

8-BALL RULES VARIATIONS

Rule 1: Racking

BCA	WPA	UPA	VNEA	CSI/BCAPL/USAPL	APA/CPA	AZ Bar Rules
A solid on one lower corner and stripe on the other. The one on the apex is customary, never forced or disallowed, imo. Intentional placement of other balls (pattern racking) varies by rules, tournaments, usage, and enforcement. See comments below.					8-Ball at center. No corner ball requirements.	8-ball at center, solid on all corners, alternating solid/stripe.

Rule 2: Legal break

BCA	WPA	UPA	VNEA	CSI/BCAPL/USAPL	APA/CPA	AZ Bar Rules
Must make a ball or drive four or more balls to any rail. Any ball in the rack may be struck first, but not off a rail. Balls are never spotted even if the break is illegal or the breaker scratches. The exception is if the 8-ball spots in BCA/WPA rules (below).					Must hit front three balls. Must hit "hard". Must make a ball or drive four to a rail.	Must hit front ball hard, as a matter of sportsmanship.

Rule 3: Pocket 8-ball on break

BCA	WPA	UPA	VNEA	CSI/BCAPL/USAPL	APA/CPA	AZ Bar Rules
Shooter's option to (a) spot the 8-ball or (b) re-break. If scratch/foul, other player has option to (a) re-break or (b) spot the 8-ball with ball in hand in the kitchen. On coin-op table, scratch/foul is loss of game.		Wins game. Scratch/foul is loss of game.	Wins game. Scratch/foul is loss of game. Optionally use BCA rule in tournaments.	See BCA rule. But on a foul/scratch ball in hand is ANY-WHERE ON TABLE.	Wins game. Scratch/foul is loss of game.	

Rule 4: Choice of solids and stripes

BCA	WPA	UPA	VNEA	CSI/BCAPL/USAPL	APA/CPA	AZ Bar Rules
The table is always open after the break. Groups are determined when a player first legally pockets any ball after the break. If the table is open and a player fouls/scratches while pocketing a ball, the table is still open. Note: When the table is open, a ball from either group may be hit first to pocket a ball, even a ball in the other group. In VNEA rules ONLY, that goes for the 8-ball also! And in bar rules, there's generally no restriction ever about what ball can be hit first. In all other rules, hitting the 8-ball first with an open table is a foul.						If a ball is made on the break, shooter has that group. If both groups are made, shooter has choice. Table is open if scratch on break.

Rule 5: Legal shot

BCA	WPA	UPA	VNEA	CSI/BCAPL/USAPL	APA/CPA	AZ Bar Rules
<p>Shooter must hit one of own balls before hitting any other ball. It's a foul to hit the 8-ball or an opponent's ball first. With open table it is legal to hit any ball first except the 8-ball, which is a foul EXCEPT under BCA or WPA rules. After the cue ball hits a ball, either a ball has to go in a pocket or any ball including the cue ball must hit a rail. The penalty for a table scratch is ball in hand anywhere on the table.</p>						<p>Shoot your own balls offensively. No other restrictions.</p>

Rule 6: Calling shots

BCA	WPA	UPA	VNEA	CSI/BCAPL/USAPL	APA/CPA	AZ Bar Rules
<p>Call shot. You must call shots unless they are "obvious". Banks and combos are never considered obvious. But incidental contact with rails or other balls do not have to be called. You must call only one ball and one pocket. How the ball gets to the pocket does not matter, even if you did not call it because it was obvious and it ended up being pocketed there in a non-obvious or unintended way. Additional balls made in any pockets do not have to be called. This rule applies even when shooting the 8-ball to win the game. The 8-ball cannot be made on the same shot as your last ball even if you call it (or it is loss of game). NOTE: In VNEA & APA, you must mark the pocket for the 8.</p>					<p>Slop counts. No shots are called except the 8-ball in which the pocket must be marked.</p>	<p>"No slop" Must call ball and pocket including all caroms and rails. No need to call rattles or low angle glances off rails.</p>

