declared frozen immediately prior to the shot and before the player is down on the shot.
- E. Contacting a ball frozen to a cushion does not constitute contacting that cushion.

## 6.20. Cue Ball Frozen to the Object Ball or Cushion

- A. The cue ball is not considered frozen to an object ball or cushion unless it is declared frozen immediately prior to the shot.
- B. 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.
- C. 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.
- D. Despite the legality of the stroke with respect to the cue ball and frozen ball or cushion, the presence of one or more other object balls or a cushion nearby a frozen cue ball or object ball may create the possibility of a violation of a double hit involving the cue ball and the nearby ball or cushion.
- E. Shooting the cue ball away from an object ball that is frozen to the cue ball does not constitute contacting that object ball.
- F. **SFPA note:** Only the players of a match can call a ball frozen and only the players may ask for others to verify.

## 6.21. Penalties for Fouls

- A. If you commit a foul, or otherwise violate the rules, you are penalized according to the General Rules and the specific rules of the game being played.
- B. Unless otherwise stated in the General Rules or specific game rules, if you commit a foul or otherwise violate the rules: your inning ends and your opponent receives ball in hand.
- C. Some fouls specify a warning for the first offense during a match. However, if you continually commit such fouls from match to match, it may be considered unsportsmanlike Conduct and the penalties for the first offense of those fouls may be more severe.

## 6.22. Successive Fouls

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

- A. 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.
- B. When you are on one foul, if your next shot is legal, your successive foul count resets to zero. If you fail to make a legal shot, your successive foul count is two (referred to as “on two fouls”.) You also incur the normal penalty for the second foul.
- C. When you are on two fouls, if your next shot is legal, your successive foul count resets to zero. If you fail to make a legal shot, your successive foul count is three and you incur the penalty indicated by specific game rules. After the penalty, your successive foul count resets to zero.
- D. When your opponent is on two fouls: before your opponent shoots, you or a referee must warn them that they are on two fouls, and they must acknowledge the warning. If the warning is not issued and they foul on their next shot:
  - a. it is not considered a third successive foul;
  - b. they incur the normal penalty for a foul, but not the penalty for three successive fouls;
  - c. their foul count remains at two.

## 6.23. Calling Fouls / Fouls Not Called

Spring 2022 update: This is a new BCAPL rule and contains a new SFPA exception.

- A. A foul may only be called by a player playing in the game or by a referee that has been properly called to the table. See Rule 6.39, Coaching, for more information concerning exceptions in team play. (AR p. 89)
  - a. **SFPA exception:** Preceding rule does not apply. A player’s teammates are allowed to alert him/her to a foul that has occurred.
- B. 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.

## 6.24. Multiple Fouls

If you commit more than one foul during a shot, only the foul that carries the most severe penalty is enforced. However, unsportsmanlike conduct may be penalized in conjunction with any foul or violation. (AR p. 90)

## 6.25. One Foot on the Floor

- A. 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.
- B. **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.

## 6.26. Balls in Motion

It is a foul if you shoot while any ball on the table is in motion. A spinning ball is in motion.

## 6.27. Scratch

It is a foul if you scratch.

## 6.28. Jumped Balls

It is a foul if you cause any ball to be jumped off the table. (AR p. 90)

## 6.29. Push Shot

- A. It is a foul if you shoot a push shot.
- B. **SFPA note:** The BCAPL definition of a push shot is a shot in which the cue tip maintains contact with the cue ball longer than the momentary contact allowed for a legal stroke.

## 6.30. Double Hit

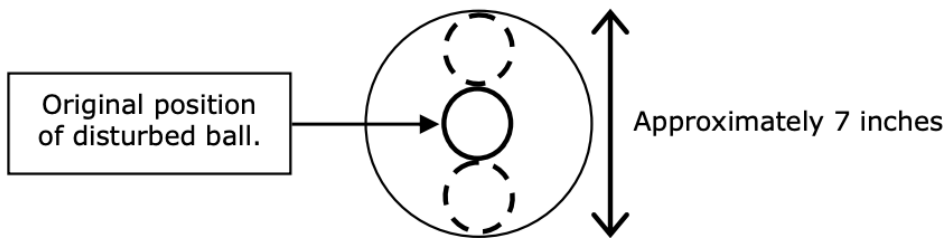
- A. It is a foul if your cue tip strikes the cue ball more than once on a single shot. (AR p. 90)
- B. It is a foul if your cue tip is still in contact with the cue ball when the cue ball strikes an object ball. However, such a stroke may be considered legal if the object ball is legal and the cue ball strikes it at a very fine angle.
- C. **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 general rule about Use of Equipment), 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.

