

Amateur Billiards Federation

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GENERAL RULES

The General Rules and 8 BALL rules are tightly based on CSI Sports' BCA League Rules.

1-1 Player Responsibility

1. You are responsible for knowing the rules, applied rulings, regulations, and schedules that pertain to any billiard event you enter. You are also responsible for cooperating with all referees and event officials, and for accurately providing all requested information concerning your participation in the event to referees and event officials when asked to do so.
2. Event officials and referees will provide information as required by the rules to the best of their ability and knowledge. However, Rule 1-1 takes precedence and the ultimate responsibility for knowing the correct information still rests with you. You may still incur penalties if you commit a foul or violate the rules as a result of incorrect information provided to you by an event official or referee.

1-2 Acceptance of Provided Equipment

1. Once your match begins, you accept all provided equipment as standard and legal. After a match has begun, only a referee or event official may declare the equipment defective or unsuitable for play. If the equipment is declared unsuitable for play, all games previously played on that equipment will be counted.
2. During a match, it is a foul if you attempt to modify provided equipment without the permission of a referee or event official. The foul occurs immediately upon the attempt, regardless of whether a stroke or shot is attempted.

1-3 Use of Equipment

1. You are responsible for all equipment and accessory items you bring to the table. You may not use equipment or accessory items in a manner other than their intended use.
Specifically:
 - a. You may use a billiards glove.
 - b. You may use either a built-in or an add-on cue extender.
 - c. You may use your own chalk provided that it closely matches the color of the cloth.
Penalty for (c): first offense – warning. Second and subsequent offenses – foul.

d. You may not shoot while using more than two mechanical bridges at any one time. A bridge may only be used to support the cue or another bridge. If two bridges are used, the upper bridge must rest on the head of the lower bridge.

e. You may not shoot while using any item to support or elevate your bridge hand. You may hold chalk in your bridge hand while bridging, but the chalk may not be used to elevate your hand off the table. Penalty for (d-e): foul upon execution of the shot. If no shot is executed then there is no foul.

f. You may use your cue, held in your hand or not, to help align a shot. You may use your cue and hands to measure angles and distances for bank shots and kick shots. No other cues, bridges or equipment may be used.

g. You may only use your vision to judge whether the cue ball or an object ball would fit through a gap, or to judge what ball the cue ball would contact first. You may not use any ball, cue, rack, chalk cube, or any other equipment or other part of your body as a width-measuring device. Penalty for (f-g): Foul immediately upon the violation, regardless of whether a shot is executed.

2. During tournament play, you may not wear any electronic headgear, use any electronic device, or voluntarily impede your hearing during a match. Examples include, but are not limited to:

a. Use of headphones, earphones, or earplugs of any kind, including Bluetooth accessories, whether turned on or not. Hearing aids are permitted.

b. Use of cell phones, smart phones, pagers, or music devices. Cell phones may be worn on the belt or kept in pockets, but may not be accessed for messages, information or conversations at any time during a match by singles or scotch doubles players, or during your game in team play. You must turn off all audible ringers and other notification tones while on the event floor. The penalty for the first violation of Rule 1-3-2 during an event is a warning. Each subsequent violation is a foul.

1-4 Cue Requirements

1. Your cues must meet all standardized cue specifications.
2. It is a foul if you shoot with a cue that does not meet standardized cue specifications. The cue must be removed from play.

1-5 Start Time of Match

The start time for your match is the scheduled time or the time the match is announced, whichever is later. If you are not present at the table with your equipment within the time allowed by Tournament Administrators, you lose the match by forfeit.

1-6 Playing Without a Referee

When a referee is not available, the Tournament Director or designated event official will fulfill the duties of the referee.

1-7 Beginning and End of Game or Match

1. Your match or game begins when the cue tip strikes the cue ball during any stroke on the break shot.
2. Your match or game ends when the game-winning ball is legally pocketed and all balls on the table have stopped moving. After that time, there can be no fouls involving the game on the table for that game. However, unsportsmanlike conduct immediately after a game or match may be penalized by loss of that game or match, or by other penalty at the referee's discretion.

1-8 No Practice Allowed During Match

This is enforced during Tournament Play and when there are not enough tables for everyone to use.

1. It is a foul if you practice at any time during your match, including during time-outs and periods of suspended play. "Practice" is defined as any stroke or shot that is not a part of your match, taken on any table at the event venue.
2. During a match, if the first offense of a practice foul occurs between games there is no penalty applied, but a warning will be issued. For second and subsequent offenses between games during a match, the offended player:
 - a. Is awarded the option to break if it is not their turn to break. If the offended player chooses to take the break, the breaking order for future games is not affected.
 - b. Is awarded ball in hand on the first shot after the break if it is their turn to break. The penalty is not applied if there is a foul on the break.
3. In team play, this rule applies to all members of the team that are in the teams line-up, whether or not they are playing at the time and whether or not they are listed on the score sheet of the match in progress. Penalties for fouls in team play:
 - a. For violations by a player who is playing a game at the time of the foul: the penalty is applied to that player's table only;
 - b. For violations by a player who is not playing a game at the time of the foul: the penalty is applied to all tables assigned to the match.

1-9 Stopping Play

1. You may stop play to request the assistance of a referee if you believe that a foul may occur or has occurred, or if you need information concerning the rules. If you desire to stop play, you must notify your opponent and your opponent must acknowledge your request. If it is your opponent's inning, you must notify them before they are down on the shot. It is a foul if you interrupt your opponent after they are down on a shot.
2. If your opponent requests that play be stopped in order to summon a referee or other event official, you must acknowledge and honor that request. After play has stopped, it is a foul if you take any stroke or shot until a referee authorizes you to shoot.

1-10 Suspended Play

Play may be suspended at the referee's discretion. It is a foul if you take any stroke or shot while play is suspended.

1-11 Time-Out

If time-outs are allowed by event regulations, you may only take a time-out during your inning, or when it is your turn to break. Each player is allowed one time-out per match. (See By-Laws) Time-outs are limited to five minutes. If you exceed your allotted five minutes, or leave the playing area when not authorized to do so, you will forfeit one game for every two minute period you fail to return to the match. The two-minute period begins once a referee has determined you are not present when you should be. Time-outs are not allowed in team play during non-ABF tournaments.

1-12 Lag for Break

This rule applies if players are required to lag by event regulations.

1. The lag begins with each player having ball in hand behind the head string, one to the left of the long string and one to the right. The balls must be of equal size and weight. The players shoot at approximately the same time toward the foot cushion. The ball must contact the foot cushion. When the balls come to rest, the player whose ball is closest to the head cushion wins the lag. The players will lag again if the lag is a tie, or if one player strikes the ball after the other player's ball has contacted the foot cushion.
2. You lose the lag if your ball:
 - a. does not contact the foot cushion;
 - b. contacts the foot cushion more than once;
 - c. crosses the long string;
 - d. contacts a side cushion;
 - e. is pocketed or jumped off the table;
 - f. comes to rest past the nose of the head cushion

3. The player who wins the lag may either break or require their opponent to break.

1-13 Breaking Subsequent Games of a Match

In matches consisting of multiple games, the Administrative Authority of the event will set the procedure for determining which player or team will break subsequent racks

1-14 Racking Procedures

1. You must rack for yourself when you are breaking
2. You must rack the balls as tightly as possible. Each ball should touch all balls adjacent to it.
3. After you rack the balls, your opponent may inspect the rack but must not touch any ball. If your opponent is not satisfied with the rack, they may require you to re-rack the balls one time. After one re-rack, if both players cannot agree that the rack is suitable for play a referee must be called. The referee will then rack the balls for that game. If the referee racks the balls, the opponent may inspect the rack but must accept the rack as is.
4. You should refrain from tapping balls unless necessary. It is preferable to brush the area of the rack and ensure that the spot attached to the cloth, if any, is in good condition.
5. If the arrangement of the rack does not meet the requirements of the specific game, it will be corrected without penalty. If your opponent's rack does not meet the requirements and you do not notify them before they break, the game will continue with no penalty.

