

# 9-Ball Pool 9

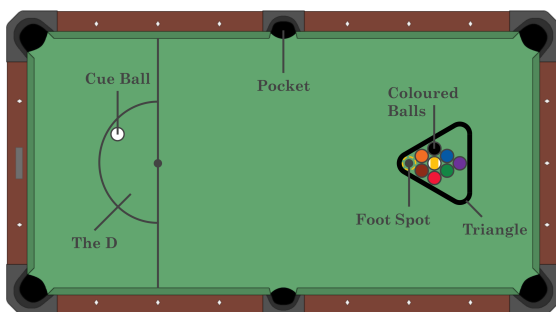
## 1 Object of the Game

## 2 Racking

**2.1** Racking up the balls involves setting all 9 balls up in the standard diamond formation for the opponent to break. The opponent is encouraged to make sure the rack is tight.

**2.2** Determining Who Racks: The general rule is “challenger racks,” i.e., the person who challenged their opponent racks the balls. For example, if a player says, “Do you want a game?” they are the challenger, and thus they rack the balls. This rule also extends to after each match. If a rematch is desired, the loser of the previous game is the challenger, and thus, they rack the balls.

**2.3** Formation and Position of Rack:



**2.3.1** The nine numbered balls are racked in a triangle with the 1-ball placed in the front and the 9-ball in the centre (i.e., middle of the third row). There is no required pattern for balls 2-8.

**2.3.2** The player racking needs to ensure that all the balls are tightly packed with no gaps.

**2.3.3** The diamond points towards the front of the table (where the opponent breaks from), with the 1-ball centred on top of the foot spot.

**2.3.4** If a triangle or diamond racking tool is used, this is removed once the balls are in place. If the balls move when the triangle or diamond is removed, it should be placed back on, squishing the balls back together.

**2.3.5** The opponent breaking may inspect the rack for gaps and the position of the 1-ball and 9-ball, but may not complain about the pattern of the coloured balls.

## 3 Breaking & Push Out

**3.1** The player breaking places the cue ball in the D.

**3.2** The cue ball must first strike the 1-ball. Failure to do this is a foul. For fouls, see Section 5.

**3.3** If the player completely misses the rack on the break but the cue ball remains on the table, they may place it back in the D and have one more attempt (and may Push Out afterwards; see Section 3.8) provided no other ball has moved. If the cue ball sinks or bounces off the table, this is a foul and the break is handed to the opponent. A second failed attempt will also see the break handed to the opponent. In either instance, the opponent may not Push Out.

**3.4** If the cue ball hits a rail before hitting the rack, this is a foul.

**3.5** If the cue ball hits the rack and ends up sinking, this is a foul.

**3.6** If any balls are knocked off the table during the break, this is a foul. See [INSERT HYPERREF] for returning the balls to the table.

**3.7** If the player pockets one or more object balls:

**3.7.1** If the player also fouls then the player's turn ends and regular foul rules apply (Section 5).

**3.7.2** Otherwise the player may continue their turn (provided the 9-ball didn't sink).

**3.7.3** If the 9-ball sinks then this is an instant win for the player, provided no foul has occurred.

**3.7.4** If the 9-ball sinks but the player fouls, the 9-ball should be returned to the table (see [INSERT HYPERREF] for respotting the 9-ball) and regular foul rules apply.

**3.8** If the player performs a legal break and sinks no object balls, they have the option of playing a Push Out.

**3.8.1** Here the player may attempt to move the cue ball into a preferred position.

**3.8.2** The player should state their intention to attempt a push out.

**3.8.3** The cue ball is not required to hit any ball or rail.

**3.8.4** If the 9-ball sinks it should be returned to the table [HYPERREF].

**3.8.5** If any object ball other than the 9-ball sinks it should not be respotted but the player may not continue their turn.

**3.8.6** If the cue ball does hit an object ball, it must hit the 1-ball first. It is a foul otherwise.

**3.8.7** Any foul results in ball-in-hand for the opponent as normal.

**3.8.8** Once the Push Out has been played the opponent may choose to either shoot from where the cue ball rests or to pass the turn back to the player.

