

**Metro BCA Pool League**  
**Official Pool League Rules**  
**Fran Smith, Director**  
**(619) 871-0151 cell**

**Ball in Hand \*\*REVISED\*\* 9-4-08**



**TEAM**

1. Each team will consist of 4 players who are at least 21 years of age and able to prove it. The league operator must be given the name (as it appears on driver's license), address, phone number and email address of all team members AND subs.
2. A minimum of 2 players, both team members (not subs), are required to start a match. Games missed by a late player are forfeited. The late player may play his/her remaining games. It is up to the team that is ready to play to allow a late player on the opposing team up to his game in the 2<sup>nd</sup> round to "catch up"
3. Once a player has started the first game, only that player can play the remaining games (this also applies for subs). If a Player must leave, every effort should be made for allowing all their games to be played early. If a player must leave and can not play the remainder of scheduled games, the missed games are forfeits.
4. A player can be a permanent member of only one league team. A sub can only SUB for one team. A sub will be allowed to join another team as a permanent member.
5. Team captains must identify subs by their full name on the score sheet. A regular team member for whom a sub is used is responsible for the match fee. The regular team member will be credited with the subs wins.
6. No new regular team member may be added to the team beginning with the last 3 weeks of the regular season (including make up matches). Only players who have previously subbed for the team may be used in the last 3 weeks of the season (including make up matches).

A "dropped" team will only be replaced if they drop out in the first half - AND - a replacement team is ready to start by the 3<sup>rd</sup> week thereby requiring a maximum of 2 make up matches to play. These make up matches MUST be completed within 4 weeks. If either team involved in the make up does not co-operate in getting the match completed then they will forfeit. If the 2 teams cannot agree on a time & place for a make up match then the league operator will assign a date, time & place and "no shows" will forfeit.

If a team drops out in the first half then we will continue to "pay for the 16-0 forfeit" until the start of the second half. If the team drops in the second half, we will continue to pay through the end of the season.

We will go back and make "16-0 forfeit" adjustments to the teams that had already played the dropped team.

The week FOLLOWING your scheduled match with a dropped team each of your team members will be allowed their 2 "breaks" in order to try for table run or 8 ball break money. This must be accomplished in front of the opposing team captain.

### **THE GAME: CALL POCKET 8-BALL, BALL IN HAND**

7. A red circle cue ball is to be used for all matches. One red circle ball will be issued, at league expense, to each Team Captain. It is their responsibility to make it available every week. If it is lost (from wherever it is kept) then they will need to replace it at their own expense.

8. The ball being played and the pocket you are playing it in should be called unless it is obvious. A ball that misses the pocket but then goes around the table and goes in the called pocket is a legal shot. The 8-Ball's pocket should always be called.

9. We play **ALL BALL FOULS & ALL FOULS ARE BALL IN HAND.** You may not touch or have your clothing touch any balls on the table during the act of shooting (whether it moves or not). The player with "BALL IN HAND" may place the cue ball anywhere on the table and may shoot at his ball in any direction. In the case of any moved balls, the incoming player will have the option of leaving them where they lie or replacing them where they were before being moved.

10. **FOULS :** If a dispute over a foul or a good shot occurs between the two shooters, which cannot be resolved by the shooters, **THE GAME IS TO BE PLAYED OVER.** If one player will not replay the game, he loses the game. If both players will not replay the game, it is not counted, resulting in a 15 game match.

**NOTE – SPLIT HITS:** A "split" hit is a bad hit unless both balls contacted are in your "set" of balls or in an "open" table situation. In an open table situation you may not use the 8 ball in a split hit. The 2 players may elect a third party to watch a "close" hit then they must abide by the third party's call.

**NOTE – BALLS ON THE FLOOR:** If your ball jumps off the table, it gets spotted. If your opponents ball jumps off the table it is pocketed. If the 8-Ball jumps off the table it is loss of game for the shooter.

### **NOTE – PUSH SHOTS, DOUBLES KISS SHOTS, JUMP SHOTS & MASSE SHOTS:**

- a. Hitting the cue ball twice (double-kiss) is a foul.
- b. Push shots are fouls – this is where the cue ball is frozen to the object ball and you attempt to shoot through the cue ball & object ball with a level cue stick.. CAUTION: if you try to avoid being called for a "double hit" on the cue tip by simply elevating your cue stick you could still be called for a double hit on the ferrule.
- c. Jump Shots & Masse shots will be allowed **PROVIDED** that the bar allows them in their establishment. Look for a sign in the bar or ask the home team captain. If they are not allowed and you attempt to shoot a jump or masse shot it will be a foul & ball in hand for your opponent

11. A "safety" may be played to "hook" your opponent or leave them bad. A legal hit - the first ball you contact must be one of your balls - followed by ANY ball hitting a rail or being pocketed. You may also call a "safety" then pocket one of your balls and give up your turn at the table.

