

General rules of pocket billiards

1. Tables, balls, equipment

All games described in these rules are designed for tables, balls and equipment meeting the standards prescribed in the BCA Equipment Specifications .

2. Racking the balls

When racking the balls a triangle must be used, and the apex ball is to be spotted on the foot spot. All the balls must be lined up behind the apex ball and pressed together so that they all have contact with each other.

3. Striking cue ball

Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.

4. Failure to pocket a ball

If a player fails to pocket a ball on a legal shot, then the player's inning is over, and it is the opponent's turn at the table.

5. Lag for break

The following procedure is used for the lag for the opening break. Each player should use balls of equal size and weight (preferably cue balls but, when not available, non-striped object balls). With the balls in hand behind the head string, one player to the left and one to the right of the head spot, the balls are shot simultaneously to the foot cushion and back to the head end of the table. The player whose ball is the closest to the innermost edge of the head cushion wins the lag. The lagged ball must contact the foot cushion at least once. Other cushion contacts are immaterial, except as prohibited below.

It is an automatic loss of the lag if: (1) the ball crosses into the opponent's half of the table, (2) the ball fails to contact the foot cushion, (3) the ball drops into a pocket, (4) the ball jumps the table, (5) the ball touches the long cushion, (6) the ball rests within the corner pocket and past the nose of the head cushion, or (7) the ball contacts the foot rail more than once. If both players violate automatic-loss lag rules, or if the referee is unable to determine which ball is closer, the lag is a tie and is replayed.

6. Opening break shot

The opening break shot is determined by either lag or lot. (The lag for break procedure is required for tournament and other formal competition.) The player winning the lag or lot has the choice of performing the opening break shot or assigning it to the opponent.

7. Cue ball on opening break

The opening break shot is taken with cue ball in hand behind the head string. The object balls are positioned according to specific game rules. On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip and crosses the head string.

8. Deflecting the cue ball after the opening break

On the break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is considered a foul and loss of turn. The opponent has the option of receiving cue ball in hand behind the head string or passing the cue ball in hand behind the head string back to the offending player. (Exception: ball in hand on the whole table: see rule 1.3 for 9-Ball). A warning must be given that a second violation during the match will result in the loss of the match by forfeiture. (See Rule 28.)

9. Cue ball in hand behind the head string

This situation applies in specific games whereby the opening break is administered or a player's scratching is penalized by the incoming player having cue ball in hand behind the head string. The incoming player may place the cue ball anywhere behind the head string.

The shooting player may shoot at any object ball as long as the base of the object ball is on or below the head string. He may not shoot at any ball, the base of which is above the head string, unless he first shoots the cue ball below the head string and then by hitting a rail causes the cue ball to come back above the head string and hit the object ball. The base of the ball (the point of the ball touching the table) determines whether it is above or below the head string.

If the incoming player inadvertently places the cue ball on or below the head string, the referee or the opposing player must inform the shooting player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the shooting player before the shot is made, the shot is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent or referee.

When the cue ball is in hand behind the head string, it remains in hand (not in play) until the player drives the cue ball past the head string by striking it with his cue tip.

The cue ball may be ADJUSTED by the player's hand, cue, etc., so long as it remains in hand. Once the cue ball is in play per the above, it may not be impeded in any way by the player; to do so is to commit a foul.

10. Pocketed balls

A ball is considered as a pocketed ball if as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. (A ball that drops out of a ball return system onto the floor is not to be construed as a ball that has not remained pocketed.) A ball that rebounds from a pocket back onto the table bed is not a pocketed ball.

11. Position of balls

The position of a ball is judged by where its base (or center) rests.

12. Foot on floor

It is a foul if a player shoots when at least one foot is not in contact with the floor. Foot attire must be normal in regard to size, shape and manner in which it is worn.

13. Shooting with balls in motion

It is a foul if a player shoots while the cue ball or any object ball is in motion (a spinning ball is in motion).

14. Completion of stroke

A stroke is not complete (and therefore is not counted) until all balls on the table have become motionless after the stroke (a spinning ball is in motion).

15. Head string defined

The area behind the head string does not include the head string. Thus an object ball that is dead center on the head string is playable when specific game rules require that a player must shoot at a ball past the head string. Likewise, the cue ball when being put in play behind the head string (cue ball in hand behind the head string), may not be placed directly on the head string; it must be behind it.

16. General rule, all fouls

Though the penalties for fouls differ from game to game, the following apply to all fouls: (1) player's inning ends; (2) if on a stroke, the stroke is invalid and any pocketed balls are not counted to the shooter's credit; and (3) any ball(s) is respotted only if the rules of the specific game require it.

