

For all Western BCA Championships (Singles, Teams, Scotch Doubles):

Match Completion & Time Limits

No new racks may begin if 10 minutes or less remain in the scheduled match time. Complete any game(s) already in progress. If the match is undecided after the final game(s) has been completed, the current score will be marked by a referee or tournament official. The players will now use a spot shot shootout to reach the number of games needed to win the match. A referee or tournament official will oversee the shootout. Games won or lost during the shootout will not be reported to Fargo Rate.

Spot Shot Shootout Procedure

- Players or Team Captain/Representative will lag or flip a coin to determine who chooses first. The winner selects either the shooting order (who shoots first) or the starting side of the table. The loser selects the remaining option. Shooting order and table sides are reversed after each attempt.
- Initial shootout rounds are the best of 3 spot shot attempts. Whichever player/scotch team wins the best of 3, wins a game needed to win the match on the scorecard. IF after 3 shots that score is tied, move to a sudden death shootout. Sudden death spot shot game wins are awarded when a shooter records a make, and the opponent misses in the same attempt.
- Scotch doubles partners alternate each attempt, including sudden death round(s). In team events, the team shooting lineup is unchanged from the regular match for the duration of the shootout.
- Repeat as necessary until a match winner is determined

Shot Specifications

- An enforced 30-second shot clock (no extensions) begins once the official places the object ball on the spot, and steps away from the table.
- Cue Ball: Placed no further than one diamond from the side rail and no further than two diamonds from the head rail.
- The object ball used is the game winning ball (8,9, or 10) and is placed on the footspot, oriented with the number facing towards the table light.
- The object ball must be pocketed in the bottom corner pocket diagonally opposite the cue ball position.

A shot is recorded as a miss if the shooter:

- Fails to pocket the object ball in the designated pocket.
- Attempts a bank or kick shot.
- Pockets the object ball in a non-designated pocket.
- Scratches or fouls during the execution of the shot.
- Exceeds the 30-second shot clock