## 6.31. Miscues

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

## 6.32. Disturbed Balls (Cue Ball Fouls Only)

- A. During a game, it is not a foul if you accidentally touch or move a single stationary object ball with any part of your body, clothing or equipment, unless the disturbed ball has an effect on the outcome of the shot. (AR p. 91)
- B. "Effect on the outcome of the shot" means that either the disturbed ball contacts any ball set in motion as a result of the shot, or that the base of any ball set in motion as a result of the shot passes through the area originally occupied by the disturbed ball. That area is defined as a circle approximately seven inches in diameter centered on the position originally occupied by the disturbed ball (see following Diagram).



- C. If a disturbed ball has no effect on the outcome of the shot, your opponent has the option to leave the disturbed ball where it came to rest or to restore it to its original position before the next shot. If the disturbed ball is to be restored, a referee may restore it, your opponent may restore it, or you may restore it with your opponent's permission. It is a foul if you touch or restore the disturbed ball without your opponent's permission.
- D. It is a foul if a disturbed ball has an effect on the outcome of the shot. Your opponent has no restoration option.
- E. 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.
- F. If a single disturbed ball falls into a pocket with no effect on the outcome of a shot, your opponent has the restoration option. However, if the disturbed ball is designated by specific game rules as the game-winning ball, it must be restored. If the game-winning ball is disturbed and falls into a pocket when there is an effect on the outcome of the shot, it results in loss of game.
- G. 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.
- H. Your opponent has no restoration option. If the game-winning ball is disturbed in conjunction with a violation of (a) through (d) and falls into a pocket, it results in loss of game.

### 6.33. Jump Shots and Massé Shots

- A. Jump shots are legal shots. However, it is a foul if you intentionally cause the cue ball to rise off the bed of the table by "digging under" or "scooping" the cue ball with the cue. If such a motion is unintentional, it is considered a miscue, and not a foul in and of itself. (AR p. 90)
- B. If you attempt to jump over or massé around an impeding illegal object ball then Rule 1-33, Disturbed Balls, does not apply to the impeding ball for that shot. If the impeding illegal object ball moves during the stroke, it is a foul regardless of whether it was moved by your equipment or any part of your body.

### 6.34. Position of Ball

The position of a ball is determined by its base.

### 6.35. Shooting with Ball in Hand Behind the Head String

- A. 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. (AR p. 95)
- B. It is a foul if, before contacting the first object ball, the first cushion contacted by the cue ball is behind the head string.

- C. When you have ball in hand behind the head string, it is a foul if you place the ball outside of the kitchen and shoot.

**SFPA exception:** Shooting from behind the head string is not required.

### 6.36. Ball in Hand Placement

- A. When you have ball in hand, you may use your hand or any part of your cue, including the tip, to position the cue ball. If you use your cue to place the cue ball, any action that would be a legal stroke will be considered a shot, and must meet the requirements of a legal shot or it is a foul. (AR p. 81, 96)
- B. Once you have picked up or moved the cue ball to take ball in hand, it remains in hand until it is contacted by the tip on your next stroke. You may place the cue ball, pick it up or move it again, and replace it successive times until you take that stroke. (AR p. 96)
- C. Immediately after a foul, when you are picking up or moving the cue ball the first time to take ball in hand (as opposed to placing the cue ball or picking it up again for successive placements before the next shot), the provisions of the Disturbed Balls rule apply to touching or disturbing a single object ball with the cue ball or your hand. You may request that a referee pick the cue ball up for you immediately after a foul. (AR p. 96)
- D. When placing or moving the cue ball, it is a foul if you touch or disturb any object ball with the cue ball or your hand that holds the cue ball. Your "hand" is defined as including the wrist up to a point where a wristwatch would normally be worn. Your opponent has no restoration option.

