

Abstract/“The Gist”

Introduction

The Pilaar Duncan Pool House Rules are the house rules for pool developed by and for the Pilaar Duncan family, starting in Christmas 2016.

Equipment and Setup

Format of Games

Games are generally played in a best-of-one, best-of-three, or best-of-seven format.

- Best-of-one matches are common when the players feel like a game, but not too much of a commitment. This is often when the players involved are tired, under time pressure, or just feel like one game. This format sees whoever wins the game win overall.
- Best-of-three matches are the most common, and sees the first player to achieve two wins win overall.
- Best-of-seven matches are usually the format for multi-day or holiday-long tournament style competitions. This format sees the first player to achieve four wins win overall. This format is more common in the *Doubles Variation* (see *Doubles Variation*).

Racking

Racking up the balls involves setting all 15 balls up in the standard triangle formation for the opponent to break. A player is never allowed to rack for themselves (except in the case outlined in Section X.X.X), but are encouraged to check to make sure the rack is tight.

Determining Who Racks

- The general rule is “challenger racks”. So the person who challenged their opponent is the one who racks the balls. For example, if a player says “Do you want a game?”, then they are the challenger and thus they rack the balls.
This general rule also extends to after each match. If a rematch is desired then the loser of the previous match is the challenger and thus they rack the balls.

Formation and Position of Rack

- [INSERT DIAGRAM] [note that this diagram also includes a labeled triangle racking tool]
Figure 1
- The 15 numbered balls are racked in a triangle with the 8-Ball in the centre (i.e. middle of the third row). Other than the 8-Ball, there is no required pattern for the order of the balls.
- The player racking needs to ensure that all the balls are tightly packed with no gaps.
- The triangle points towards the front of the table (i.e. where the opponent breaks from) with the front-most ball centred on top of the dot on the table.
- If a triangle racking tool was used, this is removed once the balls are in place. If the balls move about when it is removed, it should be placed back on and the balls should be squished together once again.
- The opponent breaking may inspect the rack for gaps and the position of the 8-Ball, but may not complain about the pattern of the coloured balls.

Breaking and Establishment of Set

- The player breaking may place the cue ball in the D.
- The player breaking has the right to “Call the Break” (see Section X.X.X), this is optional. Remembering to do this is the player’s responsibility.
- The player breaking may hit the cue ball into any part of the rack, although hitting the front-most ball is strongly recommended.
- If the player breaking completely misses the rack (often due to a miss hit) then they are allowed to pick up the cue ball and have one more attempt provided no other ball has been touched. If all balls have been missed and the cue ball was sunk or bounces off the table, this second chance still applies. A second failed attempt will see the break be handed to the opponent. This is the only situation in which the opponent will rack for themselves.
- If the white ball hits the rack and ends up getting sunk, this is a foul.
- If any balls are knocked off the table during the break, see Section X.X.X.
- If a coloured ball is sunk off the break, that set are the player’s balls (i.e. overs or unders). The player can then take their next shot.
- If multiple coloured balls from different sets are sunk off the break, the player chooses which set to play. The player can then take their next shot.
- If the 8-ball is sunk off the break, this is an instant loss.
- If no balls are sunk off the break:
 - At this stage neither player has a set belonging to them. The players then alternate turns hitting whichever coloured ball they wish until a ball is sunk and sets are assigned.
 - If multiple balls from different sets are sunk off the same shot, whichever went in first is the set assigned to the player. If neither player saw which ball was sunk first, then the player chooses their set.

General Play

Fouling

A foul occurs when the player performs an illegal shot. If a foul occurs then the player’s turn ends and the opponent is granted an extra shot in their turn. It is important to note that fouls do not stack. For example, if a player misses all balls and sinks the white, the opponent still only gets one extra shot.

Circumstances of illegal shots are as follows:

- If the player touches any ball other than the cue ball with the cue.
- Striking the cue ball while any ball on the table is still moving.
- If the cue ball does not hit any ball.
- If the cue ball is meant to be in the D, but the player strikes it while it is outside the D (allowances are made if its only outside by a few millimetres).
- Push shots (see Section X.X.X).
- If the player hits the cue ball into a ball that is not their own first. Exceptions to this include the break (see Section X.X.X) and subsequent shots until a ball is sunk (see Section X.X.X); and, in some cases, a snooker (see Section X.X.X).
- If the player sinks an opponent’s ball.
- If the player sinks the cue ball.
- If any ball ends up off the table during the player’s turn.
 - If it is the cue ball, the opponent takes their shot from the D.

