

AMARILLO LONE STAR EIGHTBALL LEAGUE

Rules

Amarillo Lone Star Eightball League has adopted the **2011/2012** Edition of the Official Rules of BCA Pool League as the guideline for establishing rules governing league play. The following rules are adopted as amendments, specific for A.L.S.E.L. These rules attempt to cover the vast majority of situations that arise in league play; however, there still may be an occasional need for interpretation of the rules and their proper application under unusual circumstances. The League Coordinator will assume final responsibility for interpretation of rules and will make any such required decisions at his/her discretion.

Racking & Breaking the Balls:

1. Players will rack the balls for your opponent. **(No breaking of your own racks with the exception of State/National tournaments.)**
2. BCA 8-ball rack requires the eight ball to be in the middle of the row of three balls, the others arranged at random, except that the balls at each rear corner of the rack must be of a different group (i.e. stripe on one corner and a solid on the other). You must rack the balls as tightly as possible. If your opponent is not satisfied with the rack, they may request you to re-rack the balls.
3. Cue ball must be placed behind the head string to break.
4. On the break a ball must be pocketed or a minimum of four (4) balls must hit the rails to be considered a legal break. If the break is not a legal break, your opponent may: (1) accept the table as is if you did not scratch, (2) take ball in hand if you foul, or (3) require you to re-rack the balls and break again.
 - If a scratch occurs on the break, the incoming player receives ball in hand
 - **Teams/Individuals:** If the eight ball is made on a legal break, the breaker can have the ball spotted or the balls re-racked. **Either decision the breaker remains the shooter.** If the eight ball is made on a break involving a foul (scratch) the incoming player has the option to spot the eight ball (with ball in hand) or re-rack the balls and break.
 - **Scotch Doubles:** If the eight ball is made on a legal break, the incoming player (from same Scotch team) has the option to spot the eight ball or have the balls re-racked. If the eight ball is made on a break involving a foul (scratch) the incoming player from the opposing team has the option to spot the eight ball (with ball in hand) or re-rack the balls and break.
5. The table is always open after the break until a ball is legally pocketed. Any combination of balls (stripe and/or solid) can be used to pocket a ball until groups have been established. **The eight ball is never neutral.**

General

1. One foot must remain on the floor during a shot.
2. Prior to any shot except the break you may declare a safety. On a safety, your turn ends after the shot regardless of whether or not you pocket any ball, including an obvious ball or a called ball. You must declare the safety to your opponent before the shot, and they must acknowledge your intentions. If you do not declare a safety or it is not acknowledged, and you pocket an obvious ball or called ball your turn continues and you must shoot again. Safety shots must meet the requirements of a legal shot.
3. If you have ball-in-hand, you may use any part of your stick (including the tip) or your hand to position the cue ball. If you choose to use the tip of your stick to position the cue ball, any action which would be a legal stroke will be considered a shot and is a foul.
4. The cue ball may be picked up and replaced as many times as deemed necessary when you have ball-in-hand. If you touch or disturb any balls during the placement of the cue ball, it is a foul. Your opponent has no restoration option in this situation.
5. No items can be utilized as measuring devices: (ex: cue ball, chalk, pool stick, etc.). Measurement devices result in a ball in hand foul for your opponent.
6. Jump and masse shots are legal.
7. It is not a foul to move a single ball with your hand, clothing, etc. unless that ball comes into contact with another ball and then it is a foul. If more than one ball is disturbed, there is no restoration of the disturbed balls.
8. If you accidentally move a ball, do not move the ball back into its original position until you have asked your opponent if he wants to move the ball back or wants you to move the ball moved back. However, it is a foul if you move the ball back to its original position or just go ahead and shoot without notifying your opponent.

Time-Outs

1. Time-outs are allowed in designated Mixed or Scotch divisions. These divisions will be designated on a yearly bases. All time-outs are 30 seconds in length.
2. The Captain or the designated Coach or the player at the table may call time-outs when it is his/her shot.

Illegal Hit

1. If a player believes his opponent might make an illegal hit, he must ask his opponent to halt play until a third party from each team is in position to judge the legality of the shot.
2. If the player does not notify his opponent that he is requesting a third party to judge the shot **prior** to the execution of the shot or after his opponent is in the shooting position, the shot will be considered a good hit.
3. If the opponent does not acknowledge the request and executes the shot before arrangements are made for a third party to judge the shot, it will be considered a FOUL and the in-coming shooter will be awarded "ball-in-hand".
4. You must designate the called ball and pocket before each shot. All banks & kick shots must be called. Obvious shots do not have to be called. If unsure of opponent's intentions **ASK**.
5. You may ask your opponent if the situation is a ball-in-hand. If you choose not to ask and touch the cue ball and your opponent tells you it was not a foul, you must give ball-in-hand to your opponent.

