

RULES ADDENDUM – TIMEOUT

A player is permitted to receive advice from any other team player (coach). The Player is the only one allowed to call for a Time Out. **Teammates and Coaches are NOT permitted** to call for a time out to instruct a Player that he/she is about to commit a Foul. **The time out shall be no more than one minute.** The *coach* is the only player to approach the table and is not permitted to leave the table to receive advice from another player on the team. The opposing team captain has the right to give a warning that the **one-minute** time limit has been exceeded. The constant abuse of exceeding time limits should be brought to the attention of league rules committee.

A *coach* is permitted to place the cue ball on the table for a player. Should the coach commit a foul while placing the cue ball, a ball in hand foul will be assessed. Time out limits per match: one time out per rack is allowed. Once the coach leaves the play area of the time out, the time out is over, and a player must take a shot.

If a Teammate or Coach calls for a Time Out, The Player Shooting **CANNOT** call a Time Out on that shot, AND THE TIME OUT ALLOWED FOR THAT RACK WILL BE FORFEITED. If a Teammate or Coach calls for a Time Out again in the rack, it will be a ball in hand foul.

RULES ADDENDUM

After thoughtful consideration and valuable feedback from our league members, Bay Area 8 Ballers will be implementing a new alternate/substitution rule concerning female league players.

Beginning July 10, 2025, to support continuity and fairness in team play, the league will now allow male teammates to substitute for a woman player who is unable to attend due to sickness, vacation or any unforeseeable event occurring, causing her to not be able to play.

Key Details of this Rule include:

- A woman player may miss up to **three games per season** under this rule.
- For the **first two missed games**, her individual win record will be credited with her wins.
- For the **third missed game, her individual win(s)** will not be attributed to her individual win record, but the wins will count toward the **team's total wins**
- **Important:** If the woman player arrives at any time during the scheduled match, all pre-assigned wins for that game will be revoked.
- If a team has an alternate player, (male or female) the alternate player must play all 3 games.



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“BAY AREA 8 BALLERS COED POOL LEAGUE”



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****AS THE LEAGUE CONTINUES TO GROW, THERE MAY BE UPDATES AND ADDITIONAL RULES IMPLEMENTED.***

I. 8 BALL GAME SET UP RULES

- A. TEAM MEMBERS:** There are regular players and alternate players.
 - 1. Each team consists of 5 regular players and alternate players.
 - 2. The team regular players must be a coed team consisting of men and women.
 - 3. The team can have as many alternate players as they want (men and/or women).
 - 4. The alternate players must be listed on the roster.
 - 5. Floating alternates can be provided if a team does not have an alternate to fill in for a missing regular player. (floating alternates travel from team to team on an as needed basis).
 - 6. Alternates must pay weekly dues to be eligible for cash awards.

- B. OBJECT OF THE GAME:** To legally pocket the 8 ball after all your object balls are pocketed.

- C. HOW TO PLAY THE GAME:** The 8-ball game is played with a cue ball and fifteen object balls. You must call the balls and the pocket unless the ball you are shooting at, and the pocket destination are obvious. It is not necessary to call the ball and pocket. The opponent has the right to ask you to call any shot that doesn't look obvious to them. You are not to assume the opponent will know what you are shooting. Obvious shoots have a clear pathway to the clear pocket. You may announce the pocket, tap the pocket (with hand or stick) or point to the intended pocket. If a player is in shooting position, and you are confused about what ball or pocket is intended, you must immediately ask the shooter to announce what he is shooting. Do not wait until the player is in his stroking stage.

- D. SETTING UP THE GAME:** The cue ball is placed behind the head string. The balls are placed in a triangle rack at the foot of the table. The game consists of pocketing a group of numbered solid balls or a group of numbered striped balls before the 8 ball is pocketed. Pocketing the 8 ball wins the game.
 - 1. Numbered balls 1 through 8 are solid colored.
 - 2. Numbered balls 9 through 15 are striped colored.
 - 3. 8 ball is the last ball to be pocketed (black ball).
 - a. The first ball of the rack is placed on the foot spot. (Any ball except the 8 ball),
 - b. The 8 ball is placed in the center of the rack.
 - c. A strip ball is placed in one corner of the rack.
 - d. A solid ball is placed in the opposite corner of the rack.
 - e. See illustrations A and B below



A



II. BREAK SHOT RULES:

A. STARTING THE GAME WITH THE BREAK SHOT:

1. Breaking of the racked balls.
2. The home team will break in the first round consisting of 5 games (the home team rack).
3. The away team will break the second round consisting of 5 games (the away team rack).
4. The home team will break in the third round consisting of 5 games (the home team rack).

B. LEGAL BREAK SHOT: To execute a legal break shot,

1. The cue ball is behind the head string before the player can attempt to break the racked balls.
2. The break shot causes a ball or balls to go in a pocket or pockets (without scratching). -or-
3. The break shot attempt drives a minimum of 4 balls to the rail. (Any balls: object, 8 or cue ball) -or-
4. The break shot drives less than 4 balls to the rail after or before a strip or solid ball falls in the pocket.
5. 8 ball break is not a win. 8 ball must either be spotted, or shooter can re-rack balls and re-break.

C. ILLEGAL BREAK SHOT:

1. Cue ball pocketed (scratch) during break shot execution. **BALL-IN-HAND**
2. Cue ball and any object pocketed during break shot execution. **BALL-IN-HAND**
 - a. Balls pocketed will remain in the pockets.
3. 8 ball pocketed during break shot execution. 8 ball break is not a win.
 - a. Opponent can rerack, take table as is or spot the 8 ball.
4. 8 ball and cue ball pocketed during break shot execution. **BALL-IN-HAND**
 - a. 8 ball is to be spotted and Opponent will have **BALL-IN-HAND (anywhere)** -or-
 - b. Opponent can request a rerack.
5. Cue ball jumps off the table during break. **BALL-IN-HAND**
6. Cue and any object ball jumps off the table during break. **BALL-IN-HAND**
 - a. Object ball that jumps off the table is pocketed.
 - b. Opponent will have **BALL-IN-HAND**
7. 8 ball jumping of the table. **LOSS OF GAME**
 - a. Anytime the 8 Ball jumps off the table, it is a **LOSS OF GAME**.
 - b. Anytime cue ball jumps off the table, the opponent gets **BALL-IN-HAND**

D. AFTER A LEGAL BREAK SHOT: The table is open. You have a choice of any group of numbered colored or stripe balls. *Note the 8 ball cannot be chosen as your object ball. Once you have chosen your object ball choice group and have successfully pocketed the called object ball into the called pocket the table is considered unopen. (Examples of legal shots below)

1. It is legal to hit a called solid ball or a called stripe ball into a called pocket. (Exception: **8 ball**)
2. It is legal to combinate a solid ball into a stripe ball when the table is open.
3. It is legal to combinate a stripe ball into a solid ball when the table is open.
4. It is legal to combinate your group ball into the 8 ball, driving the 8 ball to your group ball.
5. *Never use the 8 ball first in a combination attempted shot.



1. Cue ball contacts 11-ball. 11 contacts 9 ball or 6 ball. 9 ball or 6 ball contacts the called 15 ball.

▲

2. The 15 ball is pocketed.

III. LEGAL SHOT RULES

A. TABLE LEGAL SHOTS: Once table is closed, the shooter may:

1. Hit one of his/her/they group of balls first.
2. Hitting his/her/they called ball in the called pocket.
3. Hit (combine) one of his/her/they group of balls into the called ball.
4. Hit (combine) one of his/her/they group of balls into the 8 ball, then 8 ball hits (combine) into the called ball. As long as one of your group of balls is hit first.
5. After contacting your balls, you must drive any ball on the table to a rail. If no object ball is pocketed.

IV. LEGALLY POCKETED BALL RULES

A. LEGALLY POCKETED BALLS: After attempting a shot:

1. Your called ball goes into your called pocket.
 - a. Please make sure your opponent knows which balls and pocket you are referring to.
2. It is not necessary to call an obvious shot/pocket.
 - a. Unobvious shots you must indicate what your intentions are by verbal, pointing (finger or stick), or touching pocket.
3. Never assume your opponent knows what ball and pocket you are referring to.
 - a. The opponent has the right to ask what ball or pocket."
4. You must communicate with your opponent before he/she/they is about to shoot the ball.
 - a. Before means: When player is in shooting position and has begun stroking, you must communicate with shooter before they attempt the shot. If it appears you knowingly stop your opponent right when they are making their shot, you will be given a warning. Second warning leads to BALL-IN-HAND. 3rd warning leads to loss of game.

V. ILLEGALLY POCKETED BALL RULES

A. ILLEGAL POCKETED BALLS: All illegally pocketed balls remain in the pocket.

1. The object ball is pocketed on the same shot a ball-in-hand foul is committed. Loss of turn with **BALL-IN-HAND**
2. The cue ball scratches after the called ball is pocketed. Loss of turn with **BALL-IN-HAND**
3. Hitting the table causing a ball on the edge to fall in pocket. Loss of turn with **BALL-IN-HAND**.
4. Pushing the ball in the pocket with your hand or stick. Loss of turn with **BALL-IN-HAND**.
5. The called ball did not go into the call pocket. **LOSS OF TURN ONLY**.
6. The 8-ball pocket before your group of balls are all pocketed. **LOSS OF GAME**.

VI. BALL-IN-HAND FOULS

1. Please make sure your opponent knows you feel they have committed a foul and you are calling ball-in-hand. Agreement between both players should occur before assuming ball-in-hand has occurred. If players disagree, they are to ask their captains for assistance. If the captains disagree, the shooter will continue shooting.
2. The object ball is pocketed on the same shot a ball-in-hand foul is committed.
3. Pushing the ball in the pocket with your hand or stick.
4. A teammate telling the player they have ball-in-hand during his teammate's game. (NO COACHING)
5. Touching a ball with the tip of your cue stick.
6. Touching a ball with your stick/hand/another object which accidently cause the ball to hit another ball.
- 7. Intentionally marks the table in any way to assist in executing the shot, whether by wetting the cloth, by placing a cube of chalk on the rail, or by any other means.
8. A shooter moves a ball and tries to move it back without the permission of the opponent.

9. Any forward stroke motion of the cue after contacting the cue ball with the tip of your stick.
10. Hit your opponent's ball first before hitting your called ball. Loss of turn with **BALL-IN-HAND**
11. Does not drive ball to the rail (any ball). Loss of turn with **BALL-IN-HAND**.

VII. UNSPORTSMANLIKE CONDUCT RULES

1. Intentionally distract your opponent or interfere with their play.
2. To lead your opponent to believe that you are awarding them the game before its normal conclusion on the table. (Ex. Breaking your pool stick down is a form of conceding the game)
3. 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, or the sport in general, or any act that makes a travesty of the game.
4. (Offering to gamble with opponents or spectators during your match is specifically defined as unsportsmanlike conduct).
5. The penalty for unsportsmanlike conduct is loss of game or match.

VIII. SCHEDULED TIME AND WEEKLY DUES RULES

1. Regular Games begin at 7:30pm
2. Alternate Game begins at 7:15pm
3. Night of Play is Thursday night.
4. Weekly dues for Regular Players are \$10.00.
- 5. Weekly dues for Alternates Players are \$10.00.**
6. Captains are responsible for collection of dues and paperwork.
7. Any player arriving late must arrive before the beginning of the 1st game in the third round starts.
8. **Score sheet headers, player names and the collection of dues completed before game time.

IX. NO INTERFERENCE RULES AND COACHING RULES

1. The captains are to referee the games. He may designate someone to watch the games for him.
2. No interference from the captain or anyone unless the shooter asks for a referee for the game or a shot, they or their opponent is attempting.
3. No teammate is to approach table unless their captain announces it is their turn to play.
4. No coaching players. The game is between the player and their opponent only.
5. If teammate coaches a player playing their game, this is a ball-in-hand foul.
6. Non player Interference: If the balls are moved (or a player bumped such that play is directly affected) by a non- player during the match, the balls shall be replaced as near as possible to their original positions and player may continue shooting.
 - i. There will be no ball-in-hand foul called.
7. If a non-league player coaches or stands in the playing area, captains must address the situation.
8. If the non-league player does not cooperate, the captain is to attain help from the club owner or bartenders.
9. If the non-league players appear to cause harm or get irate or volatile to anyone, the captain is to call the game and have the team leave the club.
10. Safety will always come first. All canceled games will be at the captain's discretion.
11. A league meeting will determine how the game will proceed or not proceed later.
 - i. There are no rescheduled games. If place is unavailable, we will make every effort to find another club to shoot our game that night.

X. FROZEN BALL RULES

1. You **MUST** declare what object ball and that the object ball is frozen on the rail before the shooter shoots. Once the shooter contacts his object ball frozen to the rail, a ball (any ball) on the table must hit a rail (any rail) after contact.
2. If a ball does not contact a rail after contacting any called object ball (or called frozen ball), the opponent will have **BALL-IN-HAND**.

XI BAY AREA 8 BALLERS COED POOL LEAGUE NON-SHOOTING RULES

1. CALLING FOULS:

- a. All fouls must be called, or else it will be deemed that no foul occurred. Please make sure your opponent agrees with your ball-in-hand call.

2. RESTORATION RULES:

- a. Any ball on the table falling into a pocket with no assistance from the shooter or his opponent remains in the pocket.

3. EQUIPMENT RULES:

- a. The balls and cue ball that come with the table must be used. The incoming (away team) captain can approve the use of an outside ball the home team uses, and the sponsors allow his team to replace his cue ball with their outside ball. This cue ball must be used for the duration of the season. Or the substitute ball will not be used. There are no switching balls back and force during a night match. You are not allowed to bring your cue ball to another club. Jump sticks are allowed. Personal bridges equipment is allowed. No outside powder is allowed.

4. PLAYING OUT OF TURN RULES:

- a. If players accidentally play out of turn, there will be no foul called. No penalty is given for playing out of turn. Resolution: find if they were to play each other and mark the score on the score sheet. If they were not to play each other, then do not mark anything on the score sheet.

5. LATE ARRIVAL RULES:

- a. Players running late must inform their captain and the captain will inform the other team captain.
- b. If one player arrives at their game and no other teammates have arrived, this player must begin playing before 7:45 pm.
- c. All players arriving late will be allowed to shoot all their games depending on the round the match is in. (Not the time they arrive).
- d. Players must arrive before the 1ST game in the 3rd round begins.
- e. They are allowed to play their 1st and 2nd round games.
- f. Players arriving in the 3rd round will only be allowed to shoot their 3rd round game only. Captains can agree to let the alternate (listed on the roster) shoot all the missing player games if it appears he will not make it before the 3rd round games begin.
- g. If a team arrives after 8 pm the entire match is forfeited, and the team present will receive the win.
- h. Extenuating circumstances may cause a game to be started late or rescheduled and not be a loss. Extenuating circumstances are considered by the league's president and not just the match captains. All 3 must agree.

6. ALTERNATE SUBSTITUTION RULES: Alternate substitution is allowed when an alternate is not present to fill in for a missing player. An alternate substitution can be used for 2 missing player. Alternate substitution may only be used a total of 6 time during the season.

7. COED TEAMMATES RULES:

- a. There must be men and women teammates present on game day. If there is no man present or no women present, those games are lost. You will begin the match with 3 losses.

8. CAPTAINS RESPONSIBILITIES:

- a. Captains, please make sure teammates are informed after every captain's meeting.
- b. Captains must explain/introduce all new rulings and votes from Captain/Co Captains meetings they have attended.
- c. Captains must attend all mandatory captain's meetings. If unable to attend, please send a representative for the team to attend.
- d. Captains are responsible for collecting dues, turning in dues via hand delivery, dropping in league mailbox, Zelle or Cash app. Please deliver the same night of play (Thursday).
- e. Captains are responsible for turning in the scoresheet via hand delivery, dropping in league mailbox, email or by text (picture). Please deliver the same night of play (Thursday).
- f. Captains are responsible for answering league questions during game night concerning rules and regulations.
- g. Please address your captain during game night with any questions or refer to your rules and regulations listed in bayarea8ballers.com.
- h. These Rules and Regulations are used solely for the Bay Area 8 Ballers Coed Pool League.

9. GAMBLING RULES:

- a. There is no gambling at any sponsor's place during league time.
- b. If you are caught gambling, you will receive a warning.
- c. Second gambling incident will cause you to be removed from the club if the owner complains.
- d. The League has the responsibility of adhering to the Sponsor's home rules.

10. JUMP BALL:

- a. You may use a jump stick to jump balls. You may not scoop the ball up. You must know the correct method of "how to jump a ball."

11. SAFETY RULE

- a. A safety shot can be called any time and as many times you want in a game.
- b. Do not call the pocket after calling a safety. (It doesn't matter whether the ball goes into the pocket or not.)
- c. Calling a safety is a loss of turn.

12. STALEMATE

- a. You may call a stalemate only when you and your opponent have 1 ball a piece on the table and the 8. Such balls must be in a position where you could cause your opponent to win if you or your opponent contact their object ball.
- b. You can pass on your shot giving your opponent the opportunity to shoot and make his ball. Your opponent can return the shooting position back to you by verbal or shooting a ball-in-hand shot.
- c. If this occurs 3 times from each player, this warrants a stalemate.

- d. A new game, with the original player breaking the balls will start.

13. LOSS OF GAME

A player loses the game if he commits any of following fouls:

- a. Fouls when pocketing the 8-ball (exception: see 8-ball **POCKETED ON THE BREAK**).
- b. Pockets the 8-ball on the same stroke as the last of his group of balls.
- c. Jump the 8-ball off the table at any time.
- d. Pocket the 8-ball in a pocket other than the one designated.
- e. Pocket the 8-ball when it is not the legal object ball.

14. YOU MUST PLAY 80% OF YOUR GAMES AND 100% OF YOUR DUES BEFORE YOU ARE ELIGIBLE FOR INDIVIDUAL CASH AWARD PAYOUTS.

Note: All fouls must be called before another shot is taken, or else it will be deemed that no foul occurred.

