

The Break:

- The rack consists of the 8-ball in the center and one solid and one stripe in the back corners. No other pattern is involved or allowed.
- 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, balls must be 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 anywhere on the table.

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.
- A legal break occurs when a numbered ball is pocketed OR 4 numbered balls hit a rail. A cue ball pocket scratching or not is not a determinant factor. In the case of an illegal break, the balls must be reracked. The opposing player has the choice as to who will take the break shot. In the case of a cue ball scratch during an otherwise legal break, the opposing player gets ball-in-hand anywhere on the table.

Time to Shoot and Referee Responsibility: The cue ball must be in forward motion within 60 seconds, adjusted for coach/equipment allowed extensions. Being “down on the shot” does not increase the permitted time. The referee must give 30 second and 10 second warnings. The referee is responsible to make sure that the shooter hears the 10 second warning.

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.

Inadvertent Touching of Balls:

- The penalty for inadvertently touching/moving a ball depends upon whether the contact occurs before or after the shooter being “down on the shot” which is defined as “Having settled completely into a shooting position with a bridge established and pre-shot practice strokes, if any, imminent or in progress”.
- Prior to being down on the shot, contact with one numbered ball is not a foul and the referee returns ball to its original position. All other contact is a ball-in-hand foul with the referee restoring ball to its original position. Inadvertent touching the cue ball is a foul and touching which results in more than one object ball being affected is a foul.
- Once down on any shot, any inadvertent contact is a ball-in-hand foul. The ball(s) are not restored to their original 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).

Rule Documentation: The rules are presented in multiple documents. While every effort is made to keep them in perfect synchronization, it is possible for them to have an inconsistency. This can especially occur when there are midseason changes. The documents have a priority sequence for their authority. One rule document may not be played against another, Once an issue is addressed, there is no appeal to the next document in the sequence: 1. Scoresheet; 2. Rules of 8-Ball Summary; 3. NYGPL Guidelines and Rules of Play; 4. Official Rules of BCAPL/CSI.