Rule 7: Penalty for fouls

BCA	WPA	UPA	VNEA	CSI/BCAPL/USAPL	APA/CPA	AZ Bar Rules
<p>Opponent has ball in hand anywhere on the table, except on the break when it is ball in hand in the kitchen.</p>				<p>Ball in hand ANYWHERE on the table, INCLUDING ON THE BREAK, not in kitchen.</p>	<p>Ball in hand anywhere on the table. In kitchen if on the break.</p>	<p>Ball in hand in the kitchen for all scratches. Scratches are the only fouls.</p>

Rule 8: Scratch when shooting the 8-ball

BCA	WPA	UPA	VNEA	CSI/BCAPL/USAPL	APA/CPA	AZ Bar Rules
<p>Foul, opponent gets ball in hand. Loss of game only if 8-ball is also pocketed.</p>					<p>Loss of game, even if 8-ball is not pocketed. (APA, missing the 8-ball is a foul, not a loss)</p>	

Rule 9: Safeties

BCA	WPA	UPA	VNEA	CSI/BCAPL/USAPL	APA/CPA	AZ Bar Rules
<p>You can choose to shoot a defensive shot instead of trying to make on offensive shot that might for example lead to a foul. When playing a defensive shot, you may also call a safety by declaring it out loud before shooting forcing your turn to end even if you legally pocket a ball. All fouls still apply and result in ball in hand, including table scratches, hitting opponent's ball first, hitting 8-ball first, pocketing opponent's ball unless you hit your ball first, and so on. No calling safety on a break.</p>					<p>No called safeties. After pocketing a ball, you must continue to shoot.</p>	<p>No safeties. You must always try to make an offensive shot.</p>

A FEW SUBTLE RULE VARIATIONS

Frozen cue ball / push shot 45 degree exception (VNEA only)

When the cue ball is frozen to an object ball, in most rules you are allowed to shoot into the cue ball any way you like, as it will not result into a push or double hit (see Dr. Dave for high speed video demonstration). In bar rules there is no restriction of course. But VNEA has a special rule that you have to hit into the cue ball at a 45 degree or greater angle (from above or side), or it is a foul. This is a poor rule as DR. Dave explains, but you must be aware of it.

Cue ball fouls only exception for balls jumped over or masse around (CSI, BCAPL, USAPL)

All rule variations specify *cue ball fouls only*, except bar rules and sometimes special big tournaments will implement foul on all balls.

In CSI, BCAPL, and USAPL rules, there is an exception that it is always a foul if you move a ball (with the cue stick for example) that you are jumping over or masse-ing around. This rule eliminates any opportunity for disagreements.

Take what you make

This is the nickname for a rule variation that is always in effect for bar table rules, and not usually part of other rules. However, it is sometimes added as a custom rule for certain tournaments. In this variation, the table is NOT always open after the break. If you make one stripe, you are stripes. If you make one solid, you are solids. If you make one of each, the table is open and you have your choice.

It is less clear about what happens if you make an unequal number of both groups. The rule is usually stated “the table is open if you make one of each” with the implication being “one or more of each” (otherwise another rule would be required). But some people, especially playing bar rules, interpret it as the table is open only if an equal number of both are made. I don’t believe there is any definitive source for bar rules, and this is something the players have to agree on up front to avoid arguments.

There is an example of a money match between pros where this led to some controversy. In 2008 Corey Deuel and Shane Van Boening were playing a race to 25 for \$5000. See <https://youtu.be/XoqT4c7J1dQ?t=4092>. Corey made two solids and one stripe on the break then shot a stripe. Shane complained. After a brief debate, Shane conceded.

Pattern Racking

Pattern racking is when you exceed the racking requirements and rack other balls in an intentional way rather than “random”. Most people do it to some degree based on their idea of what seems *fair*, often against the rules, but usually tolerated. In general it is only disallowed when *blatant* or in serious pro tournaments where there has been a history of abuse, especially 9-ball and 10-ball. It is best to just read the room, or your opponent, or to ask during a players’ meeting.

