

The Official
MEGABUCKS
Rules Booklet



For League Years 2018/2019 & 2019/2020

About This Booklet: This booklet is a collaboration of rules covering league play, sportsmanship and other related information specific to the Megabucks Amateur Pool League. For standard play the official CSI rules for BCAPL sanctioned leagues will be utilized. Please keep a copy of this booklet along with a copy of the CSI/BCAPL rules as a reference if needed, keeping in mind that all rulings within this book will hold precedent over all other.

Recommendations: We recommend that you read and reread this booklet in its entirety. Most of the rulings within this league will be based on the information listed herein and those rulings will be final.

Note: Please do not hesitate to contact your league director with questions or concerns. Amended information will be added each year if necessary and an updated copy will be available to all league members via the current league's website at www.GoPlayMega.com.

About The League: Founded in 2008 the Megabucks Amateur Pool League (MAPL) is now considered one of the fastest growing singles-team combo coed leagues around New York City.

With our unique handicap points system our members are able to compete on an equal playing field regardless of skill or ability. For example, a beginner-mid level player has the same advantage as an intermediate-advance player when playing in a match formulated via our ERS format.

Members get credit for all games won during a match even if the outcome is not in their favor. As a result, they become more motivated to play and compete week after week.

Believe it or not, our handicap system is so efficient that in our optional team play format, there are no limits in regards to handicap combinations.

This coed singles-team league was created specifically for the amateur who loves to compete. It is aimed at the beginner and intermediate player and is structured in a way that adheres to that of a professional format. In short, we give the novice player the opportunity to compete on a professional stage.

To be eligible for the MAPL you must be an amateur pool player. APA members with skill levels 2 through 9 and BCAPL members with skill levels D through B+ are perfect for our current format. ALL PARTICIPANTS MUST BE AT LEAST 21 YEARS OR OLDER.

All of our session finals are refereed by a well known professional billiard player. Some of our former and current celebrity referees include, WPBA Pro Billie Billing, BCA Pro George "Ginky" Sansouci, Sean Alaska Morgan and Zion Zvi.

Singles & Teams Combo Format: We utilize a singles and teams combo system that's totally unmatched by any other league currently active. Our members are given two options at registration. One is to play in our singles only format or the other, to play in both singles and teams simultaneously. These formats benefit both solo and team oriented players. We guarantee that these concepts along with our patent structure for league play will be unlike any you've ever experienced.

Senior Member Division: The MAPL also host a division for members 55 and older (Senior Member Division). This is another benefit for eligible CSD participants who want to compete with members within their own age group.

Ongoing Goal: It is our goal to ensure that the experience playing in the Megabucks Amateur Pool leagues is so enjoyable that current members will want to re-join session after session and prospective members will be inclined to come on board. We seek not only to help them improve their games, via all our resources, so they can win cash and other related prizes, but also to provide an environment where they can meet new people, hang out with old friends and most importantly have fun. After all, Megabucks is where amateurs meet to have fun and compete.

League Representative: Each of our location has an appointed person to deal with any immediate questions or concerns our members may have. Our LREPS are available as a first point of contact and are responsible for the distribution of league related materials and updates.

Megabucks Local Regional Championships: At the end of each sanctioned league year, qualified members get a chance to compete in a prestigious tournament called the Local Regional Championships. The winners in this event receive a fully sponsored trip (The Mega Trip) to compete at the BCAPL World Amateur Championships in Las Vegas.

What to Expect On the First Day of the League?

1. The first week of league play will be 8-ball, the second week 9-ball and the third week 10-ball. This format will rotate until the end of the session. To familiarize yourself with the rules in this league please take some time and review the Megabucks Rules Booklet.
2. All match ups on the first day will be random. The length of the race will be determined by the current handicap match ups available or given.
3. All APA members will start off on a three week evaluation period with their current handicap. Adjustments will be made thereafter. Some exceptions apply.
4. There will be a representative on location to answer all questions related to the league and to give instructions on how to play the current format for that day whether it be 8-ball, 9-ball or 10-ball.

What Documents Should You Bring On the First Day of the League?

1. You will need to provide proof of registration.
2. If you never played in Mega before you'll need to provide a members card from another league or tour if applicable. APA members must submit their members ID number.
3. All members must be 21 and older so an official picture ID will be required.

20 Things to Enquire About On the First Day of the League

1. Who is the current league representative assigned for the location?
2. What's the grace period for a scheduled match?
3. The duration of the league for the current session. Note, our summer sessions are shorter than the fall and spring.
4. The types of dress code associated with regular league play and high level playoffs.
5. How to read the handicap race chart.
6. How to schedule a make up match.
7. How to get a copy of the official league rules.
8. How to input your scores electronically after a match.
9. How much are the weekly league dues.
10. Where to find upcoming calendar events.
11. How to read the member's match up schedule.
12. How to contact another member or league representative.
13. Are there any specials in the current location for members?
14. How to access the member's area on the official website at www.GoPlayMega.com.
15. How to view and interpret stats and standings.
16. How to win a free trip to compete in the BCAPL World Amateur Championships in Las Vegas.
17. How to go about getting free pool lessons in the league.
18. How to sign up for the League's Billiard Academy.
19. How is the parking situation or public transportation for the current location?
20. How to save on your next league registration or earn extra cash in the league.

Note: Please contact us at info@GoPlayMega.com with questions an comments.

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General Information

- **The Megabucks Amateur Pool League:** Megabucks is a singles-team combo league specifically designed for amateurs and intermediate pool players. It's conducted in a professional manner and mimics most of those pro formats seen in prestigious tournaments like the *US Open 9-Ball Championships* or the *Mosconi Cup*. The league awards cash, trophies and paid trips to various billiard related events within the United States.
- **Age Requirements:** You must be at least 21 years of age to participate in the Megabucks Amateur Pool League.
- **Player Disqualification:** If a player misses three consecutive weeks of league play in a row without prior notice to us, he/she will automatically be dropped from the division's roster. Please let us know if you plan on taking an extended leave during the current session so we may inform your scheduled opponents and keep your status active. **Note:** All members have the option of doing future and make up matches which can accommodate these types of situations.
- **The League Year:** Generally runs from September to August. There are three sessions per year and each session last for approximately sixteen weeks followed by the divisional playoffs.
- **Megabucks Local Regional Championships (MLRC):** This tournament is conducted annually at the end of every sanctioned league year. Winners in this event will receive the MEGA TRIP package. This package includes an all expense paid trip to compete at the BCAPL National World Amateur Championships in Las Vegas. To be eligible members must qualify via an LSQ mini board.
- **What's an LSQ?** A Local Single's Qualifier (LSQ) is a recurring event hosted for active members only. Participants get the opportunity to compete in the Megabucks Local Regional Championships via qualification from a LSQ mini board tournament. Mini board qualifiers run from August to May of every sanctioned league year. The Megabucks Local Regional Championships are hosted in May and The BCAPL World Amateur Championships in July.
- **Overview of League:** In the Megabucks Amateur Pool league everyone receives the opportunity to compete on an equal platform. Our unique points system and ERS format has over the years allowed for every handicap level the opportunity to win. You heard it right, every handicap level in Mega has won it at some time or another since its inception.
- **Divisions:** A Megabucks Singles-Team Combo division is consisted of no less than ten singles participants or four teams. Singles/Teams within a division can either play out of one central location or several combined.

Official Rules Relevant to League Play

- **Format:** The format for league play is 8-ball, 9-ball and 10-ball. The official BCA Pool League (BCAPL) rules will apply however all rules listed in this rules booklet will take precedence.

All Ball Fouls: A foul will apply if a player accidentally touches any ball on the table including the cue-ball. In a case where the player at the table touches or accidentally moves a ball, he/she must immediately inform his/her opponent. The options to have the ball remain in its current state or moved back to its original location, should be decided by the incoming player with ball in hand.

- **Breaking Format:** An alternating break format will be used in this league. This involves taking turns.
- **Shot Clock:** A shot clock may be requested at any time during a match by a league official or either player involved in that match. The league director or another appointed official will decide whether to use a shot clock or not. Should a shot clock be introduced, both players will be “on the clock” and there will be an official timekeeper for the duration of the match. As a recommendation, players will have 35 seconds per shot during a standard league match. Each player will be allowed one 25 second extension during each rack. The shot clock starts when all balls come to rest, including spinning balls. The shot clock ends when the cue tip strikes the cue ball to initiate a stroke or when a player’s time expires from the shot clock. If a player runs out of time, it will be a standard foul and ball in hand will be awarded to his opponent.

Shot Clock for the Playoffs: A 30 second shot clock is utilized. Every player is allowed one 30 second extension per rack. Please note that a 10 second warning will not be applied to this event or any other tournaments in this league.

Note: Two hours are allocated for every match played during the playoffs and finals. A violation of this time may result in the loss of a match. Some exceptions apply.

- **Jump Shots:** Jump shots are legal in MEGA and can be performed with a standard jump or regular shooting cue.
- **Touching the Cue-ball in Motion:** Touching the cue-ball (while in motion) before it has come to a complete stop, is a foul. This is true even if there are no object balls left on the table. The incoming player will be awarded ball in hand and in the event the 8-ball, 9-ball or 10-ball was pocketed on the prior shot, it should be re-spotted and play should continue.
- **Foul on The Break:** If a player commits a foul during the break, which may include:
 1. Not hitting the apex ball first.
 2. Missing the rack entirely.
 3. Not causing four balls to hit the rail.
 4. Not causing a ball to cross the head string.

