

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

RULES SECTION 2

8-BALL

2-1 The Game

8-Ball is a call shot game played with a cue ball and fifteen object balls numbered 1 through 15. Each player or team has a group of seven balls: the solid colored balls numbered 1 through 7, or the striped balls numbered 9 through 15. The 8-ball is the game winning ball. The object of the game is to pocket your entire group of balls and then legally pocket the 8-ball. The game is played by two players or two teams.

2-2 8-Ball Rack

The balls are racked as follows (see Figure 2-1):

- in a triangle with the apex ball on the foot spot (AR p. 84);
- the rows behind the apex are parallel to the foot string;
- the 8-ball is in the middle of the row of three balls;
- the remaining balls are placed at random, except that the ball at each rear corner of the rack must be of a different group from the other rear corner (the left/right orientation those two balls does not matter). (AR p. 102)

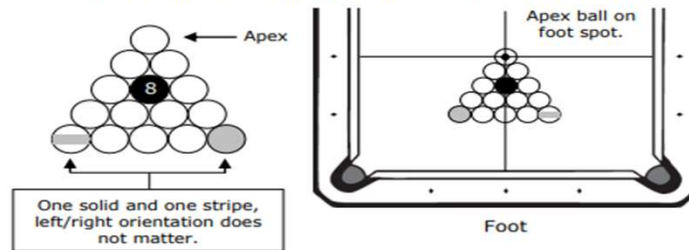


Figure 2-1

2-3 Break Requirements

1. You begin the break with ball in hand behind the head string. The break is not a called shot, and you may not call a ball or a safety on the break. There is no requirement for the cue ball to contact any particular ball first. You must legally pocket a ball or cause at least four object balls to contact one or more cushions or it is an illegal break. If you legally pocket a ball, you continue to shoot. If you do not legally pocket a ball or you commit a foul, your inning ends. (AR p. 102)

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2. If you intend to break softly, you must notify your opponent and allow them the opportunity to call a referee to watch your break. If you fail to notify your opponent you will receive a mandatory warning on the first offense. Second and subsequent offenses are fouls.

3. If your break is illegal, with or without a foul, your inning ends. Your opponent may:
- re-rack the balls and break;
 - require you to re-rack the balls and break again;

The game cannot continue until there is a legal break. If your opponent's break is illegal and there is also a foul, the illegal break takes precedence and you must choose either option (a) or (b) above.

4. If you foul on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed object balls remain pocketed. Your opponent receives ball in hand anywhere on the table.

5. In all cases on the break, jumped object balls other than the 8-ball are not returned to the table except in the case of a re-rack. If the 8-ball is jumped it is spotted.

2-4 8-Ball Pocketed on the Break (AR p. 102)

1. If you pocket the 8-ball on the break and do not foul, you may:
- have the 8-ball spotted and accept the table in position;
 - re-rack the balls and break again.
2. If you pocket the 8-ball on the break and foul, your inning ends. Your opponent may:
- have the 8-ball spotted and take ball in hand anywhere on the table;
 - re-rack the balls and break.
3. If the 8-ball is pocketed on the break, and it is not noticed until after another shot has been taken, the game will be replayed with the player who broke the game breaking again.

2-5 Table Open After the Break

The table is always open on the shot after the break and remains open until groups are established. When the table is open, all object balls except the 8-ball are legal object balls. For combination shots, a ball of one group may be contacted first to pocket a ball of the other group. The 8-ball may be part of such a combination if it is not the first ball contacted by the cue ball.

BCA/CSI POOL LEAGUES

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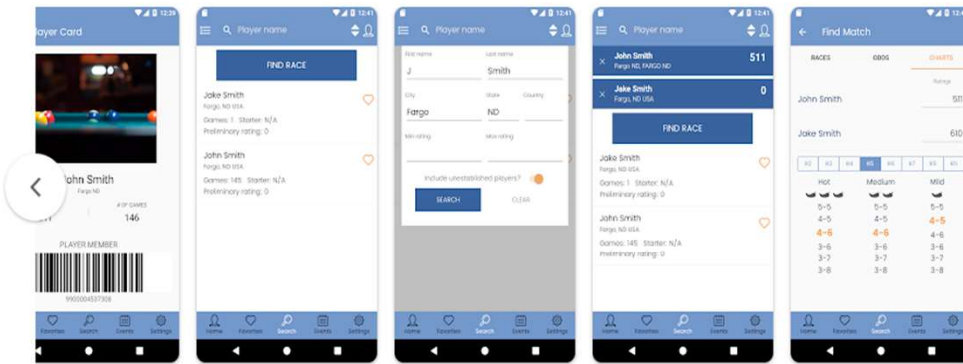
FargoRate

