

PA Cue Sports Philosophy

- PA Cue Sports believes that all players have the right to enjoy the sports of Billiards in a fun and sportsmanlike environment. The PACS League is about getting together with friends and having fun. PA Cue Sports caters to the amateur player who seeks to have fun, but is serious about improvement. Some players take competition more serious than others, and we ask all players to respect the level of competitiveness of each opponent.

About PA Cue Sports Rules

- PACS maintains that the BCAPL has created the most comprehensive and accurate playing rules within the sport of Billiards. The BCAPL official rules will be used as a base for all PACS matches. Some PACS exceptions will exist, as outlined with this rule set. Any rule not specifically mentioned here will be covered by the BCAPL rules or may require a ruling by the League Manager or a PACS Referee.
- This edition of the PACS Rules includes an overhaul of the format but only a few major changes. Any new rules or rule changes are shaded throughout the book. Please digest these rules completely. This book, along with the BCAPL rules, should be able to settle any inquiry during a PACS League match. If we all take the time to know the rules then it will be a more enjoyable experience for all.

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PA Cue Sports Regulations

1. Player Responsibilities

1. Agree to play using these playing rules and the BCAPL playing rules when applicable
2. Treat other league members with respect during league matches and events.
3. Agree to stay active for the team that they have signed up with and participate in any tournaments or other events they have qualified for whenever possible.
4. Agree to use any house rules that a league establishment asks you to abide by.
5. Know the rules, regulations, and schedules that pertain to any PACS event you enter.
6. Cooperate with PACS referees or event officials during PACS league events.
7. Be current with dues with your captain.

2. Captain Responsibilities

1. Make sure all team players are up to date and have submitted a membership application within league guidelines.
2. Be present for the majority of every entire match. A Captain is a leader and is expected to act as such.
3. Submit score sheets (or delegate) *no more than 48 hours* after the completion of each match.
 1. The league will make one attempt by email and one attempt by telephone to collect the score sheet after this time period has elapsed. If the sheet is not received in a timely manner, there may be a *match penalty point assessed*.
4. Submit match dues (or delegate) *no later than 2 weeks* after the match is played. On the night of the third match a collection attempt will be made. If full payment is not received that team *will not be allowed to play until dues are fully paid up*.
 1. Captains are encouraged to send a check each week or use PayPal on the league website.
5. Provide a Secondary Team Contact in case the Captain cannot be reached.
6. Ensure that their players know the rules and use good sportsmanship during matches.

3. Eligibility

1. All players must be in good standing with PA Cue Sports.
2. There is no age requirement to be active on a team.
 1. Anyone under the age of 18 **must** be accompanied by a parent or guardian.
 2. Anyone under the age of 21 **may** be subject to house rules concerning their attendance.
3. Team Rosters are allowed a maximum of 9 and a minimum of 6 approved players. The league office has the right to decline any new team or player applicants for any reason.
4. Any roster changes must be brought to the opposing captain's attention prior to the start of their league match. If you "might" add someone that must also be communicated.
 1. New players should be screened through the league office to attain the most accurate initial S/L.
5. Players must play a minimum of 4-6 matches to be eligible in higher level PA Cue Sports Events.
 1. This number depends on the number of scheduled and/or played team matches.
6. Teams must finish any session that they have signed up for. Should a team quit in the middle of a session, each player on that team will be held responsible for their share of lost revenue before they are allowed to continue with any PA Cue Sports leagues or events.
7. Establishments must be approved by the League Office prior to being used for PACS matches.

4. Cue Ball Requirements

1. A **Red-Circle /Red-Dot Cue Ball should be used** (if available) during all PACS league play or events.
 1. If the location does not provide one, anyone may provide one for the match.
 2. If anyone at the match has an approved cue ball, then that ball must be used.

5. “26.0” Rule

1. Each team is required to field a 5 player team with the total of the handicaps not to exceed 26.0 during a PACS league match. A team may play its players in any order provided the 26.0 rule will not be violated.
2. A team must show that it can stay within the 26.0 rule throughout the course of the match.
3. Only (1) “7.5” per team can play in a given match.
4. An active roster member that is not present may be used as a forfeit to comply with the 26.0 rule.
5. Only if a team’s active roster has no possible combination of 5 players (present or not) that will comply with the 26.0 rule, then they shall use: 4 players totaling 23.0 or 3 players totaling 20.0.
6. Violation - Care should be taken by the team captain to ensure compliance with this rule.
 1. Depending on the timing that the violation is caught, penalties may differ.
 2. If caught *during the first rack* of the match that is in violation, the team in violation may comply without penalty if able to do so. Either team may catch this.
 3. If caught *any other time during the team match*, the team in violation must comply with the above caps for 4 or 3 players with the 5th player or 4th & 5th players being forfeit(s).
 4. If it is caught *after the match has been played*, the League Manager will attempt to go back and apply the above rule until the team in violation can comply.