1-15 Shot Clock Procedures

1. There is normally no time limit for you to take a shot. However, a referee may implement a shot clock if they judge that you are delaying a match unnecessarily or in an unsportsmanlike manner, or if event officials require that a match proceed at a faster pace
2. You may call a referee if you believe your opponent is deliberately or consistently playing at an abnormally slow pace. If, after a reasonable period of observation, the referee judges that slow play is occurring, they will warn the offending player(s). After the warning, if the referee judges that the pace of play remains abnormally slow, they will place the player(s) on a 45-second shot clock.
3. Shot clock procedures are:
 - a. The shot clock does not apply to the first shot after the break in any game.

- b. During a player's inning, the shot clock starts when the previous shot ends and runs for 45 seconds or until cue tip to cue ball contact begins the next shot. If a player has ball in hand, the shot clock starts when the player has possession of the cue ball and any spotting of balls or racking is finished.
- c. If they are not already down on the shot when ten seconds remain on the shot clock, the player will receive a ten second warning from the referee (announced as clearly as "ten", loudly enough for the shooter to hear). If the player does not strike the cue ball within ten seconds, it is a foul.
- d. If a player is already down on the shot with ten seconds remaining, no announcement is made. The shot clock will pause at ten seconds and the player may exceed the 45-second limit provided they do not stand up off the shot. However, if the player stands up off the shot, the referee will immediately announce "ten", and the shot clock will resume. If the player does not strike the cue ball within ten seconds, it is foul.
- e. For timing purposes, "down on the shot" means the player is in a customary shooting position as it relates to their bridge hand and grip of the cue, or, if using a mechanical bridge, the bridge has been placed for the shot and the cue placed in the bridge's groove with the player's grip hand on the cue.
- f. Each player is permitted one 45-second extension per rack. If both players are on the hill, each player is permitted two 45-second extensions. To use an extension, the player must verbally announce "extension" to the referee. The referee will then respond with "extension" or, if the player has no extension remaining, "extension not allowed". For extensions, procedures with ten seconds remaining are the same as for other shots.
- g. The shot clock will pause if play is stopped to summon a referee, and will start again when the referee authorizes the player to shoot. In a game in which a referee is presiding, the shot clock will pause if play must be delayed to allow the referee to take up a position, examine the table, or for any other administrative stoppage. In either case (referee presiding or not), after an administrative stoppage the shot clock may, at the referee's discretion, be reset before authorizing the player to shoot.

1-16 Calling Ball and Pocket

Rule 1-16 applies only to games designated by specific game rules as Call Pocket games.

1. You must designate the called ball and the called pocket before each shot. You may make the designation verbally or by a clear, unambiguous gesture. You are not required to call obvious shots. You are not required to indicate incidental kisses or incidental cushion contacts

that do not constitute bank shots, kick shots, split shots or caroms. If a dispute arises as to whether a shot was obvious based on such contact, the referee is the sole judge.

2. You may only call one ball on a shot. If you call more than one ball, or if you use any conditional phrase such as “just in case” concerning possibly pocketing more than one ball, your inning ends after the shot regardless of whether you pocket any ball. Any ball pocketed on such a shot is an illegally pocketed ball. Your opponent accepts the table in position.

3. If you are not certain what shot your opponent is attempting, it is your responsibility to ask. You must ask before your opponent is down on the shot. With the exception of shots defined as not obvious, if you do not ask and a dispute arises as to whether the shot was obvious, the referee is the sole judge.

4. You must always call shots that are defined as not obvious. This rule applies regardless of whether or not your opponent asks about the shot, and regardless of how simple or obvious the shot may appear. Bank shots, combo shots, split shots and caroms are not considered obvious shots.

5. When calling shots defined as not obvious, you are only required to designate the called ball and called pocket. If shooting a combination shot, you do not have to say the word “combination”, or state which ball will be struck first or the sequence of balls. When shooting a bank shot or kick shot you do not have to say the word “bank” or “kick” nor specify which cushions will be involved in the shot.

6. When the game winning ball is your legal object ball, if you pocket the ball on a shot defined as not obvious but fail to call the shot: your inning ends, the ball is spotted, and the incoming player must accept the table in position. Exception: Rule 1-16-6 does not apply to 8-Ball. (See Rule 2-10-e.)

7. If you do not call a shot defined as not obvious and you pocket any ball on such a shot, your inning ends. The incoming player accepts the table in position.

8. A shot that was obvious prior to the shot will count for the shooter if the shot inadvertently:

- becomes a bank shot because the called ball did not go directly into the called pocket but instead contacted two or more cushions prior to being pocketed in the called pocket, or;
- becomes a kick shot because the cue ball initially missed the called ball, contacted one or more cushions, and then pocketed the called ball in the called pocket.

1-17 Calling a Safety

This rule applies to 8-Ball

1. If playing a safety, you must communicate with your opponent in a clear and unambiguous manner. Safeties must be called verbally – gestures are not sufficient, no matter how clear they may appear.

2. The non-shooting player has responsibilities when a safety is called, and should acknowledge a called safety in a clear and unambiguous manner. If a dispute arises as to whether a safety was called, the referee is the sole judge.

1-18 Legal Stroke

You must use a legal stroke. Any lifting, sideways, or other brushing motion of the cue, such that the force that propels the cue ball does not primarily result from a forward motion of the cue as defined under “Legal Stroke”, is a foul

1-19 Legal Shot

1. For a shot to be legal, the first ball contacted by the cue ball must be a legal object ball, or a simultaneous hit with a legal and illegal object ball may occur. After that contact:

- a. any object ball must be pocketed, or;
- b. any object ball or the cue ball must contact a cushion. It is a foul if one of those requirements is not met.

2. If the ball used to meet the cushion contact requirement of Rule 1-19-1-b is declared frozen to a cushion at the beginning of the shot, then that ball must leave the cushion it is frozen to and then:

- a. contact a cushion other than the one to which it was frozen, or;
- b. contact another object ball before it contacts the cushion to which it was frozen.

5-ball frozen to cushion, cue ball at C1.
Cue ball contacts 5-ball at C2, then contacts cushion at C3. 5-ball comes to rest as shown.
No other balls are involved in the shot, neither cue ball nor 5-ball contacts any other cushion or ball.

