

# **EIGHT BALL RULES USED BY THE BCBC POOL LEAGUE**

## **1. THE LAG**

Players will lag for break. At the same time, players shoot a ball from behind the head string, banking it off the foot rail and back to the head of the table. Striking the side rails or pockets loses the lag. The ball closest to the head rail wins the lag. You may strike the head rail.

If during the lag the balls touch each other you must lag over.

All games must be played with a red dot cue ball.

## **2. THE BREAK**

The break must be an open break. A minimum of three (3) object balls must be driven to a rail to constitute an open break. Pocketing a ball is the same as hitting a rail. If an open break is not made, the balls shall be re-racked, and the opposing player shall break.

On the break, when the cue ball is scratched or jumped off the playing surface, a ball-in-hand penalty is enforced.

If an object ball leaves the table on break, spot the ball – no foul (except for the 8-ball, which constitutes automatic loss of game).

## **3. CHOICE OF GROUP**

The choice of stripes or solids is not determined on the break. The table is always open immediately after the break shot. The choice of group is only determined when a player legally pockets a ball after the break shot.

The table is “open” when the choice of groups (stripes or solids) has not yet been determined.

When the table is open, it is legal to hit a solid first to make a stripe or vice versa. You may also hit the eight ball first to pocket a stripe or solid. Intention should be made as to where a designated ball will be pocketed.

If on the shot, the player meets the conditions above, but is called for a foul in the process of that particular shot, the table shall remain open.

The opponent receives ball in hand.

## **4. PLAYING THE 8 BALL**

A ball-in-hand penalty is assessed when a player has the 8 ball as his object ball and commits a foul but does not:

1. Pocket the 8 ball;
2. Scratch the cue ball;
3. Jump the 8 ball off the playing surface; or
4. Jump the cue ball off the playing surface.

## **5. AUTOMATIC LOSS-OF-GAME FOULS**

Automatic loss of game shall occur in any of the following conditions -

1. Making the 8 ball on the break, and the cue ball either scratches or jumps the table coming to rest off the playing surface;
2. Jumping the 8 ball off the table at any time;
3. Making the 8 ball in a pocket other than the pocket designated.
4. Making the 8 ball when it is not the designated ball;
5. Scratching the cue ball when playing the 8 ball;
6. Pocketing the 8 ball by hand, bridge, body, jewelry, etc.;
7. Failure to allow the cue ball to come to a complete stop prior to anyone touching the cue ball; or
8. Pocketing the 8 ball and touching the cue ball.

## **6. STALEMATE**

A stalemate occurs when neither player wants to shoot because he/she will open the table for his/her opponent. This usually occurs late in a game when few balls remain on the table and are touching or are very near to each other. If the cue ball is handed back and forth 3 consecutive times, a stalemate is declared and a replay game is started with the same player breaking.

**PLEASE GO TO THE BCBC LEAGUE RULES FOR HELP WITH THE FOLLOWING:**

**LEGAL SHOTS** – See League Rules, page 7

**FOULS** – See League Rules, page 7

**COACHING** – See League Rules, page 9

**CUE BALL IN HAND** – See League Rules, page 9

**SCORING** – See League Rules, page 6

**SPOTTING BALLS** – See League Rules, page 10

**BALL FROZEN TO THE CUSHION** – See League Rules, page 10

**PLAYING WRONG OBJECT BALLS** – See League Rules, page 11