5. Jumping the cue ball or an object ball off the table.
6. Scratching.
7. Deliberately stopping the cue ball while it is in motion.

Note: The break will automatically revert to his/her opponent and the alternating format will restart there. Also, a break is legal only if, during the opening break shot the apex ball is struck first, four balls hit the cushion and a ball travels past the head string.

Special Note: In a case where a foul is committed on the break, the incoming player will have the option to:

1. Take ball in hand.
2. Have his/her opponent re-rack and break again.
3. Take the break and restart the alternating sequence.

Very Import Note: Soft break are not permitted in this league. In addition, two consecutive fouls on the break by a player whose skill level is equivalent to an M5 or higher, will result in an automatic loss of that rack.

- **Time Out:** A player should only take a personal time out during his/her turn at the table. If a player takes a personal time out on his/her opponents turn at the table, it will be deemed an automatic forfeit of that particular rack. Please note, bathroom breaks are exempt from timeout restrictions and as a result a player is entitled to take them whenever they desire. Keep in mind however that excessive bathroom breaks may be viewed as a form of match manipulation.

Unless specified otherwise by a league director or representative, each player is allowed to take a single personal time out of five minutes during his/her scheduled match. To exercise the right to a time out the player must:

1. Inform his/her opponent of his/her intention.
2. Inform the referee or league representative of his/her intention and,
3. Make sure the referee or league representative is aware of the time and marks it on the score sheet and,
4. Make sure the referee or league representative marks the table for suspended play. The standard procedure will be to place a cue stick on the table.

Attire

- Appropriate attire is mandatory and will be in effect for all MEGA events. Please note, anyone with inappropriate attire will not be allowed to participate.

Dress Code for Singles Playoffs: Men and women must wear sleeved shirts button-down style with a conventional fold-over collar (absolutely no t-shirts allowed) and a button down vest (not a sweater vest) with slacks or nice neat pants and shoes. Absolutely no t-shirts, sweats, warm-up suits, jogging suits, jeans, boots, slippers or sneakers allowed. Absolutely no headgear allowed.

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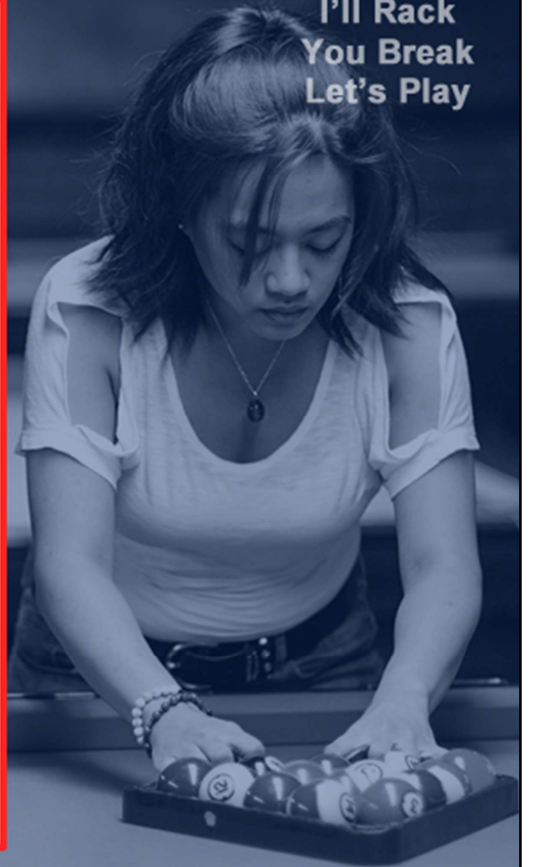
Why Play Mega

Our leagues are super enjoyable. You'll have a great time competing with friends and if you don't already know how to play, no problem, we'll teach you.

Who is Mega For

The beginner or intermediate player fits perfectly into our system. Whether you are a newbie to the game or have shot a couple of racks, Mega can accommodate you. We are the true definition of an amateur pool league.

**I'll Rack
You Break
Let's Play**



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Dress Code for Standard Singles Tournaments: Men and women must wear sleeved shirts of polo/golf-style or button-down style with a conventional fold-over collar (absolutely no t-shirts allowed) with slacks or nice neat pants/jeans.

Dress Code for Team Playoffs: All teams are required to look uniformed during this event. Attire for a team can be as simple as having the same color and type shirts. Nothing extensive is needed as long as the team looks uniformed.

Note, a professional look is expected of all participants during our events. All participants who violate the dress code will automatically be forfeited from the playoffs/tournament events. No exceptions.

- **Push Shots:** In this league, push shots are not legal. Please ask someone, referee, director or other, to watch a close shot if you feel it may result in a violation.
- **Practice or Warm Ups:** All members are allowed warm up time pending table availability.
- **League Start Time:** Start times may vary depending on location or day of play. All members should go to a designated area to receive their matches. At some locations score sheets will be dropped off and can be picked up at the bar, front desk or from a Megabucks league representative (LREP).
- **Forfeits:** If a player is not at the match table within thirty (30) minutes of his/her scheduled match time, a forfeit will be awarded to his/her opponent. **Note:** This pertains only to regular session league play.

Exceptions:

- a. There was an agreement between both players to start at a later time (Must be within one hour after the original scheduled time).
- b. The match has been rescheduled for another date/time.

Note: In a forfeit situation, both players will be awarded points towards their current standings. The winner will receive 10 and the loser 3. A charge will apply to both members for the match in question.

Two or More Forfeits: Any member that forfeits two or more matches and still makes it to the playoffs will be required to start out their first round on the ONE LOSS SIDE of the tournament board.

- **Future Upcoming Match (FUM):** Members are allowed the opportunity to do matches ahead of schedule to avoid personal conflicts such as vacation time, holidays etc. The request must be submitted to your opponent and your league representative.

Note: We honor all league rules in FUMs. Example, if you are late for a scheduled FUM, your opponent will be entitled to a forfeit.

- **Permanent League Moves (PLM):** A PLM occurs when a player decides at any point during the current league session, to move and participate out of another location. This request will only be granted if the target location already has a bye spot and the location from which the player would like to leave does not.

Note: Once this request is granted, the member in question will have to complete the rest of the current league session at the PLM location.

- **Permanent League Swap (PLS):** A PLS occurs when two individuals agree to switch locations during a league session. For example, **Player A** participates in Brooklyn and **Player B** in Queens. At some time during the session they both decide to play out of each other's location for whatever reason. When the Swap goes into effect, **Player A** will continue the rest of his session out of the Queen's location and **Player B** out of Brooklyn.

Note: Once this goes into effect both players must complete the current session at their respective Swap locations.

- **Temporary League Swaps (TLS):** A TLS is similar to a Permanent League Swap with the exception that it's temporary. For example, Player A participates out of NYC on Wednesdays but will not be able to make it to his/her next match. He/she is not able to do a **Future Upcoming Match** and cannot afford to give up a forfeit. With a TLS request, Player A can have someone else play in his/her spot and vice versa for a designated match.

Please note: This request can work for members who participate on the same or different days, the same or different locations within a current league session. In addition, only two TLS request per member will be allowed during a session.

- **Make Up Matches:** All makeup matches must be completed within three weeks of the original schedule date. Failure to do so will result in an automatic forfeit. All members are encouraged to take advantage of the league's FUM, PLM, PLS and TLS options. These alternatives can ease the stress of scheduling make ups.
- **Sudden Death (The Red Zone):** During the playoffs, all matches will be allocated 2 hours to complete. At the 1 hour and 50 minutes marker all matches automatically go into sudden death a.k.a. The Red Zone. This means, participating members will have only 10 minutes to complete the session. At the end of the 2 hour marker, the winner is determined by:
 1. Reaching the required amount of games before his/her opponent.
 2. Having more games won as opposed to his/her opponent. Note, in this situation handicap games will be included if applicable however the player receiving the handicap must have at least one actual game won for it to be logical.

Similarly the loser is determined by:

1. Not reaching the required amount of games before his/her opponent.
2. Having fewer games won as opposed to his/her opponent.

Note: If the scores are not submitted immediately after the 2 hour marker, both players will automatically receive a forfeit.

- **Observing Major Holidays:** At Mega we understand the importance of spending that special holiday with family and friends. As a result league play will not be mandatory on the below holidays. Keep in mind however that you must inform your opponent and schedule a makeup should you decide not to show up on:
 - a. Christmas
 - b. Easter
 - c. Father's Day
 - d. July 4th
 - e. Labor Day
 - f. Martin Luther King Day
 - g. Memorial Day
 - h. Mothers Day
 - i. New Years
 - j. Thanks Giving Day
 - k. Valentine's Day

Rules: For Sportsmanship and Professional Conduct

- **Be Discreet:** Talking while your opponent is at the table will be considered sharking and could result in the loss of a match pending complaints.

Note: A warning will be given the first time, however, continuous complaints may result in a termination from the league.

Exceptions:

- a. Your opponent has no problem with you communicating with him/her during play.
- b. Pointing out a possible violation such as a frozen or moved ball or making references to a rule etc.

Note: This applies only to the playoffs and high level tournaments. Asking an opponent or a league representative a rules question during the playoffs is considered a standard foul which will result in the loss of a rack (in play). We urge all participants to direct all questions and concerns to a referee or tournament director before they officially start their matches.

- **Other Distractions:** If a player picks up the rack while his/her opponent is at the table, before the game has officially ended (the eight, nine or ten ball has been legally pocketed) his/her opponent will receive an automatic win.

Note: Why pick up the rack if you do not expect your opponent to win?