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Official Rules of CueSports International

Used by the BCAPL and the USAPL



Our Goal

*To create and improve opportunities for pool players of
all abilities through fair governance and equitable
policies.*

Effective June 1, 2023
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A Message from our Founding Father Mark Griffin

Welcome to the Official Rules of CueSports International, used by the BCA Pool League and the USA Pool League.

Our organization has received widespread praise for having the most detailed and clear set of rules in the industry. Comments from players, officials and league operators are overwhelmingly in favor of our approach to presenting rules that guarantee consistency in enforcement throughout all league competition and tournaments. Mike Shamos, resident rules guru for Billiards Digest and one of pool's most respected individuals, wrote:

"The Official Rules of the BCA Pool League are the most extensive set of rules in history, and for the first time they are accompanied by interpretive decisions. The "Applied Rulings" section deserves serious study. It is of course impossible to write a rule set that deals with every conceivable happenstance. Even the USGA rules don't try to do that. Therefore, referees and tournament directors must be guided by interpretations so they can make intelligent rulings when new situations arise. I'm not declaring their rules to be perfect, but they try to be. The rules themselves and their interpretations have been given a great deal of thought, and the reasoning behind them is not hidden but is right there on the page. They're also based on a great deal of experience with problems that surfaced in actual league situations. They don't make the mistake of sacrificing the integrity of the game just to keep down the number of disputes that arise, which is a flaw endemic to league rules generally. I have the feeling that because of their logic the BCAPL rules just may become the dominant rules of the game."

We are very flattered by Mr. Shamos' remarks, and hope that you will also see the merit of our product. Remember, this is your book. There are over 60,000 players and league operators – without you, there would not be a BCAPL. Thanks to each of you for your loyalty and support!

Mark Griffin
CEO
Cue Sports International / BCA Pool League/ USA Pool League

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OFFICIAL RULES OF CUESPORTS INTERNATIONAL

Editor's Notes and Acknowledgements

The rule book is currently under a revision phase, some minor changes are reflected in this version but a new version will be forthcoming with more substantial changes and formatting.

The notation "(AR p. xx)" appears after rules that have Applied Rulings associated with them. The page number is where you will find the Applied Ruling. Currently, some pages are off by 1 page. This is in the process of being repaired.

The editor would like to express his thanks to Ozzy Reynolds for his support, and to the players, league operators and referees whose comments and contributions throughout the years are reflected in the ongoing evolution of the CSI Rules.

We encourage all of you to continue to offer comments and suggestions. The best way to have your voice heard is to send a detailed e-mail to John Leyman at john.leyman@playsipool.com. Please use "Rules Comments" as your subject line. Because of the volume of correspondence, please do not offer your comments by phone, text, FB messenger or other means.

Editor

John Leyman, CSI Rules Administrator and Director of Referees

CSI Statement of Principles

These are principles that CSI believes in, promotes, and uses to develop The Official Rules of CueSports International. They are published here to help players, officials and administrators understand what CSI believes comprises the spirit of the game. They are general statements and are not part of the rules themselves. However, if a situation occurs for which there is not specific guidance in the CSI rules, Administrative Authorities may look to these principles to assist them in making an appropriate decision.

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

- To maintain a gender-neutral presentation, the singular possessive pronoun forms "their", "they" and "them" are used throughout the rules.
- Every player, referee, event official, tournament director and league operator should have the freedom of open and equal access to the CSI Rules, Applied Rulings and event regulations.
- Despite the "player responsibility" clause of Rule 1-1, it is more important that the game be decided by the players' pool-playing ability than by their knowledge of the rules. Therefore, upon request and within the guidelines of the rules, referees will assist players whenever asked, including helping players understand the rules and their application. However, players' ignorance of the rules is never a defense against any penalties that they may incur under them.
- The CSI rules are for every player, regardless of talent, skill, experience or knowledge. Whether you are a first-time player or a seasoned professional, if you learn the CSI rules and follow them faithfully, they will help guide you to an enjoyable and fair experience. Similarly, no player may use their stature, level of experience, or knowledge to claim, impose, or gain an unfair advantage by improperly manipulating, circumventing or evading the CSI rules or event regulations.
- We believe that the rules can never be too detailed, and that they should cover as many situations as possible. CSI will make every attempt to provide as much information as possible to help ensure the uniform and consistent enforcement of the rules.
- CSI referees are enforcers of rules - not legislators. No CSI referee makes any final policy decisions regarding the content or effect of the CSI Rules. All official interpretations and Applied Rulings are made by the CSI National Office and are solely their responsibility. In unusual situations, referees, whenever possible, must first look to the Administrative Authority for guidance before making a ruling. (See CSI Rules 10-5-3 and 10-5-4.)
- There are some significant differences between *The Official Rules of CueSports International* and other sets of billiards rules. Those differences are not accidental or unintended. It is improper to use any other set of rules as a reference or as guidance in reaching a resolution to any situation in CSI play.
- Players should not be penalized under the rules for situations or events over which they have absolutely no control.
- Luck is an inherent part of all sports, games and competition. It is neither possible nor desirable to use the rules to legislate all luck out of the game.

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

A Note about Sportsmanship and Communication

Good sportsmanship lies at the heart of any endeavor involving competition. In many games of pocket billiards, players meet on the table in a contest that takes place in an environment that is unique in sports in one significant aspect - players are often required to tell each other exactly what is about to happen and what their intentions are *before* they act.

Any experienced referee or tournament director will tell you that many of the problems they have faced involving controversy between players could have been prevented if the players had been communicating effectively. Far too many disputes involve nothing more than whether or not a safety was declared or which pocket or ball was called.

The difficulty can often be traced to players who simply do not practice good and polite communication at the table. We designed the CSI rules to reduce the number of disputes. However, it is impossible to control the issue completely with rules and referees. The solution lies with you – the players.

We encourage you to dedicate yourself to open, friendly and polite communication during your match:

- When you are at the table, pay attention to how your shot appears. If you think there is a chance that your opponent might not understand your intentions, please call the shot.
- When you do call shots, please do so clearly. It is preferable to face your opponent and make eye contact. If you do call a shot by gesture, make a clear and definite motion indicating both ball and pocket.
- When you are in the chair, you should pay attention to the game and to your opponent. Communication is a two way street! If your opponent is telling you what they intend to do, listen carefully and clearly acknowledge that you understand. If you do not understand, get clarification.
- Do not let personality conflicts affect your efforts at communication. It does not matter how you feel about your opponent – you must always commit yourself to open and civil conversation and communication during your match.

Remember that your opponent has the right to know what you are doing while you are at the table. If you do not want to stop and answer questions, you can prevent that by communicating freely and clearly. As the person in the chair, you must remember that while you have the right to know what the shooter is attempting, you cannot interrupt them after they are down on a shot. If you sense a situation developing in which you might have a question, try to ask it early. At the same time, remember that you cannot use the requirement of communication in an unsportsmanlike manner. You should know what a clearly obvious shot is. Do not ask unnecessary questions in such a situation. See Applied Ruling 1-16 for guidance.

When playing call shot games, remember that shots defined as not obvious, and safeties,

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must be explicitly called. *There are no exceptions under any circumstances*, regardless of how simple or obvious the shot may appear. There may be other types of shots that must be called as well, depending on the circumstances. Also, please be sure to communicate clearly with your opponent when playing a safety. The Rules and Applied Rulings have additional guidance for calling shots and safeties.

Good communication is simply good sportsmanship, which is required of all players. Please practice it faithfully and consistently. It will make the game more enjoyable for all of us.

EQUIPMENT SPECIFICATIONS

Table specifications (paragraphs 1-7) apply to CSI National Tournaments. Although they are not mandatory for other tournaments or league play, it is suggested that they be adhered to whenever possible. Paragraphs 8-10 apply to all CSI play.

1. Table Size and Playing Surface (Figure ES-1). CSI recognizes three sizes of tables and playing surfaces as regulation (all $\pm 1/16''$):

<u>Table Size</u>	<u>Playing Surface</u>
3 ½' x 7'	40'' x 80''
4' x 8'	45'' x 90''
4 ½' x 9'	50'' x 100''

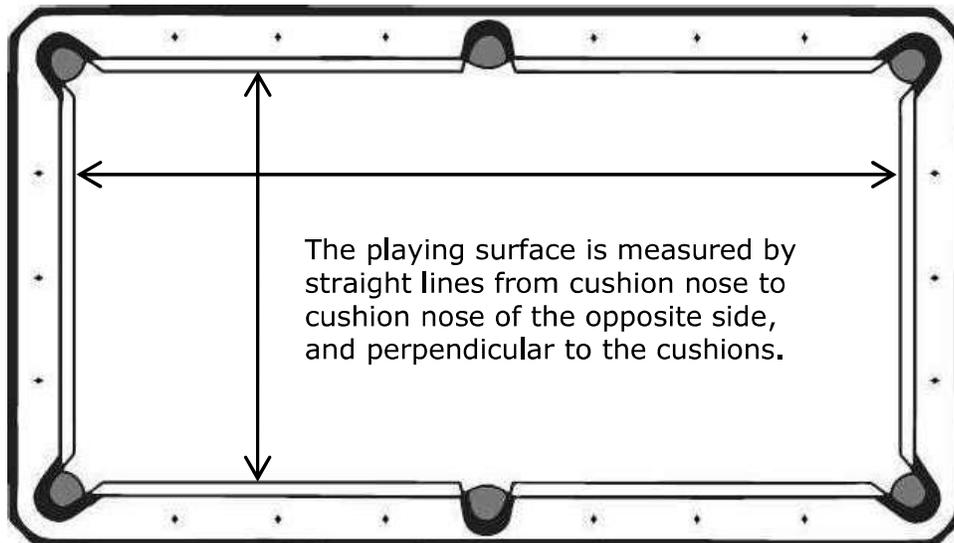


Figure ES-1

2. Table Bed Height: the height of the top of the playing surface measured from the floor will be 30'', $\pm 1/2''$.

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3. Cushions. The height of the cushion nose measured from the playing surface will be $1\frac{29}{64}$ ", $+\frac{1}{64}$ " or $-\frac{1}{32}$ ".

4. Diamonds. The center of all diamonds will be $3\frac{11}{16}$ " from the cushion nose (no tolerance).

5. Pocket Openings. Corner pockets: $4\frac{1}{2}$ ", $\pm\frac{1}{16}$ ". Side pockets: 5", $\pm\frac{1}{16}$ ". CSI measures pocket openings by the "gate method" rather than the traditional method of measuring between the tips of the cushions. If a ball entering the mouth of a pocket contacts the cushion within the mouth, it does so at a point well below the cushion nose. The gate method provides a more accurate measurement of a pocket opening based on the true action of a ball entering the mouth of the pocket.

An easy and proper way to measure a pocket using the gate method is shown in Figure ES-2. Using two new striped balls, place the balls in the mouth of the pocket with the stripes facing up and lined up. Set them so that each ball touches the vertical cut of the cushion and so that a line extending across the mouth of the pocket from cushion tip to cushion tip bisects the stripes lengthwise. Note that the balls do not touch the tips of the cushion, but instead contact the cushion at a point below the tip.

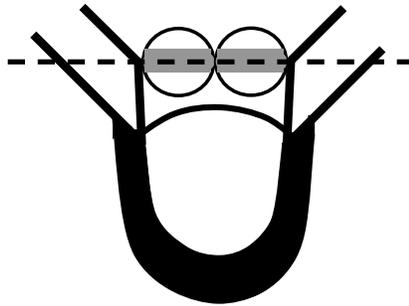


Figure ES-2

When properly placed in corner pockets the balls will:

- be just touching each other – a pocket opening of exactly $4\frac{1}{2}$ ", or;
- have a gap of up to $\frac{1}{16}$ " between them (tolerance to $4\frac{9}{16}$ "), or;
- require slight compression into the cushions to place as described (tolerance to $4\frac{7}{16}$ ").

If the gap between the balls is more than $\frac{1}{16}$ " or the pocket opening is too narrow to place them easily as described, the pocket opening does not meet CSI specifications.

When properly placed in the side pockets the balls should have a gap of $\frac{1}{2}$ " between them. If the gap is less than $\frac{7}{16}$ " or more than $\frac{9}{16}$ ", the pocket opening does not meet CSI specifications.

6. Pocket Cushion Angles (Figure ES-3). The horizontal interior angles of the cushions at the pockets will be $141^\circ \pm 1^\circ$ at a corner pocket and $100^\circ \pm 1^\circ$ at a side pocket. The vertical cushion angle within the mouth of all pockets will be between 12° and 15° .

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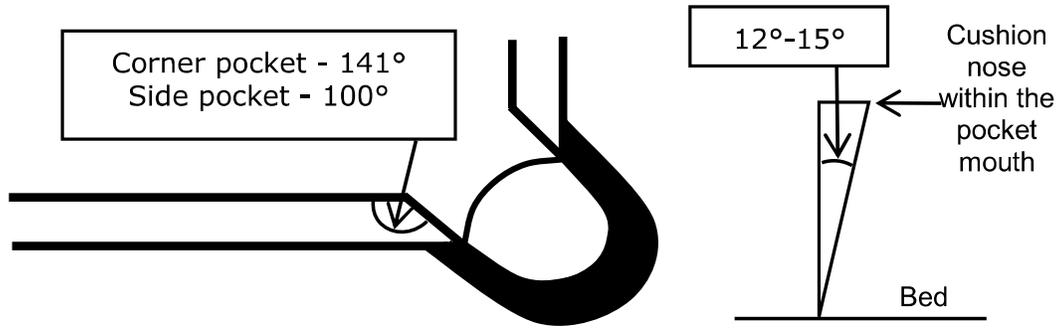


Figure ES-3

7. Pocket Shelf Depth (Figure ES-4). CSI measures shelf depth in relation to the dimensions of a ball. Figure ES-4 shows how shelf depth is determined.

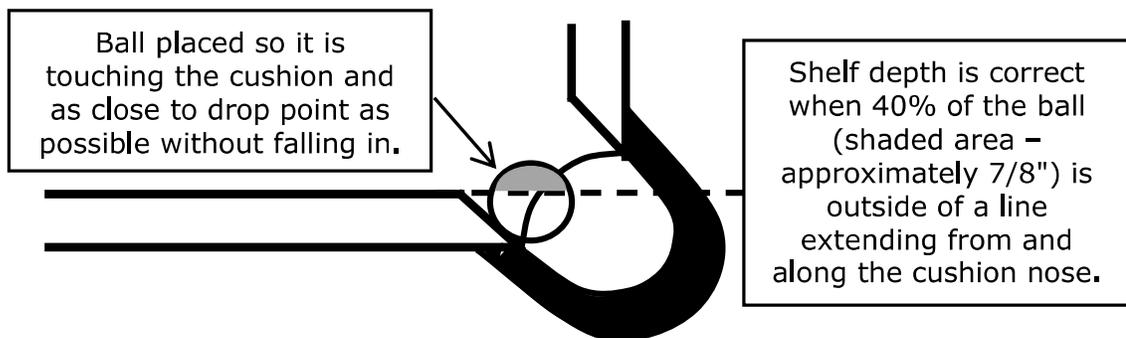


Figure ES-4

8. Balls. All balls will have a diameter of $2\frac{1}{4}'' \pm .005''$. The weight of the balls will be between $5\frac{1}{2}$ and 6 ounces, but all object balls used in any match must be of equal weight. Slight variations in the weight of the cue ball with respect to the object balls may occur depending on the type of the cue ball.

9. Cues

- The width of the cue tip must not exceed 14 millimeters. There is no minimum width.
- The weight of the cue must not exceed 25 ounces. There is no minimum weight.
- The length of the cue must be at least 40 inches. There is no maximum length.
- The cue tip must be composed of leather, fibrous, or pliable material.

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10. Mechanical Bridges

The primary consideration for determining whether a mechanical bridge is legal is that it supports the cue, as opposed to elevating the bridge hand above the bed of the table or significantly enhancing the stability of the hand holding the bridge.

The particular construction of the bridge is not relevant as long as it does no more than support the cue, and does not damage the table or other equipment. Items that are not considered disqualifying include, but are not limited to:

- The overall size, or the height of grooves above the bed of the table;
- whether there is a handle, sliding extensions, wheels, or accommodations to straddle balls;
- the shape of grooves;
- whether the grooves have linings or mechanisms to retain the cue in the groove.

If the above information is not sufficient to determine to whether a particular bridge design is considered legal, please contact the CSI National office, and include a picture of the bridge in use on a table with your communication. (AR p. 73)

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DEFINITIONS

This section contains definitions to help you understand and play by the CSI Rules.