### 6.37. 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.

### 6.38. Deliberate Foul

During a game, it is a deliberate foul if you commit any of the following acts, whether shooting or not. In addition to the penalties under the General Rules and specific game rules, you incur additional penalties if indicated, and upon the first violation you will receive a mandatory warning that second and subsequent violations of the same subsection during the match will be penalized by loss of game.

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

game-winning ball, if any deflected object ball contacts any other ball, or if more than one ball is moved.

- D. Placing hand in pocket: It is a deliberate foul if you catch any ball that is falling into a pocket, or place your hand into a pocket while any ball in play is in motion near that pocket. (AR p. 97)
  - a. Penalties: First violation of (d): if the cue ball, ball in hand. If an object ball, your opponent may have the ball placed along the lip of the pocket, pocketed, or left in position. However, it is loss of game if the ball involved is the game winning ball. (8-Ball exception for first violation: if the 8-ball is involved and it is the break shot, it is not loss of game).

**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's Unsportsmanlike policy. In WCC qualifying tournaments, the above violations will apply.

### 6.39. Coaching

- A. During your match, it is a foul if you ask for, or intentionally receive, assistance in planning or executing any shot.
- B. It is a foul if you receive unsolicited assistance from a spectator associated with you (e.g., spouse/partner, relative, teammate). "Assistance" includes being alerted to an opponent's foul.
- C. If you are not aware of an opponent's foul, and you are alerted to the foul by unsolicited information from a spectator not associated with you, the foul is not enforceable but you do not incur any additional penalty. Exception: In scotch doubles or team play, a violation of the No Practice Allowed During Match rule may be called on any member of the opponent's team by any member of the offended team, regardless of whether they or the offending player are at the table or involved in a game. Other modifications of this rule concerning team or doubles play may be made by the Administrative Authority.
- D. Any spectator not associated with you who offers any significant unsolicited assistance to you, whether verbal or non-verbal, will be warned against further interruptions or removed from the area.
- E. The Administrative Authority of the event may modify this rule for team or doubles play. (AR p. 97)

**Spring 2022 update:** In response to new, more expansive BCAPL language in this section, the following exception applies:

**SFPA exception:** During team matches and most tournaments, players may not receive coaching during their inning at the table, but may receive coaching during their opponent's inning. (The Luby Invitational tournament allows unlimited coaching at any time.) See Section 3.6.G for more information on coaching and time-outs.

### 6.40. Non-Shooting Player Requirement

**Spring 2022 update:** Sections B and C are new BCAPL rules and Section B contains a new SFPA exception.

- A. It is unsportsmanlike conduct if you intentionally distract your opponent or interfere with their play. (AR p. 82, 98, 99)
- B. The non-shooting player has an obligation to pay attention to the game on the table, which includes clearly and unambiguously acknowledging called shots and safeties. In the event of a dispute over whether a shot or safety was properly called, the referee is the sole judge.
  - a. **SFPA exception:** See Section 3.7 for how to resolve disputes and protests.
- C. If asked, the non-shooting player must provide information to you concerning the game on the table (e.g., who has which group in 8-Ball, or whether they committed a foul, etc.). If, as the non-shooting player, you do provide information to your opponent, you must do so in good faith and, to the best of your ability, provide correct information. The non-shooting player is not protected by the Player Responsibility rule from giving incorrect information, and may incur penalties by giving incorrect information. (AR p. 98)

## 6.41. Concession of Game

- A. You must not concede any game at any time for any reason. "Concede" means that, as a result of any verbal or non-verbal action, you lead your opponent to believe that you are awarding them the game before its normal conclusion on the table. Before a game has ended, you must refrain from making any statements such as "good game", etc., or any other verbal inference that the game is over or that your opponent is certain or likely to win. You must also refrain from any similar non-verbal action, such as putting away your cue or accessory items, beginning to mark a score sheet, changing clothes, retrieving or juggling coins or tokens, etc. Whether or not you have conceded a game is determined solely by the referee's judgment.
- B. If you concede a game, in addition to losing that game you will receive a mandatory warning against further concessions. A second violation results in the loss of the conceded game and an additional deduction of one game from your score (if you have zero games, your score would be "minus one game") and a final mandatory warning. A third violation results in loss of match. In team play, any member of the team may commit the second or third violations. (AR p. 98)
  - a. **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.
- C. In the absence of any act by your opponent judged to be a concession under Part 1 of this rule, you must not assume that your opponent has conceded the game. If you disturb the position of the table in such a situation, then you are charged with a concession violation. (AR p. 98)
- D. If you disturb the position of the table in an act that presumes the game is over before it is actually over, such as gathering balls together to rack the next game, you lose the game. (AR p. 98)