6. Recycling Rule

1. The purpose of the recycling rule is to allow teams to avoid individual forfeits throughout the session.
2. This rule may not be invoked during the last two weeks of a regularly scheduled session.
3. May never be used during PACS tournaments.
4. Unless otherwise stated, a team may recycle 4 times per session but never more than once in a given match.
5. The recycled player can play in “back to back” matches and at any time during the match and without any notice.
6. A player may be recycled for any reason whatsoever (including if other rostered players are present)
7. Any one player of the recycling teams choice may be used as the recycled player provided that:
 1. The recycled player is not a “7.5”.
 2. The player selected will not cause a violation of the 26.0 rule.

7. Make-Up Matches

1. Teams are discouraged from making up matches because most teams that sign up for a certain night are only available on that night each week.
2. If a match must be made up, it shall be done so through the league office.
3. Any make-up weeks may be added to the end of the schedule to maintain consistency of scheduling.

8. Table Regulations

1. Tables are expected to be **opened** by the home establishment. If the establishment refuses or is unable, then the home team or establishment must provide the quarters for league play. The visiting team will not be required to share this cost.
2. 3.5' x 7' is the preferred table size for PACS match play, but 4' x 8' tables are permitted.

9. Adding /Removing teams on the Schedule

1. Teams may be added to the schedule by week 3 to fill byes by the League Manager.
2. Teams may be removed mid-session at the discretion of the League Manager.

10. Starting the Match

1. The Home team gets the table for practice 1 hour prior to the scheduled start time.

2. The Away team gets the table for practice 30 minutes prior to the scheduled start time.
3. Each league match is required to start not more than 15 minutes after the scheduled time. 7 pm is the typical start time.
4. If conditions at the scheduled location are unfit for play, alternate arrangements should be made at the discretion of the League Office. Possible unfit conditions include: Table is broken, establishment is too crowded, 2 league matches erroneously scheduled, etc.
5. Only one player per team is required to start a league match, although at least one more player per team *should* be there to help with scorekeeping, coaching, et cetera.
6. A coin flip signifies the official start of the match. The winner of the flip decides to put a player blind first or to match up against the opposing team's player first. The order is then rotated for each subsequent match. When a player is announced to play, that is the player who will play. The team can't "change their mind", so think it through before announcing who the player will be. The captain or acting captain will make the decision as to who will play.

11. Continuing the Match

1. Each team has 5 minutes to put up a player once it is their turn to do so.
 1. TOURNAMENT EXC: Tournament rules may provide for an extension to this time limit.
2. A player may not play on more than one table while they are playing their match.
3. More than one table may be used during league play if both teams agree and the location approves. Using more than one table at any time does not mean that the team match must be finished on more than one table.
4. Good sportsmanship is required by all league members during league play. Root for your team, *not against the other team*. Please do not root for balls to scratch or be hidden.
5. Have fun.

12. Outside Interference (dealing with disruptive individuals)

1. Should outside interference occur from individuals who are not involved in the match nor are friends with either team, **please go through the wait staff or management to deal with the individual**. This will help avoid a situation from escalating and keep the establishment involved with keeping control of a potentially negative situation.

13. Forfeits

1. Forfeits are bad for the league, **not fair to other teams**, and should be avoided at all costs.
2. Individual forfeits will sometimes occur. If a team knows it must forfeit one of its matches it may do so at any time during the team match. A player's name and S/L must be used for compliance with the 26.0 rule. The player must be on the active roster prior to the start of the team match.
3. Team forfeits may be avoided by:
 1. rescheduling the match (league office must be notified),
 2. staying current with league fees,
 3. informing the league office if fielding a team has become difficult, and/or
 4. completing your commitment to play through the entire session.
4. During regular session play in 8 ball, a team will receive .7 wins and .3 losses (7 "points for" and 3 "points against" for 9 ball) for each individual forfeit win and will not have to pay for that match(s). The forfeiting team in 8 ball will receive 0 wins and 1 loss (0 "points for" and 10 "points against" in 9 ball) for each individual match and will be responsible to pay for those match(s). PACS reserves the right to remove a team for any reason from the schedule and make a new schedule for the remainder of that session. Example...A new 8 ball team coming into the league fails to show at their first scheduled match. The beneficiary team would receive (.7 wins x 5) 3.5 wins and (.3 losses x 5) 1.5 losses for that week and would not have to pay anything. The team that forfeited all 5 matches would be responsible to

pay \$35 and would receive an 0-5 for that week.