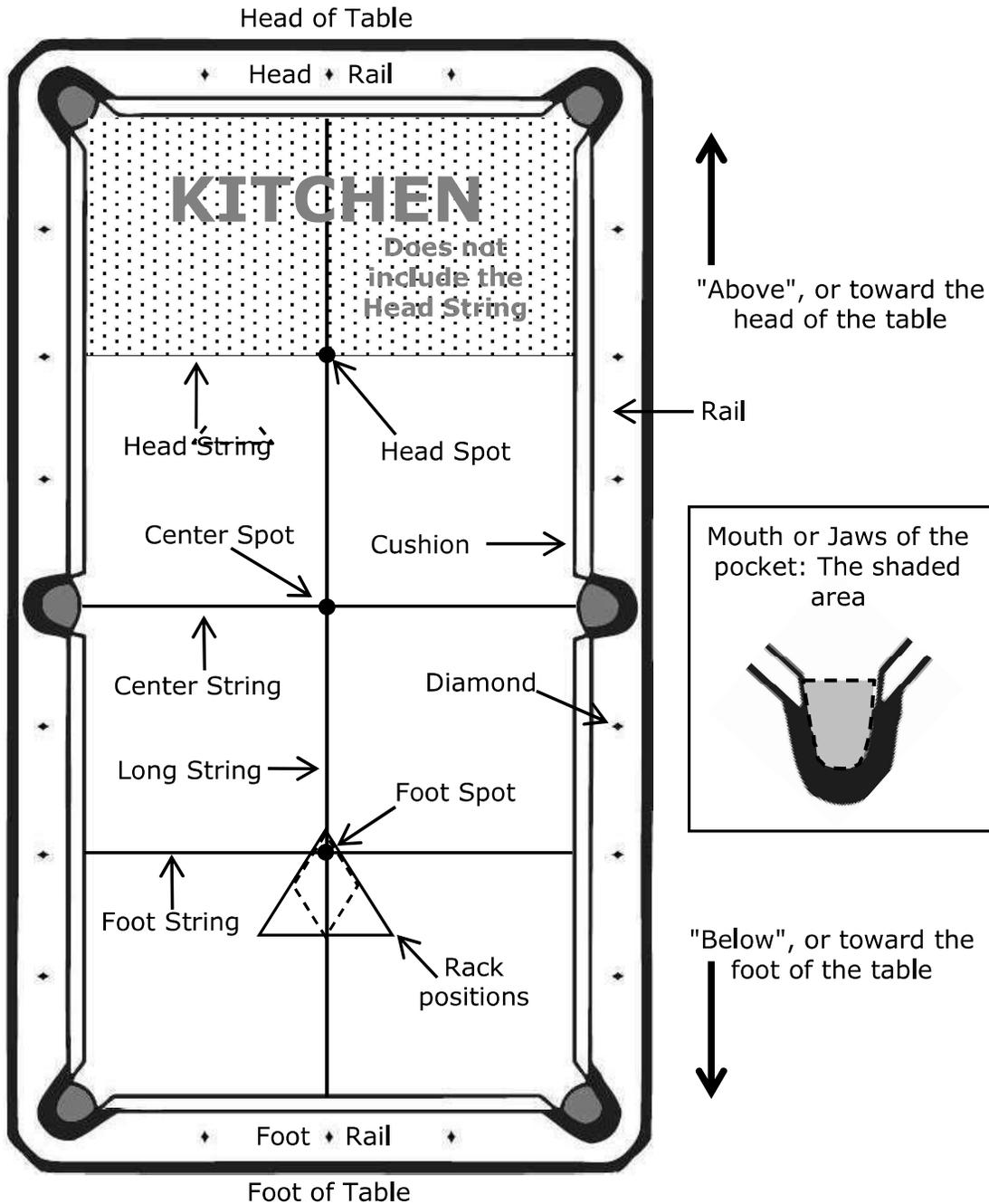


Diagram 1 – The Table

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Above

The direction moving from any point on the table toward the head of the table. When referring to the head string, above the head string is also referred to as "behind the head string", "behind the line", or "in the kitchen". (See Diagram 1, p. 10).

Administrative Authority

Persons or organizations, other than referees, that have responsibility for the administration of CSI events. Examples include, but are not limited to:

- a. the CSI National Office;
- b. officials of CSI sanctioned or sponsored regional, state or local associations;
- c. tournament directors and event officials;
- d. any person designated by any of the above to exercise administrative authority.

With the exception of settling protests, administrative authority primarily concerns matters other than the game itself. Examples include, but are not limited to: event organization, drawing and maintaining brackets and schedules, dress codes, eligibility, event venue management, finances and prize distribution, referee management, etc.

Apex

The position of the front ball of the rack.

Ball in Hand

When the cue ball may be placed anywhere on the bed of the table. Also referred to as "cue ball in hand".

Ball in Hand Behind the Head String

When the cue ball may be placed anywhere behind the head string on the bed of the table. Also referred to as "ball in hand behind the line".

Ball in Play

A ball that, during a game, is on the bed of the table, in motion on or over the table, or falling into a pocket.

Bank Shot

A shot in which the called ball, before being pocketed, contacts one or more cushions attached to a rail not adjacent to the called pocket. Incidental contact with a cushion

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attached to a rail adjacent to a called pocket does not constitute a bank shot. (AR p. 68)

Base of the Ball

The point at which the ball touches the bed of the table (see Diagram 7, p. 30).

Bed of the Table

The cloth-covered playing surface within the cushions of the table. The cloth-covered tops of the cushions are not part of the bed.

Behind the Head String

The area of the bed of the table between the head string and the head cushion. Also referred to as "the kitchen" or "behind the line". The area behind the head string does not include the head string.

Behind the Line

See "Behind the Head String"

Below

The direction moving from any point on the table toward the foot of the table (see Diagram 1, p. 10).

Break Cue

A cue used primarily for, and usually designed for, break shots.

Break Shot

The first shot of a game.

Break Box

When specified by Administrative Authority, a marked or designated area of the kitchen in which the cue ball must be placed for the break shot.

Butt

The end of a cue opposite the tip.

Call Shot Game

Game in which the specific game rules require the player, in advance of each shot, to designate the ball to be pocketed and the pocket into which it will be made.

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Called Ball

In a call shot game: the object ball the player designates to be pocketed.

Called Pocket

In a call shot game, the pocket the player designates for the called ball.

Carom Shot

A shot in which the cue ball, before contacting the called ball, first contacts one or more other balls. (AR p. 74)

Center Spot

The point at which the long string and center string intersect (see Diagram 1, p. 10).

Center String

A line along the bed of the table, aligned between the centers of the side pockets (see Diagram 1, p. 10).

Combination Shot

1. A shot in which the cue ball first contacts a ball other than the called ball, followed by that ball then contacting the called ball or other object ball(s) which then contact the called ball. (AR p. 74)
2. A shot in which the called ball contacts another ball that is blocking the called ball's path to the called pocket, and the blocking ball is pocketed in the called pocket before the called ball. (AR p. 74)

Cue

A device, usually wooden and tapered, used to strike the cue ball.

Cue Ball

The ball that must be legally struck with the cue tip during a shot. Usually a predominately white ball, sometimes marked with various small circles, logos, or dots.

Cue Tip

A piece of leather, fibrous, or pliable material, attached to the shaft end of the cue along its long axis, which contacts the cue ball during a stroke.

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Cushion

A strip of cloth-covered rubber that borders the inside of the rail (see Diagram 1, p. 10).

Diamonds

Inlays or markings on the rails used for references or target points (see Diagram 1, p. 10).

Disturbed Ball

A ball that has been accidentally touched or moved by the player's body, clothing or equipment.

Double Hit

1. When the cue tip strikes the cue ball more than once on a single stroke.
2. When any part of the cue contacts the cue ball after the cue ball's initial contact with an object ball. (AR p. 89, 90)

Down on the Shot

Having settled completely into a shooting position with a bridge established and pre-shot practice strokes, if any, imminent or in progress. (AR p. 82)

Event

A match, game, series of matches or games, league schedule or tournament conducted under the authority of a national, regional, state or local administrative body that is either CSI owned, sanctioned or sponsored, or that is being played under CSI rules.

Event Venue

1. All areas in which tables specified for play or practice are located; all hallways, lobbies, or other public spaces adjacent to those areas.
2. Other spaces designated by Administrative Authority.

Ferrule

A piece of protective material at the end of the cue shaft, onto which the cue tip is attached.

Foot Cushion

The cushion attached to the foot rail.

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Foot of Table

The end of the table at which the balls are racked (see Diagram 1, p. 10).

Foot Spot

The point at which the long string and the foot string intersect (see Diagram 1, p. 10).

Foot String

A line along the bed of the table, aligned between the second diamonds of the long rails as counted from the foot of the table (see Diagram 1, p. 10).

Forgotten Balls

Balls that were not spotted as required when available.

Foul

Any violation of the rules of play as defined in the General Rules or specific game rules.

Foul Shot or Foul Stroke

A shot or stroke on which a foul occurs.

Frozen Ball

A ball that is touching another ball or a cushion. If loose strands or fibers of cloth extend from a cushion and contact a ball, that does not constitute that ball being frozen to the cushion.

Good Hit

A term used by referees when calling a shot.

Head Cushion

The cushion attached to the head rail.

Head of Table

The end of the table from which the opening break and lag is performed (see Diagram 1, p. 10).

Head Spot

The point where the head string and long string intersect (see Diagram 1, p. 10).

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Head String

A line along the bed of the table, aligned between the second diamonds of the long rails as counted from the head of the table. The area behind the head string does not include the head string (see Diagram 1, p. 10).

Hit

The action of the cue ball with respect to its contact with object balls.

Illegal Break

A break shot that does not meet the break requirements as defined by specific game rules or is in violation of Rule 1-40-a. (AR p. 76)

Illegal Object Ball

An object ball other than a legal object ball as defined by specific game rules.

Illegally Pocketed Ball

An object ball is illegally pocketed when:

- a. a foul is committed on the shot in which the ball was pocketed;
- b. in call shot games, a called ball goes into a pocket other than the called pocket;
- c. it is defined as illegally pocketed by specific game rules;
- d. in call shot games, a non-obvious shot that is not called.

Impeding Ball

An object ball that prevents the cue ball from traveling a straight line to the first object ball with which contact is attempted. An impeding ball may be a legal or an illegal object ball.

Inning

A turn at the table by a player.

Jaws

See "Mouth of Pocket"

Jump Cue

A cue used primarily for, and usually designed for, jump shots.

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Jump-Break Cue

A cue used primarily for, and usually designed for, both jump and break shots, usually having a portion of the butt designed for removal while jumping.

Jump Shot

Intentionally causing the cue ball, because of a downward stroke, to rebound off the bed of the table in order to jump the cue ball over an impeding ball.

Jumped Ball

A ball that:

- a. comes to rest other than on the bed of the table or in a pocket;
- b. contacts any object that is not part of the table (chalk, light fixture, player, floor, etc.);

A ball is not a jumped ball if it leaves the bed of the table and returns there without contacting anything that is not part of the table.

Kick Shot

A shot in which the cue ball, before contacting the called ball, contacts one or more cushions attached to a rail not adjacent to the called pocket. Incidental contact with a cushion attached to a rail adjacent to a called pocket does not constitute a kick shot. (AR p. 74)

Kiss Shot

A shot in which the called ball glances off another object ball before being pocketed. (AR p. 74)

Kitchen

The area of the table between the head string and the head cushion. Also referred to as the area "behind the line" or "behind the head string". The kitchen does not include the head string (see Diagram 1, p. 10).

Lag for Break

A procedure to determine which player breaks.

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Legal Break

A break shot which meets the requirements of specific game rules. (AR p. 76)

Legal Object Ball

An object ball with which first contact by the cue ball is required or legal under specific game rules.

Legal Shot

A shot that does not result in a foul.

Legal Stroke

Forward motion of the cue resulting in the cue tip striking the cue ball for only the momentary time customarily associated with a normal shot. "Forward" means relative to the cue itself, along the long axis of the cue and away from the butt, and has no relevance to any part of the table or any relationship to the player or any part of their body (see Diagrams 2. Also see Rule 1-18 and Diagram 4. p. 30).

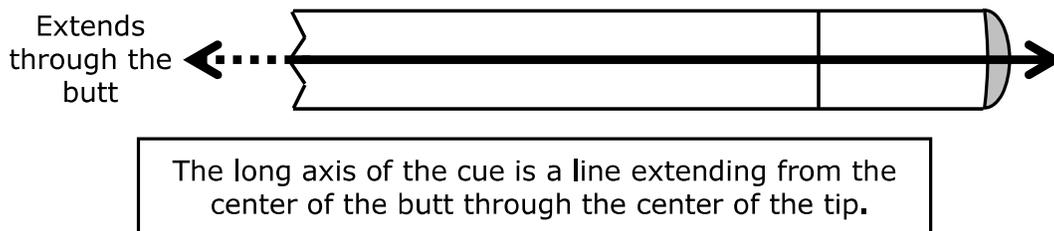


Diagram 2 – Long Axis of the Cue

Legally Pocketed

When an object ball is pocketed on a legal shot and in accordance with specific game rules.

Long Rack Game

A game that uses a complete set of fifteen object balls.

Long String

A line along the bed of the table, aligned between the center diamond of the head rail and the center diamond of the foot rail (see Diagram 1, p. 10).

Massé Shot

1. A shot in which extreme spin is applied to the cue ball by elevating the butt of the cue.

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2. A shot in which any attempt is made to curve the cue ball around an impeding object ball, regardless of the degree of elevation of the cue or amount of curve.

Mechanical Bridge

A grooved device, usually mounted on a handle, which provides support for the shaft of the cue.

Miscue

A stroke that unintentionally results in faulty cue tip contact with the cue ball (such as the cue tip sliding off the cue ball), often accompanied by a sharp sound not usually associated with a normal stroke.

Mouth of Pocket

The area of the bed of the table between the pocket and a line between the noses of the cushions near the pocket where they change direction (see Diagram 1, p. 10). Also referred to as the "jaws".

Not Obvious (see "Obvious shot")

Object Ball

A ball other than the cue ball.

Obvious Shot (AR p. 77, 85)

A shot in which the non-shooting player has no doubt as to, or does not question, the ball and the pocket. A shot in which the cue ball has a clear path to the object ball and the object ball has a clear path to the pocket. The following types of shots are exceptions and are defined as being "not obvious":

- a. bank shots;
- b. kick shots
- c. combination shots;
- d. shots that include caroms, kisses or cushion contacts that are not incidental;
- e. any shot judged as not obvious by the referee.

On a Foul

When a player fouls, they are said to be "on" a foul until they execute a legal shot. If a player has successive fouls, they are said to be on the number of successive fouls they have.

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On the Hill

Needing only one more game to win the match.

Open Table

In 8-Ball: when groups have not been established.

Playing Cue

The cue used for most shots (as opposed to a break cue or a jump cue).

Pocketed Ball

A ball that drops off the bed of the table into a pocket and remains there. A ball that rebounds from a pocket back onto the table bed is not a pocketed ball. (AR p. 76)

Position of Ball

When a ball is resting on the bed of the table, its position is determined by its base. (see Diagram 7, p. 35).

Provided Equipment

Equipment other than that which the player brings to a match, borrows, or purchases from other players, spectators or vendors during a match.

Push-out

In 9-Ball and 10-Ball: a shot, declared in advance and immediately following a legal break, in which Rule 1-19 does not apply.

Push Shot

A shot in which the cue tip maintains contact with the cue ball longer than the momentary contact allowed for a legal stroke. (AR p. 77)

Rack

1. A device used for gathering the balls into the formation required at the beginning of the game or rack. Also referred to as a “triangle”.
2. The formation of the object balls at the beginning of the game.

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Rail

The top surfaces of the table, not covered by cloth, from which the cushions protrude. There are four rails on a pool table: the head rail, the foot rail, and two side rails. (see Diagram 1, p. 10).

Referee Presiding

When a referee stays at the table for the duration of a match or other extended period.

Regulations

Procedures established by the Administrative Authority that usually do not directly affect the play of the game on the table, and are primarily administrative in nature. Examples include dress codes, eligibility, breaking order, bracket procedures, team coaching procedures, etc.

Restoration

When a disturbed ball is returned to its original position.

Safety

A shot that, depending on specific game rules, may end a player's inning. Also referred to as "Safe", or "Just a shot". (AR p. 77)

Sanctioned Event

Any league or tournament play that is officially recognized by CSI.

Scratch

1. When the cue ball is pocketed on a shot.
2. When the cue ball touches any pocketed ball or obstruction in a pocket, regardless of whether the cue ball remains pocketed. (AR p. 76)

Shaft

The end of the cue to which the cue tip is attached.

Short Rack Game

A game that uses a rack of less than fifteen object balls.

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Shot

All events related to the motion of the balls from the time the cue tip contacts the cue ball until all of the balls have come to rest.

Shot Clock

A timing device used to measure the time limit a player has to take a shot. The device must have the functions of a stopwatch including start, stop, and reset. If the device has audio functions, they must be disabled.

Simultaneous Hit

1. When the cue ball first strikes more than one object ball at the same time.
2. When it cannot be determined which object ball the cue ball struck first.

Stroke

The motion of the cue from the time it begins its forward motion, through the time the cue tip strikes the cue ball, and any further follow-through motion of the cue.

Successive Fouls

Fouls committed on consecutive shots by the same player (also referred to as “consecutive fouls”).

Table in Position

The position of the balls on the table as they lie.

Triangle

See "Rack".

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RULES SECTION 1

GENERAL RULES

These rules apply to all CSI tournaments, league play, and other CSI events. Unless clearly contradicted or suspended by specific game rules, the General Rules apply to all games.

1-1 Player Responsibility

1. You are responsible for knowing the rules, applied rulings, regulations, and schedules that pertain to any CSI 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. (AR p. 99)

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. (AR p. 78)

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. (AR p. 78)

1-3 Use of Equipment

CSI reserves the right to prohibit any equipment it deems untested or inappropriate, or that has not been evaluated by the CSI National Office.

1. You are responsible for all equipment and accessory items you bring to the table (AR p. 79). 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. (AR p. 79).

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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. (AR p. 73).
- 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. (AR p. 79).
- 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. (AR p. 79).

Penalty for (f-g): Foul immediately upon the violation, regardless of whether a shot is executed.

2. 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 CSI specifications.
2. It is a foul if you shoot with a cue that does not meet CSI specifications. The cue must be removed from play. (AR p.80)

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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. (AR p. 81)

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. (AR p. 81)
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 (Tournament Play Only)

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. (AR p. 81)
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. (AR p. 82)

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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. (AR p. 82)
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. (AR p.82)

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. 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 CSI sanctioned tournaments. (AR p. 80, 81)

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 (see Diagram 3).