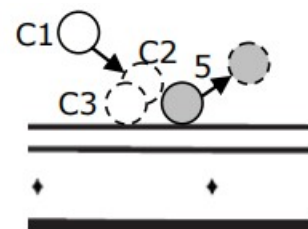


Diagram 5 – Legal Cushion Contact

3. The shot detailed in Diagram 5 meets the requirements of paragraph 1-19-2 and is legal.

4. An object ball is not considered frozen to a cushion unless it is declared frozen immediately prior to the shot and before the shooter is down on the shot.

5. Contacting a ball frozen to a cushion does not constitute contacting that cushion.

1-20 Cue Ball Frozen to Object Ball or Cushion

1. The cue ball is not considered frozen to an object ball or cushion unless it is declared frozen immediately prior to the shot.
2. If the cue ball is frozen to a legal object ball, it is legal to shoot toward the object ball provided you use a legal stroke.
3. If the cue ball is frozen to a cushion, it is legal to shoot the cue ball into the cushion provided you use a legal stroke.
4. Despite the legality of the stroke with respect to the cue ball and frozen ball or cushion, the presence of one or more other object balls or a cushion nearby a frozen cue ball or object ball may create the possibility of a violation of Rule 1-30 involving the cue ball and the nearby ball or cushion.
5. Shooting the cue ball away from an object ball that is frozen to the cue ball does not constitute contacting that object ball.

1-21 Penalties for Fouls

1. If you commit a foul, or otherwise violate the rules, you are penalized according to the General Rules and the specific rules of the game being played.
2. Unless otherwise stated in the General Rules or specific game rules, if you commit a foul or otherwise violate the rules: your inning ends and your opponent receives ball in hand.
3. Some fouls specify a warning for the first offense during a match. However, if you continually commit such fouls from match to match, it may be considered Unsportsmanlike Conduct and the penalties for the first offense of those fouls may be more severe.

1-22 Successive Fouls

This rule applies to 9-Ball, 10-Ball, 14.1 Continuous and One Pocket.

1. You always begin a game with a successive foul count of zero. When you commit a foul, your successive foul count is one (referred to as “on one foul”) and you incur the normal penalty for the foul.
2. When you are on one foul, if your next shot is legal, your successive foul count resets to zero. If you fail to make a legal shot, your successive foul count is two (referred to as “on two fouls”.) You also incur the normal penalty for the second foul.

3. When you are on two fouls, if your next shot is legal, your successive foul count resets to zero. If you fail to make a legal shot, your successive foul count is three and you incur the penalty indicated by specific game rules. After the penalty, your successive foul count resets to zero.
4. When your opponent is on two fouls: before your opponent shoots, you or a referee must warn them that they are on two fouls, and they must acknowledge the warning. If the warning is not issued and they foul on their next shot:
- a. it is not considered a third successive foul;
 - b. they incur the normal penalty for a foul, but not the penalty for three successive fouls;
 - c. their foul count remains at two.

1-23 Calling Fouls / Fouls Not Called

1. A foul may only be called by a player playing in the game or by a referee that has been properly called to the table. See Rule 1.41, Coaching, for more information concerning exceptions in team play.
2. Any foul not called before the next stroke is taken is considered to have not occurred. The failure to call a foul on any previous shot does not restrict the ability to call a similar foul on any future shot.

1-24 Multiple Fouls

If you commit more than one foul during a shot, only the foul that carries the most severe penalty is enforced. However, unsportsmanlike conduct may be penalized in conjunction with any foul or violation.

1-25 One Foot on the Floor

It is a foul if you do not have at least one foot in contact with the floor when the cue tip strikes the cue ball. Footwear must be worn and be normal with regard to size, shape, and manner of wear.

1-26 Balls in Motion

It is a foul if you shoot while any ball on the table is in motion. A spinning ball is in motion.

1-27 Scratch

It is a foul if you scratch.

1-28 Jumped Balls

It is a foul if you cause any ball to be jumped off the table.

1-29 Push Shot

It is a foul if you shoot a push shot.

1-30 Double Hit

1. It is a foul if your cue tip strikes the cue ball more than once on a single shot.
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, such a stroke may be considered legal if the object ball is legal and cue ball strikes it at a very fine angle.

1-31 Simultaneous Hit

(Material moved to Rule 1-19-1. No change in content.)

1-32 Miscues

A miscue is not necessarily a foul.

1-33 Disturbed Balls (Cue Ball Fouls Only)

1. During a game, it is not a foul if you accidentally touch or move a single stationary object ball with any part of your body, clothing or equipment, unless the disturbed ball has an effect on the outcome of the shot.
2. "Effect on the outcome of the shot" means that either the disturbed ball contacts any ball set in motion as a result of the shot, or that the base of any ball set in motion as a result of the shot passes through the area originally occupied by the disturbed ball. That area is defined as

a circle approximately seven inches in diameter centered on the position originally occupied by the disturbed ball

3. If a disturbed ball has no effect on the outcome of the shot, your opponent has the option to leave the disturbed ball where it came to rest or to restore it to its original position before the next shot. If the disturbed ball is to be restored, a referee may restore it, your opponent may restore it, or you may restore it with your opponent's permission. It is a foul if you touch or restore the disturbed ball without your opponent's permission.

4. It is a foul if a disturbed ball has an effect on the outcome of the shot. Your opponent has no restoration option.

5. If you disturb a single object ball and, in the same shot, commit a foul that is not related to the disturbed ball: you are penalized for the foul, and your opponent has the restoration option for the disturbed ball that was not involved in the foul.

6. If a single disturbed ball falls into a pocket with no effect on the outcome of a shot, your opponent has the restoration option. However, if the disturbed ball is designated by specific game rules as the game winning ball, it must be restored. If the game-winning ball is disturbed and falls into a pocket when there is an effect on the outcome of the shot, it is loss of game.

7. It is a foul if:

- a. you disturb the cue ball;
- b. you disturb more than one object ball;
- c. a disturbed ball contacts any other ball;
- d. you disturb a ball that is in motion. Your opponent has no restoration option.

If the game-winning ball is disturbed in conjunction with a violation of (a) through (d) and falls into a pocket, it is loss of game.

1-34 Jump Shots and Massé Shots

1. Jump shots are legal shots. However, it is a foul if you intentionally cause the cue ball to rise off the bed of the table by "digging under" or "scooping" the cue ball with the cue. If such a motion is unintentional, it is considered a miscue, and not a foul in and of itself.

2. If you attempt to jump over or massé around an impeding illegal object ball then Rule 1-33, Disturbed Balls, does not apply to the impeding ball for that shot. If the impeding illegal object ball moves during the stroke it is a foul regardless of whether it was moved by your equipment or any part of your body.

1-35 Position of Ball

The position of a ball is determined by its base.

1-36 Shooting with Ball in Hand Behind the Head String

1. When you have ball in hand behind the head string, it is a foul if the first ball contacted by the cue ball is behind the head string unless, before contacting that ball, you first shoot the cue ball past the head string and it contacts a cushion at a point below the head string.
2. It is a foul if, before contacting the first object ball, the first cushion contacted by the cue ball is behind the head string.
3. When you have ball in hand behind the head string, it is a foul if you place the ball outside of the kitchen and shoot.