About Megabucks

Founded in 2008, Mega has matured into one of the most competitive and enjoyable singles amateur pool leagues in NYC. Formats are offered in 8-ball, 9-ball, 10-ball and straightpool. Free pool lessons are also available via BCA recognized instructors for all active members.

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- **Family & Friends at the Table:** Only individuals who are competing are allowed at or around the match area.

Note: Friends, family members or other associates are not allowed around the match area during competition. A violation may result in the loss of a player's match.

- **Hand in the Pockets:** If a player places his/her hand in one of the pockets to prevent a ball (e.g. the cue-ball) from scratching, it will be considered a foul and ball in hand will be awarded to his/her opponent.

Note: This applies whether or not the ball actually scratches.

- **Breaking down the Cue:** If a player breaks down his/her cue before a match has officially completed, his/her opponent will receive an automatic win.

Note: Breaking down the cue in this manner during a match in the MEGA implies concession. Exception, a player may break down his/her cue to change a shaft but in doing so must first inform his/her opponent. To do otherwise will result in an automatic forfeit.

- **Profanity & Foul languages:** A player will be penalized for using profanity or foul languages while competing. Cursing one's self for making a mistake is no exception. Please keep your comments to yourself as it may be viewed as sharking. Continuous complaints may result in a termination from the league.
- **Actions via Anger:** Throwing down a cue-stick on the table (in anger or disgust) during an official match will be viewed as sharking. This act may result in the loss of a match pending review by a league representative.
- **Approaching the Table:** There are some players who like to return to the table and pick up the chalk while their opponent is still shooting. This is considered sharking and could cost you your match pending complaints.

Note: Do not approach the table until it is your turn.

- **Player Disturbance:** Disturbing your opponent while he/she has already committed to a shot will be viewed as sharking. This is an automatic foul and ball in hand will be awarded to the player at the table.

How Points Are Awarded

- **Awarding Points:** Every match is awarded points after completion in the following order:
 - a. Matches won will be awarded an automatic 10 points.
 - b. Matches lost will be awarded an automatic 5 points.
 - c. Matches lost on the hill will be awarded an automatic 8 points.
 - d. Matches forfeited will be awarded an automatic 3 points.

Some Important Notes To Remember

1. Points are added automatically after a player submits his/her final match scores.
2. The winner of a match is responsible for submitting all scores.
3. Scores that are not submitted on league nights will not be viewed as valid. See league Rep for exceptions.

Note: In all cases listed above, all participants will be required to submit league fees regardless of outcome.

- **Handicap Games Won:** In a situation where handicap games are given, those games will not be counted as games won. Only actual games won will be taken into consideration regarding a league match.

Relevant League Fees

- **Registration:** The current registration fee for a league session is \$45.00.
- **Green fees:** A standard weekly rate will apply.

The League Session

- **Duration:** The Fall and Spring sessions run for approximately 16 weeks. The summer session is limited to 10-12 weeks.
- **Registration:** Is open to everyone all year round and can be done directly online via www.GoPlayMega.com. Please note however, entry into a particular session will only be accepted up until the third week of league play after which all registration process for that particular session will be closed.
- **Playoffs:** The playoff will consist of a percentage of top session finishers along with a group of random wild cards. All match ups will be seeded.
- **Prize Fund:** Prizes include cash, trophies and paid trips to special billiard related events such as the **BCAPL World Amateur Championships in Las Vegas NV**. Qualified members will receive free round trip travel, room and board and free admission to selected tournament events.
- **Stats Standings & Updates:** All relevant league information is available at www.GoPlayMega.com. On our official website members will have access to the following:
 - a. Stats & Standings
 - b. Members Gallery
 - c. Schedules
 - d. Upcoming Events
 - e. News Articles

- f. General league rules and formats
- g. Registration information

Note: Stat updates are done once every week. Some exceptions may apply.

Handicaps & Games Needed To Win

- This league is open to both APA and BCA players. Players from other existing leagues are also eligible to participate. Below our handicap balancing chart shows how the APA and BCA (Tri-State and Predator Tour) members match up.

APA		BCA		MEGA
1	-----	NA	-----	M2
2	-----	NA	-----	M3
3	-----	D	-----	M4
4	-----	D+	-----	M5
5	-----	C	-----	M6
6	-----	C+	-----	M7
7	-----	B	-----	M8
8	-----	B+	-----	M9
9	-----	B++	-----	GM

- **Games Needed To Win:** Below, our ERS (**Equivalent Race System**) charts shows the breakdown of games needed based on a variety of handicaps. Before starting a match, please use these charts to verify the total amount of games needed in regards to you and your opponent.
- **Scoring in 8-ball:** One of the most important aspects of the game is being able to read the handicap chart on the score sheet. In figure 1-1 below we see that HC (Handicap) M4 vs. M6 equates to 2/0. But what does this mean?

Some Additional Information:

1. In an 8-ball match, the race will vary depending on handicap.
2. In an 8-ball match, if the lower handicap is of skill level M4 or lower, he/she will receive balls and games in a set race. If however the lower handicap is an M5 or higher, he/she will have to choose between receiving balls or games. If games are chosen then the lower handicap will be required to win fewer games. Alternatively, if balls are chosen then both players will be required to play an even race minus the handicap balls given.

Explanation: An (M4 vs. M6) in 8ball equates to (2/0). This means in a set race the HC 'M4' would receive two (2) games on the wire and a handicap of two (2) balls in each game (rack).

Special Situation in 8-ball: An M2 vs. M9 in 8-ball equates to (5B-8G/-2). In this example the HC 'M2' would receive five balls and eight games on the wire plus his/her opponent (HC 'M9') would have to re-spot two (2) additional balls after sinking the last ball in his/her group.

HC	M2	M3	M4	M5	M6	M7	M8	M9	GM
	RACE TO 7			RACE TO 9			ADVANCE RACE		
M2	0/0	1/0	2/0	3/0	4/0	5/0	5B-6G/-2	5B-7G/-2	5B-9G/-3
M3	0/1	0/0	1/0	2/0	3/0	4/0	4B-5G/-2	4B-6G/-2	5B-8G/-2
M4	0/2	0/1	0/0	1/0	2/0	3/0	4/0	4B-5G/0	4B-7G/0
M5	0/3	0/2	0/1	0/0	1/0	2/0	3/0	3B-4G/0	4B-6G/0
M6	0/4	0/3	0/2	0/1	0/0	1/0	2/0	2B-3G/0	3B-5G/3
M7	0/5	0/4	0/3	0/2	0/1	0/0	1/0	1B-2G/0	2B-4G/0
M8	-2/5B-6G	-2/4B-5G	0/4	0/3	0/2	0/1	0/0	1/0	1B-3G/0
M9	-2/5B-7G	-2/4B-6G	0/4B-5G	0/3B-4G	0/2B-3G	0/1B-2G	0/1	0/0	1/0
GM	-3/5B-9G	-2/5B-8G	0/4B-7G	0/4B-6G	0/3B-5G	0/2B-4G	0/1B-3G	0/1	0/0

Figure 1-1

Scoring in 9-ball: The scoring system used for 9-ball is completely different from 8-ball. In figure 1-2 below we see that an M3 vs. M5 equates to 6-9. But again, what does this mean?

Some Additional Information:

1. In a 9-ball match, the race will vary depending on handicap.
2. In a 9-ball match, the lower handicap receives games on the wire. In some case games will also apply.

Explanation: An M3 vs. M5 in 9-ball equates to (6-9). This means in a set race the HC 'M3' would have to win six (6) games and the HC 'M5' nine (9) games

HC	M2	M3	M4	M5	M6	M7	M8	M9	GM
	RACE TO 7			RACE TO 9			ADVANCE RACE		
M2	7-7	5-7	4-7	5/9B-9	4/8B-9	3/7B-9	4/7B-11	4/6B-11	4/5B-13
M3	7-5	7-7	5-7	6-9	5-9	4/8B-9	5/8B-11	4/7B-11	4/6B-13
M4	7-4	7-5	7-7	7-9	6-9	5-9	6-11	5/8B-11	4/7B-13
M5	9-5/9B	9-6	9-7	9-9	7-9	6-9	7-11	6-11	5/8B-13
M6	9-4/8B	9-5	9-6	9-7	9-9	7-9	8-11	7-11	6-13
M7	9-3/7B	9-4/8B	9-5	9-6	9-7	9-9	9-11	8-11	7-13
M8	11-4/7B	11-5/8B	11-6	11-7	11-8	11-9	11-11	9-11	8-13
M9	11-4/6B	11-4/7B	11-5/8B	11-6	11-7	11-8	11-9	11-11	9-13
GM	13-4/5B	13-4/6B	13-4/7B	13-5/8B	13-6	13-7	13-8	13-9	13-13

Figure 1-2

Scoring in 10-ball: The scoring system used for 10-ball is similar to that of 9-ball. In figure 1-3 below we see that an M4 vs. M7 equates to (5/9B-9). What does this mean?

Some Additional Information:

1. In a 10-ball match, the race will vary depending on handicap.
2. In a 10-ball match, the lower handicap receives games on the wire. In some case games will also apply.