17. Failure to contact object ball

It is a foul if on a stroke the cue ball fails to make contact with any legal object ball first. Playing away from a touching ball does not constitute having hit that ball.

18. Legal shot

Unless otherwise stated in a specific game rule, a player must cause the cue ball to contact a legal object ball and then (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a cushion. Failure to meet these requirements is a foul.

19. Cue ball scratch

It is a foul (scratch) if on a stroke, the cue ball is pocketed. If the cue ball touches an object ball that was already pocketed (for example, in a pocket full of object balls), the shot is a foul.

20. Fouls by touching balls

It is a foul to strike, touch or in any way make contact with the cue ball in play or any object balls in play with anything (the body, clothing, chalk, mechanical bridge, cue shaft, etc.) EXCEPT the cue tip (while attached to the cue shaft), which may contact the cue ball in the execution of a legal shot. Whenever a referee is presiding over a match, any object ball moved during a standard foul must be returned as closely as possible to its original position as judged by the referee, and the incoming player does not have the option of restoration.

21. Foul by placement

Touching any object ball with the cue ball while it is in hand is a foul.

22. Fouls by double hits

If the cue ball is touching the required object ball prior to the shot, the player may shoot towards it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is foul. If a third ball is close by, care should be taken not to foul that ball under the first part of this rule.

23. Push shot fouls

It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots.)

24. Player responsibility fouls

The player is responsible for chalk, bridges, files and any other items or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such an object make contact with any ball in play (or the cue ball only if no referee is presiding over the match).

25. Illegal jumping of ball

It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

26. Jump shots

Unless otherwise stated in rules for a specific game it is legal to cause the cue ball to rise off the bed of the table by elevating the cue stick on the shot, and forcing the cue ball to rebound from the bed of the table. Any miscue when executing a jump shot is a foul.

27. Balls jumped off table

Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table

under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, chalk on the rails and cushion tops, etc., shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper).

In all pocket billiard games when a stroke results in the cue ball or any object ball being a jumped ball off the table, the stroke is a foul. All jumped object balls are spotted (except in Nine Ball) when all balls have stopped moving. See specific game rules for putting the cue ball in play after a jumped cue ball foul.

28. Special intentional foul penalty

The cue ball in play shall not be intentionally struck with anything other than a cue's attached tip (such as the ferrule, shaft, etc.). While such contact is automatically a foul under the provisions of Rule 19., if the

referee deems the contact to be intentional, he shall warn the player once during a match that a second violation during that match will result in the loss of the match by forfeiture. If a second violation does occur, the match must be forfeited.

29. One foul limit

Unless specific game rules dictate otherwise, only one foul is assessed on a player in each inning; if different penalties can apply, the most severe penalty is the factor determining which foul is assessed.

30. Balls moving spontaneously

If a ball shifts, settles, turns or otherwise moves "by itself," the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue.

If an object ball drops into a pocket "by itself" as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions before the shooter replays.

31. Spotting balls

When specific game rules call for spotting balls, they shall be replaced on the table on the long string after the stroke is complete. A single ball is placed on the foot spot; if more than one ball is to be spotted, they are placed on the long string in ascending numerical order, beginning on the foot spot and advancing toward the foot rail.

When balls on or near the foot spot or long string interfere with the spotting of balls, the balls to be spotted are placed on the long string as close as possible to the foot spot without moving the interfering balls. Spotted balls are to be placed as close as possible or frozen (at the referee's discretion) to such interfering balls, except when the cue ball is interfering; balls to be spotted against the cue ball are placed as close as possible without being frozen.

If there is insufficient room on the long string between the foot spot and the foot rail cushion for balls that must be spotted, such balls are then placed on the extension of the long string "in front" of the foot spot (between the foot spot and the center spot), as near as possible to the foot spot and in the same numerical order as if they were spotted "behind" the foot spot (lowest numbered ball closest to the foot spot).

32. Jawed balls

If two or more balls are locked between the jaws or sides of the pocket, with one or more suspended in air, the referee shall inspect the balls in position and follow this procedure: he shall visually (or physically if he desires) project each ball directly downward from its locked position; any ball that in his judgement would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.

33. Additional pocketed balls

If extra balls are pocketed on a legal scoring stroke, they are counted in accord with the scoring rules for the particular game.

34. Non-player interference

If the balls are moved (or a player bumped such that play is directly affected) by a non-player during the match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, the referee shall replace the balls. This rule shall also apply to "act of God" interference, such as earthquake, hurricane, light fixture falling, power failure, etc. If the balls cannot be restored to their original positions, replay the game with the original player breaking. This rule is not applicable to 14.1 Continuous where the game consists of successive racks: the rack in progress will be discontinued and a completely new rack will be started with the requirements of the normal opening break (players lag for break). Scoring of points is to be resumed at the score as it stood at the moment of game disruption.