1-37 (Reserved for Future Use)

1-38 Ball in Hand Placement

1. When you have ball in hand, you may use your hand or any part of your cue, including the tip, to position the cue ball. If you use your cue to place the cue ball, any action that would be a legal stroke will be considered a shot, and must meet the requirements of a legal shot or it is a foul.
2. Once you have picked up or moved the cue ball to take ball in hand, it remains in hand until it is contacted by the tip on your next stroke. You may place the cue ball, pick it up or move it again, and replace it successive times until you take that stroke.
3. Immediately after a foul, when you are picking up or moving the cue ball the first time to take ball in hand (as opposed to placing the cue ball or picking it up again for successive placements before the next shot), the provisions of Rule 1-33-1 apply to touching or disturbing a single object ball with the cue ball or your hand. You may request that a referee pick the cue ball up for you immediately after a foul.
4. When placing or moving the cue ball, it is a foul if you touch or disturb any object ball with the cue ball or your hand that holds the cue ball. Your "hand" is defined as including the wrist up to a point where a wristwatch would normally be worn. Your opponent has no restoration option.

1-39 Marking the Table

It is a foul if you intentionally mark the table in any way to assist you in executing any shot or future shot. Marking includes the deliberate placement of chalk or any other object at a specific point on a rail or cushion to aid the alignment of a shot, or placing any mark on any part of the table. The foul occurs at the moment you mark the table, regardless of whether you remove the mark or whether a shot is taken.

To further clarify, if a player is receiving a coach, the coach may point at a spot (with their finger, this includes touching the table) to help assist the shooter understand the desired shot. The coach **MUST** remove their finger, and step away from the table before the player actually shoots the shot.

1-40 Deliberate Foul During a game

It is a deliberate foul if you commit any of the following acts, whether shooting or not. In addition to the penalties under the General Rules and specific game rules, you incur additional penalties if indicated, and upon the first violation you will receive a mandatory warning that second and subsequent violations of the same subsection during the match will be penalized by loss of game.

a. Deflecting cue ball on a break shot: After a stroke on a break shot, including a miscue, it is a deliberate foul if you intentionally touch or deflect the cue ball. The break is illegal, regardless of whether the cue ball contacts the rack, or whether specific game rules for break shots are met. Your opponent may either re-rack and break or require you to re-rack and break again.

b. Cue ball: It is a deliberate foul if you intentionally:

1) strike, move or deflect the cue ball with anything other than your cue tip (except when you have ball in hand);

2) pick up or contact the cue ball while it or any other ball is in motion;

3) end your inning by picking up the cue ball, or by refusing to shoot

4) cause the cue ball to move by contacting or moving any part of the table in any way

c. Object balls: It is a deliberate foul if you intentionally stop or deflect any object ball that is in motion, or intentionally move any stationary object ball that is in play, by any method other than a legal shot, including by intentionally contacting or moving any part of the table in any way. Penalties First violation of (c): your opponent may have the object ball restored (if it was stationary), pocketed or left in its position after the foul. However, it is loss of game if it is the

game-winning ball, if any deflected object ball contacts any other ball, or if more than one ball is moved.

d. Placing hand in pocket: It is a deliberate foul if you catch any ball that is falling into a pocket, or place your hand into a pocket while any ball in play is in motion near that pocket. First violation of (d): if the cue ball, ball in hand. If an object ball, your opponent may have the ball placed along the lip of the pocket, pocketed, or left in position. However, it is loss of game if the ball involved is the game winning ball. (8-Ball exception for first violation: if the 8-ball is involved and it is the break shot, it is not loss of game).

1-41 Coaching

These items are considered coaching.

1. During your match, it is a foul if you ask for, or intentionally receive, assistance in planning or executing any shot.
2. It is a foul if you receive unsolicited assistance from a spectator associated with you (e.g., spouse/partner, relative, teammate). "Assistance" includes being alerted to an opponent's foul.
3. If you are not aware of an opponent's foul, and you are alerted to the foul by unsolicited information from a spectator not associated with you, the foul is not enforceable but you do not incur any additional penalty. Exception: In scotch doubles or team play, a violation of Rule 1.8, No Practice Allowed During Match, may be called on any member of the opponent's team by any member of the offended team, regardless of whether they or the offending player are at the table or involved in a game. Other modifications of Rule 1-41 concerning team or doubles play may be made by the Administrative Authority.
4. Any spectator not associated with you who offers any significant unsolicited assistance to you, whether verbal or non-verbal, will be warned against further interruptions or removed from the area.
5. The Administrative Authority of the event may modify this rule for team or doubles play.

1-42 Non-Shooting Player Requirement

1. It is unsportsmanlike conduct if you intentionally distract your opponent or interfere with their play.
2. The non-shooting player has an obligation to pay attention to the game on the table, which includes clearly and unambiguously acknowledging called shots and safeties. In the event of a dispute over whether a shot or safety was properly called, the referee is the sole judge.

3. If asked, the non-shooting player must provide information to you concerning the game on the table (e.g., who has which group in 8-Ball, or whether they committed a foul, etc.).

If, as the non-shooting player, you do provide information to your opponent, you must do so in good faith and, to the best of your ability, provide correct information. The non-shooting player is not protected by Rule 1-1-2 from giving incorrect information, and may incur penalties by giving incorrect information.

1-43 Concession of Game

1. You must not concede any game at any time for any reason. "Concede" means that, as a result of any verbal or non-verbal action, you lead your opponent to believe that you are awarding them the game before its normal conclusion on the table. Before a game has ended, you must refrain from making any statements such as "good game", etc., or any other verbal inference that the game is over or that your opponent is certain or likely to win. You must also refrain from any similar non-verbal action, such as putting away your cue or accessory items, beginning to mark a score sheet, changing clothes, retrieving or juggling coins or tokens, etc. Whether or not you have conceded a game is determined solely by the referee's judgment.

2. If you concede a game, in addition to losing that game you will receive a mandatory warning against further concessions. A second violation results in the loss of the conceded game and an additional deduction of one game from your score (if you have zero games, your score would be "minus one game") and a final mandatory warning. A third violation results in loss of match. In team play, any member of the team may commit the second or third violations.

3. In the absence of any act by your opponent judged to be a concession under Rule 1-43- 1, you must not assume that your opponent has conceded the game. If you disturb the position of the table in such a situation, then you are charged with a concession violation.

4. If you disturb the position of the table in an act that presumes the game is over before it is actually over, such as gathering balls together to rack the next game, you lose the game.

1-44 Concession of Match

When your opponent is on the hill, if you make a motion to unscrew your playing cue during your opponent's inning you lose the match.

1-45 Unsportsmanlike Conduct

1. You must not commit any act that is unsportsmanlike in nature. This includes, but is not limited to: actions that are embarrassing, disruptive, or detrimental to other players, spectators, referees, event officials, or the sport in general, or any act that makes a travesty of the game. **Harassing players or spectators to gamble during your match is specifically defined as unsportsmanlike conduct.**
2. You are responsible for your actions at all times while you are present at the event venue, whether playing or not.
3. You may be penalized for unsportsmanlike conduct with or without warning. Penalties for unsportsmanlike conduct are at the discretion of the referee or other designated event officials, and may vary based upon the referee's or event official's judgment of the severity and nature of the unsportsmanlike act. A player's pattern of behavior from prior events may also be considered.
4. A foul with a specified progression of penalties may have a more serious penalty applied early in the progression if it is committed willfully or in an unsportsmanlike manner, or if it is committed intentionally in consecutive matches.
5. Unsportsmanlike conduct warnings and penalties carry forward and are cumulative during the entire event.