## 4 General Play

- 4.1** A player's turn consists of them striking the cue ball into the lowest numbered ball on the table, generally with the aim of:
- Sinking the 9-ball;
  - Setting themselves up to sink the 9-ball;
  - Snookering the opponent.
- 4.2** During each shot, after the cue ball has hit the lowest numbered ball, at least one ball (object ball or cue ball) must hit the rail and/or an object ball must sink into a pocket. Failure to do this is a foul.
- 4.3** The player must strike the cue ball with at least one foot touching the floor. "Tippy toes" are permissible.
- 4.4** If the player fouls, their turn ends and the opponent is awarded ball-in-hand (see Section 5 for fouls and Section 5.2 for ball-in-hand).
- 4.5** If any object ball other than the 9-ball sinks, the player may continue their turn (provided no foul occurred, otherwise regular foul rules apply).
- 4.6** If the player sinks the 9-ball but also fouls on their shot, see [INSERT HYPERREF].
- 4.7** The players alternate turns until the game is ended. See Section 6 for the ending of the game.

## 5 Fouling

- 5.1** If a foul occurs, the player's turn ends and the opponent is awarded ball-in-hand (see Section 5.2).
- 5.2** Ball-in-hand:
- 5.2.1** Ball-in-hand allows you to pick up the cue ball and place it anywhere on the table.
- 5.2.2** Once the cue ball is placed, the player may continue to adjust it until they are ready to take their shot.
- 5.2.3** All balls must be completely at rest before the cue ball is permitted to be picked up. Touching the cue ball preemptively is a foul.
- 5.2.4** The player must confirm they have been awarded ball-in-hand before picking up the cue ball. Touching the cue ball if the opponent did not foul is obviously a foul.
- 5.3** Fouls do not stack. For example, if a player misses all balls and sinks the white, the opponent still only gets one shot with ball-in-hand.
- 5.4** Circumstances that give rise to fouls are as follows:
- 5.4.1** The player fails to hit the cue ball into lowest numbered ball first.
- 5.4.2** During a Push Out, the cue ball hits any ball other than the 1-ball first (note that the cue

ball may hit no ball).

**5.4.3** After the cue ball has hit the lowest numbered ball, no ball (object ball or cue ball) hits a rail and no object ball sinks (this rule is excepted during a Push Out).

- If the cue ball or targeted object ball is touching a rail at the beginning of the shot, it is only counted as hitting a rail if it hits a different rail.

**5.4.4** The cue ball does not hit any ball. (this rule is excepted during a Push Out).

**5.4.5** The player sinks the cue ball.

**5.4.6** The player strikes the cue ball while any ball on the table is still moving.

**5.4.7** The player picks up the cue ball for ball-in-hand before all balls are at rest.

**5.4.8** The player touches any ball with any object other than the cue ball with the cue tip (except the cue ball during ball-in-hand).

**5.4.9** The player performs a push shot. This is when the cue ball is touching another ball, and striking the cue ball also moves the touching ball.

**5.4.10** Any ball ends up off the table during the player's turn.

- If it is the cue ball then the opponent is awarded ball-in-hand.
- If it is an object ball other than the 9-ball, the ball is not returned to the table.
- If it is the 9-ball, the players attempt to place it as close to the foot spot as possible (see Section 2.3 for the position of the foot spot).

**5.4.11** The player performs an intentional jump shot.

**5.4.12** The player bumps the table, causing significant movement of the balls. The players' best judgment is used to determine if any movement of the balls is "significant".

**5.4.13** Some cases of poor behaviour (see Section 7).

**5.5** An intentional foul is when the player fouls intentionally. E.g., purposefully hitting an incorrect ball whose placement may have been advantageous to the opponent. If a foul is deemed intentional, it is an instant loss for the offending player.

## 6 Ending the Game

- 6.1** If the player legally (without fouling) sinks the 9-ball, the game ends and the player wins.
- 6.2** An intentional foul, as detailed in Section 5.5, results in an instant loss for the offending player.

**6.3** Misleading the opponent, as detailed in Section 7.1, leads to an instant loss for the offending player.

**6.4** Some other instances of poor behavior can lead to the ending of the game. (see Section 7).

## **7 Etiquette and Behaviour**

**7.1** Misleading the opponent. If the player deliberately misleads their opponent by stating that they are on overs/unders/8-ball when they are not, then this is an instant loss for the player.

**7.2** Distracting the opponent while they set up their shot. The opponent may ask you to stop; continuing may result in a foul, giving the opponent an extra shot on this turn.

Examples include but are not limited to: Standing in their eye line, talking, standing behind them, etc.

**7.3** Distracting the opponent as they strike the cue ball. If this was intentional or the opponent believed that this affected their shot, they can call foul and claim an extra shot on this turn. If the distraction was accidental or of little consequence, play may resume as normal. This call is up to the player taking the shot.

**7.4** Players should always approach the game with good sportsmanship and humour in mind. If this deteriorates then it is best advised to call the game over.