## 6.42. Concession of Match

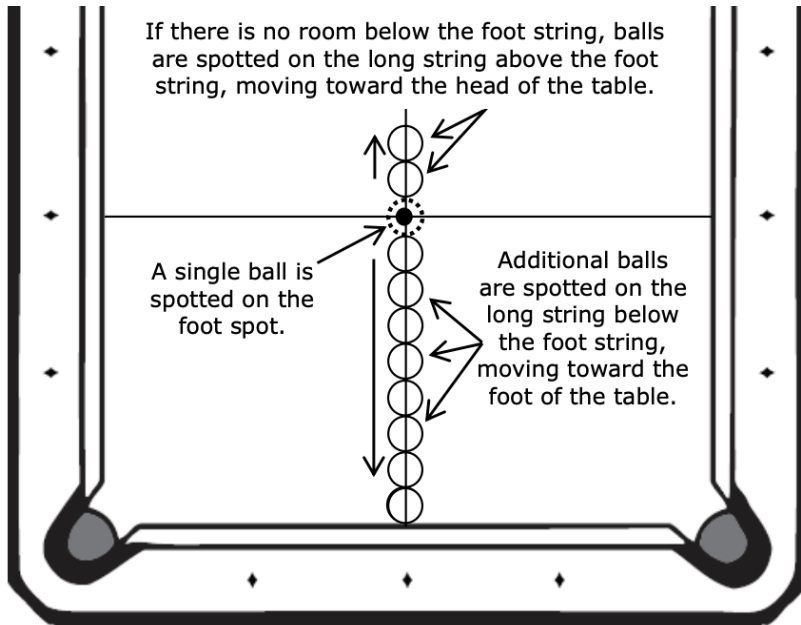
When your opponent is on the hill, if you make a motion to unscrew your playing cue during your opponent's inning you lose the match. (AR p. 99)

## 6.43. Unsportsmanlike Conduct

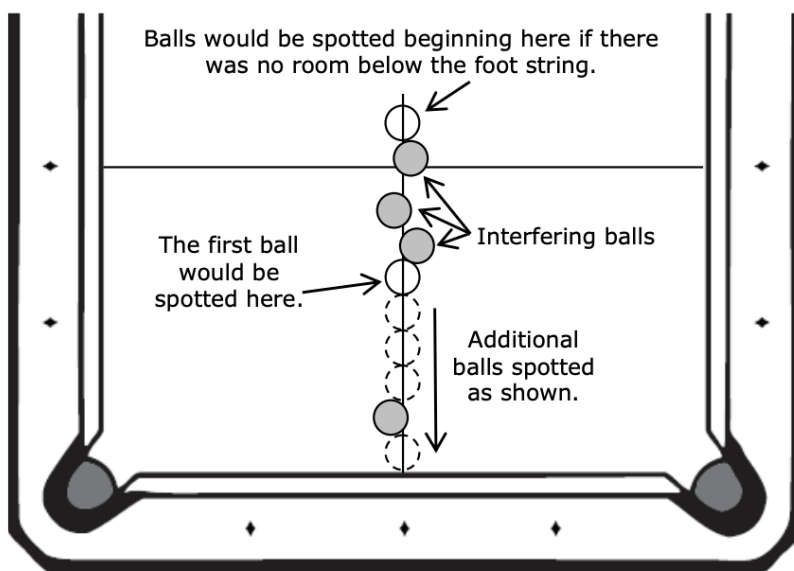
- A. You must not commit any act that is unsportsmanlike in nature. This includes, but is not limited to: actions that are embarrassing, disruptive, or detrimental to other players, spectators, referees, event officials, or the sport in general, or any act that makes a travesty of the game. Offering to gamble with opponents or spectators during your match is specifically defined as unsportsmanlike conduct. (AR p. 99)
- B. You are responsible for your actions at all times while you are present at the event venue, whether playing or not.
- C. You may be penalized for unsportsmanlike conduct with or without warning. Penalties for unsportsmanlike conduct are at the discretion of the referee or other designated event officials, and may vary based upon the referee's or event official's judgment of the severity and nature of the unsportsmanlike act. A player's pattern of behavior from prior events may also be considered.
- D. A foul with a specified progression of penalties may have a more serious penalty applied early in the progression if it is committed willfully or in an unsportsmanlike manner, or if it is committed intentionally in consecutive matches.
- E. Unsportsmanlike conduct warnings and penalties carry forward and are cumulative during the entire event.
- F. Disqualification from any CSI event for unsportsmanlike conduct will result in forfeiture of any prize money, trophy, or award won by that player or team. In addition, any championship recognition will not be entered in the official records of the event.

