

The Official
MEGABUCKS
Rules Booklet



For League Years 2024/2025 & 2025/2026

About Introduction to the Handbook: This handbook is a comprehensive compilation of the rules governing league play, sportsmanship, and pertinent details unique to the Megabucks Amateur Pool League (MAPL). For conventional gameplay, the official CSI rules applicable to BCAPL-sanctioned leagues will be adopted. This handbook, along with the CSI/BCAPL rules, should be retained for reference. It should be noted that the directives contained within this handbook supersede all other guidelines.

Recommendations: It is strongly advised that members thoroughly review and familiarize themselves with the content of this handbook. The decisions made within the scope of this league will rely heavily on the information provided herein, and such decisions will be conclusive.

Communication: Should there be any inquiries or concerns, members are encouraged to reach out to their league director. To ensure members have access to the most current information, an updated version of this handbook will be made available annually, as required, through the league's official website at www.GoPlayMega.com.

About the League: Established in 2008, the MAPL stands out as one of the rapidly expanding singles-team combo coed leagues in New York City. Our distinctive handicap points system enables members to compete equitably, regardless of their skill level. This approach fosters motivation among members to consistently participate and excel. Moreover, the league's structure mirrors a professional format, thus providing amateur players an opportunity to compete at a professional level. Participation in the MAPL is limited to amateur pool players who are at least 21 years of age.

Distinguished Referees: Our session finals are officiated by renowned professional billiard players. Notable referees have included WPBA Pro Billie Billing, BCA Pro George “Ginky” Sansouci, Sean Alaska Morgan, and Zion Zvi.

Gameplay Format: The MAPL offers a unique singles competition system unparalleled by any other league. At registration, members can choose to participate solely in singles or engage in both singles and team play. These options cater to both individual and team players, promising an unparalleled league experience.

Senior Member Division: The MAPL proudly offers a division specifically for members aged 55 and older, facilitating competition among peers.

Mission Statement: Our primary objective is to deliver an exceptionally enjoyable experience, encouraging members to consistently re-engage and welcoming new members to join. Beyond game improvement and winning prizes, our league emphasizes social interaction and fun.

League Representatives: Each location is assigned a league representative to address immediate queries or concerns, ensuring the efficient distribution of league-related materials and updates.

Local Regional Championships: Annually, eligible members have the opportunity to compete in the Local Regional Championships, with victors awarded a trip to the BCAPL World Amateur Championships in Las Vegas, signifying the culmination of each league year.

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.

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

1. Who is the league representative currently assigned to this 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 codes associated with regular league play and high-level playoffs.
5. How to read the handicap race chart.
6. How to schedule a makeup 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.

You May Contact Us Via The Following:

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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 is conducted professionally 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 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, they 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 makeup matches that can accommodate these types of situations.
- **The League Year:** Generally runs from September to August. There are three sessions per year and each session lasts 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 a trip to compete at the BCAPL National World Amateur Championships in Las Vegas. Members must qualify via an LSQ mini-board to be eligible.
- **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 an 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. Over the years, our unique points system and ERS format have given players of 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 division consists of at least ten singles participants. Participants 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, they must immediately inform their 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 any 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 their 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 their opponent re-rack and break again.
3. Take the break and restart the alternating sequence.

Very Important Note: Soft breaks 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 their turn at the table. If a player takes a personal time out on their opponent's 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 their scheduled match. To exercise the right to a time out the player must:

1. Inform their opponent of their intention.
2. Inform the referee or league representative of their 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. No t-shirts, sweats, warm-up suits, jogging suits, jeans, boots, slippers or sneakers allowed. No headgear allowed. Note: Applies to multi-division playoffs only.

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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.

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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 pants/jeans.

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 their scheduled match time, a forfeit will be awarded to their 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 originally 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.

Members who accrue two or more forfeits yet qualify for the playoffs will commence their initial round from the "One Loss" bracket of the tournament. Please note, this rule is applicable exclusively to playoffs conducted in a multi-division format.