Explanation: An M4 vs. M7 in 10-ball equates to (5/9B-9). This means in a set race the HC 'M4' would have to win five (5) games and the HC 'M7' nine (9) games. In addition the M4 has the option

HC	M2	M3	M4	M5	M6	M7	M8	M9	GM
	RACE TO 7			RACE TO 9			ADVANCE RACE		
M2	7-7	5-7	4-7	5/9B-9	4/8B-9	3/7B-9	4/7B-11	4/6B-11	4/5B-13
M3	7-5	7-7	5-7	6-9	5/9B-9	4/8B-9	5/8B-11	4/7B-11	4/6B-13
M4	7-4	7-5	7-7	7-9	6-9	5/9B-9	6/8B-11	5/8B-11	4/7B-13
M5	9-5/9B	9-6	9-7	9-9	7-9	6-9	7/9B-11	6/8B-11	5/8B-13
M6	9-4/8B	9-5/9B	9-6	9-7	9-9	7-9	8-11	7/9B-11	6/8B-13
M7	9-3/7B	9-4/8B	9-5/9B	9-6	9-7	9-9	9-11	8-11	7/9B-13
M8	11-4/7B	11-5/8B	11-6/8B	11-7/9B	11-8	11-9	11-11	9-11	8-13
M9	11-4/6B	11-4/7B	11-5/8B	11-6/8B	11-7/9B	11-8	11-9	11-11	9-13
GM	13-4/5B	13-4/6B	13-4/7B	13-5/8B	13-6/8B	13-7/9B	13-8	13-9	13-13

Figure 1-3

The Megabucks Quick Check List For 8-ball, 9-ball & 10-ball Rules

Megabucks 8-ball Rules: This list maybe used as a quick reference to the rules associated with league play. We recommend reading this entire booklet. Please note, it is a member's responsibility to know all the rules relevant to MEGA.

- **Call All Shots:** Must indicate object ball and pocket.
- **All Ball Fouls:** If a ball is touched during a player's time at the table an automatic foul will apply.
- **An Early 8-ball:** Sinking the 8-ball out of turn is a loss of game.
- **Jumped Balls:** If a player jumps an object ball off the table it is a foul and his opponent will receive ball in hand. Jumped balls will remain pocketed. Note however, if the 8-ball jumps off the table on the break it will be re-spotted and ball in hand will be awarded to the incoming player.

- **Jumped 8-ball:** Jumping the 8-ball off the table during a match will result in an automatic loss. Note, this rule does not apply to the break.
- **Scratch on the Break:** This is a foul and the incoming player will receive ball in hand anywhere on the table.
- **Alternating Breaks:** In MEGA an alternating brake format will be used for the duration of a match.
- **Sinking The 8-Ball On The Break:** You win when you pocket the 8-ball on the break legally without committing a foul.
- **Scratch On The 8-Ball:** If a player scratches while taking a legal shot on the 8-ball it will not be deemed a loss of game. His/her opponent will receive ball in hand and play will continue. Note, this rule only applies if the 8-ball is still on the table.
- **Jump Shots Allowed:** Can be performed with a full length or standard jump cue. Note, proper execution is required when playing a jump shot. As a result if the cue ball is scooped or falls on the floor during play it will be deemed a foul and ball in hand will be given to the incoming player.
- **Calling a Safety by Sinking Your Own Ball:** This is a legal move but before attempting, a player must inform his/her opponent and receive an acknowledgement before proceeding.
- **Moved Balls:** If a player accidentally moves a ball, it will be an automatic foul and the incoming player will have the option of moving the ball back into position before shooting.
- **Handicap:** In a match where one player receives a handicap, the lower skilled player will receive both balls and games in a set race.

For example: 3-0 means a lower handicapped player will receive 3 balls and 3 games in a set race.

- **Removing Balls:** Players receiving a handicap have the option to remove their handicap balls before attempting their first shot on their first legal turn at the table after the break. Note, the lower handicap:
 - a. Has the option of taking or refusing the handicap spot.
 - b. Has the option of taking all or part (can only be up to the required amount of balls given) of the handicap spot.
 - c. Must decide on group, handicap and execute his/her first shot within one minute on his/her first legal turn at the table after the break. Failure to do so will result in a foul and ball in hand will be awarded to the incoming player.

- **Handicap Balls on the Break:** If balls are made on the break and the lower handicap chooses that group, the balls down will be counted as cumulative.
- **The 8-ball Short Rack:** An 8-ball short rack will be utilized in the following situations:
 1. M2vs.M2orM3orM4
 2. M3vs.M3orM4
 3. M4vs.M4

An 8-ball short rack consists of eleven balls. Five (5) stripes, five (5) solids and the 8-ball. *See Mega Exception: The Short Rack (pg.29).*

- **Adding Balls to the Table:** This situation applies only in a match with a very low handicap vs. a very high handicap player.

Example: An M2 vs. M9 equates to (5B-8G/-2). This means the HC M2 will receive five (5) balls and eight (8) games in a set race. On the flip side the HC M9 will be required to add two (2) additional balls to the table once he/she sinks the last ball in a chosen group. The balls should be added starting at the head spot, frozen and in a straight line perpendicular to the head rail. After the HC M9 has legally pocketed the last of his/her chosen group, the additional balls should be re-spotted and he/she will be allowed to continue play from where the cue ball came to a rest.

Megabucks 9-Ball Rules: This list maybe used as a quick reference to the rules associated with league play. We recommend reading this entire booklet. Please note, it is a member's responsibility to know all the rules relevant to MEGA.

- **Call the 9-ball:** Must indicate ball and pocket. We recommend marking the pocket.
- **All ball fouls:** If a ball is touched during a player's time at the table an automatic foul will apply.
- **Three Consecutive Fouls:** If a player commits three consecutive fouls in any game, it will be deemed an automatic loss.

Note: A warning must be given when the player is on two fouls for this to be eligible. In addition, the warning must be given when it is the players next turn at the table, not before. If a player is warned before it is his/her turn at the table it will not be viewed as legitimate and hence will not count.

- **Push Out:** A push out is allowed after each legal break. To exercise this option a player must indicate to his/her opponent his/her intentions.
- **An Early 9 Is Not A Loss:** Sinking the 9-ball out of turn is not a loss of game nor is it a foul if the player at the table made a legal hit. The 9-ball will be spotted and play will continue. Note, if the player at the table made a legal hit while pocketing the 9-ball along with another ball, his inning will continue after re-spotting back the 9-ball.

- **Jumped 9-Ball:** Jumping the 9-ball off the table during a match will result in an automatic loss. Note, this rule does not apply to the break.
- **Scratch on the break:** This is a foul and the incoming player will receive ball in hand anywhere on the table.
- **Alternating Breaks:** In MEGA an alternating brake format is used for the duration of a match.
- **Jumped Balls:** If a player jumps an object ball off the table it is a foul and his/her opponent will receive ball in hand. Jumped balls will remain pocketed. Note however, if the 9-ball jumps off the table on the break it will be repotted and ball in hand will be awarded to the incoming player.
- **Sinking The 9-Ball On The Break:** You win when you pocket the 9-ball on the break legally without committing a foul.
- **A Scratch on the 9-ball:** If a player scratches while taking a legal shot on the 9, it is not a loss of game. His/her opponent will receive ball in hand and play will continue.
- **Jump Shots Allowed:** Can be performed with a full length or standard jump cue. Note, proper execution is required when playing a jump shot. As a result if the cue ball is scooped or falls on the floor during play it will be deemed a foul and ball in hand will be awarded to the incoming player.
- **Calling A Safety by Sinking A Ball:** This rule does not apply in MEGA 9-ball.
- **Wins with Handicap Balls:** Players receiving handicap balls must indicate HC ball and pocket before attempting a shot for a legal win otherwise, play will continue.
- **Illegally Pocketed Handicap Balls:** Will be re-spotted. In addition, if a handicap ball is pocketed on the break, it should be re-spotted at the end of the opponent's inning.
- **Moved Balls:** If a player accidentally moves a ball, it will be an automatic foul and the incoming player will be awarded with ball in hand and will also have the option of moving the ball back into position before shooting.
- **Pocketing Handicap Balls:** Illegally pocketed handicap balls should be re-spotted.

Note: Handicap balls pocketed on the break should also be re-spotted.

- **Games & Balls Received:** In a match where one player receives a handicap, the lower skilled player will be awarded games in a set race. In some cases a lower skilled player may also receive balls.

Note: An automatic win will apply if a lower skilled player pockets his/her handicapped ball on a legally called shot.

For example, 7-11 means the lower handicapped player will receive four (4) games on a race to eleven (11).

Megabucks 10-ball Rules: This list maybe used as a quick reference to the rules associated with league play. We recommend reading this entire booklet. Please note, it is a member's responsibility to know all the rules relevant to MEGA.

- **Must call all shots and Safeties:** In a call shot situation, must indicate ball and pocket. In a safety situation, must clearly indicate intentions.

Note: If you neglect to call a shot or safety during a match your opponent will be awarded the following options:

- a. For an Illegally pocketed ball situation (did not call). The option to accept the table as is or require you to shoot again.
- b. For an Illegal safety situation (did not call). The option to accept the table as is or require you to shoot again.

Note: This also applies if the shooter pockets a ball on a safety play.

- **All Ball Fouls:** If a ball is touched during a player's time at the table an automatic foul will apply.
- **Three Consecutive Fouls:** If a player commits three consecutive fouls in any game, it will be deemed an automatic loss.

Note: A warning must be given when the player is on two fouls for this to be eligible. In addition, the warning must be given when it is the players next turn at the table, not before. If a player is warned before it is his/her turn at the table it will not be viewed as legitimate and hence will not count.

