

Condensed APL Rules for 8-Ball

Coin Flip determines which team calls the first player.

- The match cannot start until the Captain that is supposed to call a player in fact calls his/her player.
- Then the Captain on the opposing team can call their player.
- If a Captain is not present, the match can start if only one (1) player is present.
- Captain or attending player, if Captain is not present, has two (2) minutes to call a player once the match starts.

Lag Shot determines the first breaker, and then the winner of each game breaks.

- If the lag hits the side rail or scratches in any pocket, it is a loss of the lag.
- If the two balls collide, the players must lag again.

Racking

- The 8-ball is placed in the middle of the rack and the two back corners cannot have the same category balls.
Break must have four (4) balls to the rails or on (1) to pocket. Failure to do this will give the opponent a choice to have the same breaker break again or choose to break.

Time-Outs

- Skill level 2-3-4 has two (2), 1-minute time-outs per game.
- Skill level 5-6-7 has one (1), 1-minute time-out per game.
- A player cannot refuse a time-out.
- A coach cannot refuse a time-out.
- The coach can place the cue ball for the player in a ball-in-hand situation.

Safeties

- Safeties must be declared or the shot will be the opponent's judgment.
- Opponent determines the intent (safety) if the shot was not declared.

Fouls

- Cue ball-in-hand to opponent.
- Except on the break, where the cue ball must be placed 100% behind the head string.
- Only the player, captain, or coach can call a foul.
- Moving ball foul, possible replacement of balls if movement did not have outcome on the game being won or lost. If the moving ball(s) had an outcome in the game, it is a loss of game.

Game Play

- No sideline coaching, except anyone on the team can remind to "mark the pocket".
- Frozen ball must be declared frozen prior to opponent shooting at the frozen ball.
- Each shot should be 45 seconds or less.
- Call shot & pocket only, the shot does not have to go clean.
- All balls driven off the table stay down.

The 8-Ball

- The 8-ball is never neutral.
- It can be used in a multiple ball combination, if it is not the first ball hit.
- If a marker is down near the selected pocket, the player does not have to touch it again before he/she shoots the 8-ball.

Handicapping (Rankings)

- Ranking limit 25 for 5-player team, 21 for 4, 18 for 3.
- Roster must be able to show that 5 players shooting a match on league night cannot exceed 25 points.
- A team can put up a player not present and forfeit that match.
- New players come in at skill level 4 (males), 3 (females), unless known player.
- League Operator or the "Board" assigns known player rankings. The board consists of every Captain on each team in the division.
- 6 matches are needed for new players to play in any higher level APL tournament.
- 4 matches are needed for veteran players to play in any higher level APL tournament.
- The BCA Pool Leagues require 8 matches played and 40 games played during a year to compete in singles play at the Nationals in Las Vegas.
- The BCA Pool Leagues requires that players that are entering a team in the open team tournament to have played on that team for at least (8) weeks in any one session, throughout the year, to compete in team play at the Nationals in Las Vegas.
- Professionals not allowed. A professional is a player that has an active pro-card.

Game Loss

- Scratch when shooting the 8-ball.
- Unmarked pocket when shooting the 8-ball.
- 8-ball goes off the table.