35. Breaking subsequent racks

In a match that consists of short rack games, the winner of each game breaks in the next. The following are common options that may be designated by tournament officials in advance: (1) Players alternate break. (2) Loser breaks. (3) Player trailing in games score breaks the next game.

36. Play by innings

During the course of play, players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls.

When an inning ends free of a foul, the incoming player accepts the table in position.

37. Object ball frozen to cushion or cue ball.

This rule applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen object ball, the shot must result in either (1) a ball being pocketed, or (2) the cue ball contacting a cushion, or (3) the frozen ball being caused to contact a cushion (not merely rebounding from the cushion it was frozen to), or (4) another object ball being caused to contact a cushion to which it was not already in contact with. Failure to satisfy one of those four requirements is a foul. (Note: 14.1 and other games specify additional requirements and applications of this rule; see specific game rules.)

An object ball is not considered frozen to a rail unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

38. Playing from behind the string

When a player has the cue ball in hand behind the string (in the kitchen), he must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. Failure to do so is a foul if a referee is presiding over a match. If no referee, the opponent has the option to call it either a foul or to require the offending player to replay the shot again with the balls restored to their positions prior to the shot (and with no foul penalty imposed).

Exception: if an object ball lies on or outside the head string (and is thus playable) but so close that the cue ball contacts it before the cue ball is out of the kitchen, the ball can be legally played.

If, with cue ball in hand behind the headstring and while the shooter is attempting a legitimate shot, the cue ball accidentally hits a ball behind the head string, and the cue ball crosses the line, it is a foul. If with cue ball in hand behind the head string, the shooter causes the cue ball to accidentally hit an object ball, and the cue ball does not cross the headstring, the following applies: the incoming player has the option of calling a foul and having cue ball in hand, or having the balls returned to their original position, and having the offending player replay the shot.

If a player under the same conditions intentionally causes the cue ball to contact an object ball behind the headstring, it is unsportsmanlike conduct.

39. Cue ball in hand foul

During cue ball in hand placement, the player may use his hand or any part of his cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

40. Interference

If the nonshooting player distracts his opponent or interferes with his play, he has fouled. If a player shoots out of turn, or moves any ball except during his inning, it is considered to be interference.

41. Devices

Players are not allowed to use a ball, the triangle or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps, etc., so long as the cue is held by the hand. To do so otherwise is a foul and unsportsmanlike conduct.

42. Illegal marking

If a player intentionally marks the table in any way to assist in executing the shot, whether by wetting the

cloth, by placing a cube of chalk on the rail, or by any other means, he has fouled. If the player removes the mark prior to the shot, no penalty is imposed.

8-ball

1. Object of the game

Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 thru 15 (stripes). THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.

2. Call shot

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

The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

3. Racking the balls

The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner.

4. Break

Winner of the lag has the option to break.

5. Jump and masse shot foul

While "cue ball fouls only" is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

6. Legal break shot

(Defined) To execute a legal break, the breaker (with the cue ball behind the headstring) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. If he fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls racked and having the option of shooting the opening break himself or allowing the offending player to rebreak.

7. Scratch on a legal break

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see rule 9), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball.

8. Object balls jumped off the table on the break

If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting.

9. 8-ball pocketed on the break

If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the headstring.

10. Open table

(Defined) The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

11. Choice of group

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

12. Legal shot

(Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail.

PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

13. "Safety" shot

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

14. Scoring

A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

15. Foul penalty

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). This rule prevents a player from making intentional fouls which would put his opponent at a disadvantage. With "cue ball in hand," the player may use his hand or any part of his cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot. (Also see Rule 39 in the General Rules of Pocket Billiards)

16. Combination shots

combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination except when the table is open.

17. Illegally pocketed balls

An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed.

18. Object balls jumped off the table

If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss

of game. Any jumped object balls are spotted in numerical order according to General Rules for spotting balls.

19. Playing the 8-ball

When shooting at the 8-ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball.

20. Loss of game

A player loses the game if he commits any of the following infractions:

- a. Fouls when pocketing the 8-ball (exception: see 8-Ball Pocketed On The Break).
- b. Pockets the 8-ball on the same stroke as the last of his group of balls.
- c. Jumps the 8-ball off the table at any time.
- d. Pockets the 8-ball in a pocket other than the one designated.
- e. Pockets the 8-ball when it is not the legal object ball.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

21. Stalemated game

If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges (or if no referee, both players agree) that attempting to pocket or move an object ball will result in loss of game, the balls will be racked with the original breaker of the stalemated game breaking again. The stalemate rule may only be used when there are only two object balls and the 8-ball remaining on the table. PLEASE NOTE: Three consecutive fouls by one player is not a loss of game.