- **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. For 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 their next match. They are 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 their 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. Also, only two TLS requests per member will be allowed during a session.

- **Makeup Matches:** All makeup matches must be completed within three weeks of the originally scheduled 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 makeups.
- **Sudden Death (The Red Zone):** During the playoffs, all matches will be allocated 2 hours to complete. At the 1 hour and 45 minutes marker, all matches automatically go into sudden death a.k.a. The Red Zone. All racks won from this point on will be counted as two. At the end of the 2-hour marker, the winner is determined by:
 1. Reaching the required amount of games before their opponent.
 2. Having more games won as opposed to their 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 their opponent.
2. Having fewer games won as opposed to their 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 termination from the league.

Exceptions:

- a. Your opponent has no problem with you communicating with them during play.
- b. Pointing out a possible violation such as a frozen or moved ball or making references to a rule etc.
- **Other Distractions:** If a player picks up the rack while their opponent is at the table before the game has officially ended (the eight, nine, or ten ball has been legally pocketed) their opponent will receive an automatic win.

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

- **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 their 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 their opponent.

Note: This applies whether or not the ball scratches.

- **Breaking down the Cue:** A player may disassemble their cue to change a shaft, but must first inform their opponent to avoid a forfeit.

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

- **Profanity & Foul language:** 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 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:** Some players 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 their 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 the outcome. Typically, league fees should be submitted prior to the start of a match.

- **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 \$60.00.
- **Green fees:** A standard weekly rate will apply.

The League Session

- **Duration:** Sessions run for approximately 16 weeks. 14 weeks of regular play and 2 for the playoffs.
- **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 playoffs will include a select percentage of the highest-performing participants from the session. All match-ups will be seeded.
- **Prize Fund:** Prizes include cash, trophies, and sponsored trips to special billiard related events such as the **BCAPL World Amateur Championships in Las Vegas NV**.
- **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 guide chart shows how the APA and BCA members match up. Keep in mind that some exceptions may apply.

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 show 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, they will receive balls and games in a set race. If however, the lower handicap is an M5 or higher, they 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 their opponent (HC 'M9') would have to re-spot two (2) additional balls after sinking the last ball in their group.

HC	M2	M3	M4	M5	M6	M7	M8	M9	GM
	RACE TO 7			RACE TO 9			RACE TO 11		
M2	0/0	1B-2G/0	2B-3G/0	3B-4G/0	4B-5G/0	5B-6/0	5B-7G/0	5B-8G/-2	5B-8G/-3
M3	0/1B-2G	0/0	1B-2G/0	2B-3G/0	3B-4G/0	4B-5G/0	4B-6G/0	5B-7G/0	5B-8G/-2
M4	0/2B-3G	0/1B-2G	0/0	1B-2G/0	2B-3G/0	3B-4G/0	4B-5G/0	4B-6G/0	5B-7G/0
M5	0/3B-4G	0/2B-3G	0/1B-2G	0/0	1B-2G/0	2B-3G/0	3B-4G/0	4B-5G/0	4B-6G/0
M6	0/4B-5G	0/3B-4G	0/2B-3G	0/1B-2G	0/0	1B-2G/0	2B-3G/0	3B-4G/0	4B-5G/0
M7	0/5B-6G	0/4B-5G	0/3B-4G	0/2B-3G	0/1B-2G	0/0	1B-2G/0	2B-3G/0	3B-4G/0
M8	0/5B-7G	0/4B-6G	0/4B-5G	0/3B-4G	0/2B-3G	0/1B-2G	0/0	1B-2G/0	2B-3G/0
M9	-2/5B-8G	0/5B-7G	0/4B-6G	0/4B-5G	0/3B-4G	0/2B-3G	0/1B-2G	0/0	1B-2G/0
GM	-3/5B-8G	-2/5B-8G	0/5B-7G	0/4B-6G	0/4B-5G	0/3B-4G	0/2B-3G	0/1B-2G	0/0