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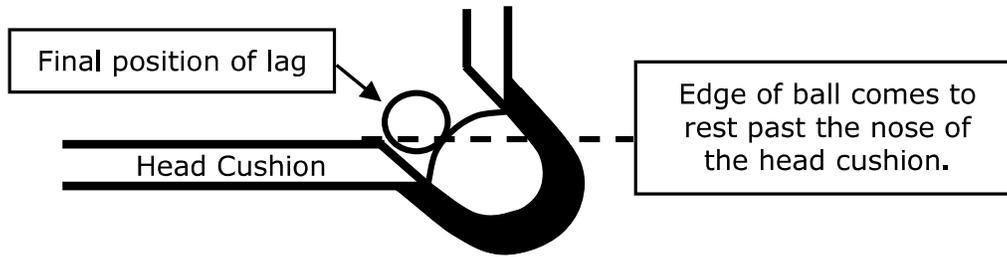


Diagram 3 – Illegal Lag Result

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. (AR p. 84)

1-14 Racking Procedures

1. You must rack for yourself when you are breaking. (Exception: 14.1 Continuous)
2. You must rack the balls as tightly as possible. Each ball should touch all balls adjacent to it. (AR p. 78)
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. (AR p. 84, 107)
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

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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. (AR p. 85)
- 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. (AR p. 85)
- 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 (AR p. 74, 82, 85)

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

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to call obvious shots. You are not required to indicate incidental kisses and caroms, or incidental cushion contacts that do not constitute bank shots or kick shots. Not all kisses, caroms and cushion contacts are incidental. If a dispute arises as to whether a shot was obvious based on such contact, the referee is the sole judge. (AR p. 74, 82)

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. (10-Ball exception: Rule 4-8, Opponent’s Option, applies.)

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.

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:

- a. 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;
- b. 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

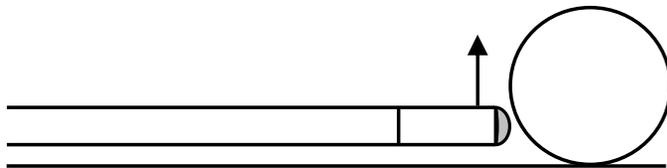
This rule applies to 8-Ball and 14.1 Continuous.

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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 (see Diagram 4).



Without applying a substantial forward stroke motion, the player lifts the cue vertically or moves it sideways or at an angle, propelling the cue ball with a brushing motion.

Diagram 4 – Illegal Stroke

1-19 Legal Shot (AR p. 87)

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.

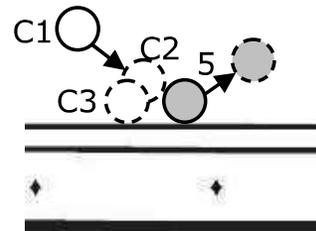


Diagram 5 – Legal Cushion Contact

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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 (AR p. 89)

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.

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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. (AR p. 89)
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. (AR p. 90)

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.

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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. (AR p. 90)

1-29 Push Shot

It is a foul if you shoot a push shot.

1-30 Double Hit (AR p. 90)

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. (AR p. 90)

1-33 Disturbed Balls (Cue Ball Fouls Only) (AR p. 91)

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.

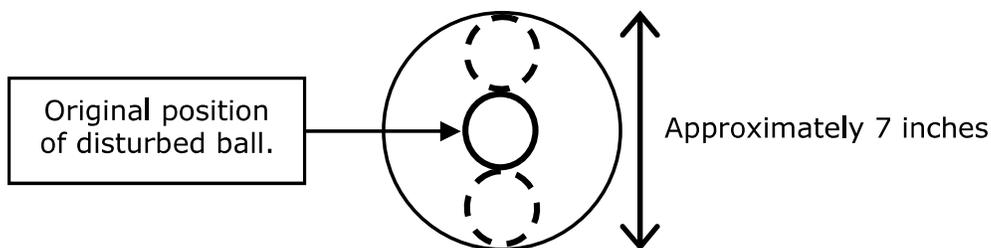


Diagram 6 – Area Originally Occupied by Disturbed Ball

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

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position originally occupied by the disturbed ball (see Diagram 6).

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. (AR p. 90)

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 (see Diagram 7).

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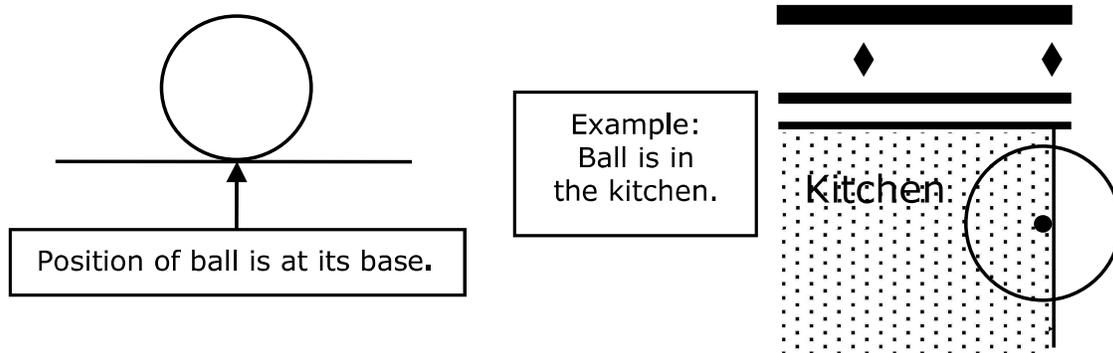


Diagram 7 – Position of Ball

1-36 Shooting with Ball in Hand Behind the Head String (AR p. 95)

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. (AR p. 81, 96)
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. (AR p. 96)
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. (AR p. 96)

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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.

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. (Exception: see Rule 6.17 for penalties in 14.1 Continuous.)

- 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. (Exception: no re-rack in 9-Ball or 10-ball.)
- 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 (AR p. 97);
 - 4) cause the cue ball to move by contacting or moving any part of the table in any way. (AR p. 97)
- 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. (AR p. 91)

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.

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- 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. (AR p. 97)

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

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. (AR p. 97)

1-42 Non-Shooting Player Requirement

1. It is unsportsmanlike conduct if you intentionally distract your opponent or interfere with their play. (AR p. 82, 98, 99)
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.).

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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. (AR p. 98)

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. (AR p. 98)

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. (AR p. 98)

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. (AR p. 98)

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. (AR p. 99)

1-45 Unsportsmanlike Conduct (AR p. 99)

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. Offering to gamble with opponents or spectators 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

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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.
6. Disqualification from any CSI event for unsportsmanlike conduct will result in forfeiture of any prize money, trophy, or award won by that player or team. In addition, any championship recognition will not be entered in the official records of the 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 (see Diagram 8).

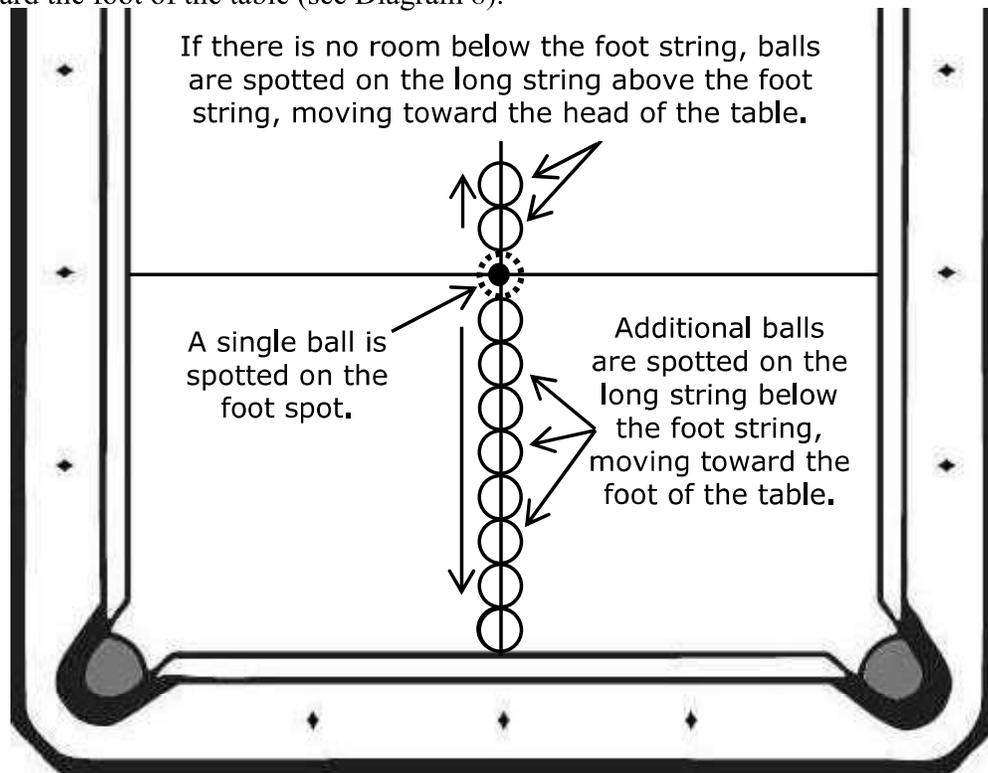


Diagram 8 – Spotting Balls

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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 (see Diagram 9).

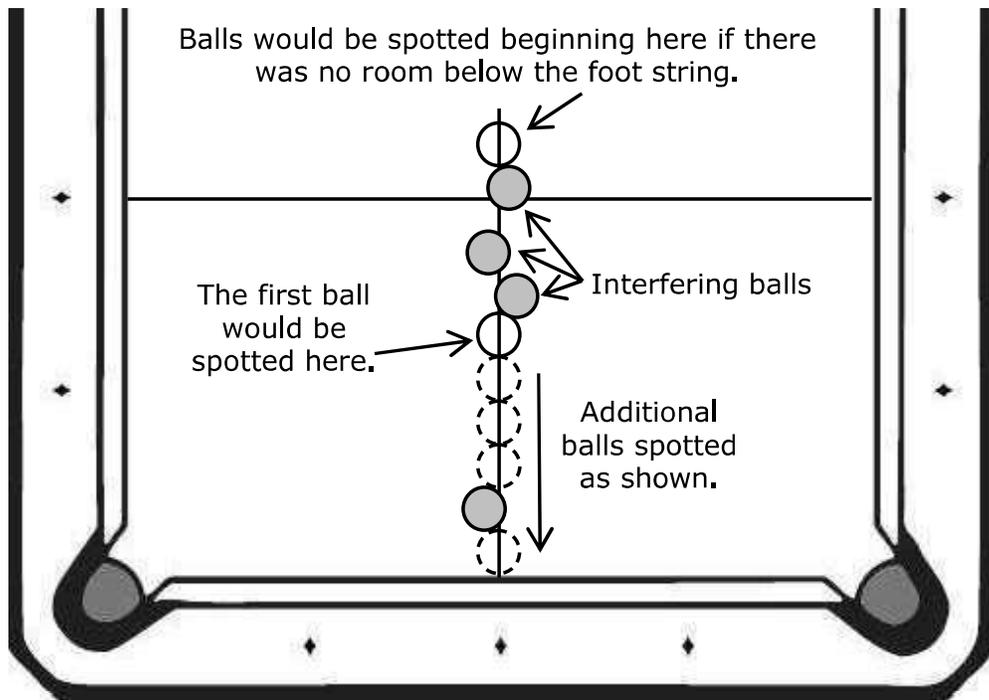


Diagram 9 – Spotting Balls with Interfering Balls

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. (AR p. 101)

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

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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. (AR p. 101)

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. (AR p. 101)
 - 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. (AR p. 101)
 - 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.

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RULES SECTION 2

8-BALL

2-1 The Game

8-Ball is a call shot 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 (see Figure 2-1):

- in a triangle with the apex ball on the foot spot (AR p. 84);
- the rows behind the apex are parallel to the foot string;
- the 8-ball is in the middle of the row of three balls;
- 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). (AR p. 102)

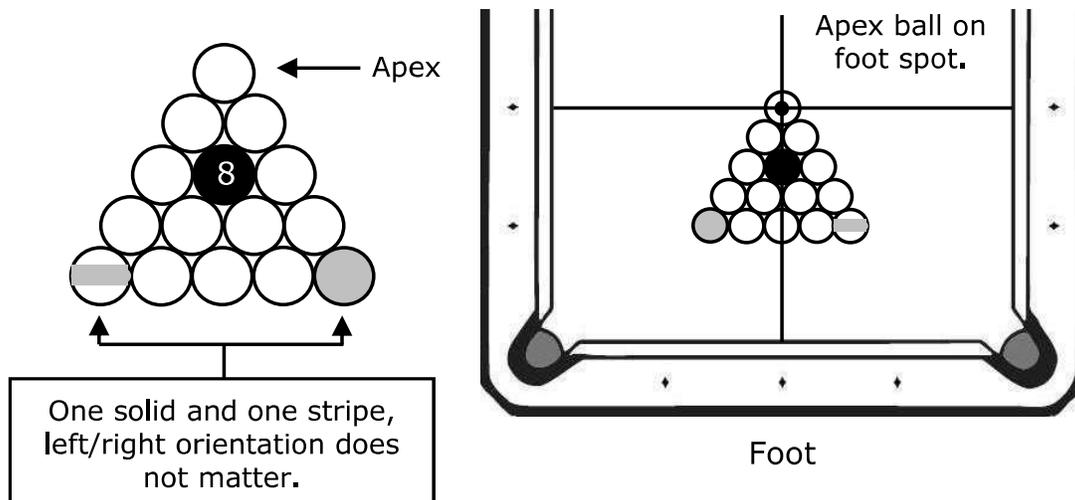


Figure 2-1

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. (AR p. 102)

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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 (AR p. 102)

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.

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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. (AR p. 102)
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. (AR p. 77, 103)

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. (AR p. 103)
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.

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2-10 Loss of Game

You lose the game if:

- a. you illegally pocket the 8-ball; (AR p. 103)
- 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. (AR p. 104)

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RULES SECTION 3

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 (see Figure 3-1):

- in a diamond shape with the 1-ball as the apex ball on the foot spot (AR p. 84);
- the rows behind the apex are parallel to the foot string;
- the 9-ball is in the middle of the rack;
- the remaining balls are placed at random.

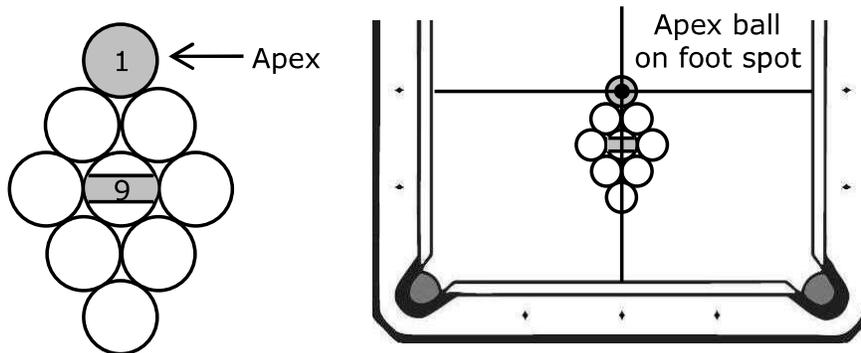


Figure 3-1

3-3 Break Requirements

- 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.
- Jumped object balls other than the 9-ball are not returned to the table. If the 9-ball is jumped, it is spotted.
- 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.

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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 (AR p. 103);
 - 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.

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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. (AR p. 103)

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RULES SECTION 4

10-BALL

4-1 The Game

10-Ball is a call shot game played with a cue ball and ten object balls numbered 1 through 10. You shoot the balls in ascending numerical order. The 10-ball is the game winning ball. The object of the game is to pocket the 10-ball on any legal shot after the break. The game is played by two players or two teams.

4-2 10-Ball Rack

The balls are racked as follows (see Figure 4-1):

- in a triangle shape with the 1-ball as the apex ball on the foot spot (AR p. 84);
- the rows behind the apex are parallel to the foot string;
- the 10-ball is in the middle of the row of three balls;
- the 2-ball and 3-ball are placed on the ends of the last row (left/right orientation does not matter);
- the remaining balls are placed at random.

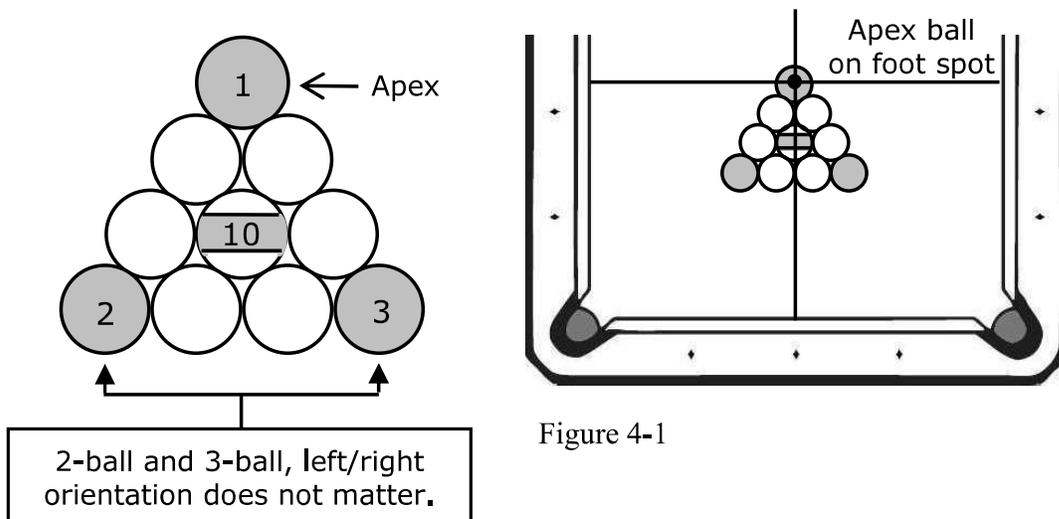


Figure 4-1

4-3 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 on the break. 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.

