

2. Shooting the cue ball into a pocket or off table.
3. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives (cue ball in hand behind the headstring).
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.
7. Object Ball Frozen to Cushion or Cue Ball.

This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen ball, the shot must result in either:

- a) A ball being pocketed, or;
- b) The cue ball contacting a cushion, or;
- c) The frozen ball being caused to contact a cushion attached to a separate rail, or;
- d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or the players involved prior to that object ball being involved in a shot.

8. ACCIDENTALLY moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball makes contact with the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped off the table or pocketed. (exception to #3: If the 8-ball is jumped off the table or pocketed, it is loss of game if called by the opponent before the next shot is taken.) Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball; it will be considered a foul.

a. **If you accidentally move an object ball during a shot and it moves into the path of the cue ball, it is a foul if those balls collide.**

b. **If you accidentally touch and move a ball and it falls in a pocket, it is a foul. Your opponent has the choice of leaving the ball down or replacing it on the table as close as possible to its original position.**

c. If you **intentionally** touch a ball, it is a foul. (Example: Intentionally resting your hand on a ball to stabilize your bridge.)

9. Picking up or shooting the cue ball while any balls are still in

motion is a foul.

10. Push shots and/or double hits will be considered fouls. See General Definitions of Pocket Billiards.

11. With cue ball in hand, touching any object ball with the cue ball is a foul, or touching any object ball with your hand while touching the cue ball is a foul.

12. When the slow play rule is enforced, taking longer than ONE MINUTE between shots is a foul.

13. Jumping object balls off the table.

14. **After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots, it is a foul.**

15. **If your opponent commits a foul and you did not receive his/her acknowledgment of such foul prior to touching the cue ball, you have committed a foul (exception: scratching).** Note: If neutral referees are making a call, the opponent acknowledgment is not necessary if the referee has called a foul.

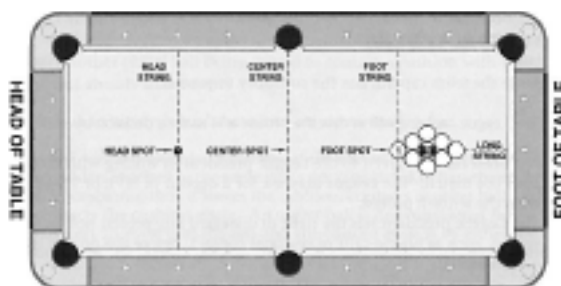
16. **Illegal jumping of ball.** (See General Definitions #9)

#### I. PENALTY FOR FOULING

1. Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break) **or immediately after a foul on the break.**

2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing player may protest.

#### 7. 9-BALL RULES OF PLAY:



- A. **OBJECT OF THE GAME.** 9-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may place the cue

ball anywhere on the table. Players are not required to call any shot.

- B. **RACKING THE BALLS.** The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot., the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the headstring.
- C. **START OF PLAY.** Singles: First game “break” determined by coin toss. The break alternates thereafter. A game starts as soon as the cue ball crosses over the headstring on the opening break.
- D. **LEGAL BREAK SHOT.** The rules governing the break shot are the same as for other shots except:
  1. The breaker must strike the one-ball first and either pocket a ball or drive at least four numbered balls to a rail, failure to do so is a foul. Incoming player accepts table the way it lies with ball in hand or requests a rerack with cue ball behind the headstring.
  2. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
  3. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not respotted.
  4. Making the nine ball on the break is an automatic win for the player breaking. However, if the cue ball is scratched when making the nine ball, the nine ball is respotted (using another stripe from tray).
- E. **CONTINUING PLAY.** On the shot immediately following a legal break, the shooter may play a “push out.” If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his turn and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot.
- F. **PUSH OUT.** The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rails, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed, except for the nine ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule is violated. An illegal push out is penalized according to the type of foul committed.

G. **FOULS.** When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are spotted, except the nine ball. The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

1. All fouls must be called and acknowledged before the next shot is taken.
2. Touching or moving the cue ball is a foul.
3. Coaching is a foul.
4. Shooting the cue ball into a pocket or off the table is a foul.
5. If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
6. If no object ball is pocketed, failure to drive the cue ball or some object ball to a rail after the cue ball contacts the object ball is a foul.
7. Pocketing the nine ball and the cue ball with the same stroke is a foul.
8. Shooting without at least one foot on the floor is a foul.
9. An unpocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not spotted and play continues.

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

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

When there are only two object balls on the table and a player scratches while pocketing the ball before the nine, it shall be brought up and placed on the footspot (using another ball from the tray).

- I. **END OF GAME.** The game ends at the end of a legal shot which pockets the nine ball; or when a player forfeits the game as the result of a foul.

- **Good sportsmanship will prevail at all times to assure fun and a pleasant time for all.**
- **UNSPORTSMANLIKE CONDUCT**
  1. Unsportsmanlike conduct is cause for automatic disqualification.
  2. Two basic types: a) one warning before disqualification; and b) immediate disqualification.