Pattern racking is explicitly prohibited in these rules: BCA rules are silent on the issue. WPA (“*The other balls are placed in the triangle without purposeful or intentional pattern.*”), UPA (“*The balls are racked randomly...*”), CSI & BCAPL & USAPL (“*the remaining balls are placed at random*” however “*the common practice of alternating solids and stripes around the outside of the rack is permissible, provided the pattern is altered so there is a stripe in one rear corner and a solid in the other and that the position of any particular ball is not consistent between racks*”), APA/CPA (“*The balls are racked randomly...*”).

OFFICIAL RULES CITATIONS FOR VARIATIONS

Sources of *official* rules:

BCA – Billiard Congress of America (Standardized World Rules)	https://www.billiards.com/official-bca-8-ball-rules
WPA – World Pool-Billiard Association	https://wpapool.com/rules-of-play/
UPA - United States Professional Poolplayers Association	https://upatour.com/8-ball-rules/
VNEA – Valley National 8-Ball League Association	http://www.vnea.com/8-ball-rules.aspx
CSI / BCAPL / USAPL – Cue Sports International / BCA Pool League / USA Pool League	https://www.playcsipool.com/usapl-rules.html
APA – American Poolplayers Association	https://poolplayers.com/8-9-ball-Rules.pdf
AZ Bar Rules (informal similar rules, no official source)	https://billiards.colostate.edu/resources/rules/bar-rules/

Rule 1: Racking

- BCA** *The balls are racked in a triangle at the foot of the table with the 8 ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.*
- WPA** *The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.*
- UPA** *The balls are racked randomly with the base of the rack is parallel to the short end of the pool table and is positioned so the ball in the tip of the rack is located on the center of the foot spot. Within the rack, the 8-ball is centered while the two corners are occupied by the two opposite groups (one solid ball and one striped ball).
NOTE: Tables may have flaws that do not allow for acceptable racks directly upon the foot spot. In these cases, players are permitted to rack within a dime's radius of the direct foot spot to achieve a solid rack. Touching or positioning of balls after the rack has been removed is never permitted (exception magic rack). Player must re-rack if this occurs (see 9.5, Ball Tapping).*
- VNEA** *The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.*
- CSI** *The balls are racked as follows:*
- in a triangle with the apex ball on the foot spot; (See AR 1-14)*
 - 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). (see AR 2-2)*
- AR 1-14: Racking Procedures.** *To ensure play is not delayed, an undue amount of time shall not be spent attempting to put out a perfect rack if the apex ball will not stay exactly on the foot spot. If the apex ball consistently shifts slightly when attempting to rack, it is permissible to adjust the position of the remaining balls to match the position of the settled apex ball.*
- AR 2-2: 8-Ball Rack.** *For the purposes of Rule 2-2-d, the common practice of alternating solids and stripes around the outside of the rack is permissible, provided the pattern is altered so there is a stripe in one rear corner and a solid in the other and that the position of any particular ball is not consistent between racks.*
- APA** *The balls are racked randomly with the base of the rack is parallel to the short end of the pool table and is positioned so the ball in the tip of the rack is located on the center of the foot spot. Within the rack, the 8-ball is centered while the two corners are occupied by the two opposite groups (one solid ball and one striped ball).*