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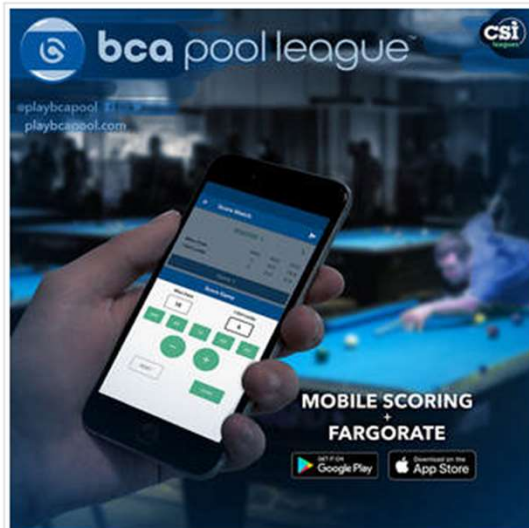
Developer contact

About this app

Your access to the FargoRate system!

BCA Pool League Scoring App


6/9/2021



The BCA Pool League Scoring App has been released and is available for free to all BCA Pool Leagues that use the FargoRate League Management System (LMS), **the only league management system in the world with FargoRate built in.** There is no need for complicated score sheets, paper, pencils or a math degree. Players can simply log in to the BCA Pool League Scoring App, score the match and submit.

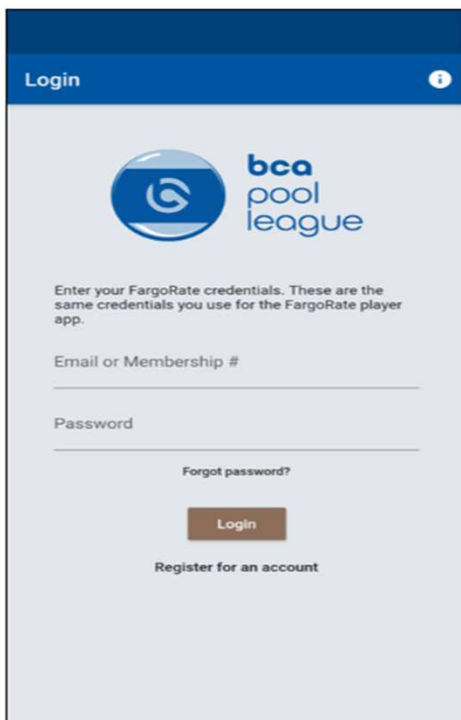
On March 7, 2021, the new score sheet layout and score sheet builder was introduced into LMS. That change was implemented to facilitate the BCA Pool League scoring app. If your current league session began before March 7, 2021 and/or you are using the old horizontal LMS score sheet layout, you will not be able to score those matches using the BCA Pool League Scoring App. When you create your next division and begin using the new score sheet builder, those matches can be scored using the BCA Pool League Scoring App.

Below is an overview of how to score a match with the app.


 The app can be downloaded from the Google Play Store and the Apple App Store by searching "**BCAPL Scoring App.**"

IMPORTANT: The wide range of formats and scoring systems used by the hundreds of BCA Pool Leagues around the world make testing every aspect of every format nearly impossible. Therefore, it is highly recommended that everyone keep a paper score sheet as backup for at least the first session of using the BCA Pool League Scoring App.

Logging In



Login

 bca pool league

Enter your FargoRate credentials. These are the same credentials you use for the FargoRate player app.

Email or Membership #

Password

[Forgot password?](#)

Login

[Register for an account](#)

After downloading the BCA Pool League Scoring App from the Google Play Store or the Apple App Store, it will open to the Login screen.

LOGGING IN THE FIRST TIME

There are two ways to login the first time.

OPTION 1 - USE THE FARGORATE APP FIRST (BEST OPTION)

You should first download the FargoRate App. It has lots of great features and the premium features are free to BCA Pool League members (\$12.99/year for non-members). Download the FargoRate App, search for your name and claim your record ([click here](#) for detailed instructions). You will be prompted to enter your email address and choose a password. Once you have completed this process, you can login to the BCA Pool League Scoring app using the same email and password.