12. Breaks and racks will be according to the score sheet.

13. The game starts when the cue ball comes in contact with **any** ball in the rack:
  - a. The person breaking may ask for a re-rack.
  - b. No “soft” breaks allowed – 4 object balls must hit a rail.
  - c. Both players must agree to re-rack miss-cue breaks, with the same shooter breaking.
  - d. The table will be “OPEN” after the break and the shooter will be allowed to shoot at either stripes or solids even if only 1 stripe or 1 solid was made on the break. In order to “claim” either “set” of balls you must make a legal called shot after the break – if you miss your called shot then the table is still open for your opponent..
  - e. If breaker makes no balls or scratches on the break, an “open table” exists for his opponent.
  - f. If the breaker misses or fouls the next shot after the break (open table), it becomes his opponent’s turn with an “open table” (and ball in hand if there was a foul).
14. Any ball made in a pocket other than the pocket called, or pocketed on a bad hit or any other foul, remains pocketed. Any additional balls pocketed during a good shot also remain pocketed and the player continues shooting. If the 8 ball is pocketed while making a good shot on another ball, it is loss of game for the shooter.
15. The 8 ball made in a pocket other than the pocket called, pocketed at any time out of turn, or pocketed when any foul has occurred, is loss of game for the shooter. Scratching when shooting at the 8 ball is automatic loss of game.
16. Coaching from any person (talking to a player about their game, during their game) is NOT allowed. The opposing captain is to be warned once. If the coaching continues it will be a loss of game for the player being coached.
17. Any object intentionally thrown onto the table by any team member during a game, will result in a loss of game for the shooter on that players team.
18. Picking up any ball (including the cue ball) by a player or a team mate, during a dispute over a shot or foul, will be a loss of game for that teams player.
19. The home team is responsible for keeping bystanders from distracting or coaching all players. The visiting team should express their concern. Repeated expression of concern may result in a loss of the match or replaying the match at the league director’s discretion.
20. Balls “hanging” in a pocket;
  - a. If the ball is not the shooters ball, and it falls in at any time during the game while not being struck by another ball, it remains pocketed.
  - b. If it is the shooters called ball, at least 20 seconds should be allowed to pass. If it falls the same player shoots again. After the allowed time has passed the opposing player may begin his turn. If it falls after the opposing player has shot, it remains pocketed and does not affect the game (opposing player continues his turn).
  - c. If the ball is the 8 ball and it falls within the 20 second time period, it is a good shot and a win for the shooter. If it falls in after the 20 second time period, or after the opposing player has

shot, with out being struck by another ball, the game is to be played over.

21. (purposely left blank)
22. Making the 8 ball on the break with out scratching or knocking the cue ball off of the table is a win for the player breaking.
23. Fouls may ONLY be called by the two players shooting and must be called before the player takes his next shot. Fouls may only be called because the opposing player SAW the foul and not after being told by someone else of the foul.
24. Fouls do not have to be called. However, once a valid foul has been called by an opposing player, the player calling the foul MUST take the turn.
25. The league will pay \$5.00 for an 8 ball on the break win and \$8.00 for a table-run. To qualify for a table-run, all 15 numbered balls must be on the table when the player begins shooting. This applies to all match games including tie-breaker games. Subs are eligible for this money. Prize money for 8 ball breaks and table runs will be paid on the night it was won by the home team captain. If all match money is depleted before all pay-outs are made, the name of the player and the amount due is to be noted on the score sheet and the money will be paid from the league office.

### THE MATCH

26. Starting time for the match is 7:30 P.M. If either team can not field the required players, the opposing team has the right to declare a forfeit (see rule 2). Any extension of the starting time is the option of the team that is ready to start.
27. The league fee is **\$8.00** per player per match. – **NO CHECKS WILL BE ACCEPTED**
  28. **MAKE-UP MATCHES** - Any team desiring to reschedule a match must contact the opposing team Captain and the League Director at least 48 hours before the match to negotiate a make-up match. The League Director MUST be advised of the date, time & place of the make-up AND of any updates or changes to the original plans. Failure to do so may result in a forfeit.
29. Team captains are responsible for managing the team for their sponsoring establishment. The home team captain is responsible for the accuracy of the score sheet, collection of the match fees and delivery of both to the league director or designated drop off point. Both team captains are to sign the score sheet.
30. Forfeited matches require payment of fees by both teams. Byes do not require payment of fees. For the forfeiting team the fees keep them in the league and provides 4 wins for the team. The team that wins by a forfeit to an active team will receive a 12-4 score and each player will receive 3 individual wins. (also see rule #6 regarding dropped team forfeits)
31. Match wins will be determined by the most games won. In the event of a tie, a tie-breaker game

will be played by a permanent team member (not a Sub) selected from each team. The 2 selected players will “lag” to determine who will break. This game determines the match winner only. This game IS eligible for 8-ball break and table run money.

