

1 General Play

- 1.1. A player's turn consists of them striking the cue ball into their coloured balls, typically with the goal of sinking them.
- 1.2. The player must strike the cue ball with at least one foot on the floor. "Tippy toes" are permissible.
- 1.3. If the opponent fouled on their turn, then the player gets an additional shot (see Section for more on fouls).
- 1.3.1. example example example example example example example example example example example example
- 1.4. If a player sinks all of their coloured balls, they can now hit the black/8-ball with the cue ball directly.
- 1.5. The players alternate turns until the game is ended. See Section for the ending of the game.
- 1.6. See Section 1.2 and Section 1.3.1