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2. If you legally pocket a ball, you continue to shoot. Your inning ends if you do not legally pocket a ball or if you foul.
3. If you legally pocket the 10-ball on the break, it is spotted and your inning continues.
4. Jumped object balls other than the 10-ball are not returned to the table. If the 10-ball is jumped, it is spotted.

4-4 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 is not required to contact the lowest numbered ball first, or any object ball at all;
 - c. no ball is required to contact a cushion
 - d. all other rules and fouls still apply.
2. Any object balls except the 10-ball that are pocketed on a push-out remain pocketed. If the 10-ball is pocketed it is spotted.
3. After a push-out without a foul, your opponent may:
 - c. accept the table in position and shoot;
 - d. require you to shoot again with the table in position.

If you push-out and foul, your opponent receives ball in hand.

4-5 Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows:
 - a. you must contact the lowest numbered ball on the table first or it is a foul;
 - b. the 10-ball is spotted if it is illegally pocketed or if it is jumped;
 - c. other jumped object balls and illegally pocketed balls are not spotted.
2. When it is your inning, you continue to shoot as long as you legally pocket a called ball on each shot. If the called ball is legally pocketed, object balls, other than the 10-ball, pocketed in addition to the called ball remain pocketed. If the 10 ball is pocketed in addition to the called ball, it is spotted. Your inning ends if you do not legally pocket a ball. (AR p. 103)
3. The game is won by the player who legally pockets the 10-ball.

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4-6 (Reserved for future use)

4-7 Illegally Pocketed Balls

1. A ball is illegally pocketed if it is:
 - a. the called ball and is pocketed in other than the called pocket;
 - b. not the called ball and is pocketed on a shot in which the called ball is not legally pocketed;
2. If the 10-ball is illegally pocketed it is spotted. All other illegally pocketed balls remain pocketed.

4-8 Opponent's Option

If you illegally pocket any ball, your opponent has the option to:

- a. accept the table in position, or;
- b. require you to shoot again.

4-9 Three Successive Fouls

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

4-10 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. (AR p. 104)

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RULES SECTION 5

ONE POCKET

5-1 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.

5-2 The Rack

The balls are racked as follows (see Figure 5-1):

- a. in a triangle with the apex ball on the foot spot and all balls placed randomly (AR p. 84);
- b. the rows behind the apex are parallel to the foot string.

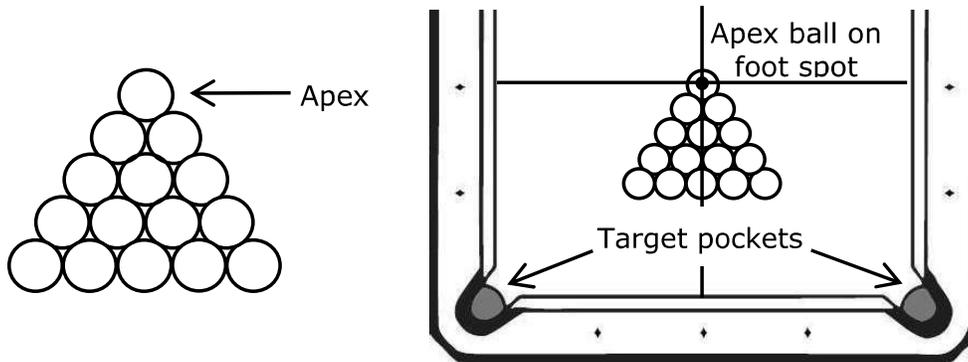


Figure 5-1

5-3 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.

5-4 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.

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2. It is a foul if you do not meet the opening break requirements.

5-5 Breaking Subsequent Games

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

5-6 Continuing Play

All object balls are legal. You are not 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.

5-7 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.

5-8 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 (AR p. 104);
- 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.

5-9 Foul Penalty

1. For each foul you commit you must spot one of your previously scored balls, reducing your score by one. (AR p.104)
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.

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5-10 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.

5-11 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.

5-12 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.

5-13 Three Successive Fouls - Penalty

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

5-14 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.

5-15 Jump Shot Requirement

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

5-16 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.

5-17 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.

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RULES SECTION 6

14.1 CONTINUOUS

6-1 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.

6-2 The Rack

For the opening break, the balls are racked as follows (see Figure 6-1):

- a. in a triangle with the apex ball on the foot spot (AR p. 84);
- 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.

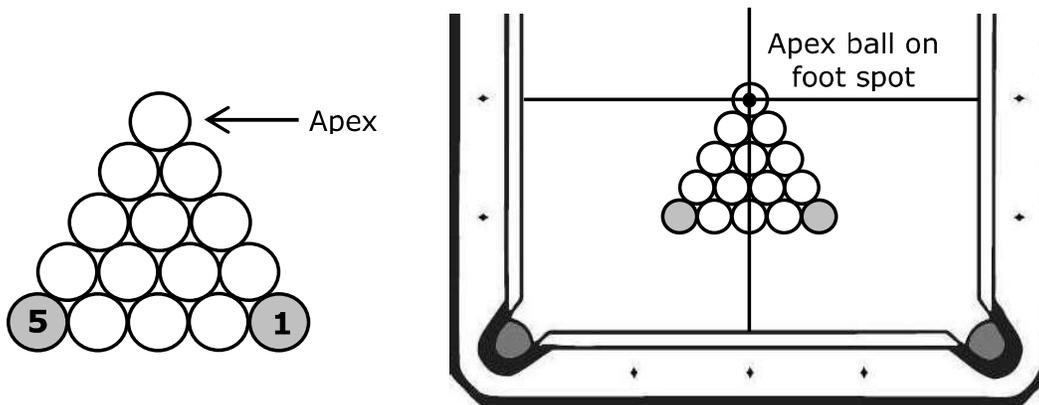


Figure 6-1

6-3 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.

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2. Failure to meet the opening break requirement is an opening break violation.

6-4 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.

6-5 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.

6-6 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.

6-7 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.

6-8 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. (AR p. 104)

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6-9 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. Figure 6-2 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		

Figure 6-2

6-10 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. (AR p. 101)

6-11 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.

6-12 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

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the called ball on the same shot also count as one point each.

6-13 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.

6-14 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.

6-15 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.

6-16 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.

6-17 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.

6-18 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.

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6-19 Jump Shot Requirement

Jump shots may only be attempted with your playing cue.

6-20 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.

6-21 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. (AR p. 103, 104)

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RULES SECTION 7

BANK POOL

7-1 The Game

1. Bank Pool (also called “Banks”) is a call shot game played with fifteen object balls, numbered 1 through 15, plus a cue ball in the long rack game, and any nine object balls plus a cue ball in the short rack game. To score you are required to play a bank shot. The object of the game is to score a predetermined number of balls before your opponent does. The game is played by two, three, four or five players. Two players may play either a long rack or short rack game. For three, four or five players, the long rack game is the suggested format.

7-2 The Rack

The balls are racked as follows (see Figure 7-1):

- a. in long rack bank pool, in a triangle and placed randomly;
- b. in short rack bank pool, in a diamond (shaded area in Figure 7-1) and placed randomly;
- c. the apex ball on the foot spot (AR p. 84);
- d. the rows behind the apex are parallel to the foot string.

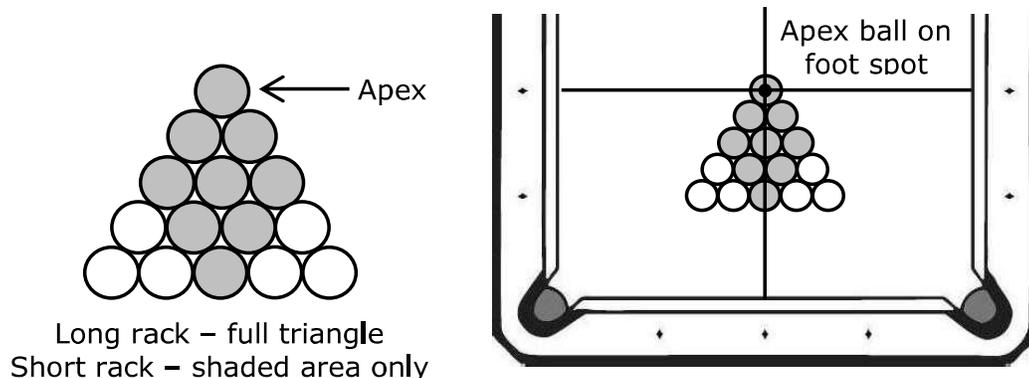


Figure 7-1

7-3 Break Requirements

1. You begin the break with cue ball in hand behind the head string. There is no requirement to contact any particular object ball first. You must cause at least four object balls to contact the cushions or it is an illegal break. If any balls are pocketed on the opening break, you continue shooting. Any balls pocketed on the opening break are not scored and are spotted after your inning ends.

2. If your break is illegal, your opponent may:

- a. accept the table in position, or;

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- b. re-rack the balls and break.

7-4 Breaking Subsequent Racks

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

7-5 Continuing Play

All object balls are legal. Your inning continues as long as you legally pocket a ball. Your inning ends if you do not legally pocket a ball.

7-6 Scoring

A legally pocketed ball counts as one ball. Any ball pocketed in addition to the called ball on the same shot does not count and is an illegally pocketed ball.

7-7 Legally Pocketed Ball

1. A ball is legally pocketed if:
 - a. it is pocketed as the result of a bank shot;
 - b. the number of cushions are designated when calling the shot and only that number of cushions are contacted;
 - c. it is not pocketed as a result of a kiss or carom;
 - d. it is not contacted by the cue ball more than once.
2. Contact with a cushion means that the called ball has made contact with a cushion designated as a part of the called bank shot. Incidental contact with a cushion as the object ball approaches the called pocket is not considered contacting an extra cushion that would disqualify a shot from being legal based on the number of called cushions.

7-8 Illegally Pocketed Ball

A ball is illegally pocketed if the shot does not meet the requirements of Rule 7-6, if it is pocketed in addition to the called ball, or if a foul is committed on the shot.

7-9 Jump Shot Requirement

Jump shots may only be attempted with your playing cue.

7-10 Foul Penalty

1. For each foul you commit you must spot one of your previously scored balls, reducing your score by one. (AR p. 104)
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.

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3. Your opponent accepts the cue ball in position, unless there is a scratch or it is jumped off the table.

7-11 Scratch or Cue Ball Jumped Off Table

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.

7-12 Jumped Balls

It is a foul if you jump an object ball off the table. The object ball is spotted and your opponent accepts the cue ball in position.

7-13 Illegally Pocketed Balls – Spotting Requirements

All illegally pocketed balls are spotted, but spotting is delayed until the shooter's inning ends. If you score the last ball remaining on the table but have not yet won the game, any illegally pocketed balls being held for spotting are then spotted at once and your inning continues.

7.14 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 are spotted after the end of the next player's inning. However, if there are no balls left on the table and the game has not been won, then all forgotten balls must be spotted immediately.

7-15 All Remaining Balls are 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 remaining 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.

7-16 End of Game

1. For two players, the game ends when:
 - a. in a long rack game, one player has legally pocketed eight balls and does not owe any balls;
 - b. in a short rack game, one player has legally pocketed five balls and does not owe any balls.
2. For three, four or five players, the long rack game ends when one player has legally pocketed five, four, or three balls, respectively, and does not owe any balls.

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RULES SECTION 8

WHEELCHAIR RULES

8-1 Disability Classifications

To be eligible for a wheelchair event you must have a mobility-impaired disability requiring the use of a wheelchair. You may be required to provide a physician's letter to establish your eligibility. CSI wheelchair play encompasses two disability classifications:

- a. Wheelchair players who meet the definition of minimal disability and are unable to make and sustain a functional bridge with their non-cueing hand.
- b. All other wheelchair players who meet the definition of minimal disability and are able to make and sustain a functional bridge with their non-cueing hand.

8-2 Minimal Disability Defined

The BCAPL defines minimal disability as:

- a. Loss of limb above the ankle;
- b. Decrease of muscle strength in one lower limb of at least 30 points;
- c. Severe mobility problems comparable with handicaps described in Rule 8-1.

8-3 Wheelchair Rules of Play (AR p. 104)

1. You must remain seated on the cushion or the seat of the wheelchair when playing a shot. You must have at least one cheek on the cushion or seat when you strike the cue ball.
2. If you use a cushion, it must remain flat and cover the seat of the wheelchair evenly. The cushion cannot be bunched up on the seat or be straddled by your legs or stumps. You may not sit on the wheel or armrest. The point where your buttocks rest on the seat or cushion must not be higher than 27 inches from the surface on which the wheelchair rolls in its normal operating position.
3. Your feet must be kept clear of the floor. Your feet or footplates must not touch the floor when you strike the cue ball. You must not use your legs or stumps as leverage against any part of the table or wheelchair while shooting. It is a foul if you violate any of the provisions of Rule 8-3-1 through 3.
4. If you have a classification 8-1-a disability, you may request the referee to assist you with your equipment. You may use any help aids such as cue extensions, special bridges, etc. You may not be assisted when actually shooting. However, another person may hold the bridge but must not help with the actual stroke. If you require assistance to roll around the table, another person may help but must not be touching the wheelchair during the actual shot.

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5. Below-the-knee strapping is permitted to keep your feet on the footplates.
6. Strapping above the waist is not permitted except for medical reasons.
7. You may not use a standing wheelchair in the standing position.

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RULES SECTION 9

SCOTCH DOUBLES RULES

Scotch Doubles presents a unique blend of teamwork and individual effort, and the regulations reflect that blend. Although you play as a team, there are times when a single person must make a decision without consulting their teammate. Coaching and communication present special enforcement challenges, and are addressed here. Please familiarize yourself with these regulations and follow them carefully.

9-1 Breaking

1. When it is your team's turn to break, either player may break. You may discuss the decision with your partner. You are not required to maintain the order of play from any preceding game.
2. In 8-Ball, if you pocket the 8-ball on a legal break, and do not foul, your partner must make the decision whether to spot the 8-ball and continue to shoot or re-rack and break again. If a re-rack is chosen the player who broke the original rack must break again.

If you pocket the 8-ball on an illegal break the incoming player must make the decision whether to take the break or have the original breaker re-break.

In either case, the decision may not be discussed between partners.

All other game formats (9-Ball, 10-Ball, etc.) follow the specific game rules for after the break.

9-2 Continuing Play

1. After the break, players on a team alternate shots during their inning. The order of play must be maintained between innings. If a player shoots out of turn it is a foul.
2. In 9 & 10 Ball if either team plays a push-out shot after the break, the player that performed the push-out shot returns to the table to continue with the shot if the opposing team declines to take the the shot and returns the table to the team that shot the push-out shot. The push-out shot is not considered two separate shots but one shot with two parts.

9-3 Coaching

1. During your inning, open communication between partners is allowed.
2. Communication/coaching cannot result in slower than normal play. As a general guide, there should be no more than 45 seconds between each shot. If a team consistently uses more than 45 seconds between shots, the opposing team may summon a referee to monitor the match and the referee may institute delayed progress rulings at any time.
3. The non-shooting player is allowed to point at or touch the table while offering advice but may not touch any ball including the cue ball when it is "ball in hand" or mark the table in any way. Mostly what should be offered is verbal advice.

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3. Any player on either team, regardless of whose turn at the table it is, may:
 - a. call a foul;
 - b. request a stoppage of play to summon a referee, or suggest that a referee be summoned;
 - c. inquire whose turn it is;
 - d. inquire what group they have.

9-4 Time Outs

1. Each team is entitled to one five-minute time out per match. The time-out must be taken between games. It is a foul if a team member leaves the playing area without authorization during a game.

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RULES SECTION 10

REFEREES, EVENT OFFICIALS, AND ADMINISTRATIVE AUTHORITY

This section provides you with information about the role and responsibilities of the CSI referee and other CSI event officials. The information in this section carries the same effect as the General Rules, and the procedures described are mandatory and binding on referees and event officials.

A referee's role is to ensure that a level playing field exists for all competitors by maintaining order and enforcing the rules of the game. Their primary responsibility is to serve the needs of the players.

10-1 Authority of the CSI Referee

1. CSI referees are the direct representatives of CSI in all matters concerning the conduct of the actual game on the table and the comportment of the players and spectators during CSI events.
2. A CSI referee is the final authority in all matters of judgment. Matters of judgment include whether:
 - a. a stroke or hit was legal or illegal;
 - b. a ball did or did not contact a cushion;
 - c. a ball is frozen to a cushion or another ball;
 - d. a ball is in a certain position with respect to any rule, such as in or out of the kitchen or rack, winner of a lag, etc.;
 - e. a shot was considered to be obvious (within the constraints of Rule 1-16);
 - f. a position can be restored;
 - g. the position of restored balls is accurate;
 - h. the table was illegally marked;
 - i. the rack is suitable for play;
 - j. equipment or conditions are suitable for play;

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- k. outside interference has occurred;
- l. coaching has occurred;
- m. a player meets dress code requirements;
- n. a player's conduct is unsportsmanlike.

This list is not necessarily all-inclusive.

3. A CSI referee has the authority to:

- a. suspend play;
- b. warn, penalize or disqualify players for rules infractions;
- c. if necessary, request players to take specific actions (AR p. 104);
- d. request removal of persons other than players who disrupt or interfere with play.

4. A referee's authority extends to the entire event venue at any time the referee is in uniform. A CSI referee's authority is also held by other event officials other than the final protest authority, as designated by the Administrative Authority of that event, whether in uniform or not.

10-2 Answering Players' Questions and Assisting Players

1. A referee must answer all players' questions regarding the CSI Rules, subject to the following guidelines:

- a. A referee must provide only factual information. Examples include, but are not limited to:
 - (1) how many games are needed to win the match;
 - (2) what the penalty is for a specific rules infraction;
 - (3) what rule would apply if a specific shot were taken.
- b. A referee must never offer or provide an opinion concerning subjective information that would affect play. Examples include, but are not limited to:
 - (1) whether a legal hit can be made, or what method or type of stroke might be used to execute a shot, unless the matter is specifically referred to in a rule and therefore required to be explained under Rule 10-2-1-a; (AR p.105)
 - (2) whether a ball will fit through a gap;
 - (3) how the characteristics of the table might affect play.
- c. If a player, after receiving either factual information or rules information from a referee, changes their mind about how to proceed with their game or what shot to take, the information provided is not considered to have affected play under the provisions of Rule 10-2-1-b.