Shot Clock

There is a 30 second shot clock, but will not be enforced unless extremely slow play is consistent and or is deemed to be delaying a match unnecessarily or in an unsportsmanlike manner.

Disputes

In the event of a dispute between two (2) players, and neither of the team captains saw the situation, and the players cannot agree, they will replay the game.

Unsportsmanlike Conduct

BCA Rules give the League Coordinator or Tournament Director the right to disqualify any player from competition, and the player forfeits the right to prize money and/or awards, for unsportsmanlike conduct or tactics detrimental to the League or the tournament. Unsportsmanlike conduct includes any actions that may be considered embarrassing, disruptive, or detrimental to other players, or spectators.

Team Mate Coaching

1. Coaching is allowed **ONLY** during time-outs if permitted.
2. Coaching will be allowed only by Captains, Co-Captains, or designated coaches with A.L.S.E.L.
3. Any other assistance (verbal or non-verbal) by ANYONE during a players turn "at the table" is a FOUL.
4. A coach may not touch the table (any part of the felt) or any ball to show how to execute a shot or mark the table in any way.
5. Divisions/Teams that are allowed time outs may have 30 seconds per game for coaching during their turn at the table.

NO Spectator Coaching (Includes subs, players or bar patrons)

Violations of this rule will result in:

1. First violation is a verbal warning.
2. Second violation during same match will result in a ball-in-hand for the opponents.
3. Third violation will result in loss of game.

Non-Player Interference

If balls move because of the interference of a non-player, the ball(s) may be restored, if possible, if not, the game will be replayed with the player who broke the game breaking again.

NO CELL PHONE USE is allowed at the table or during a match. Violation of this rule will result in "ball in hand foul" unless deemed an "emergency situation". Children, family emergencies or work related conversations are included in this category. Be considerate and step away from the table and keep as short as possible. Any questionable use should be discussed with the League Coordinator.

Team Ranking

1. Mixed Divisions: Matches Won, (if tied) Games Won, (if tied) Points
2. Scotch Divisions: Matches Won, (if tied) Games Won, (if tied) Points
3. Divisions were points are spotted (if applicable): Matches Won, (if tied) Points, (if tied) Games Won

Scoring System

1. Official game time is 8:00 p.m. Forfeit time is 8:15 with a no-show.
2. Late Starts
 - a. If the opposing team is involved in another A.L.S.E.L match, they must inform their opponents if they will be late for the match.
 - b. Teams may begin play without a full roster of players.
 - c. The last players do not have to be added until their turn to play and at that time a player must be listed.
 - d. If a listed player has not shown up or played a game, and another eligible player has arrived, he/she may be substituted for the player that did not show up before the listed player is called to the table. Once the player has been called to the table – no substitution can be made.
 - e. If a player is on the way and is called to the table that player can be placed on the clock and play should begin after 5 minutes have passed. In the event the 5 minutes have passed and that player has not arrived a 0 will be given for that game. **(This situation can be agreed upon by the captains to allow play once they show without utilizing the clock.)**
 - f. The absent player will take a zero for the games that have already gone past his turn, unless the opposing team captain agrees to let him/her play.
3. If a player leaves the match after they have played at least one game, the opponents will receive a 10 for the remaining games.
4. If a team is short a player(s), the opponent will receive a score of 10 and the missing player will receive a zero for each game the player misses.
5. If an entire team has not rescheduled a match and must forfeit, the opposing team receives 250 points and forfeiting team receives a zero. (Utilizing the players average divided by 5 will no longer take place.)
6. Both teams must still turn in their weekly fee.
7. **Any player receiving a perfect score, due to a forfeit, is not qualified to receive a 5-0 patch.**
8. The visiting team is responsible for turning in the envelope containing the score sheet and the weekly fees. The envelope must be in the box at Broken Spoke or no later than 8:00 the night following the match.
9. **Penalty for Late Scoresheets: If any score sheet is not placed in one of the boxes located at Broken Spoke on time (Scotch Doubles by 8:00 p.m. Tuesday and Mixed by 8:00 p.m. Thursday) the score sheet is late –**

ABSOLUTELY NO EXCEPTIONS!!!!!! The visiting team is (responsible for turning the envelope) and will be penalized based on the following schedule:

- Scotch Doubles: Scotch Doubles: 1 point and 1 game for the first day and 1 point and 1 game each day thereafter the envelope is late, not to exceed the total points the team scored on the late scoresheet. **(Could result in a loss of match.)**
- Mixed Teams: 25 points and 2 games for the first day and 10 points and 1 game each day thereafter the envelope is late, not to exceed the total points the team scored on the late scoresheet. **(Could result in a loss of match.)**

10. Checks will be accepted for weekly fees until one is returned insufficient. When the board is notified that a check has bounced, the person will be notified by the treasurer and will have five days to replace the funds with cash. If the deadline is not met, the team's points will be forfeited for the match. NO IOUs will be accepted. All money for the entire team must be in the envelope at the time it is deposited in the ALSEL drop box. If someone plays and does not pay, they will forfeit their points for the night.