- **Push Out:** A push out is allowed after each legal break. To exercise this option a player must indicate to his/her opponent his/her intentions.
- **An Early 10 Is Not A Loss:** Sinking the 10-ball out of turn is not a loss of game nor is it a foul if the player at the table made a legal hit. The 10-ball will be spotted and play will continue. **Note,** if the player at the table made a legal hit while pocketing the 10-ball along with the object ball, his inning will continue after re-spotting back the 10-ball.
- **Jumped Balls:** If a player jumps an object ball off the table it is a foul and his opponent will receive ball in hand. Jumped balls will remain pocketed. Note however, if the 10ball jumps off the table on the break it will be re-spotted and ball in hand will be awarded to the incoming player.
- **Jumped 10-Ball:** Jumping the 10-ball off the table during a match will result in an automatic loss. Note, this rule does not apply to the break.

- **Scratch on the break:** This is a foul and the incoming player will receive ball in hand anywhere on the table.
- **Alternating Breaks:** In MEGA an alternating brake format is used for the duration of a match.
- **Sinking The 10-Ball On The Break:** Pocketing the 10-ball on the break legally without committing a foul is not a win. In such a situation the 10-ball should be spotted and play should continue.
- **A Scratch on the 10-ball:** If a player scratches while taking a legal shot on the 10, it is not a loss of game. His/her opponent will receive ball in hand and play will continue.
- **Jump Shots Allowed:** Can be performed with a full length or standard jump cue. Note, proper execution is required when playing a jump shot. As a result if the cue ball is scooped or falls on the floor during play it will be deemed a foul and ball in hand will be awarded to the incoming player.
- **Wins with Handicap Balls:** Players receiving handicap balls must indicate HC ball and pocket before attempting a shot for a legal win otherwise, play will continue.
- **Illegally Pocketed Handicap Balls:** Will be re-spotted. In addition, if a handicap ball is pocketed on the break, it should be re-spotted immediately before play continues.
- **Moved Balls:** If a player accidentally moves a ball, it will be an automatic foul and the incoming player will be awarded ball in hand. In addition the incoming player will also have the option of moving the ball back into position before shooting.
- **Legally Pocketing Handicap Balls:** Legally pocketed handicap balls will not be re-spotted.
- **Games & Balls Received:** In a match where one player receives a handicap, the lower skilled player will be awarded games in a set race. In some cases a lower skilled player may also receive balls.

Note: An automatic win will apply if a lower skilled player pockets his/her handicapped ball on a legally called shot.

Official 8-ball Rules of the BCA Pool League

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 for you to pocket your entire group of balls and then legally pocket the 8-ball. The game is played by two players or two teams.

Mega Exception - The Short Rack: An 8-ball short rack consists of eleven object balls as opposed to fifteen. Each player has a group of five balls: the solid colored balls numbered 1 through 5, or the striped balls numbered 9 through 13. The 8-ball is the game winning ball. Note, a short rack is usually implemented in a match involving two low handicapped players for example:

- a. M2vs.M2orM3orM4
- b. M3vs.M3orM4
- c. M4vs.M4

Note: In a match utilizing a short rack, the race is always to seven (7) less handicap games if applicable.

8-Ball Rack

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

- a. In a triangle with the apex ball on the foot spot;
- b. The rows behind the apex are parallel to the foot string;
- c. The 8-ball is in the middle of the row of three balls;
- d. 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 of the groups for those

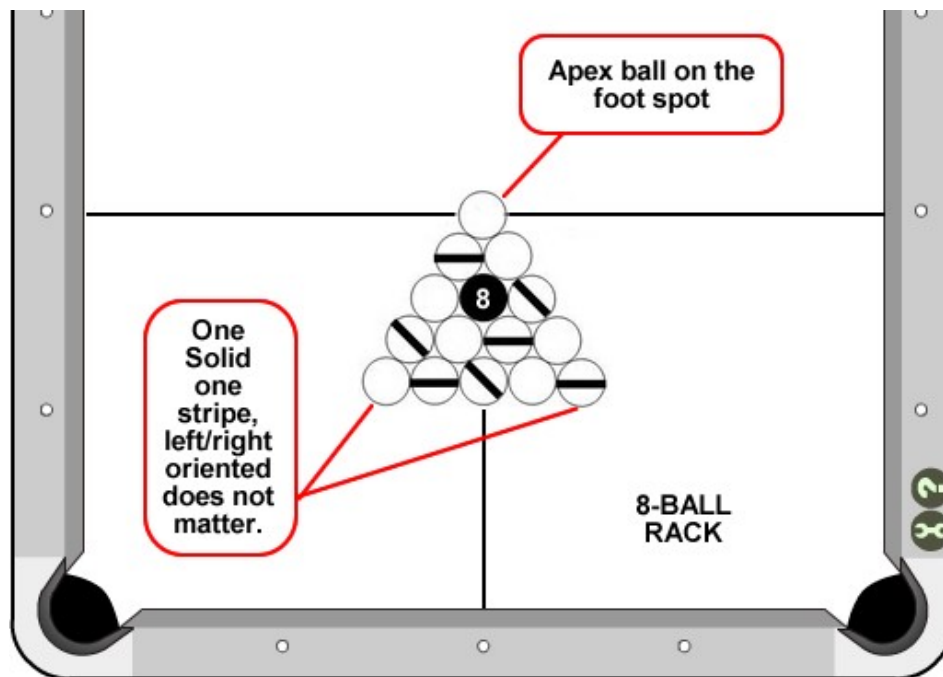


Figure 2-1

Mega Exception - The Short Rack

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

- a. In a triangle with the apex ball on the foot spot;
- b. The rows behind the apex are parallel to the foot string;
- c. The 8-ball is in the middle of the row of three balls with the last row consisting only of one ball;
- d. 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 of the groups for those two balls does not matter. Note: The short rack utilizes only eleven balls as opposed to fifteen.

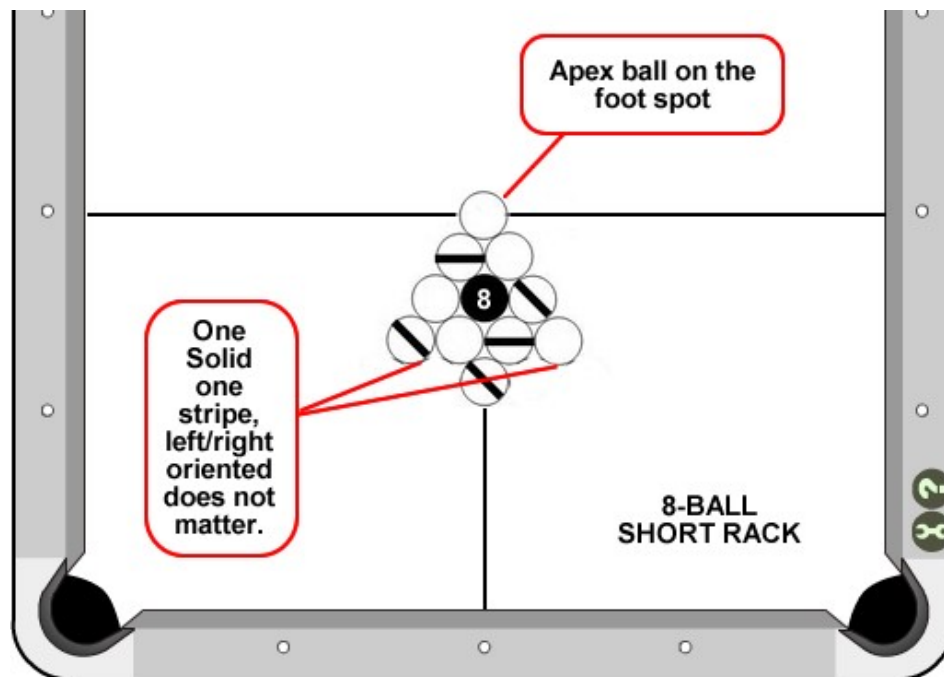


Figure 2-1a

Break Requirements

1. You begin the break with ball in hand behind the head string. There is no requirement to call a ball on the break however, in MEGA you are required to hit the apex ball first. To do otherwise will result in a foul. You must pocket a ball or cause at least four object balls to contact one or more cushions or it is an illegal break. In addition a ball must go pass the head string or the entire process will be deemed a foul. If you pocket a ball, you continue to shoot. If you do not 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. Failure to do so is a foul.

3. If your break is illegal your inning ends. Your opponent may:
 - a. Accept the table in position if you did not scratch;
 - b. **Take ball in hand** if you foul;
 - c. Re-rack the balls and break;
 - d. Require you to re-rack the balls and break again.
4. If you foul on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed balls remain pocketed. **Your opponent receives ball in hand.**
5. In all cases on the break, jumped balls other than the 8-ball are not returned to the table except in the case of a re-rack.

Pocketing The 8-ball on the Break

1. If you pocket the 8-ball on the break and do not foul:
 - a. It is ruled a win;
 - b. Your inning ends;
 - c. The next break goes to your opponent.
2. If you pocket the 8-ball on the break and foul, your inning ends. *See Mega Exception: Jumped 8-Ball (Pg.24).*
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.

Table Open after the Break

- The table is always open 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.

Establishing Groups

- 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.

Mega Exception - Establishing Groups: A player may also establish a group by removing his/her handicap balls (by hand) before his/her first legal attempt after the break at the table. **Note:** This rule applies only to those players receiving a handicap.

Mega Exception - Establishing Groups: If the number of balls pocketed on the break from a preferred group is equal to or greater than the number of balls given via a handicap, the lower skill player receiving the handicap spot will be required to shoot and pocket one ball from that group legally in order to take ownership.

- 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.
- 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.