**** See Pattern Racking issues from previous section.**

Rule 2: Legal break

- BCA** To execute a legal break, the breaker with the cue ball behind the head string, must either 1, pocket a ball, or 2, drive at least four numbered balls to the rail. If he fails to make a legal break, it is a foul, and the incoming player has the option of 1 accepting the table in position and shooting, or 2, having the balls re-racked and having the option of shooting the opening break himself or allowing the offending player to rebreak.
- WPA** To execute a legal break, no ball is called, and the cue ball is not required to hit any particular object ball first. If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, and the incoming player has the option of accepting the table in position, or re-racking and breaking, or re-racking and allowing the offending player to break again.
- UPA** For the break shot to be legal, the breaker (with the base of the cue ball placed anywhere behind the head string) must either pocket a number ball or drive at least four number balls to one or more rails. No ball is called, and the cue ball is not required to hit any particular object ball first. If the breaker fails to make the legal break requirement, the balls will be re-racked and the opponent shall have the option of breaking or requesting the offending player to break again.
- VNEA** If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option accepting the table in position and shooting, or have the balls re-racked and shooting the break himself or have original breaker rebreak.
- CSI** 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.
 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: a.re-rack the balls and break; b.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.
- APA** To be a legal break, players must break from behind the head string. The head ball or second ball must be struck first and at least four object balls must be driven to the rails or a ball must be pocketed. The cue ball may not be shot into a rail before the rack. If the break does not qualify as legal, the balls are re-racked and re-broken by the same player. If the break does not qualify as legal and results in a scratch, the balls are re-racked and broken by the opposite player. **THE RACK MUST BE STRUCK BEFORE A FOUL CAN OCCUR.** Breaking safe or soft is not allowed. The League Operator may make judgments and issue penalties to teams and players who are not breaking hard. Breaking just hard enough to comply with this rule is not a guarantee against penalties. Remember, break as hard as you can with control.

Rule 3: Pocket 8-ball on break

- BCA** If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8 ball on the break, the incoming player has the option of a re-rack or having the 8 ball spotted and begin shooting with ball in hand behind the head string.
[On a coin-op table pocketing the 8-ball on the break is a win, and scratching as well is a loss.]
- WPA** Pocketing the eight ball on a legal break shot is not a foul. If the eight ball is pocketed, the breaker has the option of re-spotting the eight ball and accepting the balls in position, or re-breaking.
If the breaker pockets the eight ball and scratches (NOT loss of game), the opponent has the option of: (1) re-spotting the eight ball and shooting with cue ball in hand behind the head string; or (2) re-breaking.
[On a coin-op table pocketing the 8-ball on the break is a win, and scratching as well is a loss.]

UPA 8-BALL POCKETED ON THE BREAK

Game Win - Legally pocketing the 8-ball on the break wins the game for the breaker.

Game Loss - Pocketing the 8-ball on the break with a simultaneous foul results in a loss of game.

VNEA Making The 8-Ball On The Break:

Option #1. An automatic win for the player breaking, however, if the cue ball is scratched when making the 8-ball on the break, the opponent wins the game.

Option #2. The breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting from behind the head string or re-racking and assuming the break.

CSI *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 or re-rack the balls and break again.*

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 or re-rack the balls and break. 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.

APA *If the 8-ball is pocketed. This is a win, unless the player scratches, in which case he loses.*

Rule 4: Choice of solids and stripes

BCA *The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is determined only when a player legally pockets a called object ball after the break shot. An object ball is considered to be illegally pocketed when that object ball is pocketed on the same shot a foul is committed, or the called ball did not go in the designated pocket, or a safety is called prior to the shot.*

WPA *Before groups are determined, the table is said to be "open," and before each shot, the shooter must call his intended ball. If the shooter legally pockets his called ball, the corresponding group becomes his, and his opponent is assigned the other group. If he fails to legally pocket his called ball, the table remains open and play passes to the other player. When the table is "open", any object ball may be struck first except the eight ball.*

UPA *The table is always open immediately after the break shot. The player's designated group (solids or stripes) will not be determined until a player legally pockets a called object ball. The table is considered an "open" table when the choice of groups (solid or stripes) has not yet been determined.*

APA *THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. The choice of group is determined only when a player legally pockets a called object ball after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid.*

CSI *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.*

2-6 Establishing Groups

1. Groups are established when the first object ball is legally pocketed on a shot after the break. The player legally pocketing the first ball is assigned that group, and the opponent is assigned the other group. You cannot establish a group on a safety.

