

THURSDAY NIGHT CO-ED BCA RULES LEAGUE

2025 – 2026 Season

1. **OBJECT OF THE GAME:** Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 solid colors, while the other player has 9 through 15 stripes. THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8 BALL WINS THE GAME.
2. **CALL SHOT:** In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.
 - a. The opening break is not a called shot. Any player performing a break shot in 8 Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.
3. **RACKING THE BALLS:** The balls are racked in a triangle at the foot of the table with the 8 ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.
 - a. **NOTE:** Player who breaks the rack, also racks their own break.
4. **CUE BALL FOULS ONLY:** If at any time, except for before the break, the cue ball is moved, bumped, tapped, etc., with a cue, hand, and bridge, it is considered a foul and the opposing player is given ball in hand.
 - a. The cue ball can only be moved with a cue stick before the break.
 - b. Using your cue to move the cue ball any other time during a game will result in a cue ball foul and ball in hand is given to the opposing player.
5. **MASSE SHOT FOUL:** While cue ball fouls only is the rule of play, a player should be aware that it will be considered a cue ball foul if during an attempt to curve or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves, regardless of whether it was moved by a hand, cue stick follow through, or bridge.
 - a. **Please note, if the bar does not allow these types of shots on their tables, do not attempt them out of respect for the bar rules.**
 - b. **JUMP SHOTS ARE NO LONGER ALLOWED TO BE PLAYED ON THIS LEAGUE.**
6. **LEGAL BREAK SHOT:** To execute a legal break, the breaker with the cue ball behind the head string, must either:
 - a. Pocket a ball,
 - b. Drive at least four numbered balls to the rail.
 - c. If the first attempt at a legal break does not occur, they get one more opportunity to make a legal break.
 - i. If he/she fails to make a legal break after two attempts, it is a foul, and the incoming player has the option of:
 1. Accepting the table in position and shooting or
 2. Having the balls re-racked and having the option of shooting the opening break himself or allowing the offending player to re-break.
7. **LEGAL SHOT AFTER THE BREAK:** On all shots except on the break and when the table is open, the shooter must hit one of his group of balls first and 1, pocket a numbered ball, or 2, cause the cue ball or any numbered ball to contact a rail.
 - a. **COMBINATION SHOTS:** Combination shots are legal as long as the 8-ball is not the first ball contacted.
 - b. **NOTE:** It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball. However, after contact with his object ball, an object ball must be pocketed, Or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.
8. **SCRATCH ON A LEGAL BREAK:** If a player scratches on a legal break shot:
 - a. All balls pocketed remain pocketed, exception, the 8 ball (see rule 9),
 - b. It is a foul,
 - c. The table is open.
 - ii. **PLEASE NOTE:** Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.
9. **OBJECT BALLS JUMPED OFF THE TABLE ON THE BREAK:** If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of 1, accepting the table in position and shooting, or 2, taking cue ball in hand behind the head string and shooting.

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- 10. 8 BALL POCKETED ON THE BREAK:** If the 8-ball is pocketed on the break, the breaker may ask for a rerack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8 ball on the break, the incoming player has the option of a rerack or having the 8-ball spotted and begin shooting with ball in hand behind the head string.
- 11. PLAYING THE 8 BALL:** When shooting at the 8 ball, a scratch or foul is not loss of game, if the 8 ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. **Note:** A combination shot can never be used to legally pocket the 8-ball.
- 12. OPEN TABLE:** 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.
- a. **CHOICE OF GROUP:** The choice of group is determined only when a player legally pockets a called object ball after the break shot.
 - b. **Note:** The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid. The 8-ball can be used in combinations but cannot be the first ball contacted. However, when the table is open and the 8 ball is the first ball contacted, no stripe or solid may be scored in favor of the shooter. The shooter loses his turn and any balls pocketed remain pocketed, and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.
- 13. SAFETY SHOT/DEFENSIVE 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 his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed. With a safety shot, the shooter is still required to hit one of their object balls first as well as send any ball on the table to a rail. If this is NOT done, their opponent receives their turn with ball-in-hand.
- 14. FOUL PENALTY:** Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table and does not have to be behind the head string except on opening break or when on the break a scratch occurs, the opposing player must place the cue ball behind the head string for their first shot. This rule prevents a player from making intentional fouls which would put his opponent at a disadvantage. With cue ball in hand, the player may use his hand only to position the cue ball.
- a. **NOTE:** Fouls can only be called by a member of the opposing team. Not someone else in the bar.
- 15. ILLEGALLY POCKETED BALLS:** An object ball is illegally pocketed when:
- a. The object ball is pocketed on the same shot a foul is committed,
 - b. The “called” ball did not go in the pocket called,
 - c. Safety is called prior to the shot.
 - i. **PLEASE NOTE:** Illegally pocketed balls remain pocketed.
- 16. OBJECT BALLS JUMPED OFF THE TABLE:** If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8 ball, which is a loss of game. Any jumped object balls are spotted, not pocketed.
- 17. STALEMATED GAME:** If, after 3 consecutive turns at the table by each player, 6 turns total, the referee judges or if no referee, both players agree that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked 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.
- a. **PLEASE NOTE:** Three consecutive fouls by one player is not a loss of game.
- 18. LOSS OF GAME:** A player loses the game if he commits any of the following infractions:
- a. Fouls when pocketing the 8 ball. Exception. See 8-Ball Pocketed On the Break.
 - b. Pockets the 8 ball on the same stroke as the last of his group of balls.
 - c. Jumps the 8 ball off the table at any time.
 - d. Pockets the 8 ball in a pocket other than the one designated.
 - e. Pockets the 8 ball when it is not the legal object ball.
 - i. **Note:** All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.