1-46 Spotting Balls

1. Balls to be spotted are placed on the long string with the number facing up. 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 moving toward the foot of the table
2. If other balls interfere with spotting, the ball(s) to be spotted will be placed on the long string below the foot spot, but as close as possible to the foot spot, without moving the interfering balls. If there is no space available on the long string below the foot spot, they will be placed on the long string above the foot spot, but as close as possible to the foot spot, without moving the interfering balls
3. Whenever possible, spotted balls will be placed frozen to interfering object balls or other spotted balls. If the cue ball is the interfering ball, the spotted ball will be placed as closely as possible to the cue ball without being frozen to it.

1-47 Jawed Balls

If balls are wedged in the mouth of a pocket, a referee will inspect them and judge whether, if they were free to fall directly downward, the balls would come to rest on the bed of the table

or in the pocket. The referee will then place the balls in the positions as judged and play will continue.

1-48 Non-Player Interference

If balls move because of the action of a non-player or other influence beyond the control of the players, a referee will restore the balls as nearly as possible to their original positions and play will continue. If the interference occurs during a shot and has an effect on the outcome of the shot, the shooter shoots again after the restoration. In either case, if the referee judges that restoration is not possible, the game will be replayed with the player who broke the game breaking again. Balls moved under such circumstances do not meet the definition of disturbed balls and Rule 1-33 does not apply.

1-49 Balls Settling or Moving

1. If a ball settles or otherwise moves by itself, it will remain in the position it assumed and play continues. It is not a foul if a ball settles or otherwise moves by itself as you are shooting. If a ball that you are shooting at settles while you are shooting but does not fall into a pocket, the result of the shot stands.
2. If a ball that is frozen to the cue ball moves as the cue ball leaves its original position on a shot, whether or not it was moved by the cue ball or settled on its own is determined solely by the referee's judgment.
3. If a ball is hanging on the lip of a pocket and falls into that pocket by itself after being stationary for five seconds or longer, it will be replaced as closely as possible to the position it was in prior to falling. The five-second count does not begin until all balls in play have stopped moving. Whether the shooter remains at the table does not affect the five-second period.
4. If a hanging ball drops into a pocket by itself while balls are in motion during a shot, the ruling depends on the ensuing action of the balls:
 - a. If no ball passes through the area originally occupied by the hanging ball, it is restored and play will continue.
 - b. If the cue ball, before contacting another ball, passes through the area originally occupied by the hanging ball and, without contacting any other balls, either scratches or remains on the table, both the cue ball and the object ball are restored to their prior positions and you shoot again.
 - c. If the shot is legal and any ball passes through the area originally occupied by the hanging ball, including the cue ball with or without scratching, and any other balls are contacted by such a ball at any point during the shot, a referee will attempt to restore

the position prior to the shot and you shoot again. If restoration is not possible, the game will be replayed with the player who broke the game breaking again.

d. If the shot is illegal because the cue ball first contacts an illegal object ball before it or any other ball passes through the area originally occupied by the hanging ball, it is a foul. The incoming player accepts the object balls in position. If the hanging ball is designated by specific game rules as the game winning ball it must be restored, otherwise it is not restored.

8-BALL

2-1 The Game

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

2-2 8-Ball Rack

The balls are racked as follows :

- 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 those two balls does not matter).

2-3 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 or a safety on the break. There is no requirement for the cue ball to contact any particular ball first. You must legally pocket a ball or cause at least four object balls to contact one or more cushions or it is an illegal break. If you legally pocket a ball, you continue to shoot. If you do not legally 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. If you fail to notify your opponent you will receive a mandatory warning on the first offense. Second and subsequent offenses are fouls.
3. If your break is illegal, with or without a foul, your inning ends. Your opponent may: a. re-rack the balls and break; b. require you to re-rack the balls and break again; The game

cannot continue until there is a legal break. If your opponent's break is illegal and there is also a foul, the illegal break takes precedence and you must choose either option (a) or (b) above.

4. If you foul on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed object balls remain pocketed. Your opponent receives ball in hand anywhere on the table.

5. In all cases on the break, jumped object balls other than the 8-ball are not returned to the table except in the case of a re-rack. If the 8-ball is jumped it is spotted.

2-4 8-Ball Pocketed on the Break

1. If you pocket the 8-ball on the break and do not foul, you may:

- a. have the 8-ball spotted and accept the table in position;
- b. re-rack the balls and break again.

2. If you pocket the 8-ball on the break and foul, your inning ends. Your opponent may:

- a. have the 8-ball spotted and take ball in hand anywhere on the table;
- b. re-rack the balls and break.

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.

2-5 Table Open After the Break

The table is always open on the shot 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.

2-6 Establishing Groups

1. Groups are established when the first object ball is legally pocketed on a shot after the break. The player legally pocketing the first ball is assigned that group, and the opponent is assigned the other group. You cannot establish a group on a safety.

2. 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.

3. 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. If a game has ended and then the players realize they shot the wrong groups, the game is not replayed and the result stands.

2-7 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 object balls and illegally pocketed balls are not returned to the table but do count in favor of the player with that group.

2-8 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. If you do not declare a safety and you pocket a ball on an obvious shot, your inning continues and you must shoot again. A safety must meet the requirements of Rule 1.19, Legal Shot, or it is a foul.

2-9 Shooting the 8-Ball

1. The 8-ball becomes your legal object ball on your first shot after there are no balls of your group on the table. The player who legally pockets the 8-ball wins the game.

2. With the exception of the provisions of Rule 2.10, it is not loss of game if you foul when shooting the 8-ball but do not pocket the 8-ball. Your opponent receives ball in hand.

2-10 Loss of Game

You lose the game if:

- a. you illegally pocket the 8-ball;
- b. you jump the 8-ball off the table on any shot other than the break;
- c. you pocket the 8-ball on the same shot as the last ball of your group;
- d. you violate any General Rule that requires loss of game as a penalty;
- e. you pocket the 8-ball on a shot defined as not obvious that you do not call (Rule 1-16-6 does not apply to 8-Ball);
- f. you commit a foul under Rule 1-33-4 or 1-33-7 and the 8-ball falls into a pocket.

2-11 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 on that shot, or 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.

9-BALL

3-1 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.

3.2 9-Ball Rack

The balls are racked as follows :

- a. in a diamond 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 9-ball is in the middle of the rack;
- d. the remaining balls are placed at random.

3-3 Break Requirements

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

pocket a ball or if you foul. If you legally pocket the 9-ball on the break, you win the game. If you foul on the break and pocket the 9-ball, it is spotted.

3-4 Push-out After the Break

1. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:

- a. you must notify your opponent before the shot and your opponent must acknowledge your intention;
- b. the cue ball does not have to contact the lowest numbered ball first, or any object ball at all;
- c. no ball has to contact a cushion
- d. all other rules and fouls still apply.