## 6.44. Spotting Balls

- A. Balls to be spotted are placed on the long string with the number facing up. A single ball is placed on the foot spot. If more than one ball is to be spotted, they are placed on the long string in ascending numerical order, beginning on the foot spot and moving toward the foot of the table. See following Diagram.



- B. If other balls interfere with spotting, the ball(s) to be spotted will be placed on the long string below the foot spot, but as close as possible to the foot spot, without moving the interfering balls. If there is no space available on the long string below the foot spot, they will be placed on the long string above the foot spot, but as close as possible to the foot spot, without moving the interfering balls. See following Diagram.





- C. Whenever possible, spotted balls will be placed frozen to interfering object balls or other spotted balls. If the cue ball is the interfering ball, the spotted ball will be placed as closely as possible to the cue ball without being frozen to it. (AR p. 101)

## 6.45. Jawed Balls

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

## 6.46. Non-Player Interference

If balls move because of the action of a non-player or other influence beyond the control of the players, a referee will restore the balls as nearly as possible to their original positions and play will continue. If the interference occurs during a shot and has an effect on the outcome of the shot, the player shoots again after the restoration. In either case, if the referee judges that restoration is not possible, the game will be replayed with the player who broke the game breaking again. Balls moved under such circumstances do not meet the definition of disturbed balls and the Disturbed Balls rule does not apply. (AR p. 101)

## 6.47. Balls Settling or Moving

- A. 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.
- B. 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.
- C. If a ball is hanging on the lip of a pocket and falls into that pocket by itself after being stationary for five seconds or longer, it will be replaced as closely as possible to the position it was in prior to falling. The five-second count does not begin until all balls in play have stopped moving. Whether the player remains at the table does not affect the five-second period.
- D. If a hanging ball drops into a pocket by itself while balls are in motion during a shot, the ruling depends on the ensuing action of the balls:
  - a. If no ball passes through the area originally occupied by the hanging ball, it is restored and play will continue.
  - b. If the cue ball, before contacting another ball, passes through the area originally occupied by the hanging ball and, without contacting any other balls, either scratches or remains on the table, both the cue ball and the object ball are restored to their prior positions and you shoot again. (AR p. 101)
  - c. If the shot is legal and any ball passes through the area originally occupied by the hanging ball, including the cue ball with or without scratching, and any other balls are contacted by such a ball at any point during the shot, a referee will attempt to restore the position prior to the shot and you shoot again. If restoration is not possible, the game will be replayed with the player who broke the game breaking again. (AR p. 101)
  - d. If the shot is illegal because the cue ball first contacts an illegal object ball before it or any other ball passes through the area originally occupied by the hanging ball, it is a foul. The incoming player accepts the object balls in position. If the hanging ball is designated by specific game rules as the game winning ball it must be restored, otherwise it is not restored.