2. If all balls of either group are pocketed on the break or illegally pocketed before groups are established, either player may legally shoot the 8-ball during their inning. You win the game if you legally pocket the 8-ball on such a shot.

3. Once they are established, groups can never change for the remainder of that game. If a player shoots the wrong group and no foul is called before the next shot and the player continues to shoot at that group, or if at any time during the game it is discovered by either player or a referee that the players are shooting the wrong groups, the game will be replayed with the player who broke the game breaking again. If a game has ended and then the players realize they shot the wrong groups, the game is not replayed and the result stands.

APA *On the break, if one ball is pocketed; it is still the breaker's turn and he continues shooting the category of balls he just made.*

If one ball of each category is pocketed. The breaker has his choice of balls. He may shoot any ball, except the 8-ball (which would be a foul), and each pocketed ball counts. If he makes one of each category on his second shot, he still has an open table. If he misses or fouls on his second shot, his opponent has an "open table." "Open table" means a player can shoot a combination involving a stripe and a solid and whichever he makes, without committing a foul, would be his category. If two balls of one category and one ball of the other category are pocketed, it is the shooter's choice just as in "e" above

Rule 5: Legal shot

BCA *On all shots except on the break and when the table is open, the shooter must hit one of his group of balls first and pocket a numbered ball or cause the cue ball or any numbered ball to contact a rail. It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball. However, after contact with his object ball, an object ball must be pocketed, Or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.*

WPA *The following are standard fouls at eight ball:*

6.1 Cue Ball Scratch or off the Table

6.2 Wrong Ball First The first ball contacted by the cue ball on each shot must belong to the shooter's group, except when the table is open.

6.3 No Rail after Contact

6.4 No Foot on Floor

6.5 Ball Driven off the Table

6.6 Touched Ball

6.7 Double Hit / Frozen Balls

6.8 Push Shot

6.9 Balls Still Moving

6.10 Bad Cue Ball Placement

6.11 Bad Play from Behind the Head String

6.12 Cue Stick on the Table

6.13 Playing out of Turn

6.14 Three Consecutive Fouls

6.15 Slow Play

6.16 Ball Rack Template Foul

CSI *If the first object ball contacted by the cue ball is not a numbered ball from the shooter's established group, it is a ball in hand foul. If the shooter has no remaining balls from their group in play, the 8-ball effectively becomes the shooter's object ball. If after the cue ball strikes a legal ball and neither the cue ball nor any other ball hits a rail or is pocketed, it is a ball in hand foul. A "Frozen" (touching) object ball to the rail does not meet this requirement by virtue of it not "hitting" a rail.*

VNEA *On all shots (exception on the break), the shooter must hit one of his group of balls first and pocket any group ball, or cause the cue ball or any other ball to contact a rail. It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, any group ball must be pocketed, OR the cue ball or any other ball must contact a rail.*

CSI *For a shot to be legal, the first ball contacted by the cue ball must be a legal object ball, or a simultaneous hit with a legal and illegal object ball. After that contact: any object ball must be pocketed, or any object ball or the cue ball must contact a cushion. It is a foul if one of those requirements is not met.*

If the ball used to meet the cushion contact requirement is declared frozen to a cushion at the beginning of the shot, then that ball must leave the cushion it is frozen to and then contact a cushion other than the one to which it was frozen, or contact another object ball before it contacts the cushion to which it was frozen.

APA *THESE ARE FOULS RESULTING IN BALL-IN-HAND:*

b. Failure to hit your object ball first. (A player who is shooting stripes must hit a striped ball first.) The 8-ball is not neutral.

c. Failure to hit a rail after contact. Any ball (including the cue ball) must go to a rail AFTER LEGAL contact. A pocketed ball counts as a rail.

d. The object ball is frozen to a rail and the player is contemplating playing a "safety." In order for the "frozen ball" rule to be in effect, the opponent must declare the ball frozen and the player should verify. The player must drive the object ball to another rail (of course, it could hit another ball, which in turn hits a rail) or drive the cue

ball to a rail after it touches the object ball. If the latter method of safety is chosen the player should be sure to obviously strike the object ball first. If the cue ball strikes the rail first or appears to hit both the rail and ball simultaneously, it is a foul unless either the cue ball or object ball went to some other rail.