Continuing Play

1. Once groups are established, play continues with each player having their group as legal object balls. Balls in your opponents' group and the 8-ball are illegal object balls. When it is your inning, you continue to shoot as long as you legally pocket a ball on each shot. Object balls pocketed in addition to the called ball remain pocketed. Your inning ends if you do not legally pocket a ball.
2. Jumped balls and illegally pocketed balls are not returned to the table but do count in favor of the player with that group. *See Mega Exceptions: Jumped 8-Ball (Pg.24) And Jumped 9-Ball (Pg.26).*

Safety Play

- 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. You must declare the safety to your opponent before the shot, and they must acknowledge your intentions. If you do not declare a safety or it is not acknowledged, and you pocket an obvious ball, your inning continues and you must shoot again. A safety must meet the requirements of a legal shot or it is a foul.

Shooting the 8-Ball

1. The 8-ball becomes your legal object ball on your first shot after the last ball of your group is pocketed. The player who legally pockets the 8-ball wins the game.
2. With the exception of the provisions of Rule 2.10, it is not loss of game if you foul but do not pocket the 8-ball. Your opponent receives ball in hand.

Loss of Game

You lose the game if:

- a. You illegally pocket the 8-ball;
- b. You jump the 8-ball off the table on any shot other than the break;
- c. You pocket the 8-ball on the same shot as the last ball of your group;
- d. You violate any General Rule that requires loss of game as a penalty;
- e. You pocket the 8-ball on a shot defined as not obvious that you did not call;
- f. You pocket the 8-ball out of turn. This is referred to as an early eight (8).

Stalemate

- If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has played three consecutive innings without significantly changing the position, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again.

Official 9-ball Rules of the BCA Pool League

The Game

- 9-Ball is played with a cue ball and nine object balls numbered 1 through 9. You shoot the balls in ascending numerical order, continuing to shoot as long as any ball is legally pocketed. The 9-ball is the game-winning ball. The object of the game is to pocket the 9-ball on any legal shot. The game is played by two players or two teams.

MEGA EXCEPTION - 9-Ball Rack:

The balls are racked as follows (see Figure 3-1a):

- a. In a diamond shape with the 1-ball as the apex ball off the foot spot;
- b. The rows behind the apex are parallel to the foot string;
- c. The 9-ball is in the middle of the rack and is placed on the foot spot;
- d. The remaining balls are placed at random.

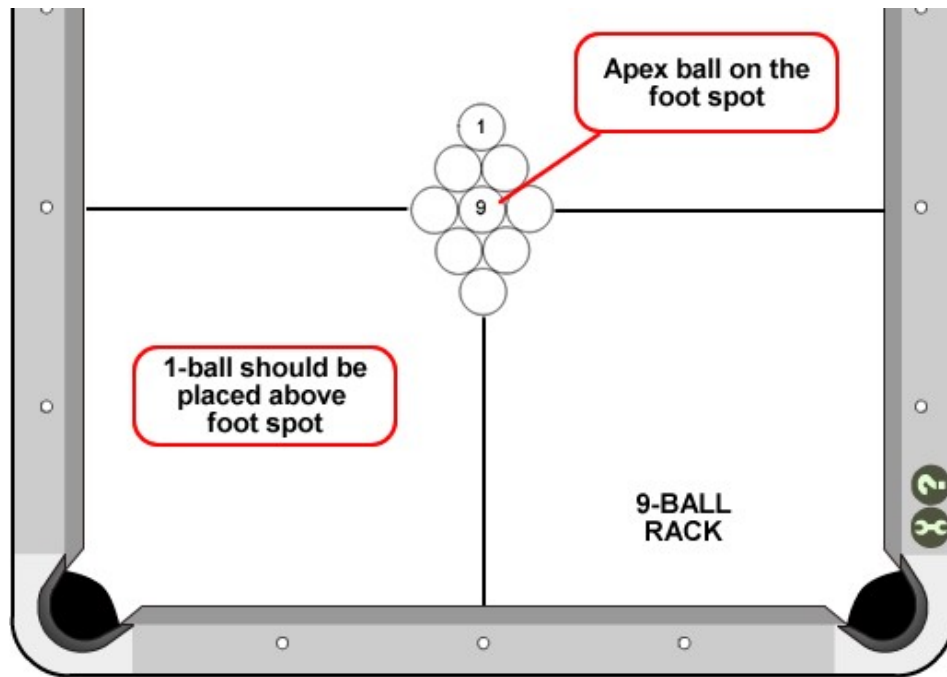


Figure 3-1a

3.3 Break Requirements

1. You begin the break with ball in hand behind the head string. The cue ball must contact the 1-ball before any other ball or cushion or it is a foul. You must either pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.
2. Jumped object balls other than the 9-ball are not returned to the table. If the 9-ball is jumped, it is spotted.
3. If you legally pocket a ball, you continue to shoot. Your inning ends if you do not pocket a ball or if you foul. If you legally pocket the 9-ball on the break, you win the game. If you foul on the break and pocket the 9-ball, it is spotted.

3.4 Push-out After the Break

1. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:
 - a. You must notify your opponent before the shot and your opponent must acknowledge your intention;
 - b. The cue ball does not have to contact the lowest numbered ball first, or any object ball at all;
 - c. No ball has to contact a cushion
 - d. All other rules and fouls still apply.
2. Any object balls except the 9-ball that are pocketed on a push-out remain pocketed. If the 9-ball is pocketed it is spotted.

3. After a push-out, your opponent may:
 - a. Accept the table in position and shoot, or;
 - b. Require you to shoot again with the table in position.

3.5 Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows:
 - a. The lowest numbered ball on the table must be the first object ball contacted by the cue ball or it is a foul;
 - b. If you legally pocket any ball your inning must continue;
 - a. The 9-ball is spotted if it is illegally pocketed or if it is jumped during the break. *See Mega Exception: Jumped 9-Ball (Pg.26).*
 - c. Other jumped balls and illegally pocketed balls are not returned to the table.
2. When it is your inning, you must continue to shoot as long as you legally pocket a ball on each shot. Your inning ends if you do not legally pocket a ball.
3. The game is won by the player who legally pockets the 9-ball.

Three Successive Fouls

You lose the game if you commit three successive fouls in one game.

Stalemate

If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has played three consecutive innings without significantly changing the position, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again.

Official 10-Ball Rules of the BCA Pool League

The Game

- 10-Ball is a call shot game played with a cue ball and ten object balls numbered 1 through 10. You shoot the balls in ascending numerical order. The 10-ball is the game winning ball. The object of the game is to pocket the 10-ball on any legal shot after the break. The game is played by two players or two teams.

10-Ball Rack

The balls are racked as follows (see Figure 4-1a):

- a. In a triangle shape with the 1-ball as the apex ball on the foot spot;
- b. The rows behind the apex are parallel to the foot string;

- c. The 10-ball is in the middle of the row of three balls;
- d. The 2-ball and 3-ball are placed on the ends of the last row (left/right orientation does not matter);
- e. The remaining balls are placed at random.

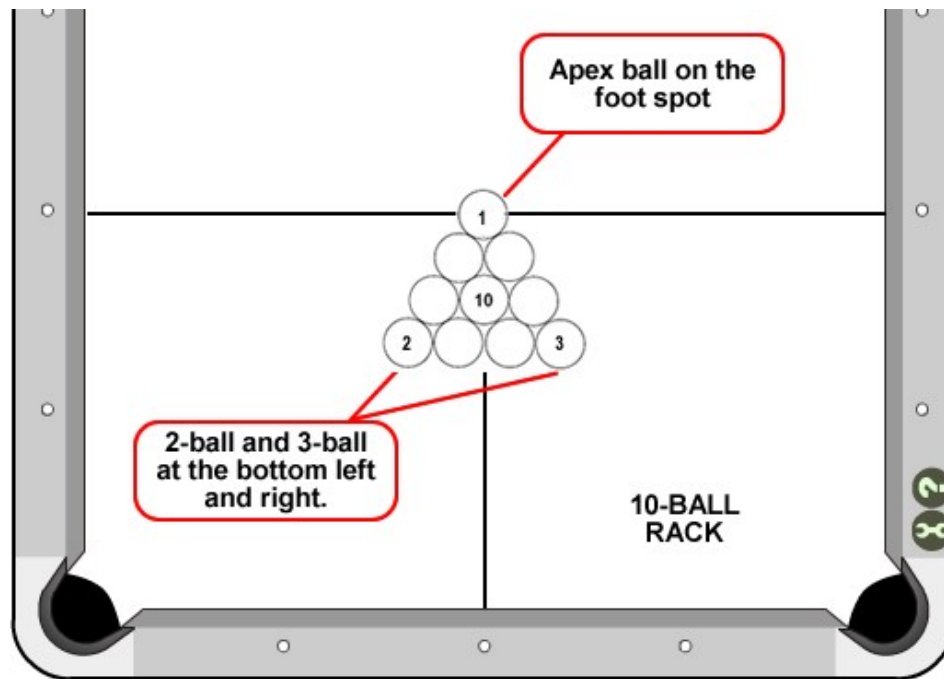


Figure 4-1a

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 on the break. The cue ball must contact the 1-ball before any other ball or cushion, or it is a foul. You must either legally pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.
2. If you legally pocket a ball, you continue to shoot. Your inning ends if you do not legally pocket a ball or if you foul.
3. If you legally pocket the 10-ball on the break, it is spotted and your inning continues.
4. Jumped object balls other than the 10-ball are not returned to the table. If the 10-ball is jumped on the break, it is spotted.

Push-out After the Break

1. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:
 - a. You must notify your opponent before the shot and your opponent must acknowledge your intention.
 - b. The cue ball is not required to contact the lowest numbered ball first, or any object balls at all.
 - c. No ball is required to contact a cushion.