## THE LEAGUE

32. The home team sponsor will make the table that is used for the match available, at no cost, to the visiting team at 7:00 P.M. & the home team captain will provide the red circle cue ball
33. At the beginning of the third round, the host bar will provide the visiting team PLAYERS a complementary round of the same drinks they have been purchasing.
34. Team standings will be determined by match wins at the end of the season. If there is a tie at any level, the tie-breaker will be determined as follows:
  - a. Most game wins (excluding tie-breaker wins).
  - b. Match wins the teams had playing each other.
  - c. Total games won in the matches between the teams.
  - d. Most tie-breaker wins.
  - e. A 16 game match plus tie-breaker if necessary.
35. MVP – The 3 season ending top shooters (total games excluding tie breaker games) will be paid \$200 - \$150 - \$100 respectively from the league prize fund. If tied, the players may play a 2-out-of-3 playoff match or split the prize money.
36. **NO PAY – NO PLAY. If you do not have your “fee” money you will not be allowed to play.**  
**HOME TEAM CAPTAINS:** it is strongly suggested that you collect the fees from your team and the visiting team BEFORE the beginning of the match. If someone does play & does not pay then their wins will be credited to their opponents (and the opponents team) – they will still owe the money – and when they do pay, the wins WILL NOT be credited back to them or their team. The only acceptable “shortage” will be for a “sub” and the team member must pay it the following week.
37. If a team gives up 2 forfeits during the season without paying the fees, that team will be suspended from the league. To be reinstated all back fees must be brought current.
38. There will be a 1 week break at the end of the season. This is to allow for make up matches, tie-breaker matches, and time to prepare for the league tournaments.

## TOP SHOOTER TOURNAMENTS

39. A double elimination shoot-out tournament for all qualified players will be played at the end of the Season on a designated Thursday night. There will be \$500 added to the “A” tournament and \$300 added to the “B” tournament – these funds will come from the league prize fund. A \$8.00 entry fee will be paid by all tournament players. The entry fees and league money will be added together and distributed as tournament prizes. A minimum of 4 places will be paid at these tournaments. The top half of players will play at the “A” tournament and the bottom half of players will play at the “B” tournament.

Ties for the “bubble” will be broken by:

- a. 1<sup>st</sup> player to reach game total
- b. "head to head" after deducting any sub wins
- c. Race to 2

40. All player's "team prize money" envelopes will be at the location where the player is scheduled to play. The shoot-out tournaments will begin as close to 7:30 as possible. One sponsor may not host both shoot-out tournaments. In the event that the first and second place teams are from the same sponsoring bar, the sponsoring bar for the third place team will host the second tournament. If one (or both) tournaments are scheduled at a location with only one pool table then that tournament will begin at 6:30

41. Subs may not play in the shoot-out tournaments. Only regular team members who have played in 50% of the matches will qualify for the shoot-out tournaments (games won by subs count for the player he subbed for).

42. No money will be paid for 8 ball breaks or table runs at season ending team or MVP tie-breaker matches or the top shooter tournaments.

43. League statistics, including team standings and status of league funds will be posted before the fourth week of play, and weekly thereafter, unless extenuating circumstances make it impossible or unnecessary.

44. The league reserves the right to blackball any person from the league for any reason or action that is detrimental to the sportsmanship, friendship and camaraderie of the league and its participants.  
Current blackballed person(s) are:

NONE

45. We have elected to become sanctioned by the BCA league system. We will continue to utilize our Rules and will also retain all of our prize monies for distribution as completed in the past. There will be a \$10 per player per year (including subs) fee to the BCA in order to obtain membership cards. We will now be eligible to send teams and individuals to the BCA Nationals held in Las Vegas in May of each year. Once we are approved I will put together a package of information and broadcast it.

46. Every effort should be made by all players to resolve disputes. **I, Fran Smith, can be reached by calling 619-871-0151 (cell).** My decision will be final. If I am unable to resolve the dispute the match is to be protested and the captains are to explain the situation on the score sheet. I will then call a meeting with the two captains, at a neutral site agreed to by both, to mediate the dispute. Should one captain not show, the decision will be ruled in favor of the captain that does show.