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2. For issues concerning the conduct of the game on the table, referees are not permitted to approach a table based on a request from anyone other than the players involved in the game. If you require information from a referee during a match, you must make the request yourself. If a referee determines that such a question asked by a person who is not a player in a match pertains to a match in progress, they will not answer the question, or go to the table unless properly called by a player involved.

3. Referees will assist players with equipment as follows:

- a. they will help players locate and retrieve chalk when it is supplied by the Administrative Authority;
- b. they will retrieve a mechanical bridge upon request, but may not assist the player in the use of the bridge. After the shot, they will take the mechanical bridge from the player upon request.

10-3 Calling Fouls

1. Referees will call fouls as soon as possible after they occur.

2. When called to a table, a referee will call all fouls that occur while the referee is at the table.

3. When making a ruling, a referee will announce the ruling and, if calling a foul, a brief description of the foul or rule that was violated. Some examples are:

“Good hit”

“Foul – double hit”;

“Foul – no cushion after contact”;

“Foul – contacted the 3-ball first” (if the 3-ball was an illegal object ball);

"Foul – object ball jumped off table".

When a scratch occurs or if the cue ball is jumped off the table, it is not necessary for the referee to announce a foul or the basis for the foul.

4. In the matter of judgment calls as referred to in Rule 10-1, a referee is not responsible for explaining to a player what methods were used to determine a ruling. At their discretion, a referee may briefly describe the violation, but they are not responsible for giving a player a detailed description of how the ruling was determined.

5. After calling a foul that results in ball in hand, the referee will pick up or retrieve the cue ball and hand it to the incoming player.

6. A referee will not call a foul or penalize a player in a dispute over a shot that was unseen by the referee if the call would have been a judgment call and the referee cannot clearly determine that a foul occurred. However, if the unseen act involves a rules

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application, then referees and event officials will make every reasonable effort to ensure that the correct and appropriate ruling is made.

7. A referee will not call a foul unless, in their judgment, they have clear evidence of a foul. If the referee is not certain of the outcome of a shot or situation, the following guidelines are provided concerning various rules and their Applied Rulings:

<u>Rule</u>	<u>When in question, presumption on situation seen</u>
1-2-2	No foul.
1-3	Equipment is legal.
1-3-c through g	No foul. Warning to use caution may be issued.
1-4	The cue is legal.
1-8	No foul.
1.11	Time limits are not exceeded.
1.14	Rack is acceptable. Warning to use caution may be issued.
1-15	The shot is executed in time.
1-16, 1-42	The shot or safety was properly called. Warning to use care in calling shots and acknowledging calls <i>must</i> be issued to <i>both</i> players.
1-18, 1-19	The stroke or shot is legal.
1-25	The foot is in contact with the floor.
1-26	The ball is not in motion.
1-29, 1-30, 1-32	The shot is legal.
1-33-2	There is no effect on the outcome of the shot.
1-39, 1-41, 1-42	Marking, coaching or interference has not occurred. Warning to use caution may be issued.
1-43, 1-44	Concession has not occurred.
1-45 penalty	Issue a more lenient penalty and unequivocal warning rather than a more severe penalty.
2.8, 6.11	The safety was called. Warning to use care in calling and acknowledging safeties <i>must</i> be issued to <i>both</i> players.

To emphasize, the above listed information is intended as guidance for officials, and is irrelevant if the referee is certain in their judgment that a situation has occurred. *Once a ruling has been made by an official, players may not use the provisions of this rule to attempt to influence the decision.*

8. When a referee is not present, a foul may only be called by a player involved in the game. See Rule 1.41, Coaching, for more detail and for team play exceptions.

10-4 Responsibility for Multiple Tables / Referee Presiding

1. CSI events are usually played with referees having responsibility for more than one table. In that situation, the following procedures apply:

- a. Referees will not make any calls concerning the game on the table unless

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they have been properly called to the table by a player involved in the game. Exception: Unsportsmanlike Conduct may be called without having been called to the table.

- b. A referee observing a foul before being called to a table may use that knowledge to call the foul if called to the table after the foul. The foul may not be called if the referee is not called to the table before the next shot.
 - c. "Properly called to the table" means that the player requesting the referee's presence has complied with the requirements of Rule 1-9. If a referee that is summoned by a player observes the player's opponent already down on a shot, the referee will not attempt to interrupt or stop the player.
 - d. If a referee observes a player about to commit an act that would be a foul, the referee will take no action to alert the player or stop the foul from being committed, regardless of whether they have been properly called to the table. Exception: after the referee has arrived at the table and before the shooter is down on a shot, if the shooter starts to proceed before the referee has authorized them to shoot, the referee will request the shooter to not proceed until authorized. (AR p. 107)
 - e. When approaching a table to stop or suspend play for reasons other than being summoned by a player, a referee will not interrupt a player down on a shot, but rather will wait until that shot is completed before intervening.
 - f. When directed by Administrative Authority, referees may come to the table without having been called in order to enforce items such as dress code or other violations of event regulations.
2. After having been properly called to a table, the referee takes over the responsibilities and duties of the non-shooting player, including acknowledging called shots or safeties. The non-shooting player must leave the table while their opponent is shooting, and does not necessarily have the right to occupy any particular position away from the table other than being in the chair.
3. When a referee is presiding over a match, the referee will make all calls concerning the match, and no request by the players is necessary. However, players may still request specific information from the referee as necessary.

10-5 Protests, Rules Interpretations, and Final Authority

1. You may protest if you feel a referee has incorrectly applied the rules or made an incorrect rules interpretation. You must make your protest both immediately after the decision in question, and prior to the next shot being taken, or it will not be considered. Referees must honor your request, suspend play, and inform their supervisor or the appropriate event official of the protest.
2. Matters involving a referee's judgment may not be protested.
3. The Tournament Director or other designated event official is the final authority on all

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protests. They may, and should, consult with the senior referee present and other referees as necessary to gather information relative to the protest and for technical assistance if desired. However, no final decision on any protest may be made by any CSI referee while acting in the capacity of a referee. Any person holding final protest authority must avoid acting as a referee.

4. Whenever possible, referees faced with unusual situations not specifically covered by the CSI rules must first look to the events' Administrative Authority for guidance before making a ruling. The tournament director or other designated event official with final protest authority is responsible for making rules interpretations in unusual situations.

5. If you have a specific issue concerning a referee's conduct that is not related to a judgment call or rules issue, you should contact the Administrative Authority or Head Referee of the event, or the CSI National Office.

10-6 Soliciting Information

1. Referees may solicit information from any source to aid them in making their decisions. (AR p. 107)

2. If ruling on a situation or issue which occurred while a referee was not present, the referee will make their best effort to gather the appropriate information required to render a decision, and will make their decision based on that information. However, players are ultimately responsible for ensuring that they provide referees with all relevant information, and the referee is not responsible for information that is not offered or obtained. As in all other cases involving referees' decisions, after another shot has been taken no previous ruling may be changed or protested, even if it is later discovered that the referee had incomplete or incorrect information at the time of the ruling.

10-7 Suitability of Equipment

Referees will make their best effort to ensure that the tournament equipment is suitable for play and meets CSI requirements. During play, players may ask a referee to clean one or more balls, remove excess powder from the table bed or rails, or assist in any other way to keep the equipment playable.

10-8 Penalizing Unsportsmanlike Conduct

Referees are obligated to ensure that players do not engage in any act or activity that, in the referee's judgment, 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.

10-9 Authority to Alter Rules

The Administrative Authority of an event may alter the CSI rules as necessary. If they choose to alter the rules in any way, the Administrative Authority must make a reasonable effort to ensure that:

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- a. all players affected by the alteration are properly notified in a timely manner;
- b. the alterations are available to the affected players in writing;
- c. the alterations are properly detailed and complete;
- d. if requested, the alterations are provided to the CSI National Office.

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RULES SECTION 11

APPLIED RULINGS

While great care has been taken to ensure that the CSI Rules are written as clearly and thoroughly as possible, situations will occasionally arise that do not perfectly fit within the framework of the rules. The human factor will also always be present, resulting in different people reaching different conclusions while reading the same language. The following material serves to describe the application of the rules to various situations. It is designed to illustrate and demonstrate the usage of the rules, and specifically intended to cover situations that otherwise might be open to question or differing opinions.

The Applied Rulings are presented in three formats. The first two, the brief descriptive note and the "situation-and-effect" style, are self-explanatory. The third is the "General Discussion". These are used for more in-depth rulings, and may be used in order to clarify CSI's intent or reasoning behind the development of those rules. In some cases, there is even advice to players to help you avoid disputes. Notes and General Discussions are not necessarily associated with the Situations that follow them. If a Situation requires further comment, a specific Discussion will follow the Situation.

CSI recognizes that no set of rules will ever be perfect. Some issues may have been missed, or some rules or rulings may change over time for various reasons. The Official Rules and Applied Rulings will be reviewed continually, and adjustments will be made as necessary. New editions will be printed periodically with any changes included. If an issue should be considered important enough to require immediate attention, changes will be made and issued to League Operators and the membership via the CSI web site and by mail or e-mail. Please visit www.playbca.com and click on the "Downloads" link for access to new Applied Rulings issued after the publication of this document.

The Applied Rulings have been developed by the CSI National Office. They are to be taken as definitive, have the same effect as the rules, and are binding on players, referees and event officials during CSI events. Their application is specific to CSI play and is not intended to debate other interpretations, applications or practices outside of CSI play.

APPLIED RULINGS: EQUIPMENT SPECIFICATIONS

Mechanical Bridges

(also 1-3, Use of Equipment)

The design of a prosthetic device used by a physically challenged player falls under the same guidelines as those provided for mechanical bridges. It is also permissible to have a device that is adjustable to various heights or permutations. However, the use of such a device is governed by Rule 1-3-e, and the device may not be elevated or supported by any other device or equipment.

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APPLIED RULINGS: DEFINITIONS AND DIAGRAMS

Ball in Hand

See AR 1.38, Ball in Hand Placement

Bank Shot; Carom Shot; Combination Shot; Kick Shot; Kiss Shot

Although the definitions for these shots refer to the "called ball", naturally these types of shots exist in games that are not call shot games. The references to the called ball in these definitions are specifically to support and emphasize the restrictions placed on these types of shots under Rule 1-16, Calling Ball and Pocket.

Carom Shot; Kiss Shot

(also see AR "Bank Shot")

The terms "carom" and "kiss" are sometimes used interchangeably, or described or interpreted differently by various persons or authorities. The point of this ruling is specifically *not* to debate the distinctions that may be commonly argued between the terms, or their application to other situations such as defining procedures for calling shots. The terms are addressed in the definitions sufficiently, and clearly enough to impart their intent within the framework of these rules.

Combination Shot

(also applies to 1-16, Calling Ball and Pocket)

(also see AR "Bank Shot")

General Discussion: On a combination shot, the called ball might not be the last ball in the series of balls struck or the first ball to be pocketed in the called pocket. In figure 10-1, the player may call the 12-ball in the corner pocket, intending to pocket it after the solid ball is pocketed first. It is still a combination shot as defined.

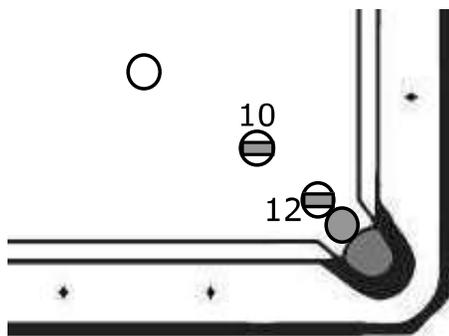


Figure 10-1

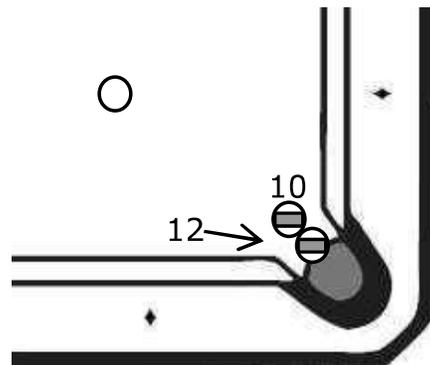


Figure 10-2

Figure 10-2 depicts a combination shot. This figure is included specifically to emphasize the provision of Rule 1-16-3 that a combination shot, no matter how obvious it may appear, *must* be called. If the shooter pockets the 12-ball in Figure 10-2 and does not call

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the shot, the inning is ended.

However, in Figure 10-3, if the shooter in an 8-Ball game, having stripes as their established group, addresses the 12-ball, the shot would be considered obvious, and any contact of the 12-ball with the solid ball would be an incidental kiss. Even if the solid ball falls in before, after, or at about the same time as the stripe, it will not be considered a combination shot.

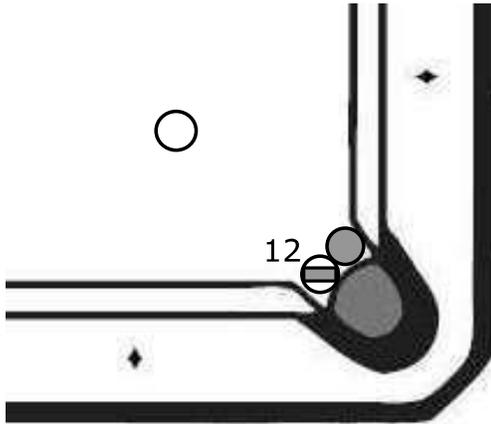


Figure 10-3

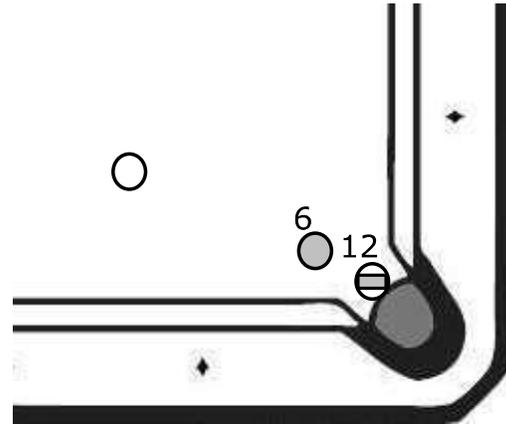


Figure 10-4

The number of balls left on the table or their position on the table is irrelevant to the requirement to call all combinations. In figure 10-2, it would not matter if the 10-ball and 12-ball were the last two stripes on the table. The requirement to call the 12-ball is still in effect.

In practice, you may protect yourself against any possible detrimental effect of Rule 1-16 by calling all shots that may have even a remote appearance of a combination, and communicating your intentions clearly to your opponent. If a shot is disputed after the fact, the referee's judgment will be final concerning whether the shot was a combination.

Figure 10-4 applies to Situation 1.

1. Situation: Player A has solids. Player A, without calling the shot, shoots the 6-ball into the 12, pocketing the 6-ball after the 12-ball.

Ruling: Player A's inning ends. Player B accepts the table in position.

Discussion: This type of shot is included in the definition of "Combination", and therefore must be called.

Double Hit

See AR 1.30, "Double Hit"

Down on the Shot

See Applied Ruling 1.9, Stopping Play

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Illegal Break

Depending on specific game rules, it is possible to have an illegal break without a foul, or an illegal break and a separate foul on the same shot unrelated to the illegal break.

Kick Shot

See AR "Bank Shot"

Kiss Shot

See AR "Bank Shot"

Legal Break

The requirements for a legal break generally apply only to the action of the balls on the table. Depending on specific game rules, it is possible to have a legal break and a separate foul on the same shot (e.g., violation of Rule 1-33-7-d.)

Obvious Shot

See Applied Ruling "Safety", and Applied Ruling 1-16, Calling Ball and Pocket.

Pocketed Ball Scratch

1. Situation: (a) an object ball (b) the cue ball, comes to rest touching both the bed of the table and one or more previously pocketed balls in a full pocket.

Ruling: (a) The referee will judge whether, if the supporting ball(s) in the full pocket were removed, the ball would fall into the pocket or remain on the bed. The ball will then be pocketed or placed as judged and play will continue. (b) scratch.

2. Situation: An object ball rebounds from a pocket because of a ball, piece of equipment, or other obstruction in the pocket, and (a) stops on the bed of the table; (b) lands on the floor.

Ruling: (a) the ball is not pocketed. Play continues based on the result of the shot. (b) foul, unless caused by equipment left by the opponent. (See AR 1-3, Use of Equipment, Situation 4.)

3. Situation: The cue ball rebounds from a pocket because of a ball, piece of equipment, or other obstruction in the pocket. and lands on the bed of the table.

Ruling: (a): scratch, unless caused by equipment left by the opponent. (See AR 1-3, Use of Equipment, Situation 4.)

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Discussion, Situations 2 and 3: While a referee, if available, may assist in clearing pockets, the player is ultimately responsible for ensuring that pockets are clear of their own equipment or pocketed balls.

4. Situation: A ball drops into a pocket and, without rebounding from the pocket, and then falls to the floor because of a flaw in the pocket or ball-return system.

Ruling: The ball is pocketed.

Push Shot

Do not confuse the term “Push Shot” with a double hit. They are not the same thing. A push shot occurs when, intentionally or unintentionally, the cue tip rests on the cue ball significantly longer than during a normal stroke, essentially resulting in the cue “shoving” the cue ball as opposed to “striking” it. Whether a push shot has occurred is at the sole judgment of the referee.