- d. All other rules and fouls still apply.
2. Any object balls except the 10-ball that are pocketed on a push-out remain pocketed. If the 10-ball is pocketed it is spotted.
3. After a push-out without a foul, your opponent may:
 - a. Accept the table in position and shoot.
 - b. Require you to shoot again with the table in position.

If you push-out and foul, your opponent receives ball in hand.

Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows:
 - b. You must contact the lowest numbered ball on the table first or it is a foul;
 - c. The 10-ball is spotted if it is illegally pocketed or if it is jumped during the break. *See Mega Exception: Jumped 10-Ball (Pg.27).*
 - d. Other jumped object balls and illegally pocketed balls are not spotted.
2. When it is your inning, you continue to shoot as long as you legally pocket a called ball on each shot. If the called ball is legally pocketed, object balls, other than the 10-ball, pocketed in addition to the called ball remain pocketed. If the 10 ball is pocketed in addition to the called ball, it is spotted. Your inning ends if you do not legally pocket a ball. (AR p.98)
3. The game is won by the player who legally pockets the 10-ball.

Note: In MEGA a game can also be won by pocketing a handicap ball on a legally called shot. *See Mega Exception: Wins With Handicap Balls (Pg.26, 28)*

Illegally Pocketed Balls

1. A ball is illegally pocketed if it is:
 - a. The called ball and is pocketed in other than the called pocket;
 - b. Not the called ball and is pocketed on a shot in which the called ball is not legally pocketed;
2. If the 10-ball is illegally pocketed it is re-spotted. All other illegally pocketed balls remain pocketed. *See Mega Exception: Illegally Pocketed Handicap Balls (pg.26, 28)*

Opponent's Option

If you illegally pocket any ball, your opponent has the option to:

- a. Accept the table in position, or;
- b. Require you to shoot again.

Three Successive Fouls

You lose the game if you commit three successive fouls in one game.

Stalemate

If a referee judges that the game is not progressing because the position of the table has not significantly changed through three consecutive innings by each player, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again.

Official Rules Relevant to Team Play

General Information: Typically the Megabucks Coed Singles-Team Combo division runs for about sixteen calendar weeks. At the end of each session a divisional playoff is hosted for both the singles and team formats. Unlike the singles counterpart, teams are only required to meet three times during a regular sixteen week session. All other points accumulated for team stats are derived from weekly singles play.

How Are Matches Conducted: In Megabucks we play singles within team formats and allocate the accumulated points as such. Races vary depending on handicap match ups in 8-ball, 9-ball and 10-ball. Note, playing singles within a team format does not mean that a player will have to play twice on a current league day/night. All players are required to play only once with the exception of a double up if requested by their captain and this can only occur during an official team match.

Here is How It Works: The singles division meets for a total of sixteen weeks where as the team division only for three. During a singles meet all points accumulated go towards the singles and team stats simultaneously for an individual player. During a team meet all points accumulated goes only toward team stats. This means that the performance of a individual singles play can vastly affect his/her team standings. In other words the more points you earn the more points your team gets awarded.

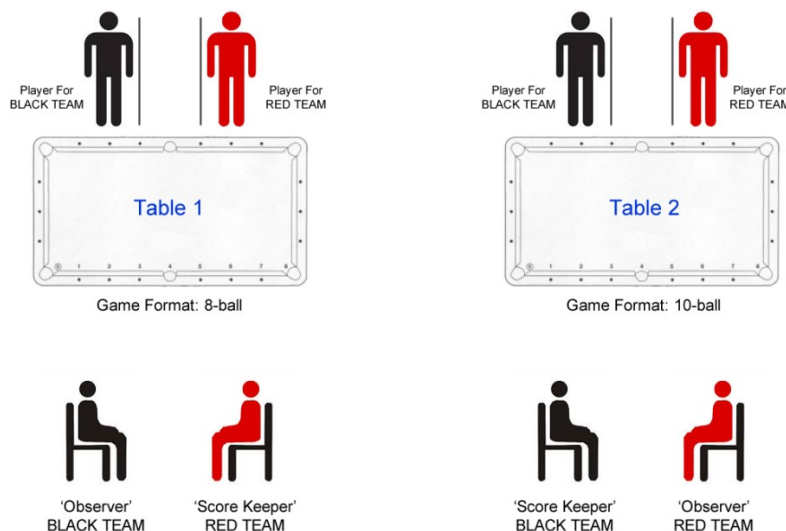
Typically the Megabucks Coed Singles-Team Combo division runs for about sixteen calendar weeks. At the end of each session a divisional playoff is hosted for both the singles and team format. The winners from the singles divisional receive thousands in cash and prizes and the winners from the team division receive an all expense paid package to compete at the BCAPL Nationals in Las Vegas. For those individuals/teams who were not so fortunate, they get the opportunity to try again in our next session. These player benefits are available in every league session.

Format For Regular Team Play

- Four members maximum per team. Members are allowed to double up once per team match.
- A member that doubles up more than once during a team match will automatically receive zero points for all matches played on that league day/night.
- Two matches are played simultaneously per round. Two rounds are played per league day/night bringing the total to four individual league matches. Rounds must not exceed

2.5 hours.

- During a league match it is a standard to have a scorer and an observer present. Note, the scorer and the observer must be from opposite teams as indicated in the diagram below.
- A standard time of 35 seconds per shot is used to help manage the flow of all ongoing matches. Please note, in a situation where a league representative or referee is requested to monitor a match, violations of the 35 second shot clock will result in ball in hand to the opposing team.
- All matches won are based on points earned. The team that earns the most points at the end of a team match is deemed the winner. Note, winning 3 out of 4 matches does not guarantee a team win. Points will be awarded as follows:
 - a. The winning team will receive 100 points.
 - b. The losing team will receive 50 points
 - c. If a team forfeits they will automatically receive 30 points.
 - d. If a team loses on the hill they will automatically receive 80 points.
 - e. All byes will be awarded 70 points.



Team Alliances

- Two teams within the league are allowed to form what's called a Mega Alliance. In doing so both have the option of play as one unit and separate units at the same time. One team can use members from both groups:
 - a. To play in a regular league match.
 - b. To play in a playoff match.
 - c. To play in a tournament match.
- **To Be Eligible:** All alliances must be formed before the end of the 3rd week of league play. Plus only one alliance is allowed per team. Finally, teams forming alliances must have a maximum of four players on their individual rosters. Note, Team with alliances can play out

of a central location or remotely.

- **Benefits:** One of the biggest positives of have a team alliance is, in the event that one team wins, members from both can share in the benefits.

Note: Team alliances only apply to regular four member teams. Scotch doubles not included.

Byes

- If a location commences with a bye (one team less than required) the team receiving the bye will automatically be awarded 70 points.
- If an incoming team fills a bye before the second week of league play they will automatically be awarded 70 points for the prior first meet of team play.

Note: No teams will be accepted after the second week of league play.

Forfeits

- **First Round Forfeit:** A team match will result in an automatic forfeit if a player is not at the match table and ready to begin within 15 minutes of the scheduled match start time for the first round of league play.
- **Second Round Forfeit:** A team match will result in an automatic forfeit if a player is not at the match table and ready to begin within 5 minutes prior to the end of a first round match.
- **Continuous Play:** A team may commence play with only two players present. Upon completion of the first round which incorporates both matches one and two, the team must have two players available for the next round or the remaining matches will be forfeited. Team play must be continuous once started. Exceptions, a team member who is currently playing in the first round and who is also scheduled to play in the second (as a double up) will be allowed to complete his current match even if the second round has already commenced. This will remain true as long as his current match time (from round one) does not exceed 2.5 hours.
- **Rescheduling to Avoid Forfeits:** If both Team Captains are in agreement, a team match may be rescheduled for a different date/time. Note, the League Operator must be notified and an approval must be given before following through. In addition, both teams will be responsible for all cost associated with table time.
- **Forfeit Points:** Full match points will be awarded to your team if your opponent does not have a player present for the next scheduled match. Note, if both teams do not have a player present then zero points will be awarded for that scheduled match. In addition:
 - a. During a team play if an individual match is forfeited, the winner will automatically receive 10 points and the loser 3.
 - b. Both teams must still pay full weekly fees even in the event of a forfeit. Teams that fail to pay their league fees will automatically receive zero points even in the event of a win. Note, this will not be reversible.

Concerning Teams That Drop Out

- Any team that fails to complete a session will be required to pay up all pending dues which includes everything up until the end of the league session. In addition, members from that team will not be allowed to rejoin the league until all outstanding balances have been cleared.

Who Puts Up First

- A flip of a coin is used to determine who will put up the first player. The winner of the toss has the option of putting up first or having the opposing team captain choose first. The order should be as follows: If captain1 puts up first for the first match then he will put up second for the second match, first for the third, etc. Note, players who have already been declared cannot be changed.

Who Pays For The Games

- **On coin-operated tables** - Both teams pay equally via coins.
- **On time tables** - Team envelopes may be picked up at the counter of a hosting location and table fees may be required. Fees may differ via locations.

Coaching

Coaching is the act of giving a teammate advice during his/her turn at the table. Examples may include: advice on what ball to shoot, cue ball position or how to play a particular shot.