Rule 6: Calling shots

BCA *In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed.*

WPA *In games in which the shooter is required to call shots, the intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. Only one ball may be called on each shot. For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket.*

UPA *8-Ball is a "Call Pocket" game and the shooter it is encouraged to specify all balls along with their intended pocket. However, obvious balls and their respective pockets do not have to be specified. Any bank shot (object ball to rail), kick shot (rail(s) to object ball), or combinations (2 or more balls from either group) must be called to their designated pocket, or they are considered a miss. When a player successfully pockets the designated object balls, they continue their inning until either a miss, foul or win occurs. It is never necessary to specify details such as the number of banks, kisses, caroms, rails, etc.*

VNEA *In Call Pocket, obvious balls and pockets do not have to be indicated. Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is a loss of turn. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc.*

CSI *Calling Ball and Pocket*

1. You must designate the called ball and the called pocket before each shot. You may make the designation verbally or by a clear, unambiguous gesture. You are not required to call obvious shots. You are not required to indicate incidental kisses and caroms, or incidental cushion contacts that do not constitute bank shots or kick shots. Not all kisses, caroms and cushion contacts are incidental.

2. You may only call one ball on a shot. If you call more than one ball, or if you use any conditional phrase such as "just in case" concerning possibly pocketing more than one ball, your inning ends after the shot regardless of whether you pocket any ball. Any ball pocketed on such a shot is an illegally pocketed ball. Your opponent accepts the table in position.

3. If you are not certain what shot your opponent is attempting, it is your responsibility to ask. You must ask before your opponent is down on the shot. With the exception of shots defined as not obvious, if you do not ask and a dispute arises as to whether the shot was obvious, the referee is the sole judge.

4. You must always call shots that are defined as not obvious. This rule applies regardless of whether or not your opponent asks about the shot, and regardless of how simple or obvious the shot may appear.

5. When calling shots defined as not obvious, you are only required to designate the called ball and called pocket. If shooting a combination shot, you do not have to say the word "combination", or state which ball will be struck first or the sequence of balls. When shooting a bank shot or kick shot you do not have to say the word "bank" or "kick" nor specify which cushions will be involved in the shot.

6. When the game winning ball is your legal object ball, if you pocket the ball on a shot defined as not obvious but fail to call the shot: your inning ends, the ball is spotted, and the incoming player must accept the table in position. Exception: Rule 1-16-6 does not apply to 8-Ball. (See Rule 2-10-e.)

7. If you do not call a shot defined as not obvious and you pocket any ball on such a shot, your inning ends. The incoming player accepts the table in position.

8. A shot that was obvious prior to the shot will count for the shooter if the shot inadvertently:

a. becomes a bank shot because the called ball did not go directly into the called pocket but instead contacted two or more cushions prior to being pocketed in the called pocket, or;

b. becomes a kick shot because the cue ball initially missed the called ball, contacted one or more cushions, and then pocketed the called ball in the called pocket.