2. Any object balls except the 9-ball that are pocketed on a push-out remain pocketed. If the 9-ball is pocketed it is spotted.

3. After a push-out 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.

3-5 Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows:

- a. the lowest numbered ball on the table must be the first object ball contacted by the cue ball or it is a foul;
- b. if you legally pocket any ball your inning must continue;
- c. the 9-ball is spotted if it is illegally pocketed or if it is jumped
- d. other jumped object 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.

3-6 Three Successive Fouls

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

3-7 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.

ONE POCKET

4-1 The Game

The game of One Pocket is played with a cue ball and fifteen object balls, numbered 1 through 15, using only the two pockets at the foot of the table for scoring (target pockets). You score by pocketing object balls in your designated pocket. You win the game if you score eight balls before your opponent does. The game is played by two players or two teams.

4-2 The Rack

The balls are racked as follows:

- a. in a triangle with the apex ball on the foot spot and all balls placed randomly
- b. the rows behind the apex are parallel to the foot string.

4-3 Choice of Pocket

Before the opening break of each game, the player breaking must choose one of the corner pockets at the foot of the table as their target pocket for that game. Their opponent must then accept the other corner pocket at the foot of the table as their target pocket for that game.

4-4 Break Requirements

1. You begin the opening break with cue ball in hand behind the head string. You must:
 - a. legally pocket a ball in your target pocket, or
 - b. cause the cue ball to contact a ball and, after that contact, cause at least one object ball or the cue ball to contact a cushion.
2. It is a foul if you do not meet the opening break requirements.

4-5 Breaking Subsequent Games

If a match consists of multiple games, players must alternate breaking subsequent games.

4-6 Continuing Play

All object balls are legal. You are required to call ball and pocket. Legally pocketing a ball entitles you to continue your inning. Your inning ends if you do not legally pocket a ball in your target pocket.

4-7 Illegally Pocketed Ball

A ball is illegally pocketed if it is pocketed in other than a target pocket, or if a foul is committed on the shot. Illegally pocketed balls are spotted, but spotting is delayed until the shooter's inning ends. If you legally pocket the last ball remaining on the table but have not yet won the game, all illegally pocketed balls being held for spotting are then spotted at once and your inning continues.

4-8 Scoring

A ball is legally pocketed if it is pocketed in a target pocket on a legal shot.

- a. a ball legally pocketed in your target pocket counts as one ball for you;
- b. if you foul, any ball pocketed in your target pocket on that shot does not count and must be spotted
- c. a ball pocketed by you in your opponent's target pocket counts for your opponent;
- d. if you commit a foul other than a scratch or jumped cue ball, any ball pocketed in your opponent's target pocket counts for your opponent;
- e. if you scratch or jump the cue ball off the table, any ball pocketed in your opponent's target pocket does not count for your opponent and must be spotted.

4-9 Foul Penalty

1. For each foul you commit you must spot one of your previously scored balls, reducing your score by one.
2. If you foul and have no previously scored object balls, you "owe one" for that foul and must spot balls after each scoring inning until all "owed balls" are eliminated.
3. After a foul, your opponent accepts the table in position.

4-10 Scratch or Jumped Cue Ball

It is a foul if you scratch or jump the cue ball off the table. Your opponent receives ball in hand behind the head string.

4-11 Jumped Balls

It is a foul if you jump any object ball off the table. The jumped ball is spotted and you are penalized one ball. Your opponent accepts the cue ball in position.

4-12 Deliberately Trapping or Wedging the Cue Ball

It is a foul if you use an illegal stroke to deliberately attempt to trap or wedge the cue ball in the jaw of a pocket. In addition to the one ball penalty for a foul, your opponent receives ball in hand behind the head string.

4-13 Three Successive Fouls – Penalty

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

4-14 Spotting Forgotten Balls

If both players agree, forgotten balls may be spotted at any time after they are remembered. If either player objects to the earlier spotting, then any owed balls or illegally pocketed balls are spotted after the end of the next player's inning. However, if the game has not ended and there are no balls left on the table, the forgotten balls must all be spotted immediately.

4-15 Jump Shot Requirement

You may only use your playing cue to attempt jump shots.

4-16 All Remaining Balls are Behind the Head String with Cue Ball in Hand Behind the Head String

When you have ball in hand behind the head string and all of the remaining object balls are also behind the head string, the object ball nearest the head string may be spotted upon your request. If two or more balls at an equal distance from the head string are nearest the head string, you may choose which ball to spot.

4-17 End of Game

The game ends when one player or team has legally pocketed eight balls and does not “owe” any balls. If you pocket a ball that brings your opponent’s score to eight balls, you have lost the game unless you scratch or jump the cue ball off the table on the same stroke.

14.1 CONTINUOUS

5-1 The Game

14.1 Continuous (also referred to as “Straight Pool”) is a call shot game played with a cue ball and fifteen object balls numbered 1 through 15. You are allowed to pocket the first 14 balls of the rack, but before shooting the 15th ball the 14 previously pocketed balls are racked, leaving the apex space vacant. After the 14 balls have been racked, you continue to shoot by attempting to pocket the 15th ball while simultaneously breaking out some of the 14 racked balls so your run may continue. The object of the game is to score a predetermined point total before your opponent. The game is played by two players or two teams.

5-2 The Rack

For the opening break, the balls are racked as follows:

- 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. on the row at the rear of the rack the 1-ball must be on the corner to your right and the 5-ball must be on the corner to your left;
- d. all other balls are placed randomly.

5-3 Opening Break Requirements

1. You begin the opening break with cue ball in hand behind the head string. You must:
 - a. pocket a called ball in a called pocket or;
 - b. cause the cue ball to contact an object ball and, after that contact, cause the cue ball and at least two object balls to contact one or more cushions.
2. Failure to meet the opening break requirement is an opening break violation.

5-4 Opening Break Violation – Penalty

1. If you commit an opening break violation, you are penalized 2 points. Your opponent may:

- a. accept the table in position, or;
- b. require you to re-rack all 15 balls and repeat the opening break.

This procedure continues until you meet the opening break requirement or your opponent accepts the table in position.

2. An opening break violation does not count as a foul under the Successive Foul Penalty rule.

5-5 Scratch or Foul on Opening Break – Penalty

If you meet the opening break requirement and scratch or foul, it is a one-point penalty. Any pocketed balls are spotted. If you scratch or the cue ball is jumped, your opponent receives cue ball in hand behind the head string with the object balls in position. If you commit a foul other than a scratch or jumped cue ball, your opponent accepts the table in position. The foul counts as the first foul under the Successive Foul Penalty rule.

5-6 Scratch or Foul and Opening Break Violation – Penalty

1. If you scratch or foul on the opening break and fail to meet the opening break requirement, you are penalized 2 points. Your opponent may:

- a. take cue ball in hand behind the head string with the table in position, or;
- b. require you to re-rack all 15 balls and repeat the opening break.

2. This situation is penalized as an opening break violation only. You are penalized two points, but the violation does not count as a foul under the Successive Foul Penalty Rule.

5-7 Continuing Play

All object balls are legal. Legally pocketing a ball entitles you to continue your inning. Your inning ends if you do not legally pocket a ball.