# 7. BCAPL 8-BALL RULES WITH ASSOCIATION'S EXCEPTIONS

## 7.1. The Game

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

## 7.2. 8-Ball Rack

The balls are racked as follows (see Figure 2-1): a. in a triangle with the apex ball on the foot spot (AR p. 84); b. the rows behind the apex are parallel to the foot string; c. the 8-ball is in the middle of the row of three balls; d. the remaining balls are placed at random, except that the ball at each rear corner of the rack must be of a different group from the other rear corner (the left/right orientation those two balls does not matter). (AR p. 102)

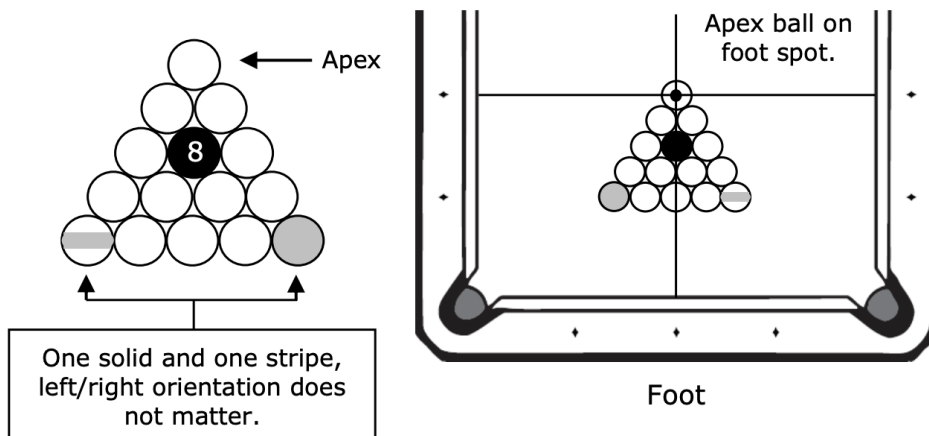


Figure 2-1

## 7.3. Break Requirements

- A. You begin the break with ball in hand behind the head string. The break is not a called shot, and you may not call a ball or a safety on the break. There is no requirement for the cue ball to contact any particular ball first. You must legally pocket a ball or cause at least four separate object balls to contact one or more cushions or it is an illegal break. If you legally pocket a ball, you continue to shoot. If you do not legally pocket a ball or you commit a foul, your inning ends. (AR p. 102)
- B. If you intend to break softly, you must notify your opponent and allow them the opportunity to call a referee to watch your break. If you fail to notify your opponent you will receive a mandatory warning on the first offense. Second and subsequent offenses are fouls.
- C. If your break is illegal, with or without a foul, your inning ends. Your opponent may:
  - a. re-rack the balls and break;
  - b. require you to re-rack the balls and break again
  - c. The game cannot continue until there is a legal break. If your opponent's break is illegal and there is also a foul, the illegal break takes precedence and you must choose either option (a) or (b) above.

- D. If you foul on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed object balls remain pocketed. Your opponent receives ball in hand anywhere on the table.
- E. In all cases on the break, jumped object balls other than the 8-ball are not returned to the table except in the case of a re-rack. If the 8-ball is jumped it is spotted.

#### 7.4. 8-Ball Pocketed on the Break

- A. If you pocket the 8-ball on the break and do not foul, you may (AR p. 102):
  - a. have the 8-ball spotted and accept the table in position;
  - b. re-rack the balls and break again.
- B. If you pocket the 8-ball on the break and foul, your inning ends. Your opponent may:
  - a. have the 8-ball spotted and take ball in hand anywhere on the table;
  - b. re-rack the balls and break.
- C. 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.

#### 7.5. Table Open After the Break

The table is always open on the shot after the break and remains open until groups are established. When the table is open, all object balls except the 8-ball are legal object balls. For combination shots, a ball of one group may be contacted first to pocket a ball of the other group. The 8-ball may be part of such a combination if it is not the first ball contacted by the cue ball.

#### 7.6. Establishing Groups

- A. Groups are established when the first object ball is legally pocketed on a shot after the break. The player legally pocketing the first ball is assigned that group, and the opponent is assigned the other group. You cannot establish a group on a safety. (AR p. 102)
- B. 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.
- C. Once they are established, groups can never change for the remainder of that game. If a player shoots the wrong group and no foul is called before the next shot and the player continues to shoot at that group, or if at any time during the game it is discovered by either player or a referee that the players are shooting the wrong groups, the game will be replayed with the player who broke the game breaking again. If a game has ended and then the players realize they shot the wrong groups, the game is not replayed and the result stands.

