

# 8 Ball Rules – California Billiards BCAPL

Except when clearly contradicted by these additional rules, the General Rules of Pocket Billiards apply.

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 thru 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.
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.
4. **LEGAL BREAK SHOT.** To execute a legal break, the breaker with the cue ball behind the head string, must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. Failure to do so is an illegal break, and the incoming player has the option of (1) making you break again, or (2) shooting the opening break himself.
5. **SCRATCH ON A LEGAL BREAK.** If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed, exception, the 8 ball: see rule 9, (2) it is a foul, (3) the table is open. PLEASE NOTE, Incoming player has cue ball in hand anywhere on the table.
6. **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 not a foul. Object balls are not spotted.
7. **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 anywhere on the table.
8. **OPEN TABLE.** 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 a called stripe or solid.
9. **CHOICE OF GROUP.** The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. **THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT.** The choice of group is determined only when a player legally pockets a called object ball after the break shot.
10. **LEGAL SHOT.** 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.  
**PLEASE 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.
11. **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 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.
12. **SCORING.** A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8 ball.
13. **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. 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 or any part of his cue including the tip to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
14. **COMBINATION SHOTS.** Combination shots are allowed. However, the 8 ball cannot be used as a first ball in the combination.

15. **ILLEGALLY POCKETED BALLS.** An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed.

16. **OBJECT BALLS JUMPED OFF THE TABLE.** If any object ball is jumped off the table, it is NOT a foul. If the 8-Ball is jumped off the table, it is a loss of game. Any jumped object balls are not respotted.

17. **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 is not jumped from the table. Incoming player has cue ball in hand.

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 other than the break.
- 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.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

19. **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 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. PLEASE NOTE, Three consecutive fouls by one player is not a loss of game.

# FAQs - California Billiards BCA 8-Ball Rules

Situation		Ruling
SCORING	How many points do I get if I win a rack?	Winner gets 10 points for the win, plus 1 point for every opponent object ball still on the table.
	How many points do I get if I lose a rack?	Loser gets 17 minus the winner's points
DURING THE BREAK	What is a legal Rack?	Front ball on the foot spot. 8-Ball in the middle. One solid and one stripe at the bottom corners of the rack.
	What is a legal break?	4 numbered balls must hit a rail or you make a ball. Failure to do so is an illegal break, and the incoming player has the option of (1) making you break again, or (2) shooting the opening break himself.
	What if I scratch?	Pocketed balls stay down. Opponent has ball in hand anywhere on table.
	What if I make the 8-Ball?	Breaker can either (1) rerack, or (2) spot the 8-Ball and keep shooting (not ball in hand).
	What if I make the 8-Ball & scratch?	Opponent can either (1) rerack, or (2) spot the 8-Ball and take ball in hand anywhere on the table.
	What if I jump the 8-Ball off the table?	8-Ball is spotted. Opponent has ball in hand anywhere on the table.
	What if I jump other balls off the table?	Not a foul. Object balls are not spotted.
	What if I make balls on the break?	The table is still open. You keep shooting.
	What if I don't make balls on the break?	The table is still open. Your opponent shoots.
DURING NORMAL PLAY	BCA is a 'call shot' league, right?	Technically, it's a 'call pocket' league. You call which pocket you intend to make a ball.
	Do I have to verbally call every shot?	No. You don't have to call obvious shots; however, bank shots and combination shots MUST be called. If you don't call a shot, your opponent has the right to ask what you are intending to shoot.
	What if I jump object balls off the table?	Not a foul. Object balls are not spotted.
	What if I jump the 8-Ball off the table?	You lose.
	What if I pocket the 8-Ball early?	You lose.
	What if I make the 8-Ball in the wrong pocket?	You lose.
	What if I make the 8-Ball but I didn't call it?	You lose.
	What if I make the 8-Ball but I scratch?	You lose.
	Make the 8-Ball in the wrong pocket & scratch?	You lose twice. (Just kidding)
	What if I miss the 8-Ball and scratch?	Opponent has ball in hand anywhere on the table.
	What if I shoot at & hit my opponent's ball first?	Opponent has ball in hand anywhere on the table.
	What if I call a pocket and miss the intended shot, but the ball goes 3 extra rails, caroms off another ball, and still goes into the pocket that I called?	You are lucky. You also get to keep shooting.
	Can I use the 8-Ball in a combination shot?	Combination shots with the 8-Ball are allowed; however, the 8 ball cannot be used as a first ball in the combination.
How do I play a 'safety'?	A safety must be verbally called prior to shooting. If you make a ball, it's still your opponent's turn.	