

The Break:

- The rack consists of the 8-ball in the center and the back pockets having one solid and one stripe. No other pattern is involved.
- Anyone can rack the balls, including “racking your own”
- A legal break occurs when a ball is pocketed or 4 numbered balls hit a rail. In the case of an illegal break, the other player has the option of accepting the table in position and shooting or having the balls reracked. Who will rebreak is at the option of the player who did not do the original break.
- Sinking the 8 on the break is not a win or loss. If the 8-ball goes down and there is no scratch/foul, the 8-ball is spotted and the breaker continues shooting. If the 8-ball goes down and there is a scratch/foul, the 8-ball is spotted and the other player has ball in hand behind the line.
- If the cue ball scratches on an otherwise legal break, the other player has ball-in-hand behind the line.

Open Table:

- The table is always open after the break and remains open until a called ball is successfully pocketed.
- On an open table, solid-stripe or stripe-solid combinations are legal. The 8-ball cannot be the initial ball being struck by the cue ball but may be in the middle of a combination

Legal Shot:

- After making cue ball contact with a member of your designated group, (solid or stripe), a ball must be pocketed or hit a rail. This means ANY BALL, called or not, solid or stripe, or even the cue ball. Note: hitting the rail first is not part of the determination of a legal hit. After the initial cue to object ball contact, the rail contact must occur.
- Hitting a “frozen ball” against the frozen rail does not count as hitting a rail.
- The penalty for any non-legal shot is ball-in-hand anywhere on the table. This includes pocket scratches, table scratches, ball landing off-table, no foot on floor when shooting, etc.

Safety Shot: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring safety in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a safety to the referee. Any ball pocketed on a safety shot remains pocketed.

Stalemate: If, after 3 consecutive turns at the table by each player, 6 turns total, the referee determines that attempting to pocket or move an object ball will result in loss of game, the balls will be reracked with the original breaker of the stalemated game breaking again. The stalemate rule may only be used when there are only two object balls and the 8 ball remaining on the table.

Object Ball Frozen: This rule applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion. After the cue ball makes contact with the frozen object ball, the shot must result in either (1) a ball being pocketed, or (2) the cue ball contacting a cushion, or (3) the frozen ball being caused to contact a different cushion or (4) another ball being caused to contact a cushion to which it was not already in contact with. Failure to satisfy one of those four requirements is a foul. An object ball is not considered frozen to a rail unless it is examined and announced as such by the referee prior to that object ball being involved in a shot.

Fouls by Touching Balls

- Cue Ball before the shot: Moving the cue ball before the shot, even accidentally, is a foul, with ball-in-hand going to the incoming player.
- Numbered balls before the shot: Inadvertently moving or touching a numbered ball before the shot is not a foul. The referee will restore the ball to its original position and play continues.
- Cue Ball or Numbered balls during or after the shot: Moving, touching or changing the path of any ball is a foul, with the exception of the normal tip-to-cue-ball forward stroke contact of a shot. Ball-in-hand is awarded to the incoming player; referee does NOT restore any ball position.

End of Game: The game is never over if the 8-ball is still on the table. The game is over once the 8-ball leaves the table, (except on break shot).

If Not Shown Above: 1. Refer to leagues by-laws and rules of play; 2. Refer to BCA standard rules of play