9-Ball

1 Object of the game

Nine Ball is played with nine object balls numbered one through nine and a cue ball. On each shot the first ball the cue ball contacts must be the lowest-numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot. A match ends when one of the players has won the required number of games.

2. Racking the balls

The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

3. Legale break shot

The rules governing the break shot are the same as for other shots except:

- a. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail.
- b. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
- c. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not respotted (exception: if the object ball is the 9-ball, it is respotted).

4. Continuing play

On the shot immediately following a legal break, the shooter may play a "push out." (See Rule 5.). If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his inning and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.

5. Push out

The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except the 9-ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule (except rules 7. and 8.) is violated. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.

6. Fouls

When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are respotted (exception: if a pocketed ball is the 9-ball, it is respotted). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

7. Bad hit

If the first object ball contacted by the cue ball is not the lowest-numbered ball on the table, the shot is foul.

8. No rail

If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball on is a foul.

9. In hand

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

10. Object balls jumped off the table

An unpocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not respotted (exception: if the object ball is the 9-ball, it is respotted) and play continues.

11. Jump and masse shot foul

If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

12. Three consecutive fouls

If a player fouls three consecutive times on three successive shots without making an intervening legal shot, he loses the game. The three fouls must occur in one game. The warning must be given between the second and third fouls.

A player's inning begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

13. End of game

A game starts as soon as the cue ball crosses over the head string on the opening break. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball; or when a player forfeits the game as the result of a foul.

14-1

1.1. Object of the game

14.1 is a nomination game. The player must nominate a ball and a pocket. The player is awarded one point for every correctly nominated and pocketed ball on a legal stroke, and is allowed to continue his turn until he either fails to pocket a nominated ball or commits a foul. The player can pocket the first 14 balls, but before he can continue his turn by shooting at the 15th (and last remaining) ball on the table, the 14 pocketed balls are racked as before, except with the apex space vacant. The player then attempts to pocket the 15th ball in a manner so that the racked balls are disturbed and he can continue his run.

The player who scores the pre-determined point total for a game (usually 150 in major tournament play or any agreed upon total in casual play) prior to his opponent, wins the game.

2. Players

2, or 2 teams.

3. Balls used

Standard set of object balls numbered 1-15, plus cue ball.

4. The rack

Standard triangle rack with the apex ball on the foot spot, 1-ball on the racker's right corner, 5-ball on left corner. Other balls are placed at random and must touch their neighbors.

5. Scoring

Any ball legally pocketed counts one point for the shooter.

6. Opening break

Starting player must either (1) designate a ball and a pocket into which that ball will be pocketed and accomplish the shot, or (2) cause the cue ball to contact a ball and then a cushion, plus cause two object balls to contact a cushion. Failure to meet at least one of the above requirements is a breaking violation. Offender's score is assessed a two point penalty for each breaking violation. In addition, the opponent has the choice of (1) accepting the table in position, or (2) having the balls racked and requiring the offending player to repeat the opening break. That choice continues until the opening break is not a breaking violation, or until the opponent accepts the table in position. The three successive fouls rule does not apply to breaking violations.

If the starting player scratches on a legal opening break, he is charged with a foul and assessed a one point penalty, which applies toward the "Successive Fouls Penalties." The incoming player is awarded cue ball in hand behind the head string, with object balls in position.

7. Rules of play

A legally pocketed ball entitles a shooter to continue at the table until he fails to legally pocket a called ball on a shot. A player may shoot any ball he chooses, but before he shoots, must designate the called ball and called pocket. He need not indicate any detail such as kisses, caroms, combinations, or cushions (all of which are legal). any additionally pocketed ball(s) on a legal stroke is scored as one point for the shooter.

On all shots, a player must cause the cue ball to contact an object ball and then (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a cushion. Failure to meet these requirements is a foul.

When an object ball is not frozen to a cushion, but is within a ball's width of a cushion (referee to determine by measurement if necessary), a player is permitted only two consecutive legal safeties on that ball using only the near rail. If such safety play is employed, that object ball is then considered frozen to the rail on the player's next inning. The General Rules of Pocket Billiards "Frozen Balls" requirements apply if the player chooses to make his first cue ball contact with that object ball on his third shot.

