

PA Cue Sports

Condensed 8-ball Playing Rules

Basis

- The BCAPL rule book is the basis for all PACS playing rules, with a few exceptions.

The Break

- Lag for the 1st break, winner breaks each subsequent rack.
- 4 object balls driven to a rail or a pocketed object ball constitutes a legal break.
- Illegal break penalty - opponent has choice to break or have player break again. There is no option to play the rack out on an illegal break.
- A scratch on a legal break gives opponent ball in hand *anywhere*. (BCAPL rule change 6/1/10)

After the Break

- Open after the break, if you make your first shot and scratch/foul *it is still open*.
- Call ball and pocket. Call all bank shots, kick shots and combination shots.
- A ball off the table stays down and is a foul, if the 8-ball it is loss of game.
- A scratch or foul during a shot gives your opponent cue ball in hand *anywhere*.
- Fouls include: not hitting your ball first, not driving a ball to a rail, scratch, ball off the table, foot foul, moving ball(s), push shot, double hit, intentionally miscuing (scooping) to attempt an illegal jump, intentionally touching a disturbed ball without permission, unsportsmanlike conduct.
- PACS Double Hit ruling - If the balls are close together, but not frozen, the player must make a valid attempt to avoid a double hit by: a) elevating the butt of their cue by at least 35 degrees, b) shooting at a fine angle away from the ball, or c) avoiding a double hit by any other legal means possible. Skill levels 6.0 and higher are not exempt from fouling by merely “making the attempt” outlined above.
- 3 timeouts per game for a “2.0”. 2 timeouts for a “2.5”- “4.5”. 1 timeout for a “5.0” – “7.5”. All timeouts are 1 minute maximum.
- The coach is allowed to place the cue ball during a timeout.

The 8-Ball

- The 8-ball is never neutral, but may be used in a combination if it's not the first ball contacted.
- 8 on the break is a *win*, 8 on the break and a scratch/foul is a *loss*.
- Scratch on the 8-ball is **not a loss** unless the 8 goes into a pocket, marking the 8-ball is not necessary.
- If the 8-ball is on the table the game continues, as a general rule.

Etiquette and Score Keeping

- When your turn ends, step away from the table and avoid your opponent's line of sight as much as possible.
- Always inform the scorekeepers when playing a safety, either before or immediately after your shot. If it is obvious that the player was not trying to pocket a ball, a safe should be marked (even if the shooter did not call a “safe”).

Above all, have fun and treat your opponent as you would want to be treated.