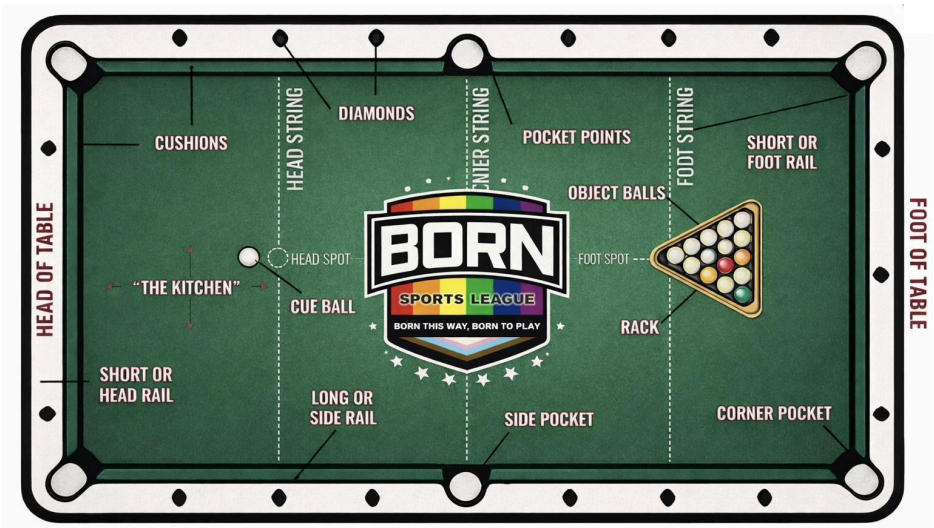
BSL Billiards Tournament Rules
Sponsored by: Woodys
Venue hosted by: The Round Up Saloon

Game Time / Teams & Player Rotation:

- ✔ Game play is limited to 20 Minutes
- ✔ Each team consists of **two players**
- ✔ Players **must take turns alternating shots**, meaning one teammate cannot take consecutive shots.
- ✔ If a player makes a **legal shot**, their **teammate must take the next shot**.
- ✔ If a player commits a **foul**, the **opposing team receives the next turn,** refer to section: **Type of Foul Penalty** for directions of the next shot.

Billiards Table:



Rack Formation:

✔ All start of game racks **must follow** the below formation/set:

Illustrated by: ROW, Listed going: Left to Right

Row 1: 1 **Row 2:** 9…2 **Row 3:** 10…8…3
Row 4: 11…7…14…4 **Row 5:** 5…13…15…6…12

Start of Game:

✔ Players will use rock, paper, scissors to determine who shoots first. **(Winner decides)**

Break Shot Rules

Legal Break Requirements:

✔ The breaker **must hit the head ball** (1st ball) **or second row** (9th or 2nd ball).
✔ The break shot, must start with the cue ball in "the kitchen", behind the "head string"
✔ At least **two** object balls **must hit** a rail, OR a **ball** must be **pocketed**.
✔ If the 8-ball is pocketed on the break, the breaking team automatically wins.
✔ If the 8-ball is pocketed and the cue ball scratches on the break, it is an automatic loss for the breaking team.
✔ If the cue ball is scratched or jumps off the table, the opponent gets **ball-in-hand** anywhere within "the kitchen".
*(**Ball in Hand**: the player can place the cue ball anywhere on the playing surface. During break scratches or jumps the cue ball is limited to being placed within "the kitchen")*

Choosing Stripes or Solids (Groups)

✔ The table is open after the break, whichever ball is legally pocketed first determines the shooter's group (stripes or solids).
✔ If both a striped and solid ball(s) are pocketed on the first shot, the shooter must declare their chosen group.

Legal Shots & Fouls

Legal Shot:

✔ Players must hit their own group ball first before pocketing.
✔ After contact, any ball must touch a rail, or a ball must be pocketed.

Fouls: (refer to section: **Type of Foul Penalty** for directions of the next shot.)

✔ Hitting the wrong group first.
✔ Failing to hit any object ball.
✔ No rail contact after the cue ball hits an object ball.
✔ Pocketing the cue ball (scratch).
✔ Jumping the cue ball off the table.
✔ Playing out of turn **(both partners must alternate shots)**.

Handicaps / Assistive Devices

✔ Players may use reasonable accommodations for a documented physical disability; However, any accommodation must be approved by BSL before play.
✔ Gloves or other devices placed on or attached to the table that use wheels, rollers, guides, or similar mechanisms to align or aim a shot are not permitted.
✔ Any device that provides mechanical assistance with aiming, alignment, or positioning the cue for a shot must be approved by BSL before use.