Safety (also “Obvious Shot”, 1-17 Calling a Safety)

General Discussion: The definition of "safety", and safety play in general, is affected by issues similar to the ones discussed in the Applied Ruling for “Combination”. The most common issue is the possible conflict between the "undeclared" safety that results in a pocketed ball and whether or not the shot was obvious. By "undeclared" safety, we mean a shot in which the player does not intend to pocket a ball yet does not declare a safety, which many players frequently do when playing what they perceive as simple defensive shots.

There are no diagrams for this discussion because there are countless possibilities. The problem occurs when a player, successfully attempting to play defensively and leaving the cue ball in a difficult position, also *unintentionally* pockets a legal object ball on the same shot. The player had no idea the ball was going to be pocketed, and so did not declare a safety. Neither player wants to shoot from the resulting difficult position of the cue ball, so a dispute ensues about whether or not the pocketed ball could have been considered obvious.

In many situations like this, the unintentionally pocketed ball is the result of a shot that is defined as not obvious. Such shots do not apply to this discussion because they *must* be called, so the issue cannot arise. If no call is made before such a shot and a ball is pocketed, the shooter is prohibited from continuing by rule.

However, it is possible that a situation may arise in which the pocketed ball is the result of shot that falls under either subsection (d) or (e) of the definition of “Obvious Ball”. In those situations, the referee is the sole judge of whether the shot was obvious, and therefore whether the shooter must continue (in the case of an “obvious shot” ruling), or whether the incoming player must accept the table in position (in the case of a “not obvious” shot ruling.)

In this situation, the shooter's opponent may not necessarily use the provision of Rule 1-

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16-2 to argue that a shot was obvious under the framework of the safety rules simply because they did not question the shot before it occurred. That is not within the intent of the rule.

As with combinations, there is a simple way you can protect yourself from any possible detrimental effects of the safety rules: *always call a safety if you do not want to shoot again, and always communicate your intentions clearly and verbally to your opponent.* While it is not required by the rules to call a safety if you are playing defensively and not attempting to pocket a ball, and while it is true that many simple defensive shots are not actually "safety" shots as defined by the rules, *there is no prohibition against declaring a safety even if you do not intend to pocket a ball.* Then, if you do accidentally pocket a ball, there will be no dispute. Otherwise, it will be a judgment call by the referee.

Situation 1: Player A calls a ball and pocket, and at the same time calls a safety. Player A completes the shot as intended, pocketing the called ball.

Ruling: Player A's inning is ended. The safety takes precedence over the called shot, and is enforced according to the General Rules and specific game rules.

APPLIED RULINGS: GENERAL RULES

1-1 Player Responsibility

See Applied Ruling 1-45, Unsportsmanlike Conduct

1-2 Acceptance of Provided Equipment

In the event of sub-standard equipment, play might not be stopped or delayed unless conditions are severe. Particularly in tournament play, or other circumstances when time is limited, a match may be required to begin or continue on equipment such as a dirty or unlevel table. The final decision whether to start or continue play is solely at the judgment of the referee or Administrative Authority. If play continues, the Administrative Authority should make their best effort to correct the problem as soon as possible.

1. Situation: Player A, preparing to shoot a ball along the cushions and across the mouth of a side pocket, either pushes on the tip of the cushion or manipulates the cloth at the tip of the cushion at the side pocket.

Ruling: Foul, regardless of whether or not Player A attempts a shot.

2. Situation: Player A, preparing to shoot, notices that the table spot is coming loose from the cloth and, being in the line of their shot, may affect the shot. Player A: (a) without consulting a referee or their opponent, removes the spot before shooting; (b) requests a referee to remove or replace the spot.

Ruling: (a) - Foul, regardless of whether or not Player A attempts the shot; (b)

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the referee will, at a minimum, remove the spot, and replace it if possible in a manner that does not delay the game unnecessarily.

Discussion: If requested, the referee will immediately address and correct the condition if possible, subject to time restraints and equipment availability as determined by the Administrative Authority of the event.

It is not necessarily reasonable to expect that a player should be responsible for an in-depth knowledge of every detail of the provided equipment. Certain flaws or defects in the equipment may escape notice until they are likely to affect a specific situation. If it is reasonable to expect that the problem would be corrected if found before a game commenced, then it should be corrected during the course of a game, time and resources permitting.

However, players are still bound by the procedural requirement to gain the permission of a referee or event official before making an alteration. If a player performs any act altering the provided equipment without such permission, it is a foul.

1-3 Use of Equipment

Rule 1-3-1-c: Instances have been documented in which chalk that appears to closely match the color of the cloth actually appears as a contrasting color when it comes off on the cloth. Chalk proven to cause this problem may be prohibited despite the initial appearance of compatibility.

1. Situation: Player A lays their cue on the table to help line up a shot, then uses a second cue, a mechanical bridge, or other equipment to assist as well

Ruling: Foul. Only a single cue, held in the hand or not, may be used.

2. Situation: Player A, attempting to gain additional reach, partially unscrews their jointed cue in order to lengthen it.

Ruling: Legal

3. Situation: Player A, preparing to shoot a jump shot, unscrews the extended butt from their jump-break cue and places it in a pocket. They then forget that the butt is in the pocket and leave it there after their inning. Player B shoots and a ball (a) rebounds from the pocket; (b) is pocketed despite the presence of the butt.

Ruling: (a) foul on Player A; (b) The result of the shot stands and the game continues.

Discussion: With the exception of chalk left on the rail, if equipment used by a player and left at the table directly interferes with their opponent's shot, it is a foul on the player that left the equipment. If a player leaves equipment at the table and it is discovered before it interferes with the game, or if it interacts

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with the balls during a shot without causing a disadvantage to the opponent, it shall be removed without penalty, but a warning may be issued.

4. Situation: Player A shoots and a ball leaves the bed of the table, strikes a piece of Player B's personal chalk that they left on the rail, and falls back on the bed of the table.

Ruling: Foul.

Discussion: Personal chalk left on a rail is an exception to the responsibility principle of Rule 1-3-1 as applied in Situation 3 above. Personal chalk is considered a hazard for the shooter regardless of ownership.

5. Situation: Player A, with ball in hand, places the cue ball very close to two object balls that are near each other, one legal and one illegal. Player A then picks up the cue ball and re-replaces it in a different position before shooting toward the same object balls. Player B calls a foul for measuring.

Ruling: Whether Player A attempted a measurement is determined by the referee's judgment. The referee must carefully consider the position of the table and information gathered from the players concerning Player A's actions.

6. Situation: Player A uses markings, inlays or rings on their cue, their finger, or a piece of chalk to measure a gap between two balls or between a ball and a cushion.

Ruling: Foul. Violation of Rule 1-3-g.

7. Situation: Player A aligns a bank shot or kick shot by using their cue or hands to judge the distance between a ball and pocket, ball and cushion, or between balls.

Ruling: Legal under 1-3-f. The prohibition on measuring under Rule 1-3-g applies specifically to whether or not a ball will pass through a gap. However, in measuring for banks or kicks, the only device that may be used (in addition to your hands) is a single cue (Situation 1 applies).

8. Situation: Player A places a mark on their ferrule or other part of the cue in order to keep the cue aligned a certain way for every shot.

Ruling: Legal.

1-4 Cue Requirements;

1-11 Time-Out

1. Situation: After a match begins, a player wishes to borrow or purchase a cue or other equipment for use in their match.

Ruling: A match may not be delayed to borrow or buy equipment. A player may borrow equipment from someone in the immediate vicinity of the table, but may leave the area to borrow or purchase equipment only during an

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authorized time-out.

2. Situation: Player B questions the legality of Player A's cue and summons a referee (a) before Player A has used the cue to execute a shot; (b) after Player A has used the cue to execute a shot. In both cases (a) and (b), the referee determines that the cue is illegal.

Ruling: (a) No foul, but the cue must be removed from play; (b) Foul.

1-5 Starting Time of Match;

1-11 Time-Out

"Present at the table" means in the immediate vicinity of the actual table or tables to which the match is assigned. While that may be taken to include the area immediately outside the rails, seating, or other barriers defining the players' area, not much leeway will be granted. For instance: just entering the doors of the room that are a considerable distance away and then hurrying to get to the assigned table does not constitute presence at the table.

If there is confusion over an administrative issue or if a player has been summoned by a Tournament Director or their representative, the presence of the player at the tournament desk may be sufficient. All cases involving presence at the table are decided at the sole discretion of the referee or Tournament Director.

1-7 Beginning and End of Game or Match;

1-38 Ball in Hand Placement

1. Situation: Player A, with ball in hand and preparing to break with the cue ball resting in the kitchen, adjusts the position of the cue ball very slightly with a motion of the cue that meets the definition of "Legal Stroke".

Ruling: Foul.

Discussion: Placement of the cue ball in preparation for a break shot is no different from placement any other time that you have ball in hand. Rule 1-38-1 applies. (For 8-Ball, also see Applied Ruling 2-3 Situation 1.)

1-8 No Practice Allowed During Match

1. Situation: During a match, Player A approaches an unused table on which there are some object balls and a cue ball. Player A then (a) assumes a normal stance and bridge and shoots the cue ball directly into a pocket; (b) without assuming a normal stance or forming a bridge, uses a forward stroke motion to tap an object ball, contacting the ball with the tip of the cue and rolling it a few inches.

Ruling: (a) and (b): Foul.

Discussion: Any forward stroke motion that includes the tip contacting any ball will be considered a shot, regardless of whether or not a shooting stance or bridge is used, or whether or not the ball contacted is a cue ball or an object

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ball. Simply put, if the act would be considered a stroke or shot during the course of a game, it will be considered a practice stroke or shot as well. Exceptions: see Situation 2.

2. Situation: Between games of a match, and on the same table as the match is being played on, it is Player A's turn to break. Player A uses a cue to push balls left over from the previous game down to the foot of the table, contacting the balls with the cue tip in a forward stroke motion.

Ruling: Legal, provided there is no indication that Player A is attempting to practice or gain knowledge about the table with the strokes. While not encouraged, moving balls to the opposite end of the table for racking is considered an exception to Rule 1-8.

Team play: In team play, the timing of a foul issued because of practice by a player not actually playing a game at the time of the offense is dependent on the arrival of the referee at the tables involved in the match. If the referee verifies that practice has occurred, they will proceed to the tables the match is being played on and suspend play on all tables regardless of the progress of any game (Rule 9-4-1-e applies). The penalties for the foul shall then immediately be applied to all tables.

If a table is between games when play is suspended, no penalty will be applied to that table. If all tables are between games, no penalty is applied on the first offense but a warning will be issued to the offending team's captain. For second and subsequent offenses, if any table is between games when the penalty is applied then the offended team will be:

- a. awarded the option to break if it is not their turn to break;
- b. 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

1-9 Stopping Play;

1-10 Suspended Play

1-16 Calling Ball and Pocket

1-42 Non-Shooting Player Requirement

Also Definition: "Down on the Shot"

General Discussion: When requesting that a player at the table stop shooting, or when requesting information concerning what shot is being played, requests should be made as soon as possible. While Rules 1-9-1 and 1-16-2 specify that questions must be asked prior to a player being down on a shot, situations may arise in which it is not apparent what the shooter intends to do before they start to go down on the shot.

Remember that, by definition, "down on the shot" means having settled completely into a shooting position with a bridge established and pre-shot practice strokes, if any, imminent or in progress. While the player's shooting style will be considered, simply leaning over the table and placing the bridge hand on the bed does not necessarily constitute being down on a shot.

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In particular, a normally quick shooter may not use their style as an excuse to circumvent their opponent's right to obtain information. Players that choose to use a style that has little or no pre-shot routine, or a style that has no warm-up stroke motions, must take extra care to either communicate their intentions to their opponent or allow their opponent sufficient time to ask questions or summon a referee.

In no case may a shooter, regardless of their style of play, intentionally try to get down on a shot quickly in an attempt to prevent an opponent from asking a question or stopping play. It is also not permissible to lead the non-shooter to believe that you intend to play one shot, then quickly adjust and play a different shot without giving them time to request information or stop play. Either of those situations may be treated as Unsportsmanlike Conduct.

If a shooter has just leaned over the table to assume a shooting position but has not yet firmly established the position and started or prepared to start practice strokes, it is still permissible to stop play. At the same time, to help prevent that situation from occurring, when in the chair you must make a reasonable effort to remain alert and to anticipate situations in which you may want to stop play or request information, and do so before the shooter starts to go down on the shot.

If you wish to stop play in order to summon a referee, you must clearly let your opponent know and ensure that your opponent acknowledges your request. If, during your opponent's turn, you leave the table or area to summon a referee without first stopping play, your opponent may continue to shoot without penalty.

Thorough and clear communication is required of all players. If a dispute arises, or if players have persistent problems regarding this issue during a match, the referee will be the sole judge of what remedies or penalties shall be imposed, and both players may be subject to unsportsmanlike conduct warnings or penalties.

Violations involving shooting while play is stopped or suspended do not require that the stroke or shot take place on the table on which the suspension is in effect. A stroke or shot on any table at the event venue is illegal under Rules 1-9 and 1-10.

During extended stoppages or suspensions caused by unusual circumstances (e.g., loss of power or equipment failure,) referees or event officials may temporarily suspend Rule 1-8 at their discretion and allow players to practice during the delay.

1. Situation: Player A is completely down on the shot with a bridge established. As Player A is preparing to shoot, Player B requests a stoppage. Player A attempts to halt their shot, but contacts the cue ball. The resulting action of the balls would normally constitute a foul.

Ruling: Foul on Player B. Player A accepts the object balls in position.

Discussion: This situation is an exception to the principle that a foul by one player can override an earlier foul in the same inning (see Applied Ruling 1-24 Situation 1). The result of Player A's action was directly caused by Player B's

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untimely interruption, and the shot that would have been a foul does not override the foul by Player B.

2. Situation: Player A calls a shot and Player B requests that play be stopped so a referee may be called. While waiting for a referee, Player A decides to play a different shot, and shoots without the permission of Player B or the referee.

Ruling: Foul on Player A. Even if the shot is changed, once play has stopped Player A must receive permission from either a referee or Player B to shoot.

1-10 Suspended Play

See AR 1-9, Stopping Play

1-11 Time-Out

See AR 1-4, Cue Requirements, and AR 1-5, Starting Time of Match.

1-13 Breaking Subsequent Games of a Match

General Discussion: It is your responsibility to know when it is your turn to break. If the incorrect player breaks a game and the error is discovered before the game is completed, the game will be re-racked with the proper player breaking. If the error is not discovered until after the game is completed then the results of the game are final.

When the procedure for breaking subsequent games of a match calls for alternating breaks, if the incorrect player breaks a game and the error is discovered after the game is completed, the original order of the break in the following games shall remain as if no error had occurred.

The winner of the lag decides who breaks the first game of the match. In subsequent games, the break must follow the procedure required by either specific game rules or event regulations. You may not voluntarily pass the break to your opponent. Intentionally executing an illegal break in order to avoid breaking will be penalized as Unsportsmanlike Conduct.

1-14 Racking Procedures

To ensure play is not delayed, an undue amount of time shall not be spent attempting to put out a perfect rack if the apex ball will not stay exactly on the foot spot. If the apex ball consistently shifts slightly when attempting to rack, it is permissible to adjust the position of the remaining balls to match the position of the settled apex ball.

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1-15 Shot Clock Procedures

(also see AR 9-4, Calling Fouls)

General Discussion: The shot clock procedures for CSI play are designed to ensure accelerated play if the Administrative Authority deems it necessary. Referees will observe matches and provide advice to the Administrative Authority, but they will not normally place a match on a shot clock on their own unless they have judged that a player is delaying a match in an unsportsmanlike manner.

Experience clearly shows that complaints from players are most always the result of a clash of styles between a speedy player and a deliberate player, which does not justify placing a match on a shot clock. Historically, when referees observe players accused of playing slowly, it is rare for the *average* shot time of the “slow” player to exceed 45 seconds. You are not encouraged to pursue relief from a referee unless circumstances are severe.

When a player is down on the shot at the ten-second mark, the pause in the shot clock is intended to allow the player to complete their normal shooting routine without fear of having a foul announcement made as they are preparing to execute the stroke. The pause is not intended to give the player an extended amount of time to continue studying the table. If the referee judges that a player is abusing the pause in order to gain an unfair advantage with respect to studying the table or making decisions, the referee may announce "ten" at their discretion and the shot clock will resume as provided for in Rule 1-15-3-c.

1. Situation: After having announced “ten” the timekeeper calls "foul" just as Player A is moving the cue forward on a shot, and the cue tip does not contact the cue ball before the foul is called. The player cannot stop the cue in time to keep the shot from occurring.

Ruling: Foul. Player B accepts the object balls in position.

1-16 Calling Ball and Pocket

also applies to definition of “Obvious Shot”

(also see AR 1-9, Stopping Play, and AR “Combination Shot”)

Terms: When the term "call" or "calling" is used in the rules or Applied Rulings, it refers to the act of a player explicitly communicating their intentions to their opponent, either verbally or by gesture, for the purpose of calling a shot defined as not obvious. Likewise, a reference to "not calling", "without calling" or "did not call", indicates that the player did not explicitly communicate their intentions before a shot defined as not obvious.

Referee's presence: When a referee is at the table, they assume the duties and responsibilities of the non-shooting player, and any statement made by the shooter and heard by the referee, such as calling a shot, shall be considered sufficient notification to the non-shooting player. For shots other than those defined as not obvious, if a referee at a table is satisfied that the intended shot is made, the referees judgment takes precedence over any doubt that the player in the chair may have.

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Figure 10-5 applies to the following situations. Multiple shots are represented. In all cases, Player A is shooting and all object balls are legal balls.

1. Situation: Player A, with the cue ball at position C1, addresses the shot to pocket the 2-ball in pocket A. Both players consider the shot obvious. Player A misses the direct shot and the 2-ball travels four cushions around the table, returning to be pocketed in A.

Ruling: Legal. Player A's inning continues. Rule 1-16-8 applies.