OPTION 2 - USE YOUR MEMBERSHIP NUMBER

You may also create your account directly through the BCA Pool League Scoring App. Click "Register for an account" and provide some basic information, including your BCA Pool League membership number. The email address and password you choose here will then be the login credentials for the FargoRate App as well. This is not the recommended option but it will work.

A note about membership numbers...

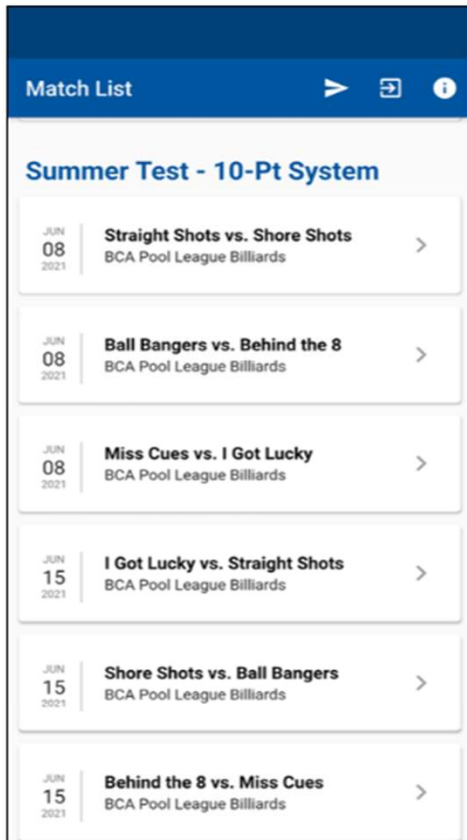
Some people have older profiles in FargoRate with a shortened 7-digit membership number stored internally. A few years ago, membership numbers were modified to a new 13-digit format to accommodate the rapid growth of FargoRate and CSI's leagues. To log in to the FargoRate apps, you must use whichever number is stored internally. Although the membership card may show a 13-digit number, FargoRate may actually have the shortened 7-digit version stored internally. If so, that is what must be used to login to the BCA Pool League Scoring App.

What does this mean?

The 13-digit number will work for most people. If it doesn't, omit the first 5 digits and the last digit and try again. For example, if the 13-digit number **9900003078972** does not work, try the shortened 7-digit version of **0307897**.

We understand this may be a little confusing. This is why we recommend creating your account through the FargoRate App first. Also, you only need to login once. After the first login, the app should open without the need to login.

The Match List



The screenshot shows a mobile application interface for a pool league. At the top is a blue header with the text "Match List" and three icons: a right-pointing arrow, a square with a right-pointing arrow, and an information icon. Below the header is a section titled "Summer Test - 10-Pt System". This section contains a list of six matches, each in a white card with a light blue border. Each card displays the date (JUN 08 or JUN 15, 2021), the match name, and the league name (BCA Pool League Billiards), followed by a right-pointing arrow.

Date	Match	League
JUN 08 2021	Straight Shots vs. Shore Shots	BCA Pool League Billiards
JUN 08 2021	Ball Bangers vs. Behind the 8	BCA Pool League Billiards
JUN 08 2021	Miss Cues vs. I Got Lucky	BCA Pool League Billiards
JUN 15 2021	I Got Lucky vs. Straight Shots	BCA Pool League Billiards
JUN 15 2021	Shore Shots vs. Ball Bangers	BCA Pool League Billiards
JUN 15 2021	Behind the 8 vs. Miss Cues	BCA Pool League Billiards

Once you login, the initial screen will show the list of upcoming matches in your league. If this screen is blank for you, either your league does not use LMS or you are not yet on any of the league's team rosters in LMS.

Click the match that you'd like to score. You can score your own team's match or you can score a match for two different teams in the league.

Note, if your league session began before March 7, 2021 and/or you are using the old horizontal LMS score sheet layout, those matches will not appear in the Match List.

