



# Rules Committee Meeting

February 22, 2026 Meeting Minutes

## ATTENDEE'S

Name	Team & Division
Jay Wunderl	Cue's Your Daddy
Tim Steele	Pecs - 2
Robert Lopez	SRO - 2
Michael Nagle	SRO - 2

Proposed rule and bylaw changes must be approved by the Board and subsequently by the Captains at the mid-season captains meeting.

## RULE DISCUSSION & **PROPOSED CHANGES**

1. **Who can call a foul?** Answer is found in Match Play Rule 1.6

### **Rule 1.6 PLAYING WITHOUT REFEREES**

**(PLAY-OFFS ONLY)** - When a referee is not available, the Tournament Director or designated event official will fulfill the duties of the referee.

**(DURING REGULAR SEASON PLAY)** - When a referee is not available, the players can designate a table watcher. Any team member may assume the duties of the table watcher to observe any questionable play on the table. **Only the designated table watcher or the player may call fouls.**

2. **Is it unsportsmanlike for other players to call a foul, heckle, or cause other types of distractions?** Answer is found in Match Play Rules 1.18, 1.42 and 1.45.

**1.18 UNSPORTSMANLIKE CONDUCT** - Players must not act in ways that are unsportsmanlike, disruptive, or harmful to others or the sport. This includes heckling, booing, hissing, standing in the line of shots, unnecessarily hovering near table, or making loud noises. Such conduct by players or guests can result in loss of the game in progress.

**1.42 NON-SHOOTING PLAYER REQUIREMENT** - When it is not your turn, you must not intentionally do anything which distracts your opponent or interferes with their play. Any such act is unsportsmanlike conduct.

**1.45 UNSPORTSMANLIKE CONDUCT**



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1. You must not commit any act which is unsportsmanlike in nature. This includes, but is not limited to, actions which are embarrassing, disruptive, or detrimental to other players, spectators, event officials, or the sport in general.
2. Players are responsible for their actions at all times while they are present at the event venue whether playing or not.

**If a player is exhibiting unsportsmanlike conduct, the offending players captain must address and put a stop to the behavior before it escalates.**

### 3. Is a “red dot” the only brand of Cue Ball to be used?

Answer: No. The SDPL has historically used a “red dot” cue ball for play. That said, there isn’t an official ball documented in the bylaws or rules of play requiring a red dot. Nor does the BCAPL require a brand. The primary goal is to NOT USE BAR CUE BALLS as they are either heavily weighted, have a magnet, or larger in size. This rule addition would follow BCAPL’s guidance and was approved by attendees to move forward for approval.

#### 1.4 CUE STICK *and BALL* REQUIREMENTS

1. Your cue sticks must meet BCA Equipment Specifications excerpted below.

BCAPL POOL CUE SPECIFICATIONS:

Width of tip: No minimum/14 mm maximum

Weight: No minimum/25 oz. maximum

The cue tip may not be of a material that can scratch or damage the addressed ball. The cue tip on any stick must be composed of a piece of specially processed leather or other fibrous or pliable material that extends the natural line of the shaft end of the cue and contacts the cue ball when the shot is executed. The ferrule, if of a metal material, may not be more than 1 inch in length.

2. If you use an illegal cue stick it is a foul, and the illegal cue stick must be removed from play. An unsportsmanlike conduct warning must be issued; a second violation results in loss of game; a third violation results in loss of match.

#### *BCAPL CUE BALL SPECIFICATIONS*

*All balls will have a diameter of  $2\frac{1}{4}'' \pm .005''$ . The weight of the balls will be between  $5\frac{1}{2}$  and 6 ounces, but all object balls used in any match must be of equal weight. Slight variations in the weight of the cue ball with respect to the object balls may occur depending on the type of cue ball.*

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## 4. Clarify when a double hit is a foul, specifically when the cue ball is within 1 chalk distance from the object ball. The answer to this is found in Match Play rule 1.31.

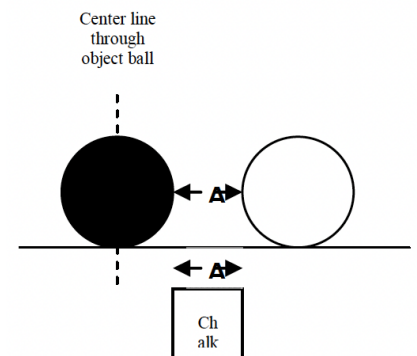
It is impossible to describe in writing the different situations related to this. This video helps you understand what is a double hit foul, how to prevent, and how to recognize when it happens. Invest nine minutes and watch the Dr. Dave Billiards video.

[Pool Made Simple ... How to Easily Detect a DOUBLE HIT FOUL](#)

Lastly, you'll usually know if you had a double hit as you can feel it. If you did, be a good sport and own up to it. Monday night is supposed to be fun.

### 1.31 DOUBLE HIT

1. It is a foul if your cue tip strikes the cue ball more than once on the same stroke.
2. It is a foul if your cue tip is still in contact with the cue ball when the cue ball strikes an object ball. However, if the cue ball and object ball are in close proximity to each other and the cue ball strikes the object ball at a very slight angle the shot will be considered legal provided no other foul is committed. During a play-off match, the referee is the sole judge of whether or not the angle taken results in a legal shot. The referee may not advise you concerning the angle taken for the shot.
3. Close proximity is defined as a chalks width or less in length.



### **PROPOSED BYLAW CHANGES**

The below changes to bylaws were approved to move forward by those in attendance. They simply document what has been the practice.

**8.2 OPEN INDIVIDUAL'S TOURNAMENT** - Open to all individuals who have played at least 50% of all possible games as of tournament date. This tournament is a seeded, best of 5, double elimination competition and will decide the league's 1st through 6th WCC Open Individuals and alternates. Registration begins 30 minutes prior to start time. *Seeding & bracket placement based on 1) percent of wins then 2) number of wins. See 7.3.1 TIES for resolving individual player ties.*



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**8.3 WOMEN'S TOURNAMENT** – Open to all players who play as women during the regular season and have played at least 50% of all possible games as of tournament date. This tournament is a seeded, best of 5, double elimination competition and will decide the league's 1st through 4th WCC Women's competition individuals and alternates. Registration begins 30 minutes prior to start time. *Seeding & bracket placement based on 1) percent of wins then 2) number of wins. See 7.3.1 TIES for resolving individual player ties.*

**8.4 TOPS & BOTTOMS** - Open to all league members who play at least 50% of all games possible as of tournament date. This tournament is a best of 3 double elimination pairs event where the top seeded player present from the highest division is paired with the lowest seeded player from the lowest division present and so on. Placement of teams in the bracket is done by random draw following the placement of any byes if necessary. Team players alternate shots and unlimited coaching is permitted. Being a team event, an even number of players are required. If an odd number of players register and no one volunteers to withdraw, the player last to register will be disallowed. Registration begins 30 minutes prior to play. *Seeding & bracket placement based on the "Top/Hi" players standing with 1) percent of wins then 2) number of wins as the determinant. See 7.3.1 TIES for resolving individual player ties.*

**8.5 RISING STAR** - It is a best of 5, double elimination tournament and will decide the league's 7th and 8th place WCC Open Individual. *Seeding & bracket placement based on 1) percent of wins then 2) number of wins. See 7.3.1 TIES for resolving individual player ties.*