14. Timeouts and Coaching

1. Players may receive 1,2 or 3 timeouts during each game depending on skill level. Following are the number of timeouts permitted (for 8 Ball) per Skill Level. 2.0 (3 timeouts), 2.5 – 4.5 (2 timeouts), 5.0-7.5 (1 timeout)
2. Timeouts may not last more than 1 minute. At the end of 1 minute the timeout must end or another timeout will be charged, if applicable.
3. **Once the coach has left the table, the timeout is now over. All consults with other team members by the coach must be done prior to approaching the table.**
4. A timeout may be called by the Player, the Coach, or the Team Captain.
5. A referee request may be made by the Player, the Coach, or the Team Captain.
 1. **NOTE** – This must be done prior to the shooter being down on the shot.
6. The Coach must be a current member of the team.
7. If no timeout has yet to be called, then the non-captain calling the first timeout is now the designated coach.
8. Players may switch coaches *exactly once during each match*. Once a coach has been switched they may not switch back to the original coach. This may be done with or without the opposing teams consent.
9. Timeouts *may not be refused*. If either the Player/Coach/Captain calls a timeout it must be charged. The lone exception to this rule is if a timeout is called and the player shoots simultaneously without any discussion. In this case, there will not be a charged timeout.
10. If a timeout is called and there are none left, it is a ball-in-hand foul, **after one team warning**. If a timeout is called and there is a dispute as to whether the timeout was “legal”, the timeout should be suspended (no additional consultation to the player) until the matter is resolved between the two teams. **NOTE** – There will be one warning per team per night before a foul is called.
11. The Coach *may place the cue ball* during a timeout.
12. The Coach may touch the table but may not mark the table in any way (chalk, saliva, etc.) during a timeout.

15. Sideline Coaching

1. Any player who interferes with a league match by offering advice, distracting a player, or otherwise disturbing play may subject their player to a foul. One warning per team per league night will be given in this situation. If the behavior continues, further penalties may occur, including: ball-in-hand, loss of game, loss of match, suspension from the league.
2. Teams are encouraged to inform the league of any other teams who may be covertly attempting to offer sideline advice to their players.
3. A player may discuss strategy with their teammate(s) / coach when it is not their “turn” at the table. It is their “turn” at the table once all balls on the table have stopped moving and their opponents “turn” has ended.

16. Calling Fouls

1. If a foul occurs, nobody on the **opposing** team except the individual opponent in the match may call a foul.
 1. **EXCEPTION** – A referee or anyone acting in the authority of the referee may call a foul.
2. A timeout may be used to alert your player to an *obvious foul* if they were not paying attention.
3. Should a dispute occur, a teammate should call a foul on HIS OWN player if they saw a foul. The call

goes to the shooter if no resolution has occurred.

PENALTY – The penalty for not following the proper procedure to call a foul is a team warning the first time. If it happens again to the same team during that team match, it is a ball in hand foul.

17. Playing Pace (Shot Clock)

1. Each player has 45 seconds to take a shot. The clock begins once all the balls have stopped rolling and the opponent has walked away from the table.
 1. **EXCEPTION** - The shot clock does not apply for the first shot after the break.
2. If a player is exceeding the shot clock during league play, it should be brought to the player's attention by his captain. If the player continues to exceed the shot clock, there will be an official warning before a ball-in-hand foul has occurred.
3. Remember, **people have to get up the next day**. Be respectful and don't take too much time.

18. BCAPL Playing Rules – PACS Deviations

1. 8-Ball on the Break

1. This rule replaces BCAPL 2-4.
2. If the 8-Ball is pocketed on a legal break with no foul occurring, the breaker has won the game.
3. If the 8-Ball is pocketed with a foul, the breaker has lost the game.
4. If the 8-Ball is jumped off the table on the break, it is a loss of game.
5. Some divisions may play under the rule that an 8 on the break is NOT a win. In such cases, the rule will be clearly stated at the bottom of the standings for that division.