Winning the Game

✔ A team wins when they legally pocket the 8-ball after clearing all of their object balls.
✔ The **8-ball must have a called pocket** (8 ball & what pocket)
Sample: 8 ball, side pocket – point what side pocket
✔ If the shooter pockets the 8-ball in an **unintended pocket** or **scratches,** their team **loses the game**.

- ✔ When time is called at 20 mins. the team who has pocketed the most object balls wins. If tied, when time is called, the team who pockets the next valid object ball wins.
- ✔ Opponent fouls on the 8-ball (such as scratching).

Losing Conditions

✔ Pocketing 8-Ball on Break AND scratching	**Lose of Game**
✔ 8-Ball Jumps Off the Table Loss of Game	**Lose of Game**
✔ Failure to Call the 8-Ball Before Pocketing It	**Lose of Game**
✔ The shooter pockets the 8-ball in an unintended pocket or scratches Loss of Game	**Loss of Game**

Match Format & Scoring

- ✔ The first team to win the individual match wins and continues down the bracket.

Type of Foul Penalty

✔ Break Shot Foul (Less than 2 Balls to Rail)	Ball-in-Hand for Opponent
✔ Cue Ball Scratch (Pocketed Cue Ball)	Ball-in-Hand for Opponent
✔ Cue Ball Jumps Off the Table	Ball-in-Hand for Opponent
✔ Jumped Object Ball (Except Cue Ball or 8-Ball)	Ball is **Spotted Back**, Opponent Plays

*(**Spotted Back**: the ball is returned to the playing surface and placed on the "foot spot" to be used again.)*

✔ Interfering with a Moving Ball (Accidental Touching)	Ball-in-Hand for Opponent
✔ Shooting While Balls Are Still Moving	Ball-in-Hand for Opponent
✔ Failure to Make a Legal Shot (No Rail Contact After Hit, completely misses the cue ball, Misses all object balls)	Ball-in-Hand for Opponent
✔ Illegal Jump Shot (Scooping the Ball)	Ball-in-Hand for Opponent
✔ Illegal Double Hit (Hitting Cue Ball Twice in One Stroke)	Ball-in-Hand for Opponent
✔ Illegal Shot (Wrong Player Takes the Shot in Doubles)	Ball-in-Hand for Opponent
✔ Pocketing Opponent's Ball (Unintentional)	Lose Turn, Opponent Plays
✔ Hitting the wrong group first.	Ball-in-Hand for Opponent
✔ Failure to Hit a Legal Object Ball (Stripes/Solids Before 8-Ball)	Ball-in-Hand for Opponent

Glossary

Ball in Hand the player can place the cue ball anywhere on the playing surface. During break scratches or jumps the cue ball is limited to being placed within "the kitchen".

Break Shot the opening, high-velocity stroke in a game of pool, where the cue ball is struck into the racked object balls to disperse them.

Called Pocket the specific, designated pocket a player declares they intend to sink a ball into before taking a shot.

Double Hit a foul that occurs when the cue tip strikes the cue ball twice during a

	single stroke
Foul	any action that violates the specific rules of the game, resulting in an illegal shot, penalties such as loss of turn, and typically, ball-in-hand for the opponent.
Group	In 8-ball pool, a "group" of balls refers to one of the two sets of seven object balls—either solids (numbered 1–7) or stripes (numbered 9–15)—assigned to a player after the break
Headball	the ball located at the very front (the apex) of the rack, positioned on the foot spot when setting up for a break shot.
the ***Head String***	an invisible line spanning the width of the table, running between the second diamonds (sights) from the head rail.
Jump Shot	a illegal technique where the cue ball is intentionally elevated and struck downward, causing it to hop over an obstructing ball or obstacle.
the ***Kitchen***	the are of the table between the head rail (the short edge) and the head string (the second diamond, or the line dividing the table into quarters).
Legal Shot	a single shot requiring the cue ball to first contact one of your object balls, followed by either potting a ball or driving any ball (including the cue ball) to a rail.
Object Balls	the 15 numbered balls (solids and stripes) that players aim to pocket using the cue ball.
Pocket	one of the sick, fabric-lined, or leather-netted holes cut into the bed and located along the rails of a pool table.
Pocketed	when it leaves the playing surface, drops into one of the six table pockets, and comes to rest there or enters the ball return system as a result of a legal shot.
Rail	the wooden, fabric-covered border surrounding the playing surface, typically featuring a rubber cushion on the inner side to rebound balls.
Scratch(ed)	a common foul occurring when the cue ball is pocketed, knocked off the table, or (in some rules) fails to hit an object ball.
Unintended Pocket	occurs when a player pockets a ball in a pocket other than the one they intended or designated.