#### 7.7. Continuing Play

- A. Once groups are established, play continues with each player having their group as legal object balls. Balls in your opponents' group and the 8-ball are illegal object balls. When it is your inning, you continue to shoot as long as you legally pocket a ball on each shot. Object balls pocketed in addition to the called ball remain pocketed. Your inning ends if you do not legally pocket a ball.
- B. Jumped object balls and illegally pocketed balls are not returned to the table but do count in favor of the player with that group.

## 7.8. Safety Play

Prior to any shot except the break, you may declare a safety. On a safety, your inning ends after the shot regardless of whether you pocket any ball. If you do not declare a safety and you pocket a ball on an obvious shot, your inning continues and you must shoot again. A safety must meet the requirements of Rule 1.19, Legal Shot, or it is a foul. (AR p. 77, 103)

## 7.9. Shooting the 8-Ball

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

## 7.10. Loss of Game

You lose the game if:

- A. you illegally pocket the 8-ball; (AR p. 103)
- B. you jump the 8-ball off the table on any shot other than the break;
- C. you pocket the 8-ball on the same shot as the last ball of your group;
- D. you violate any General Rule that requires loss of game as a penalty;
- E. you pocket the 8-ball on a shot defined as not obvious that you do not call (the general Calling Ball and Pocket rule does not apply to 8-Ball);
- F. you commit a foul under the general Disturbed Balls rule and the 8-ball falls into a pocket.

## 7.11. Stalemate

If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game on that shot, or that the game is not progressing because the position of the table has not significantly changed through three consecutive innings by each player, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again. (AR p. 104)

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

# 8. BCAPL 9-BALL RULES WITH ASSOCIATION'S EXCEPTIONS

## 8.1. The Game

9-Ball is played with a cue ball and nine object balls numbered 1 through 9. You shoot the balls in ascending numerical order, continuing to shoot as long as any ball is 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.

## 8.2. 9-Ball Rack

The balls are racked as follows (see Figure 3-1): a. in a diamond shape with the 1-ball as the apex ball on the foot spot (AR p. 84); 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.

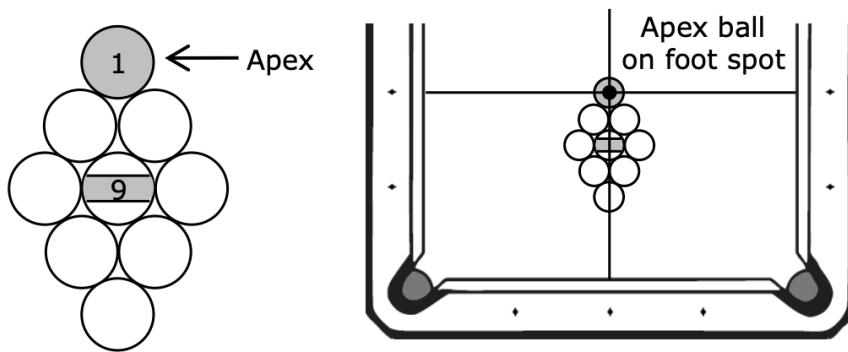


Figure 3-1

### 8.3. Break Requirements

- A. 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 legally pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.
- B. Jumped object balls other than the 9-ball are not returned to the table. If the 9-ball is jumped, it is spotted.
- C. 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.

### 8.4. Push-out After the Break

- A. 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 first, or any object ball at all;
  - c. no ball has to contact a cushion
  - d. all other rules and fouls still apply.
- B. 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.
- C. After a push-out without a foul, your opponent may:
  - a. accept the table in position and shoot;
  - b. require you to shoot again with the table in position. If you push-out and foul, your opponent receives ball in hand.

### 8.5. Continuing Play

- A. 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 (AR p. 103);
  - d. other jumped object balls and illegally pocketed balls are not returned to the table.

- B. 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.
- C. The game is won by the player who legally pockets the 9-ball.

## 8.6. Three Successive Fouls

You lose the game if you commit three successive fouls in one game.

## 8.7. Stalemate

If a referee judges that the game is not progressing because the position of the table has not significantly changed through three consecutive innings by each player, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again. (AR p. 103)

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