2. Double Hit

1. PACS S/L (6) and above are not exempt from BCAPL 1-30 under any circumstance.
2. BCAPL 1-30 Double Hit (AR p.83,84)
 1. "It is a foul if your cue tip strikes the cue ball more than once on a single shot."
 2. "It is a foul if your cue tip is still in contact with the cue ball when the cue ball strikes an object ball. However, such a stroke may be considered legal if the object ball is legal and cue ball strikes it at a very fine angle."
3. PACS EXCEPTION
 1. PACS S/L ("5.5"s) and below may be exempt from a foul under BCAPL 1-30 provided they
 - a) **Elevate the butt of their cue at least 35 degrees;** and
 - b) **Use a legal stroke;** and
 - c) **Make a valid attempt to avoid a double hit.**

Note: The PACS EXCEPTION for Skill Levels 5.5 and below does not apply in "double hit" situations in which the cue ball was hit twice because of immediate contact with the cue ball hitting a cushion or another object ball (besides the object ball it contacted first). For clarification, see rule 1-30 on p. 83 of the BCAPL rule book found on the PACS website. – Added 6/8/17

3. Playing Without A Referee

1. This rule replaces BCAPL 1-6 - "When a referee is not available, the Tournament Director or designated event official will fulfill the duties of the referee."
2. A player from each team, generally the coach or the captain, should fulfill the duties of a referee when one is not present.

1. **This must be done at the request of either player in the match.**
2. A Coach or Captain may request a referee only when one is present and able to fulfill the duties.

4. No Practice Allowed During Match

1. This rule replaces only BCAPL 1-8-3. Rules BCAPL 1-8-1 and BCAPL 1-8-2 still apply.
2. PACS Ruling
 1. It is not a foul if other team members practice while they are not playing in a match.

5. Establishing Groups

1. This rule replaces only BCAPL 2-6-3. Rules BCAPL 2-6-1 and BCAPL 2-6-2 still apply.
2. PACS Ruling
 1. If a player shoots two consecutive, legal shots at the wrong group, they have now established a new group for that game.
 2. The foul for shooting at the wrong group must be called *before* the next shot at the wrong group.

6. Use of Equipment

1. This rule replaces BCAPL 1-3-2-b in its entirety – “...use of cell phones, smart phones...”
2. PACS Ruling
 1. Players may have to answer an important phone call or message during a league match. This is not a foul. Be courteous to your opponent; if you must answer the call or message keep it short.

19. Non-Compatible BCAPL Rules

The below rules were deemed “non-compatible” with PACS rules primarily because of the fundamental differences between PACS league matches and BCAPL tournaments. They may also be “non-compatible” because of PACS Rule 19 ‘BCAPL Playing Rules - PACS Deviations.’ Some of them may exist because of tradition or habit.

1. **Coaching** – BCAPL 1-41
 1. See PACS Rule 15 ‘Timeouts and Coaching’
2. **Calling Fouls** – BCAPL 1-23
 1. See PACS Rule 17 ‘Calling Fouls’
3. **Time Out** – BCAPL 1-11
 1. See PACS Rule 15 ‘Timeouts and Coaching’
4. **Shot Clock** – BCAPL 1-15
 1. See PACS Rule 18 ‘Playing Pace (Shot Clock)’
5. **Racking Procedure** – BCAPL 1-14-1 - “You must rack for yourself when you are breaking.”
 1. PACS Exception – The person breaking is not permitted to rack for their self.
6. **Start Time of Match** – BCAPL 1-5
 1. See PACS Rule 11 ‘Starting the Match’
7. **Breaking Subsequent Games of a Match** – BCAPL 1-13
 1. The winner of the last game will break each subsequent game.
8. **Loss of Game** – BCAPL 2-10-b
 1. 8 ball jumped off the table on the break *is a loss for the breaker*.
9. **Deliberate Foul** – BCAPL 1-40-b-3
 1. PACS Exception – It is not a deliberate foul if you pick up the cue ball in order to end your turn.

20. Score Keeping Guidelines

PACS Score keeping is a good way to build team camaraderie and learn about the game. It is always a good idea to share the score keeping responsibilities among various team members.

1. Marking Safeties

1. Each Scorekeeper has sole discretion as to when a safety is marked on their score sheet.
2. If the shooter announces a ball and pocket, this does not mean a safety should not be marked.
3. A safety should be marked when the shooter announces a ball and pocket, but makes little effort to make the ball, with the intent to give up their turn. This is commonly known as a 2-way shot.

2. Marking Scratches

1. Only “scratches” in which the cue ball is pocketed, or a ball (object ball or cue ball) is hit such that the ball leaves the table.
2. If a player scratches on purpose, it shall not be marked as a scratch on the score sheet.

3. Points to Remember

1. A Turn is not marked for an illegal break.
2. Pay close attention to Win Codes. The losing player **always** gets marked a ‘0’.
3. Remember to total up the score sheet and complete the top section including match score, etc.

21. Use Of Recorders / Media Devices

1. Matches are not to be recorded or “streamed” on media outlets (such as Facebook) unless both players agree.
2. Phones with slow motion recording capabilities are permitted (and encouraged) to be used on shots in which there is a reasonable probability that the two players might disagree on whether the shot was a foul or not. In these instances, the players should be communicating with each other about the intent before the shooter is “down on the shot”.