(Note: If a player has committed a foul on the shot immediately before or the shot immediately after playing this ball, then he must immediately meet the requirements of the "Frozen Ball" rule when playing this object ball. Also, if he has committed two consecutive fouls, he must immediately meet the requirements of the "Frozen Ball" rule when playing this object ball. If such player fails to meet the requirements of the "Frozen Ball" rule, he is considered to have committed a third successive foul and the appropriate point penalty is assessed as well as one point for each of the previous fouls. All fifteen balls are then racked and the player committing the infraction is required to break as at the beginning of the game.)

When the fourteenth ball of a rack is pocketed, play stops momentarily with the fifteenth ball remaining in position on the table; the fourteen pocketed balls are then racked (with the space at the foot spot vacant in the triangle). Player then continues, normally pocketing the fifteenth (or "break" ball) in such manner as to have the cue ball carom into the rack and spread the balls to facilitate the continuance of his run. However, player is not compelled to shoot the fifteenth ball; he may shoot any ball he desires.

A player may call a safety rather than an object ball (for defensive purposes). Safety play is legal, but must comply with all applicable rules. Player's inning ends when a safety is played, and pocketed balls are not scored. Any object ball pocketed on a called safety is spotted.

A player may not catch, touch, or in any way interfere with a ball as it travels toward a pocket or the rack area on a shot (to include catching a ball as it enters a pocket by having a hand in the pocket). If he does, he is charged with a special "deliberate foul" and is penalized one point for the foul and an additional fifteen point penalty, for a total of sixteen points. The incoming player then has choice of (1) accepting the table in position with the cue ball in hand behind the head string, or (2) having all fifteen balls racked and requiring the offending player to shoot under the requirements of the opening break.

If the fifteenth (unpocketed) ball of a rack and/or the cue ball interferes with the triangle being lowered straight down into position for racking, refer to the diagram , which indicates the proper manner of relocating balls. (The lined out boxes are those situations in which there is no interference, both balls remain in position.)

When a player has the cue ball in hand behind the head string (as after a scratch) and all object balls are behind the head string, the object ball nearest the head string may be spotted at his request. If two or more balls are an equal distance from the head string, the player may designate which of the equidistant balls he desires to have spotted.

14.1 What to do if:

8. Illegally pocketed balls

All spotted. No penalty.

9. Object balls jumped off the table

The stroke is a foul. Any jumped ball(s) is spotted after the balls come to rest.

10. Cue ball after jumping off the table or scratch

Incoming player has cue ball in hand behind the head string, unless the provision of Rule of Play 7.2., 7.5. or 12." (below) apply to the offender's foul and dictate alternate choices or procedures.

11. Penalties for fouls

One point deducted for each foul; NOTE: more severe penalties for deliberate fouls (Rule of Play 7.5.) and third "Successive Fouls" (12. below). Incoming player accepts cue ball in position unless foul was a jumped cue ball, pocket scratch, deliberate foul (Rule of Play 7.5.) or third successive foul.

12. Successive foul penalties

When a player commits a foul, he is penalized one point (or more as appropriate) and a notation is made and posted by the scorer that he is "on a foul." The player remains "on a foul" until his next shot attempt, at which time he may remove the foul by successfully pocketing a called ball, or completing a legal safety. If he fails to meet these requirements on his next turn at the table, he is penalized one point. The notation is changed to "on two fouls." If he fails to meet the requirements of successfully pocketing a called ball or completing a legal safety on his third consecutive turn at the table, a penalty of fifteen points is assessed.

The commission of a third successive foul automatically clears the offender's record of fouls.

All balls are then reracked and the player committing the infraction is required to break as at the beginning of the game. Rules for the opening break apply.

It should be emphasized that successive fouls must be committed in successive turns (or playing attempts), not merely in successive innings. For example, if a player ends inning 6 with a foul, steps to the table for inning 7 and fouls (he is "on two fouls"), and then starts inning 8 with a legally pocketed ball before scratching on his second shot attempt of the inning, he has not committed three successive fouls, even though there were fouls in three successive innings. As soon as he legally pocketed the ball to start inning 8, he cleared the two fouls. he is, of course, "on one foul" when he plays the first stroke attempt of inning 9.

13. Scoring note

The deduction of penalty points can result in negative scores. A running score can read "minus one," "minus two," "minus fifteen," etc. (a player can win a game with a score of 150 while his opponent has scored but two fouls. The final score would read 150 to -2.) If a player fouls on a shot that has not pocketed a ball, the point penalty is deducted from his score at the end of the previous inning. If a player fouls and pockets a ball on the same shot, that ball is spotted (not scored) and the point penalty is deducted from his score at the end of the previous inning.

The rules are taken from The European Pocket Billiard Federation's website <http://www.epbf.com/>