APA *Not in rules. No called shots. Slop counts. Just like 9-ball.*

Rule 7: Penalty for fouls

- BCA** *FOUL PENALTY. Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table, and does not have to be behind the head string except on opening break. This rule prevents a player from making intentional fouls which would put his opponent at a disadvantage. With cue ball in hand, the player may use his hand or any part of his cue including the tip to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.*
- WPA** *If the shooter commits a foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface.
(h) If the breaker fouls in any manner not listed above, the following player has the option of (1) accepting the balls in position, or (2) taking cue ball in hand behind the head string.*
- UPA** *BALL IN HAND FOUL PENALTIES*
When a player commits a ball in hand foul, they must relinquish their turn and the incoming player may now place the cue ball anywhere on the table to start their inning. If a player commits more than one foul on one shot, only one foul will be called.
Foul On Break: If the breaker makes a legal break, however, commits a foul, the game is to continue with the opponent having ball in hand anywhere behind the head-string, however must shoot an object ball beyond the head-string (outside of the "kitchen") or it is a foul.
- VNEA** *PENALTY FOR FOULING*
1. Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the head string except on opening break or immediately after a foul on the break).
- CSI** *Penalties for Fouls*
1. If you commit a foul, or otherwise violate the rules, you are penalized according to the General Rules and the specific rules of the game being played.
2. If you commit a foul or otherwise violate the rules: your inning ends and your opponent receives ball in hand.
3. Some fouls specify a warning for the first offense during a match. However, if you continually commit such fouls from match to match, it may be considered Unsportsmanlike Conduct and the penalties for the first offense of those fouls may be more severe.
- APA** *Fouls - If any of the following fouls are committed, the penalty is ball-in-hand for the incoming player. Ball-in-hand means you are allowed to place the cue ball anywhere on the table (with the exception of a scratch on the break which results in ball-in-hand behind the head string) and shoot any of your balls (or the 8, if all of your category of balls have been pocketed). Even after having addressed the cue ball, a player may, if not satisfied with the placement, make further adjustments with the hand, cue stick or any other reasonable piece of equipment. A foul may be called only if the player fouls while actually stroking at the cue ball, meaning a double hit of the cue ball (sometimes called double clutching).*

Rule 8: Scratch when shooting the 8-ball

- BCA** *When shooting at the 8 ball, a scratch or foul is not loss of game if the 8 ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. A combination shot can never be used to legally pocket the 8-ball.*
- WPA** *The shooter loses if he pockets the eight ball and fouls, pockets the eight ball before his group is cleared, or pockets the eight ball in an uncalled pocket, or drives the eight ball off the table. These do not apply to the break shot.*
- UPA** *Cue Ball Fouls Only. If the 8-ball was pocketed the result shall be a loss of game.*
- VNEA** *When a player has pocketed all of the balls in his group, he then shoots at the 8-ball, physically designating his pocket with a pocket marker. The marker is to be placed on the table completely within the first two diamonds on either side of the pocket. The entire area between the diamonds included. You do not have to touch or move the marker if it is already at your intended pocket.*
- VNEA** *LOSS OF GAME*
1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.

2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Jumping or knocking the 8-ball off the table at any time.
4. Pocketing the 8-ball in a pocket other than the one designated.
5. Fouling while (pocketing) the 8-ball in the designated pocket.
6. Third infraction of the slow play rule.
7. Pocketing the 8-ball and the cue ball on the break stroke. (This varies, if your league considers an 8-ball break a win.)
8. Not correctly marking the pocket while pocketing the 8-ball.

CSI 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, or re-rack the balls and break. It is not loss of game if you foul when shooting the 8-ball but do not pocket the 8-ball. Your opponent receives ball in hand.

APA There are various ways to lose:

- a. Your opponent pockets his numerical group and legally pockets the 8-ball
- b. You pocket the 8-ball out of turn or knock it on the floor.
- c. You pocket the 8-ball in the wrong pocket or fail to properly mark the pocket.
- d. You foul the cue ball and then pocket the 8-ball.
- e. When playing the 8-ball, you scratch.

Rule 9: Safeties

BCA A player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring safety in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a safety to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again.

WPA The shooter may choose to call "safety" instead of a ball and pocket, and then play passes to the opponent at the end of the shot.

UPA A player may choose to pocket an object ball and discontinue their inning by declaring "safety" to the opponent prior to the shot.

VNEA A player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again.

CSI Prior to any shot except the break, you may declare a safety. On a safety, your inning ends after the shot regardless of whether you pocket any ball. If you do not declare a safety and you pocket a ball on an obvious shot, your inning continues and you must shoot again. A safety must meet the requirements a Legal Shot, or it is a foul.

APA None. [Called safeties not allowed. If you make a shot you must continue to shoot.]