5-8 Subsequent Racks

After you pocket the 14th ball of a rack, play stops temporarily while you rack the previously pocketed 14 balls. You rack the balls as before, but with the apex (foot spot) vacant and all balls placed randomly. Your inning then continues. You are not required to shoot at the 15th ball.

5-9 Subsequent Racks - Position and Placement of Cue Ball and 15th Object Ball

When you prepare subsequent racks, the positions of the cue ball and the 15th object ball determine their placement. The following table specifies the required placement of the cue ball and the 15th object ball in situations where one or both are in the rack or interfere with the lowering of the triangle or spotting.

Cue ball lies 15th ball lies	In the rack or interfering with lowering the triangle	Not in the rack or on the head spot	On the head spot or interfering with spotting a ball on head spot
In the rack or interfering with lowering the triangle	15th ball: foot spot. Cue ball: in the kitchen	15th ball: head spot. Cue ball: in position	15th ball: center spot. Cue ball: in position
Pocketed		15th ball: foot spot Cue ball: in position	
In the kitchen but not on head the spot	15th ball: in position. Cue ball: head spot	NO INTERFERENCE - BALLS REMAIN IN POSITION	
Not in the kitchen or the rack	15th ball: in position. Cue ball: in the kitchen		
On the head spot or interfering with spotting a ball on the head spot	15th ball: in position. Cue ball: center spot		

5-10 Illegally Pocketed Ball

All illegally pocketed balls are spotted. There is no penalty for illegally pocketing a ball. Balls pocketed on a safety are illegally pocketed balls.

5-11 Safety Play

You may declare a safety at any time during your inning. It is a foul if a safety shot does not meet the requirements of a legal shot. Any object ball pocketed on a safety is spotted. The safety play ends your inning.

5-12 Scoring

1. Keeping score requires you to maintain two separate tallies – a tally for each rack and a running total score for the game. As each individual rack is played, you keep a tally for that rack. At the conclusion of the rack, your individual rack tally is added to your game score, and your rack tally resets to zero prior to beginning the subsequent rack.

2. A legally pocketed ball counts as one point. Any object balls pocketed in addition to the called ball on the same shot also count as one point each.

5-13 Foul Penalty

One point is deducted for each shot in which a foul occurs. Your opponent accepts the cue ball in position unless the foul was the result of a scratch, jumped cue ball, deliberate foul or third successive foul.

5-14 Deducting Points

If you foul but do not pocket a ball, the penalty for the foul is deducted from your running game total. If you foul and pocket a ball on the same shot, the ball is spotted, it is not scored, and the penalty for the foul is deducted from your running game total. The deduction of penalty points can result in a negative score.

5-15 Scratch or Cue Ball Jumped Off Table

A scratch or jumped cue ball is a foul. Your opponent receives ball in hand behind the head string.

5-16 Object Ball Jumped Off Table

A jumped object ball is a foul. The jumped ball is spotted and your opponent accepts the cue ball in position.

5-17 Deliberate Foul – Special Penalty

1. If you violate Rule 1-40, you are penalized one point for the foul and an additional fifteen points for the deliberate act, for a total of sixteen points. Your opponent may:

- a. accept the table in position;
- b. take cue ball in hand behind the head string with the object balls in position, or;
- c. require you to re-rack all 15 balls and repeat the opening break.

2. A deliberate foul does not count as a foul under the Successive Foul Penalty (Rule 1-22), nor does it reset the successive foul count, if any.

5-18 Three Successive Fouls Penalty

1. If you commit a third successive foul:

- a. you are penalized the appropriate point penalty for the foul plus an additional 15 point penalty;
- b. you must re-rack all 15 balls and meet the opening break requirement
- c. the points scored in the rack up to that point are added to the running totals, and the tallies for a new rack begin.

5-19 Jump Shot Requirement

Jump shots may only be attempted with your playing cue.

5-20 All Remaining Balls Behind the Head String with Cue Ball in Hand Behind the Head String

When you have cue ball in hand behind the head string and all of the remaining object balls are also behind the head string, the object ball nearest the head string may be spotted upon your request. If two or more balls at an equal distance from the head string are nearest the head string, you may choose which ball to spot.

5-21 Stalemate

1. If a referee judges that the table is in a position such that no progress is being made toward a conclusion, they will announce their decision and each player will play three more innings. After that, if the referee determines there is still no progress they will declare a stalemate.

2. If a stalemate is declared, all 15 balls will be racked and the players will lag to determine who will shoot the opening break. The points scored in the stalemated rack are counted and are added to the running total scores and the tallies for a new rack begin.

CRIBBAGE

6-1 The Rack

At the start of cribbage, a standard set of fifteen pool balls are racked at the foot end of a pool table, with the apex ball of the rack centered over the foot spot and the 15 ball placed at the rack's center. All other balls are placed randomly except that no two of the three corner balls may total to fifteen. Such an open-ended racking rule is unusual in that most pool games require particular balls to be placed at the corners of the rack and sometimes in fixed positions inside the rack as well.

6-2 The Break

An open break is required in cribbage, meaning that on the break either a ball must be pocketed or at least four balls must be driven to rails (as opposed to a safety break).

6-3 Cribbages

A cribbage is a pair of numbered balls which, when added together, total 15. A cribbage only lies where the two partner balls forming the cribbage are each legally potted, i.e., where no foul is committed on the same strokes that pocket the balls, or the shot is otherwise deemed illegal. The one exception to pairing is the 15-ball, which itself becomes a cribbage but only once all other object balls have been pocketed.

6-4 Scoring

Each cribbage is worth one point, except the fifteen ball. With the fifteen ball being shot last, it is worth two points.

6-5 Rules of play

A cribbage only counts when the paired balls are pocketed in succession in the same inning. When a player first pockets a ball, it is described as on a cribbage. If, on the next stroke, the companion ball is not pocketed, the shot is a foul and the unpaired ball is spotted to the foot spot. If the foot spot is occupied, balls are spotted as close as possible to the foot spot on the long string stretching back from the foot spot to the foot rail. All shots are call pocket, with obvious balls not needing to be called.

6-6 Pocketing more than one ball

When a player pockets more than one ball on a single stroke at any time, a situation often arising on the break shot, they may shoot at any companion balls, but must pocket each in succession in any order. If incidental balls are pocketed on the same stroke that a cribbage is completed, they add to the succession of cribbages the player is "on". When a player fouls by failing to pocket an unpaired cribbage while on a succession of unpaired balls, only unpaired balls are spotted; the prior successful cribbages count toward the score.

6-7 Fouling or missed shots

The penalty for all fouls is the ending of the player's inning; no points are lost, and the incoming player starts their turn shooting from current cue ball position. After a foul, the incoming player has choice to shoot as the table as it lies, or give the shot back to the opposing shooter. A foul is not a loss of one point. Three successive fouls in cribbage is a loss of game. Pocketing the 15-ball when it is not the last ball on the table is not a foul, but the player's turn does end. Also, the 15 is immediately spotted and play continues.