Handicap

- Averages will start with a blind average:
Men: 40 Women: 35
- The five (5) players for each night of play will add their averages together for the team average.
- The team with the higher average must spot the other team the difference in team averages with no maximum of points.
- Handicap points are added into the team's actual scoring for that match but are not added to weekly standings.

League Play Time

- Scotch Doubles – Monday 8:00 p.m.
- Mixed Teams – Wednesday 8:00 p.m.
- Forfeit time for all matches is 8:15 p.m.**

Scotch Doubles Rules

If a player is unsure of whose shot it is, what group of balls each team has, and/or if a team has had a time-out, they must ask the opposing team. Any discussion between teammates when the team is deemed to be "at the table: will result in a FOUL (unless a time out has been called).

- Open Scotch Doubles teams consist of two players: one male and one female
 - Both players are eligible to play in the Post Season Open Singles Event (scheduling permitting)
 - Members of the Scotch Doubles team must come from within the same BCA League Operator's system (two subs cannot play together).
- Home team is determined by team schedules.
- Teams flip a coin to determine the first break, then alternate breaks thereafter. Either team member may break.
- Team players alternate each shot.
- Teams may alternate shooting rotation after each game.
 - Failure to stay in rotation once the game has started will result in a FOUL.
 - The original rotation must be restored on the next turn.
- Either team member may call a foul. (This can only occur in Scotch Doubles because you are considered one player.)
- When a team is not at the table, they may quietly discuss anything they please.
- When the table is turned over to the incoming team, one of the players must immediately approach the table and all discussion must be halted unless calling a time out. **No discussion among teammates is allowed between shots when "at the table".**
- When the 8-Ball is legally pocketed on the break, the incoming breaker's partner makes the decision, without discussion unless a time-out is being used, in asking whether the 8-Ball is to be spotted or re-racked.

Alternates (Subs)

- No substitutions will be allowed without prior approval of the opposing team and notification of the League Coordinator.
- A permanent replacement will not be considered as an alternate or substitute.
- If an entire team folds, the original members may not be allowed to substitute without permission from the League Coordinator.
- Special circumstances requiring substitution for an entire team may be allowed at the discretion of the League Coordinator.
- Alternates may only play for the team in which they have been added to the roster.

Common Fouls:

- You cannot practice at any time during your match or any of your teammates' matches. Practice is defined as any stroke or shot that is not a part of your match, taken on any table at the event venue.
- You must make contact with one of your object balls first and either you pocket a ball or a ball must hit a rail. Failure to do so is a ball-in-hand foul.
- Scratch
- You jump any ball off the table. (If it is the eight ball, it will be spotted as close to table spot as possible all others balls will be pocketed.)
- Double hit the cue ball (If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it with any normal stroke. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is a foul.)
- Coaching unless during a time out (this can include bar patrons).

7. Performing a shot while any ball is still in motion.
8. Stop, grab or deflect the cue ball after the cue strikes it during the execution of a break.
9. Only players involved in the game are allowed to touch any ball during the entire game/match.
10. If you are down in a shooting position and use the tip of your stick to position your cue ball, it is a foul.
11. A coach may call a time out if permitted and inform the player of a foul. The player can then ask if the opponent if the foul occurred.

NON Fouls:

1. To hand your opponent the cue ball after a scratch.
2. Catching the cue ball in the pocket during a scratch. (**Reminder:** If you stick your hand in a pocket and the cue ball may not have scratched but you do touch it is a foul.)
3. Catching the eight ball on the break to keep from having to repay for the game.
4. Dropping a piece of chalk that lands on the table.

Concession of Game

You will be considered conceding the game if you break down your stick before the game is over.

Loss of Game

1. If you illegally pocket the 8-ball.
2. If you jump the 8-ball off the table on any shot besides the break.
3. If you pocket the 8-ball on the same shot as the last ball of your group.
4. If you intentionally disrupt the table.

Stalemate

If the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has three consecutive innings without significantly changing the position, the game may be called a stalemate and the game will be replayed with the player who broke the game breaking again.

Unusual Circumstances

1. These rules and policies attempt to cover the vast majority of situations that arise in competition.
2. There may still be an occasional need for the interpretation of the rules or policies and their proper application by the League Coordinator.
3. This decision will be final for that match and cannot be appealed. Issues concerning rulings can be brought before the board for clarification for future matches, but will not change any decisions made previously.

Notice:

A.L.S.E.L. rules override the BCA rule book during league play. However when you participate in any State/National tournaments some of these rules could be different. Please check with the referees if you are unsure of any rule.

***Note: anything highlighted and underlined is a change/addition.**