Figure 1-1

Scoring in 9-ball: The scoring system for 9-ball significantly differs from that of 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 cases, 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			RACE TO 11		
M2	7-7	5-7	4-7	5/8B-9	4/8B-9	3/7B-9	4/7B-11	4/6B-11	4/5B-11
M3	7-5	7-7	5-7	6-9	5-9	4/8B-9	5/8B-11	4/7B-11	4/6B-11
M4	7-4	7-5	7-7	7-9	6-9	5-9	6-11	5/8B-11	4/7B-11
M5	9-5/8B	9-6	9-7	9-9	7-9	6-9	7-11	6-11	5/8B-11
M6	9-4/8B	9-5	9-6	9-7	9-9	7-9	8-11	7-11	6-11
M7	9-3/7B	9-4/8B	9-5	9-6	9-7	9-9	9-11	8-11	7-11
M8	11-4/7B	11-5/8B	11-6	11-7	11-8	11-9	11-11	9-11	8-11
M9	11-4/6B	11-4/7B	11-5/8B	11-6	11-7	11-8	11-9	11-11	9-11
GM	11-4/5B	11-4/6B	11-4/7B	11-5/8B	11-6	11-7	11-8	11-9	11-11

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 cases, balls 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 to win on their handicap ball (9-ball).

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

Figure 1-3

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

Megabucks 8-ball Rules

This list may be 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 a 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.

**WIN A FREE
TRIP TO
COMPETE IN
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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**



Win Cash . Win Trophies . Win Free Trips

- **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. Their 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 their opponent and receive an acknowledgment 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 their first shot within one minute on their 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. M2 vs. M2 or M3 or M4
 2. M3 vs. M3 or M4
 3. M4 vs. 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.30).*

- **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 headrail. After the HC 'M9' has legally pocketed the last of their chosen group, the additional balls should be re-spotted and they will be allowed to continue play from where the cue ball came to a rest.

Megabucks 9-Ball Rules

This list may be 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 player's next turn at the table, not before. If a player is warned before it is their 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 their opponent their 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 their 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. Their 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. Also, 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 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 their handicapped ball on a legally called shot.



BCAPL World Championships In Las Vegas.

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 player's next turn at the table, not before. If a player is warned before it is their 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 their opponent their 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. Their 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. Also, 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 their 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. M2 vs. M2 or M3 or M4
- b. M3 vs. M3 or M4
- c. M4 vs. M4

Note: In matches using a short rack, the race target is seven games, adjusted for any handicap games and balls 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