Normal ball and rail foul rules apply in cribbage. This is a requirement present in most pool games that a player must contact an object ball with the cue ball and after that contact, either pocket an object ball, or some ball including the cue ball must contact a rail. When a foul results from a scratch, where the cue ball is played into a pocket or jumping it off the table, the opposing player has cue ball in hand from the kitchen. When a player has cue ball in hand from the kitchen and all object balls are also behind the head string in the kitchen, a player has the option of having the object ball nearest the head string relocated to the foot spot. If in

this situation two or more object balls are equidistantly closest to the head string, the player may designate which ball is to be relocated. Also, being that a foul occurred, the player has choice to give the turn back to the opposing player.

6-8 Ending the Game

The game is over when either player scores 5 points.

LEAGUE BY-LAWS/REGULATIONS

League By-Laws ALWAYS supersede “CSI Sports” and “BCA League” rules/policies.

7.1 Teams

Teams are made up of up to 10 people for 5 person teams. All members **MUST** have their memberships paid up-to-date to play. Any person playing without an up-to-date membership will forfeit their played games!

7.2 Team Rosters

New male players start as 5's, and new females players start as 3's. The final team roster must be made by the half way point of the season (Example: Week 8 is last week to add for a 16 week season). To add on players after this point must be claimed under the Survival Rule.

The League Operator holds the right to assign players different starting handicaps to speed up the handicap adjustment process. This assignment is usually done when the player has experience in a known league, or is a known player.

7.3 Survival Rule

For a team to add players after the seasonal half way point, the team must have no more than six players on their roster. The added players **MUST** have League Operator approval to be added. New players do not always come in as a default handicap. This rule is specifically designed to **NOT** give a team **ANY** kind of advantage by adding players. Generally, the new players will be **OVER** handicapped. Once a player has been dropped from a teams roster, they cannot be added back on later that season.

7.4 Rescheduled Matches

For a team to request a rescheduled match, a team must make a request by 5PM, three days before the scheduled match. The request must be made to the league operator & the opposing team captains. If the request is made with proper notice, the opposing team **MUST** accept a reschedule. One week will be made available at the end of **EVERY** season for make-up matches.

7.5 Forfeit Match

If a team does not have at least 4 players (for a 5 person team) the team forfeits the night. All teams are given a 15-minute grace period from the scheduled start time (i.e. If the match is scheduled to begin at 7:30PM, the teams have until 7:45PM to show). The team with the complete player lineup has two choices. The choices are to forfeit the night for a 7-4 win (on an 11 pt night) or to reschedule the match. The decision **MUST** be made on the night of play. Both teams **MUST** pay their weekly fees for a forfeit match, or else zero points will be received.

7.6 Forfeit Games

If a player is not available for a match, the games are to be held for one round. When the mentioned player's next match arrives, the previous round is forfeit. This process continues for all rounds. Hold round 2 game until round 3 game is up, etc. The last round becomes a forfeit when all other games are finished.

7.7 Coach Definition

A coach is any comment made to a player while it is their turn at the table. A player's turn **BEGINS** when all balls stop rolling from the opponent's shot.

7.8 Coaching

In 8 Ball, coaches are as follows: Players with a handicap of 1 through 4 are eligible to receive 2 coaches per game while 5 through 10 handicapped players may receive 1 coach per game. Any member(s) of a team can give a coach to a player, as long as they keep their coach to 60 seconds or less.

If an illegal coach is being given, or time has expired, the opposing team **MUST** warn the offending team before a foul has occurred. If time has expired, and the opposing team has given a time warning for the coach, the coaching staff must quit talking to the shooting player within 15 seconds or else a foul has occurred.

During a coach, the coach can perform any action that the player can, except for actually shooting the ball. This means the coach can legally place the cue ball during a ball-in-hand foul to quicken the coaching process, or call fouls. A coach cannot leave a mark on the table while the player is shooting, but may temporarily place a finger on table to help a player see where to aim in order for the player to line up the shot (finger must be removed before player shoots).

7.8.1 Who can call a coach

If a player requests a coach, the team can refuse and no coach is taken. If a non active player asks to give a coach, the coach is taken whether the active player wants it or not.

7.8.2 Illegal Coaching

Occasionally we find a player is providing illegal coaching on the sidelines. This is not allowed! This is an automatic foul and ball-in-hand for the opposing player. If a player continues to illegal coach, it will be an automatic forfeiture (10-0 loss) of the game. Repeated offense will lead to player suspension.

7.9 Fouls

If a player is shooting at a questionable shot, and the opposing team does NOT call for a bystander, the league will ALWAYS stand by the shooter over an arguable foul call.

7.10 Tournaments

All tournaments will use standard league rules, with player/team eligibility requirements to be determined.

7.11 Player Substitutions

Players can not be substituted in and out during a league match. If a player is short one person on a weekly league night before the final six weeks of league play, they can have one player play twice. The opposing team picks which player plays twice. All weekly fees must still be paid.

This rule is designed to help a team that occasionally is short a player. This is not designed to be used every week. Abuse of this rule will lead to match forfeits.

During the final 6 weeks of a league session, if a team is short one player, the player is forfeited. The players handicap is assigned a zero, and that player loses all games 10 to 0.

7.12 Coaching

To be clear on nationalized rules, only the player may call foul (unless a coach is used).

7.13 Soft-Cap Max Handicap

Soft-Cap means that there will be a penalty for breaking the 32 point max Team Handicap, but any team that goes over 32 combined team handicap can still play without forfeits. The penalty for breaking the 32 Max Handicap is increased in points spotted. Basically the handicap spot stays the same as current, unless at least one of the two teams combined team handicap goes over 32. At that point the spot will be increased by the number of points the team goes over 32.

Example #1 – Only team 1 goes over Max Handicap of 32:

Team 1 has a team handicap of 35, team 2 has a team handicap of 27. The difference in handicap is **8** points. Because Team 1 is over the soft-cap of 32 Max Handicap by **3** points, the total spot per round will be 11 points (**8 + 3**).

Example #2 - Neither team goes over Max Handicap of 32:

Team 1 has a team handicap of 30, team 2 has a team handicap of 25. The difference in handicap is 5 points. Since neither team goes over the 32 Max Handicap, the total spot per round will be 5 points. **(No Change from current handicap spot)**

Example #3 - Both teams handicap go over Max Handicap of 32:

Team 1 has a team handicap of 37, team 2 has a team handicap of 33. The difference in handicap is 4 points. Because both teams are over the Max Handicap of 32, the difference in handicap is the penalty (in effect the handicap difference doubles) to become 8 points.

7.14 Calling Obvious Shots

Rule “1-16 Calling Ball and Pocket” has been modified to make clear what an obvious versus non-obvious shot is.

7.15 Physical Contact/Fist Fighting

The Amateur Billiards Federation does not allow, condone, nor do we tolerate any type of physical contact, that is made in malice toward another person/player, and all situations will be dealt with as quickly as possible.

The penalties for this infraction will include a guaranteed suspension for all players showing physical aggression, and if severe enough, will be a permanent expulsion from the league.

The decision for the penalty for these infractions will be left to the decision of the League Operator for the division, and the ABF review board. All decisions made will be final.

The governing body of the pool hall/bar that the situation occurs in may also have a separate penalty for this situation. The ABF does not attempt to coerce nor change the host location's decisions. If a player is banned from a location, they can not play there for league purposes.