- If it is a coloured ball, the players attempt to place it as close to the black dot as possible (see Section X.X.X for the location of the black dot). This also applies if multiple coloured balls are knocked off the table.
- If it is the 8-ball, the player loses.
- The player preforms an intentional jump shot unless the optional rule laid out in Section X.X.X is in place.
 - If the optional rule laid out in Section X.X.X is in place, illegal jump shots are considered a foul. An illegal jump shot is defined as an attempt to “scoop” the cue ball from underneath, or if the cue touches the table during the shot.
- If the player stuffs up preforming a *Nomination* while attempting to escape some forms of a snooker (see Section X.X.X).
- If the player touches any ball with their body or clothing.
- If the player bumps the table causing significant movement of the balls. The players’ best judgement is used to determine if any movement of the balls is “significant”.
- Some cases of bad behaviour (see Section X.X.X).

Intentional Fouls

- An intentional foul is when the player fouls intentionally. An example of this is purposefully hitting an opponent’s ball away from a pocket. If a foul is deemed intentional, it is up to the player’s best judgement to determine the course of action. Some potential punishments may include:
 - Continue play
 - All balls being returned to their original position, and the opponent takes their shot from there.
 - The opponent moves the cue ball to the D.
 - The opponent enacts the *Ball-in-Hand* rule (see Section X.X.X).
 - The player loses the game.

Snooker

A snooker is defined as when the player is unable to see both sides of any ball. See glossary for definitions for a *Partial Snooker* and a *Total Snooker*. The situation by which the snooker came to be can change any special rules associated with it.

Legal Snooker

- If the player is still on their coloured balls, a snooker is a pain in the arse. The most common way of getting out of this is by using the cushions to rebound the cue ball.
- If the player is on the black/8-ball, the player has the option of enacting *Nomination Rule 1* (see Section X.X.X). This does not apply in the case of a self-snooker.

Foul Snooker

- If the player is still on their coloured balls, the player has the option of enacting *Nomination Rule 1* (see Section X.X.X).
- If the player is on the black/8-ball, the player has the option of enacting *Nomination Rule 2* (see Section X.X.X).
- If it is a really bad snooker and/or the foul was obviously intentional, the player may move the cue ball to the D, or else may enact *Ball-in-Hand* (see Section X.X.X) if the snooker has

occurred with the cue ball in the D. The players' best judgement is used to determine if the Foul is "really bad" or intentional. A Table Snooker constitutes a "really bad" snooker.

Self Snooker

- This sucks lol. Whether the player is on Colours or the Black, they are on their own for this one. The most common way of getting out of this is by using the cushions to rebound the cue ball. In no case of self snooker is the player allowed to enact a nomination rule.

Table Snooker

- If the player is still on their coloured balls, the cue ball is played from where it is.
- If the player is on the black/8-ball, then tough shit, the cue ball is played from where it is.

Nomination Rules

- In no case of self snooker is the player allowed to enact a nomination rule.
- Nomination Rule 1.
 - The player may nominate a ball that is not their own to hit into their ball. The nominated ball must be stated verbally. The player is not required to specify which ball the nominated ball will hit (although if they are on the Black/8-Ball its obvious). If any other ball is hit by the Cue Ball before the nominated ball, it is a foul. If any other ball is hit by the nominated ball before it hits the player's ball, it is a foul. If the nominated ball misses the player's ball, it is a foul. If any ball is sunk, it is a foul. This uses up one of the player's shots. This rule occurs during a legal snooker on the 8-Ball, or a foul snooker on a coloured ball.
- Nomination Rule 2.
 - The player may nominate any ball on the table to hit instead; the nominated ball is not required to hit the player's ball. The nomination must be stated verbally. If any other ball is hit by the cue ball before the nominated ball, it is a foul. The nominated ball may hit any ball. If any ball is sunk, it is a foul. This uses up one of the player's shots. This rule occurs during a foul snooker on the 8-Ball.

Ending the game

- The intended (and often funnest) circumstance in which the game ends is when a player legally pockets the 8-ball after sinking all 7 of their coloured balls. The game ends and the player wins.
- If the player breaking successfully pulls off the "Calling the Break" rule (see Section X.X.X)
- If a player prematurely (i.e before all 7 of their coloured balls has been sunk) pockets the 8-ball at any point the game ends and that player loses.
- If at any point a player knocks the 8-ball off the table then the game ends and that player loses.
- If a player fouls while on the 8-ball the game ends and that player loses. See Section X.X.X for fouls. This applies even after the 8-ball has been sunk (e.g. the 8-ball is sunk but the cue ball keeps going and ends up getting sunk too).
- Some instances of bad behaviour (see Section X.X.X)

Things that feel like cheating... but aren't

Only playing for the snooker.

- There is a strategy that involves the player playing solely for the snooker. This can be very annoying for the opponent, especially so if they are on the black while the player still have six or so balls on the table. This is a completely valid strategy, although consistent abuse of this strategy may result in a spoiling of the vibe, and a change of the ruleset to *Variation 2* may be required to keep the peace.