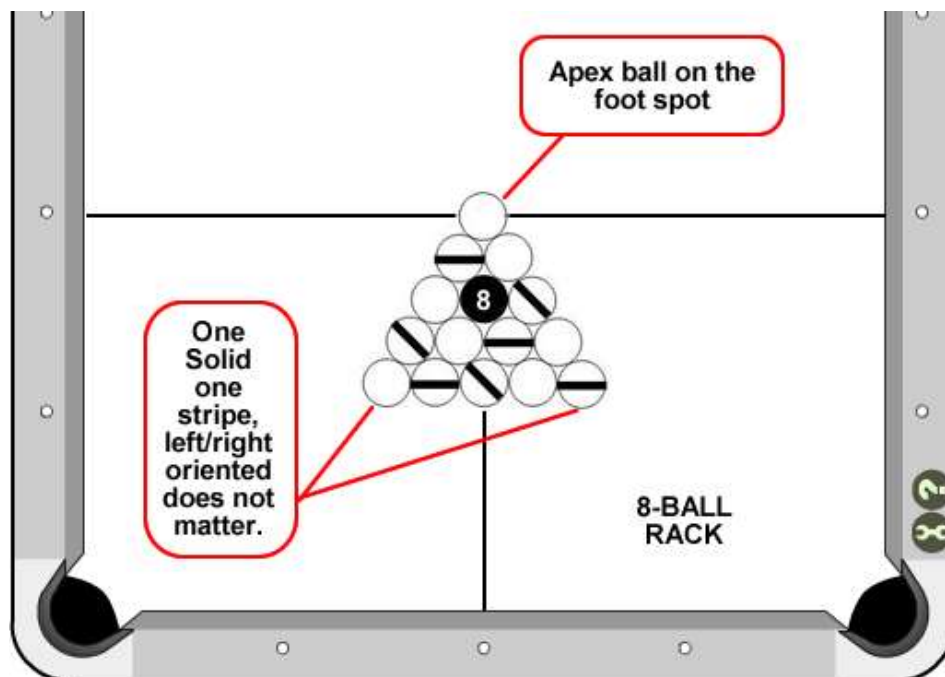


Figure 2-1

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.

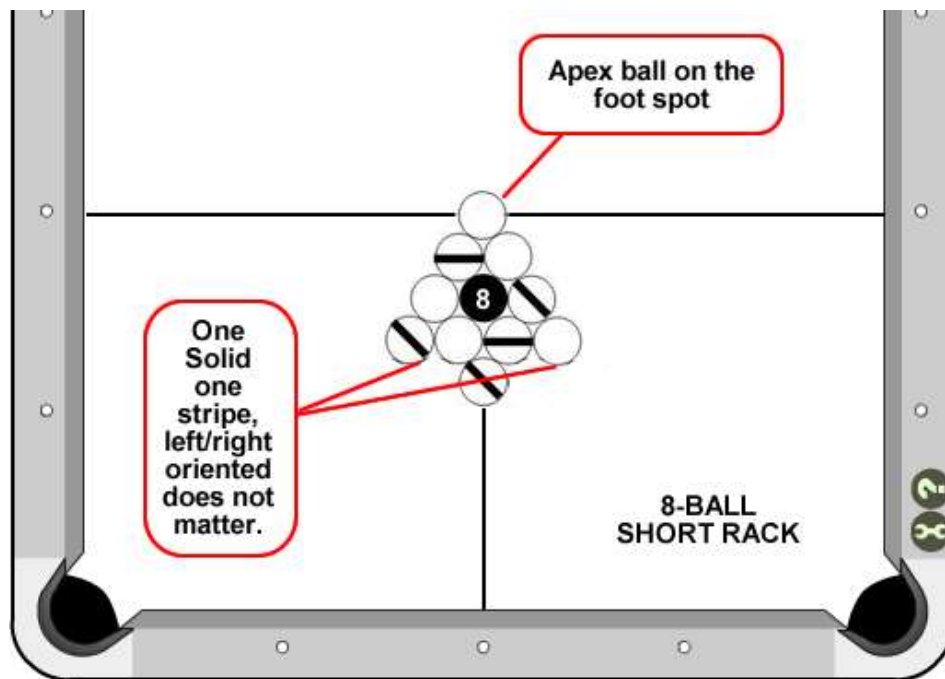


Figure 2-1a

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 past 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 to the other group. You cannot establish a group on a safety.

Mega Exception 2.6a - Establishing Groups: A player may also establish a group by removing their handicap balls (by hand) before their first legal attempt after the break at the table. **Note:** This rule applies only to those players receiving a handicap.

Mega Exception 2.6b - 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 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. Except for 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

In the Megabucks Amateur Pool League, a loss in 8-ball is defined by the following criteria:

- a. If you illegally pocket the 8-ball;
- b. If you jump the 8-ball off the table on any shot other than the break;

- c. If you pocket the 8-ball on the same shot as the last ball of your group;
- d. If you violate any General Rule that requires a loss of game as a penalty;
- e. If you pocket the 8-ball on a shot defined as not obvious that you did not call;
- f. If 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.