Scoring a Game

	GMS	RDS	PTS
Miss Cues	0	0.0	9.0
I Got Lucky	0	0.0	0.0

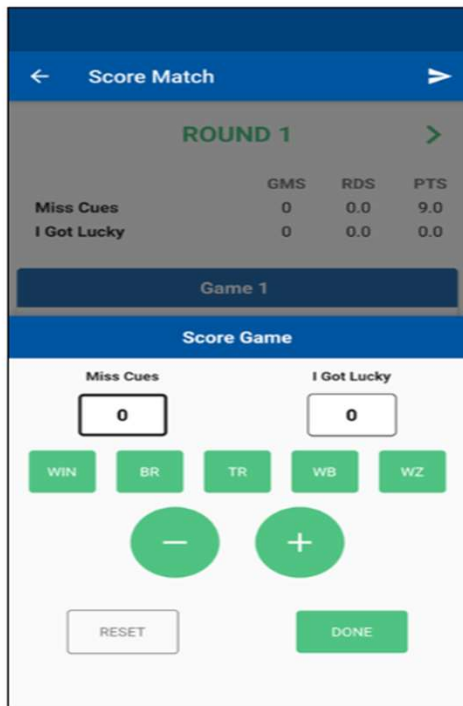
Game 1	
+ Miss Cues	
Cindy Johnson (517)	0
Howard Smith (679)	0
I Got Lucky +	
RUNNING TOTAL	
Miss Cues	I Got Lucky
0.0	0.0

Game 2	
--------	--

This example shows a 3-player team league that utilizes the round robin format, 10-point scoring method and FargoRate set at 100% for handicapping.

Start by selecting the players that will play the first game.

To begin scoring the game, click the green number pad icon in the center of the player names.



The "Score Game" screen appears. Whichever score box is highlighted (thicker border) is the score that you are editing. In this example, the score for the player on team Miss Cues is in the edit mode. If you want to edit the other player's score, click that team's score box.

There are several options for scoring and each game can be won in a number of "special" ways. If the player for team Miss Cues won the game, you can simply click the WIN button. If he or she won in a special way, such as a break-and-run, click the BR button. The buttons are as follows:

WIN - awards the appropriate number of points based on the league's scoring method setting in LMS. In this example, the winning score is 10 points because the league uses a 10-point scoring system.

BR - awards the appropriate number of points based on the league's scoring method and also records it as a break-and-run for league tracking purposes.

TR - awards the appropriate number of points based on the league's scoring method and also records it as a table-run for league tracking purposes. A table-run is when the non-breaking player wins the game at his or her first turn at the table.

WB - awards the appropriate number of points based on the league's scoring method and also records it as a win-on-the-break for league tracking purposes. This is when a player wins the game off of the break (ex. 9-ball on the break).

WZ - awards the appropriate number of points based on the league's scoring method and also records it as a win-zip for league tracking purposes. A win-zip is when the winning player won leaving their opponent with a score of zero.

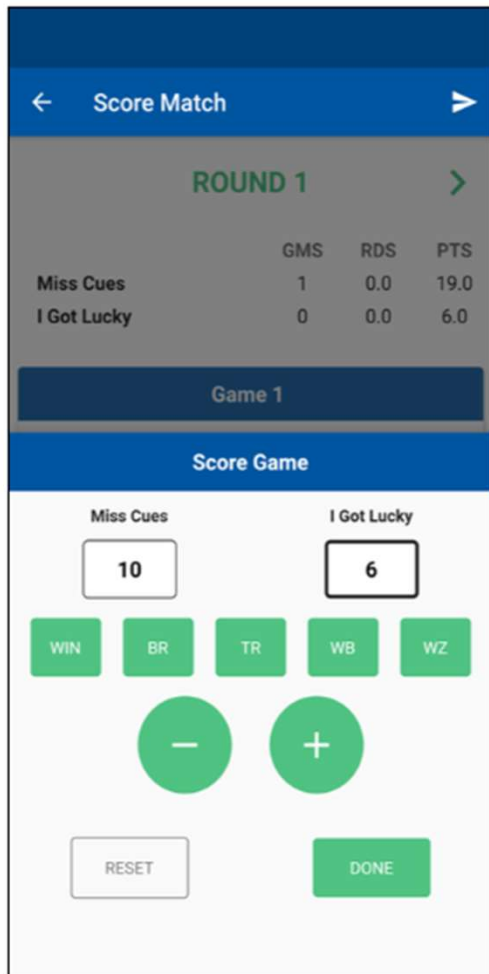
(-) - reduces the score by one (1) for each click.

(+) - increases the score by one (1) for each click.

RESET - resets the game scores for both players.

DONE - completes the scoring for the game and closes the "Score Game" screen.

NOTE: Due to the wide range of formats played by BCA Pool Leagues, the scoring app is built for maximum flexibility. Therefore, no error checking is included for game scores. For example, if your league uses a 10-point system, the app will allow you to enter a score other than 10 for a win. This is intentional.



In this example, we clicked the **WIN** button for team Miss Cues. We then clicked the score box for team I Got Lucky and then clicked the (+) button six times. This indicates a game score of 10 to 6.

Once we are confident that the score is correct, we click the **DONE** button.