- A total of twelve coaches are allocated to each team for match play. There are no limits per game meaning a team may use one or all twelve on a single player if they choose to.
- Players with skill levels M5 or higher are required to call for their own coaches. Note, if a coach is called or suggested for a player with skill level M5 or higher it will be deemed an illegal interference and ball in hand will be awarded to his/her opponent.
- Players with skill levels M4 or lower have the option of calling their own coaches or have it called by a fellow team member.
- Teams are required to mark all coaches on their score-sheets as they occur. If a member suggests a coach it will be deemed authentic. Note, this is also true for coaches that are deemed illegal interference.
- Any member of a team may call for a coach when their teammate is at the table. Please be clear when doing so in order to avoid confusion. Note, players with skill levels M5 or higher are required to call their own coaches.

Note: Coaching from none team members are prohibited.

- A shooter may discuss strategy only with the coach designated for that time-out period. Receiving advice from an undesignated coach is a foul and may result in ball in hand to the opposing team.

- A coach may discuss strategy with other teammates before bringing it to the shooter. In all instances, a coach should not exceed one minute, to do so is a foul and will result in ball in hand to the opposing team.
- A designated coach may place the cue ball for a shooting member during a time-out in a ball in hand situation. If a coach does not leave the playing area before his/her teammate executes the shot (relevant to the coach received), it will be deemed a foul and ball in hand will be awarded to the opposing team.

Initiating A Time Out

- Both the player at the table or a team member may initiate a time out during a match. In Megabucks a time out is not a coach and should not be indicated as such. There are several major underlining instances where taking a timeout is logical:
 - a. A situation where a foul has occurred. For example, to inform a teammate that he/she has ball in hand.
 - b. A situation where a referee or league representative presence is required.
 - c. To take a personal break during a match. Personal time outs are limited to one per match and must not exceed five minutes. To do so will result in an automatic forfeit. In this instance the opposing team will be awarded the win for that particular individual match. Please note, bathroom breaks are exempt from timeout restrictions and as a result a player is entitled to take them whenever they desire. Keep in mind however that excessive bathroom breaks may be viewed as a form of match manipulation. In addition, as a player, you must wait until it's your turn at the table before requesting a time out. If a player takes a personal time out or bathroom break on his/her opponents turn at the table, it will be deemed an automatic forfeit of that particular rack.

Communication From The Sidelines

- You are allowed to communicate with your team member on the side line during a league match under the following circumstances:
 - a. While his/her opponent is being coached.
 - b. While he/she is receiving a coach.
 - c. While a player's time out (which is not a coach) is in effect. A player time out holds a maximum of 5 minutes.
 - d. While a league time out (which is not a coach) is in effect. Typically this involves the presence of a league representative or referee.
 - e. At the end of a game while the balls are being racked.

Note: All other times will be viewed as an illegal interference and ball in hand will be awarded to the opposing team.

Adding And Dropping Players

- Teams are allowed to add or drop players from their rosters up until the sixth week of league play. Note, it is a captain's responsibility to inform an opposing captain if a player has been added or dropped from his/her current roster. This is mandatory before starting a team match.
- To add or remove a player from a current roster, a request must be made to a league director and an approval must be issued.
- To be qualified for the divisional playoffs, all members on a roster must play a minimum of ten matches (double ups are counted) before the end of the regular session. If a player who is not eligible is chosen to play a match (in the playoffs) , a violation of this rule will occur after the rack is struck in the first game, at which point the team automatically loses by forfeit.

New Players

- Team membership applications along with all relevant fees (if applicable) must be received with a team's score-sheet when a new member participates.

Team Transfer

- Teams have up until the 6th week of league play to add or drop a players from their current roster. In addition, individual player accumulated points will automatically be dropped from a team standings if the following occurs:
 - a. If a player transfers to another team.
 - b. If a player drops out of the league.
 - c. If a player is suspended from the league.

Playing On Multiple Teams

- A member is allowed to play on more than one team during a league session. Note, he/she will not be eligible to participate in a situation where he/she is a member of both competing teams. To do so would result in both teams receiving a double forfeit totaling zero match points.

Playing Two Matches In One Round

- In a team match event a member may participate more than once. This is referred to as DOUBLING UP.

Note: Each member on a team is allowed to double up only once per team match.

Team Skill Level Cap

- Four member teams are not allowed to exceed a combined skill level cap of 28 points. Any team that participates in match with a combined skill level total exceeding 28 points will automatically be disqualified.

Player Eligibility: All players on a team roster are required to play a minimum of two league matches by the end of a current session. Players who do not comply will not be eligible to participate in the divisional team playoffs. *See also Session Playoffs – Eligibility.*

The Tie Breaker Situation

- If there is a tie at the end of a team match, the tie-breaker will be determined by playing one rack of 8-ball. In this situation both teams are required to:
 - a. Flip a coin for the first put up (Captains).
 - b. Lag for the first break (Players).

Session Playoffs - Eligibility

- To be eligible for the divisional playoffs, all members on a roster must play a minimum of two team matches (double ups are not counted) before the end of the regular session. If a player who is not eligible is chosen to play a match in the playoffs, it is a violation of this rule and a team penalty will apply immediately after the rack has been struck in the first game, at which point his/her team automatically lose via disqualification. The winning team will then advance to the next round.

In addition to the above the following criteria must also be met:

1. Teams should not have any pending dues.
2. Team members should not have any pending dues.
3. All members on a team must have a minimum of ten singles match score for the current session.
4. Team rosters must contain players who are eligible. *See Player Eligibility (pg.44)*

Game Related Rules

- Please refer to the following pages for some game related rules:
 1. Official 8-ball rules of the BCA Pool League - page 28
 2. Official 9-ball rules of the BCA Pool League - page 33
 3. Official 10-ball rules of the BCA Pool League - page 35

Illegal Interference and Unsportsmanlike Conduct

- Talking while your opponent is at the table will be deemed an illegal interference and may result in ball in hand or loss of game to the opposing team. This rule can only go into effect if the opposing player at the table confirms the interference and reports it to a league representative and both captains. An automatic warning will be issued the first time and a league penalty will follow on all other occurrences. Please note, only the player at the table is eligible to submit a complaint regarding an illegal interference.

- A player who is obnoxiously loud, uses profanity or conducts his or herself in an unsportsmanlike manner during a league match may cause their team to be suspended from the league. As a courtesy a warning will be issued to the team in question after the first offense. An automatic league penalty may follow the next pending review.

Responsible Via Association

- Before joining a team it should be understood that to do so in this league requires a genuine commitment. In MEGA, members who participate in the singles-team combo division share the same fate in regards to individual violations. In addition a violation on one member will not only affect his/her single's status but also the status of his/her team. Hence our term RESPONSIBLE VIA ASSOCIATION.

Official Scotch Doubles BCAPL Rules

- Scotch Doubles presents a unique blend of teamwork and individual effort, and the regulations reflect that blend. Although you play as a team, there are times when a single person must make a decision without consulting their teammate. Coaching and communication present special enforcement challenges, and are addressed here. Please familiarize yourself with these regulations and follow them carefully.

Breaking

1. When it is your team's turn to break, either player may break. You may discuss the decision with your partner. You are not required to maintain the order of play from any preceding game.
2. The team not breaking may discuss who will take the first shot for their team but the decision must be made before the breaking team's inning ends. If you do not make the decision by the time the breaking team's inning ends, then the player listed first on the score sheet must shoot.
3. In 8-Ball, if you pocket the 8-ball on a legal break, and do not foul, your partner must make the decision whether to spot the 8-ball and continue to shoot or re-rack and break again. If a re-rack is chosen the player who broke the original rack must break again. If you pocket the 8-ball on an illegal break the incoming player must make the decision whether to take the break or have the original breaker re-break. In either case, the decision may not be discussed between partners. All other game formats (9-Ball, 10-Ball, etc.) follow the specific game rules for after the break.

Continuing Play

- After the break, players on a team alternate shots during their inning. The order of play must be maintained between innings. If a player shoots out of turn it is a foul.

Coaching

During your inning, you may not communicate with your partner or make suggestions of any kind (e.g., offer a mechanical bridge without being asked). Whether coaching has occurred is determined solely by the judgment of the referee.

Mega Exception: *During a scotch doubles match in Mega, unlimited coaching is allowed. A player may suggest a shot, call a pocket or give advice to his/her partner as long as it is relevant to the match at hand. Please note however that a coach and a shot must be completed within a 45 second time period. For example, if a member coaches his/her partner for 25 seconds, then the shot must be played within the next 20 seconds to avoid a time violation. Failure to comply will result in an automatic ball in hand to the opposing team.*

- During your opponent's inning, you may quietly discuss anything you wish with your partner. All discussion and communication must stop immediately when your opponent's inning ends.
- Any player on either team, regardless of whose turn at the table it is, may:
 - a. Call a foul;
 - b. Request a stoppage of play to summon a referee, or suggest that a referee be summoned;
 - c. Inquire whose turn it is;
 - d. Inquire what group they have.

Time Outs

- Each team is entitled to one five-minute time out per match. The time-out must be taken between games. It is a foul if a team member leaves the playing area without authorization during a game.

Prizes

- **ALL PRIZES IN MEGABUCKS ARE CONTINGENT ON SIZE OF LEAGUE.**
- **Awards:** Awards include trophies, plaques, cash and sponsored billiard related events like the World Amateur Championships in Vegas Nationals
- The **MVP Award** (for male and female) is given to the player who completes the session with the most total points and the best win/loss rack percentage.
- The **Charles Thomas Sportsmanship Award** (in honor of the late Charles Thomas) will be given to the team with the highest sportsmanship rating for the current session.

Important Note: In the event of a tie with any of the above awards, the tie breaker will be given to the person with the highest or win/loss rack percentage.

Our Right: It should be understood that we at Mega reserve the right to change these rules or modify them in any way we see fit at any time without notice.

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