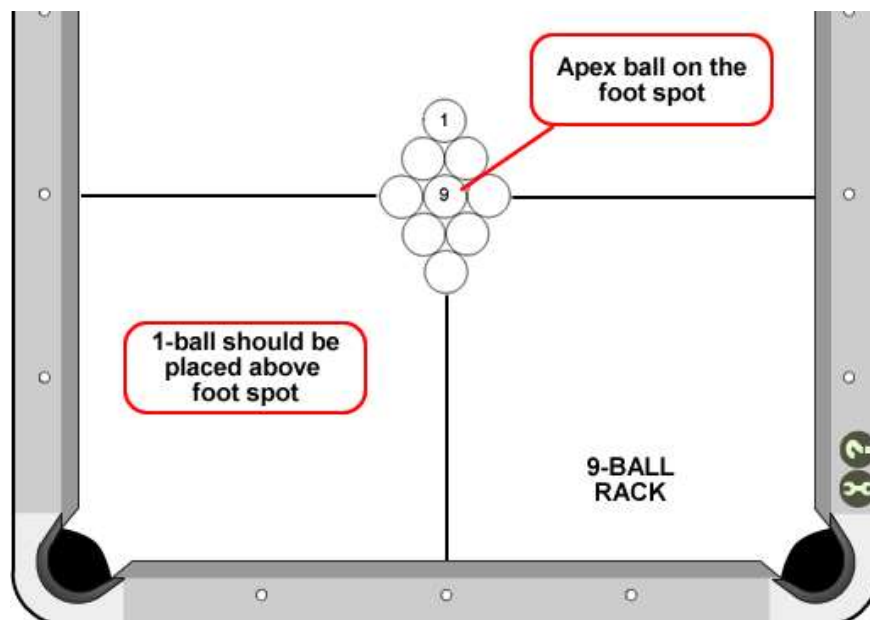


Figure 3-1a

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.

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.

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.

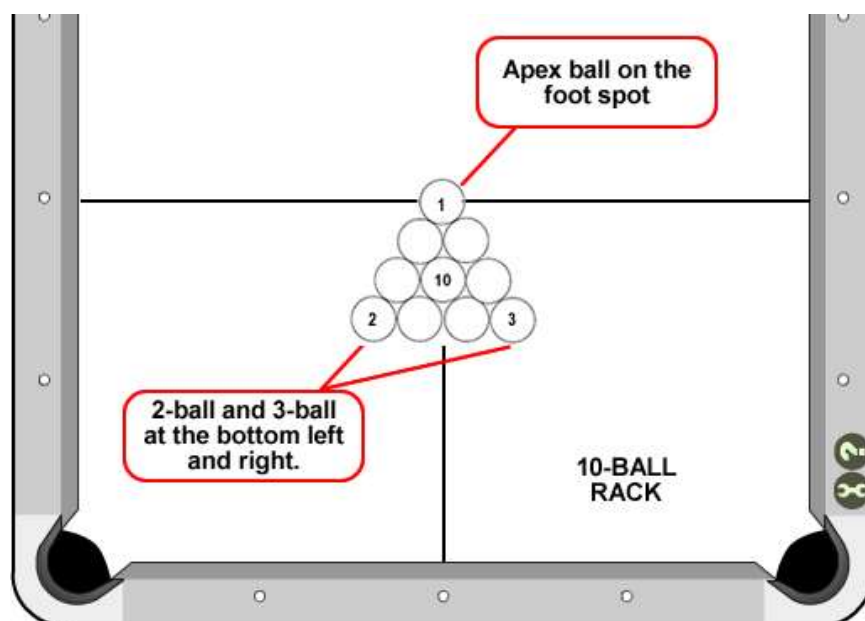


Figure 4-1a

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.21).*
 - 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.21)*

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.21)*

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 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 their 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 their 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 the Megabucks Amateur Pool League are contingent on size of league.
- Awards include trophies, plaques, cash and trips to billiard related events like the World Amateur Championships in Vegas.
- The MVP Award is presented to the player who finishes the session with the highest total points and the best win/loss rack ratio.
- 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 for any of the aforementioned awards, the tiebreaker will be awarded to the individual with the highest win/loss rack percentage.

Our Right:

Please be advised that Mega reserves the right to amend or modify these rules at our discretion, at any time, without prior notice.

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