← Score Match →

ROUND 1 >

	GMS	RDS	PTS
Miss Cues	1	0.0	19.0
I Got Lucky	0	0.0	6.0

Game 1

+ Miss Cues

Cindy Johnson (517) ▾

10 — [Cue Ball] — 6

Howard Smith (679) ▾

I Got Lucky +

▼ RUNNING TOTAL ▼

Miss Cues	I Got Lucky
10.0	6.0

Game 2

This takes us back to the ROUND 1 view and we see the entered game score of 10 to 6 in favor of team Miss Cues.

We now scroll down to score the second game of Round 1.

Score Match

I Got Lucky (+)

▼ RUNNING TOTAL ▼

Miss Cues	I Got Lucky
10.0	16.0

Game 3

(+) Miss Cues

Rebecca Wagner (619)

10

5

Christopher Clark (406)

I Got Lucky (+)

▼ ROUND TOTAL ▼

	SCORE	HCP	NET
Miss Cues	20	3.0	23.0
I Got Lucky	21	0.0	21.0

We repeated the game scoring steps to enter the score of the third game of Round 1. Here, Rebecca Wagner won the game 10 to 5.

Round 1 is now complete. The Round 1 actual score, handicap points and total score are displayed at the bottom of the screen. The running total of the match score will be displayed near the top of every screen. You will notice that the handicap points have already been calculated based on the actual match-ups that have occurred in the round. **There is no need to visit the online handicap calculator to determine handicap points.**

To begin scoring Round 2, scroll to the top and click the arrow to the right of Round 1. This will take you to the Round 2 screen.

The player rotation will already be set for Round 2 based on the specific score sheet configuration of your league in LMS. Therefore, there is no need to select the players unless there is a substitute situation or different players than were in Round 1.

Adding a Player



← Search ×

Enter the name of the player to add to the team.

Hint: If you are having trouble finding a player, try searching for them by using only their first initial. For example, M Smith would find Mike Smith or Michael Smith.

If at any point in the match you need to add a player to your team, click the (+) button next to the team name and the "Add Player" screen will appear. Search for the player and if you are confident that you found the right person, click the name to add him or her to the team roster.

If you fail to find the person in the search, either you have searched using the wrong spelling or the person is not in the FargoRate or BCA Pool League database. In this situation, the League Operator must add the player to your team through LMS first.

Match Handoff



It's common for more than one person to keep score. For example, you may be scoring the first game or round on your phone but you may have to play in the second game or round. You can "handoff" score keeping duties to someone else in the league with the Handoff feature.

To handoff score keeping, click the arrow icon in the upper right corner of the screen. This generates a handoff code. When your teammate selects the match using his or her mobile device, it will ask for this code. He or she can then pick up where you left off.

Submit Match

The screenshot shows the 'Score Match' app interface. At the top, there's a blue header with a back arrow, 'Score Match', and a forward arrow. Below that, 'ROUND 1' is displayed in green with a right arrow. A green 'SUBMIT MATCH' button is centered. A table shows match statistics:

	GMS	RDS	PTS
Miss Cues	4	1.0	60.0
I Got Lucky	5	3.0	73.0

Below the table is a section for 'Game 1'. It features a dropdown for 'Miss Cues' (Cindy Johnson (517)) and a dropdown for 'I Got Lucky' (Howard Smith (679)). A central green cue ball icon is connected to two score boxes: '10' on the left and '6' on the right. At the bottom, a 'RUNNING TOTAL' section shows 'Miss Cues' with a score of 10.0 and 'I Got Lucky' with a score of 6.0.

Once all games and rounds are scored, the overall score should be reviewed by both teams. To submit the score sheet, click the **SUBMIT MATCH** button. Both teams are encouraged to score the match and compare score sheets at the conclusion of the match for accuracy. Both teams may submit the scores.

The League Operator will see the match results in LMS and your leagues data will be automatically reported to FargoRate. If any part of a score sheet is incorrect, the League Operator can correct it in LMS.

Use LMS!

If your league is not using LMS, encourage your League Operator to make the switch today. If not, your league will not be able to use the BCA Pool League Scoring App and your league's data will not be reported to FargoRate. This will put you and your teammates at a disadvantage when competing in BCA Pool League events because we may have to assign starter ratings that are higher than your true skill level.

For more information about the BCA Pool League, visit www.playbcapool.com. For more information about FargoRate, visit www.fargorate.com.

THANKS FOR PLAYING AND
LET'S HAVE A GREAT
SEASON!

