

# B/C TOURNAMENT 8 BALL RULES

We will use in our InHouse 8 Ball League Rules.  
Generally speaking they are the BCA Rules of 8 Ball.

Highlights of things that you may not be used to if you play MO8, APA etc...

- 1) **8 on the break** is not a winner.  
If you make the 8 on the break you attempt to run out  
If successful you win. (do not have to make the 8 again)  
If you are not successful you spot the 8 after you miss and continue with a normal game.
- 2) **Suit** is determined by the first legally pocketed ball AFTER the break.
- 3) **Ball in Hand** anywhere on the table except after a scratch on the break, in which you must shoot from behind the head string.
- 4) **If you call SAFETY** and pocket a ball (intentionally or not) it is a safety...and it's the opponents shot.
- 5) **GENTLEMEN'S CALL**: Obvious shots do not have to be called. The ball and pocket must be called on anything not obvious. Banks, Caroms, Combinations and Kicks are not considered obvious. If a the right ball goes in the right pocket it is a good shot no matter how it got there.
- 6) **If the cueball is frozen to an object ball** you can shoot straight through the centers without being accused of a push. When the cue ball and object ball are close together you must shoot such that you do not double hit the cue ball.
- 7) **Slow play** will not be tolerated. A 45 second shot clock will be enforced if CONSISTENT slow play is determined. An occasional delay on any given shot is expected. Consistent slow play is not. Clock starts when opponent exits the table. Be ready to shoot.
- 8) **A legal break** drives 4 numbered balls to the rail. Incoming player can accept the table or rerack and break himself.
- 9) **Scratching while pocketing the 8** ball is loss of game. Shooting to make, but missing, the 8 ball and scratching is NOT loss of game. It is ball in hand for the opponent.
- 10) **Alternate the break. Rack your own.**
- 11) **B's go to 4. C's go to 3**
- 12) **The 8 is NEVER** used as the first all in a combination shot.
- 13) **Round Robin Tie Breakers.** Head to head is the first tie breaker. Game winning percentage (not match winning percentage) is the second tie breaker. Coin flip the third.

This is not all-inclusive. This simply highlights the main differences between what we do and what you may be used to. I will have the Diamond League Rules available if interested in reading them in full.