Jammy shots

Etiquette and Behaviour

Misleading the opponent

- If the player deliberately misleads their opponent by stating that they are on overs/unders when really they are on the opposite, and the opponent goes on to play their shot on the wrong ball, this is an instant loss for the player. If the misleading was genuinely accidental, then the punishment is up to the players' best judgement.

Harassment of the opponent

- If the player's actions towards the opponent are deemed harassment, the player either concedes a foul to the opponent or the game ends and the opponent wins. In extreme cases harassment may lead to a temporary or permanent ban from playing for the offending player. What actions are deemed harassment and what punishment said harassment warrants is up to the players' discretion.

Damage of Equipment

- Unintentional damage of equipment.

This happens, players of these house rules are more than likely playing with cheap equipment and cheap equipment has a tendency to break.

 - If the damage is due to dumb luck then usually no punishment is given, and if the game can no longer be continued then usually it would be considered a draw. What constitutes dumb luck is up to the players' discretion.
 - If the damage is due to stupidity then a foul may be conceded to the opponent, and if the game can no longer be continued then usually the opponent would claim the win. What constitutes stupidity is up to the players' discretion.

The player may also be expected to reimburse the owner of the damaged equipment.
- Intentional damage of equipment.
 - Depending on the severity of the offending and extent of the damage to the equipment, a foul may be conceded to the opponent, or the game may end and the opponent claims the win. In extreme cases intentional damage to equipment may lead to a temporary or permanent ban from playing for the offending player.

The punishment administered for offending is up to the players' discretion.

The offending player should also reimburse the owner of the damaged equipment.

Damage of Environment

Special Rules

Calling the Break

- Before the break, the person breaking may call a specific ball to get sunk in a specific pocket. The ball and pocket must be clearly verbally stated to the opponent. If the called ball goes into the called pocket, it is an instant win for the player. Any other circumstance and the game continues as normal.
Any ball except the cue ball and the 8-Ball may be called.
If the called ball goes into the called pocket, but the cue ball also sinks, the player still wins.
If the called ball goes into the called pocket, but the 8-ball also sinks, the player loses.

Down Trou

- If a player wins by sinking all their balls and the 8-Ball while the opponent has all 7 of their balls still on the table, the opponent should drop their trousers and walk around the table in their undies with their pants around their ankles to make clear the humiliation of losing so badly.
Note that this is not always appropriate, depending on the location of the game and people involved it may be best to veto this rule. Additionally, all people involved must be comfortable for the down trou to take place.
If the opponent has not sunk a single ball, but the player accidentally sunk an opponent's ball during the match, then the opponent has only 6 balls on the table and thus this does not warrant a down trou.
If the opponent has not sunk a single ball, but the game ends preemptively (i.e. the player wins through a method of not sinking all 7 coloured balls and the 8-Ball), then this does not warrant a down trou.

Ball-in-Hand

- When this rule is enacted, the player may pick up the cue ball and place it anywhere on the table. This rule is played only in very rare circumstances, usually pertaining to foul snookers and intentional fouls.

Optional Rules

Jump Shots

Variations

Doubles

Boring/Low-stakes 8-Ball

Glossary

| | |
|------------|--|
| Black, The | Alternative term for "8-Ball" (see <i>8-Ball</i>) |
| Cue Ball | |

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| Down Trou | |
| Down Trout | Mispronunciation of “Down Trou” (see <i>Down Trou</i>) |
| “If you’re playing pool, you’re playing pool” | |
| Plan B | |
| Pocket | 2 definitions here, the physical pocket and the act of sinking a ball. |
| | |
| Rack ‘em up! | |
| Shot, Jump | |
| Shot, Legal | A shot that is legal |
| Snooker | The player is unable to see both sides of any of their balls. This includes the Black/8-Ball if the player has sunk all their colours |
| Snooker, Foul | A snooker that has come about as the result of a Foul |
| Snooker, Legal | A snooker with no foul associated with it (i.e. performed legally), and has been done to the player by the opponent |
| Snooker, Partial | The player can only see one side of any of their balls. This includes the Black/8-Ball if the player has sunk all their colours |
| Snooker, Self | The player has snookered themselves |
| Snooker, Table | The player is snookered because the cue ball is partially in a pocket. |
| Snooker, Total | The player cannot see any side of any of their balls. This includes the Black/8-Ball if the player has sunk all their colours |
| Tom Stick, The | The shortest cue available. Named after Tom Duncan who, at the time of coining the term, was the shortest player at the table. Tom would like to state for the record that he is now 6ft, and very rarely the shortest player. |
| White, The | Alternative term for “Cue Ball” (see <i>Cue Ball</i>) |
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