2. Situation: Player A, with the cue ball at position C2, addresses the shot intending to play a combination shot and calls the 7-ball in pocket C. Player B acknowledges the call. The 3-ball misses the 7-ball entirely, but the cue ball follows behind and contacts the 7-ball, pocketing it in C.

Ruling: Legal. Player A's inning continues. The fact that the combination was not completed as intended is overridden by the fact that the called ball was made in the called pocket.

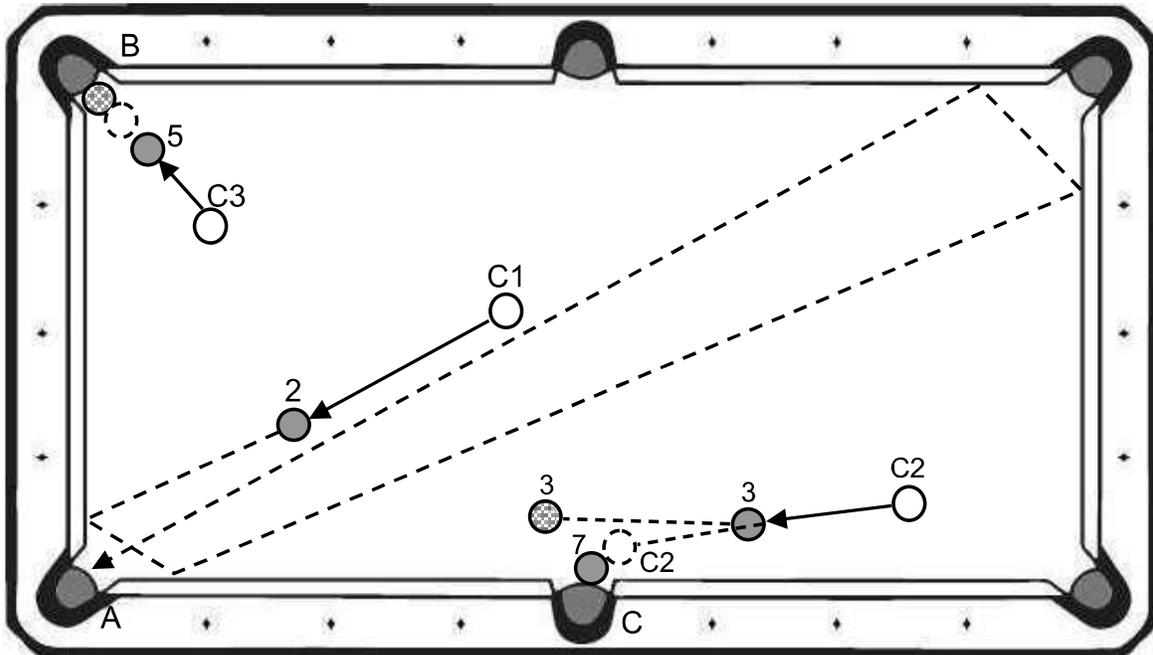


Figure 10-5

3. Situation: Player A, with the cue ball at position C3, addresses the shot to pocket the 5-ball in pocket B. Both players consider the shot obvious. The 5-ball rattles in the jaws of pocket B and stops, after which the cue ball follows behind it and pockets it into Pocket B.

Ruling: Legal. Player A's inning continues. Incidental contact under Rule 1-16-1.

Note: The rulings and principles for Situations 1 and 3 do not apply to Bank Pool, in

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which the specific number of rails to be contacted must be designated in advance and incidental kisses are not permitted.

4. Situation: (Material moved to Rule 1-17-2.)

1-19 Legal Shot

(also see 1-49, Balls Settling or Moving)

1. Situation: Player A mistakes an object ball for the cue ball and shoots with the object ball unintentionally acting as the cue ball.

Ruling: Foul. Player B accepts the object balls in position.

2. Situation: Player A shoots and the intended object ball rebounds from the pocket. Neither the cue ball nor any other ball contacts a cushion or is pocketed.

Ruling: the ball is not pocketed, but the shot is legal. For meeting the requirements of Rule 1-19-1-b, any ball that rebounds from a pocket is considered to have contacted a cushion.

3. Situation: Player A shoots and the intended object ball comes to rest within the mouth of a pocket but without contacting a cushion. The edge of the ball is past the nose of one or both cushions (Figure 10-6). Neither the cue ball nor any other ball contacts a cushion or is pocketed.

Ruling: Foul. The edge of a ball coming to rest past the nose of a cushion does not constitute contact with the cushion.

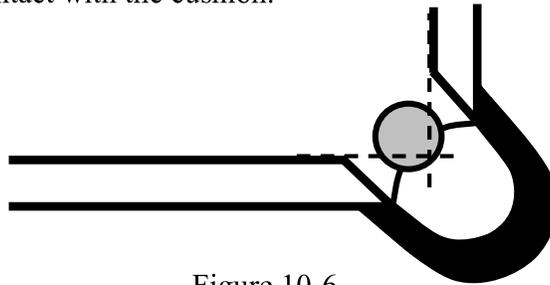


Figure 10-6

Figure 10-7 applies to Situation 4. The 3-ball near pocket A has been declared frozen to the cushion.

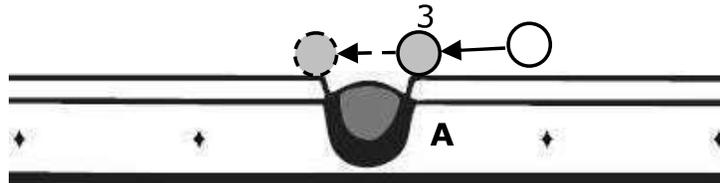


Figure 10-7

4. Situation: Player A, with the 3-ball as a legal object ball, contacts the 3-ball, driving it across the mouth of the side pocket and contacting the cushion on the other side. Neither the cue ball nor any other object ball contacts a cushion or is pocketed.

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Ruling: Legal shot.

5. Situation: The cue ball simultaneously contacts a cushion and an object ball frozen to that cushion. There are no other balls or cushions contacted and no ball is pocketed.

Ruling: Legal shot.

Figure 10-8 applies to Situation 6. Multiple shots are represented. The 1-ball, 4-ball and the 6-ball have been declared frozen to the cushion.

6. Situation: (a) Player A, with the 7-ball as a legal object ball, shoots at the 7. The cue ball contacts the 7-ball, and then contacts the 1-ball. Neither the 7-ball nor the 1-ball contacts any other cushion. The cue ball does not contact a cushion. (b) Player A, with the 4-ball as a legal object ball, shoots at the 4. The cue ball contacts the 4-ball, and then contacts the 6-ball. Neither the 4-ball nor the the 6-ball contacts any other cushion. The cue ball does not contact a cushion.

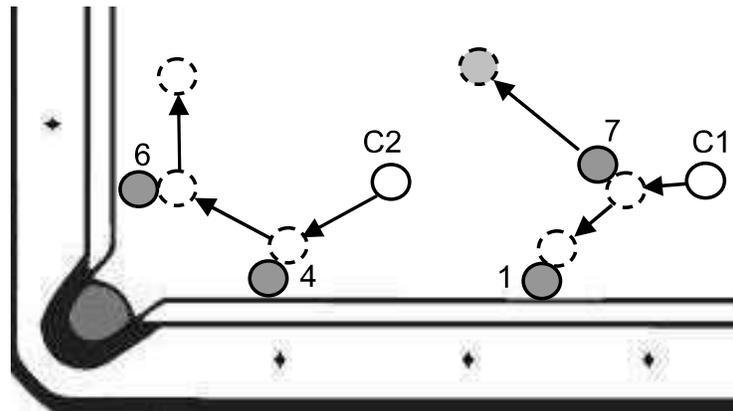


Figure 10-8

Ruling: (a) and (b) - Foul. Since the balls were declared frozen, the cue ball contacting them does not constitute cushion contact. Rule 1-19-5 applies.

Figure 10-9 applies to Situation 7. The 5-ball near pocket A has been declared frozen to the cushion.

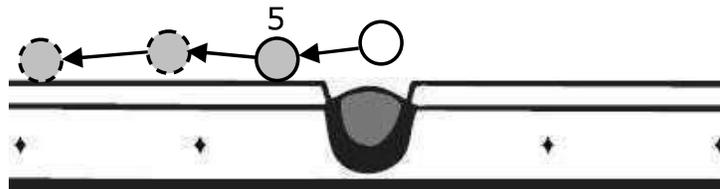


Figure 10-9

7. Situation: Player A, with the 5-ball as a legal object ball, contacts the 5-ball, driving it away from the cushion. Then, because of an imperfection in the table or other reason, the 5-ball returns to the same cushion without contacting another ball. Neither the cue ball nor any other object ball contacts a cushion or is pocketed.

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Ruling: Foul. To be legal, the 5-ball must contact an object ball before returning to the cushion it was frozen to at the beginning of the shot.

1-20 Cue Ball Frozen to Object Ball or Cushion

1-30 Double Hit

(also see Applied Ruling, “Double Hit”, and Applied Ruling 9-2 Situations 1 and 2)

General Discussion: Figure 10-10 shows an example to demonstrate the effect of Rule 1-20-4.

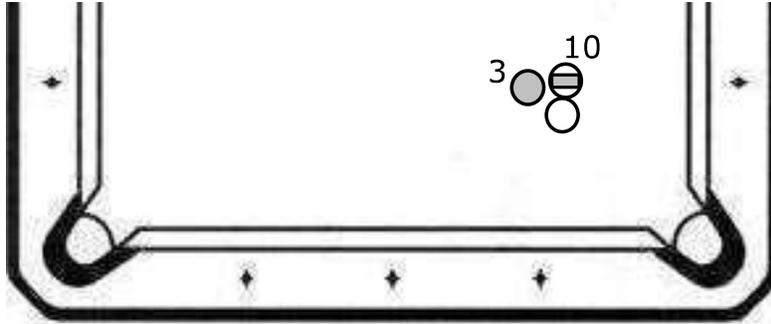


Figure 10-10

The cue ball is frozen to the 10-ball, with the 3-ball close by but not frozen to the cue ball. Under Rule 1-20-2, the shooter may shoot toward the 10-ball using any legal stroke, and by rule the contact between the cue ball and the 10-ball will be legal. However, if the shooter elects to use an angle that drives the cue ball toward the 3-ball, there is a possibility that a violation of Rule 1-30 may occur with respect to the cue ball and 3-ball, creating a double hit foul under Rule 1-30 regardless of the legality of the initial contact with the 10-ball.

This is only one of countless possibilities. Care should be taken anytime another object ball or cushion is near the frozen cue ball, as well as near the ball or cushion to which it is frozen.

When the cue ball is frozen to an object ball, a foul can still occur if the cue tip is kept in contact with the cue ball for longer than a normal stroke, resulting in a push shot.

1-23 Calling Fouls / Fouls Not Called

General Discussion: There is no requirement for a player that fouls to make their opponent aware of the foul. Also there is no requirement that an incoming player, before taking ball in hand, confirm that a shooter has fouled.

While CSI hopes that good sportsmanship and good communication prevail, situations will inevitably arise in which there is a disagreement between players whether a foul was committed. In such a situation, if the incoming player takes ball in hand without consulting with their opponent, and then a referee cannot positively determine that the opponent did indeed foul, the incoming player has touched the cue ball with no basis to do so, and will be charged with a foul. However, the basis for the foul will be Rule 1-33-

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7-a, and it will not be considered a deliberate foul under Rule 1-40-a.

If a foul occurs on the last shot of a game, or if scoring errors occur at the end of a game or in the game count, you must call the foul or note the error before the break shot of the next game has occurred. If the foul or errors in question occur in the last game of a match, they must be noted before both players have left the playing area.

1-24 Multiple Fouls

1. Situation: Player A commits a foul during the shot. Player B approaches the table to take ball-in-hand and picks up the cue ball while the cue ball or any other ball on the table is still in motion.

Ruling: Foul on Player B under Rule 1-40-b-2

Discussion: In general, if one or more fouls is committed by each player during the same shot, the last foul overrides the earlier fouls and is the only foul enforced. (Exception: see Applied Ruling 1-9 Situation 1).

1-28 Jumped Balls;

1-34 Jump and Massé Shots

When reading and applying the rules, take care not to confuse the terms "jumped ball" and "jump shot". Jumped balls are balls that leave the table in accordance with the definition as provided. On a jump shot, neither the cue ball nor the ball it jumps over are properly called "jumped balls".

1-30 Double Hit

1-32 Miscues

Rule 1-30-2: The term "fine angle" used in Rule 1-30-2 is often referred to in various other ways, including the common terms "thinning", "feathering", "sharp cut" or "barely grazing". However, when attempting to avoid a foul by complying with the provisions of the rule, there is not necessarily a particular angle that will guarantee a legal shot in any given circumstance. Whether a shot of this type is legal is affected by several factors, and the referee's judgment is final. Please see the discussion at Applied Ruling 10-2 Situation 2 for additional information.

General Discussion, Rule 1-30 and 1-32 – Double Hits vs. Miscues: The general intent of Rule 1-30 is to regulate double hits resulting from multiple tip contacts or continuous contact during the stroke, caused because of the cue ball's proximity to a nearby ball or cushion.

In that situation, however, it is also possible that an unintentional miscue may happen, and a double hit foul will occur during the miscue with the second contact being with the ferrule or the shaft, as opposed to the tip.

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A simple miscue, with no associated double hit foul as described above, has no effect on a shot under the rules. If there is no associated double hit, and a called ball is pocketed despite a miscue, it is simply a lucky occurrence for the shooter.

1. Situation: Player A, (a) while breaking, or (b) on a shot after the break, accidentally contacts the cue ball during a practice stroke, then immediately executes a shot while the cue ball is still in motion or after it has come to rest.

Ruling: (a) and (b): Foul under Rule 1-30, regardless of whether the second stroke was deliberate or impulsive.

1-32 Miscues

See AR 1-30, Double Hit

1-33 Disturbed Balls (Cue Ball Fouls Only)

1-40 Deliberate Foul

Also 1.7, Beginning and End of Game or Match

Also see AR 1.48, Non-Player Interference

General Discussion: The term "cue ball fouls only", while a misnomer, is so commonly used that CSI will continue its use. However, as the rule describes, it clearly does *not* mean that no fouls can occur if the cue ball is not involved. The term applies to fouls involving disturbed balls under Rule 1-33.

The term "outcome of the shot" is considered to mean only the action of the balls on the table as a result of the immediate shot, and is not related to the ending position of the table or any effect the ending position may have on the desires, strategy or intentions of the offended player.

The effect of the above statement is that, while extremely rare, it is possible that a foul may be committed under Rule 1-33 that results in the offended player being left in an undesirable position. However, the possibility of such an event is outweighed by the offended player (in most games) having ball in hand and the strategic advantages that are inherent with it.

If it can be determined that an offending player *deliberately* created a situation that was detrimental to the offended player by abusing the provisions of Rule 1-33, it may be considered unsportsmanlike conduct and the offended player may be awarded a remedy to counteract the undesirable position.

Whether a ball has passed through the area originally occupied by a disturbed ball is at the sole judgment of the referee.

Discussion, Rule 1-33-6: The "game winning ball" is designated by rule in 8-Ball, 9-Ball and 10-Ball. In One Pocket and Bank Pool, a ball is designated as the game-winning ball if it is the last ball on the table and the shooter needs only one more ball to win the game. There is never a specific game-winning ball in 14.1 Continuous.

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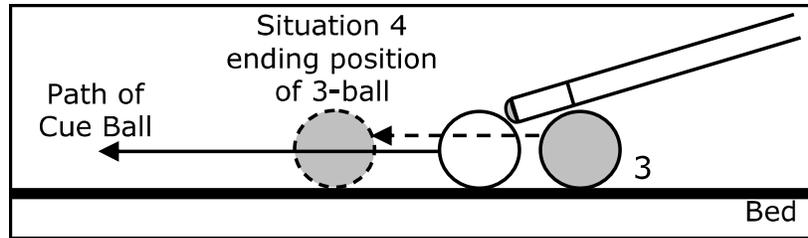


Figure 10-11a

Discussion: Be careful not to confuse the terms involving disturbed balls. A disturbed ball is not a ball set in motion as a result of the shot, and the area originally occupied by a ball set in motion as a result of the shot is not relevant. In this situation the cue ball is not a disturbed ball. The fact that the 3-ball passed through the area originally occupied by the cue ball is irrelevant.

5. Situation: The 3-ball does not contact the cue ball but moves along the line of the shot and comes to rest as indicated in figure 10-11a. The cue ball moves along path C-2.

Ruling: Foul. The cue ball passed through the area originally occupied by the disturbed 3-ball.

Figure 10-12 applies to Situation 6.

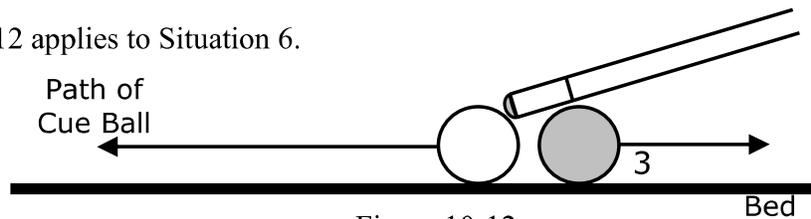


Figure 10-12

6. Situation: While Player A is shooting, during the backwards motion of the cue immediately prior to forward motion of the stroke, the cue accidentally contacts the 3-ball and moves it away from the cue ball as indicated. The shot is then executed.

Ruling: No foul. Player B elects options in accordance with Rule 1-33-3.

Discussion: This situation is an exception to the strict interpretation of Rule 1-33-2 and 1-33-4. At the beginning of the shot, even if the cue ball is within the area originally occupied by the disturbed ball ($\frac{1}{4}$ " or closer), the initial motion of the cue ball, away from the original position of the disturbed ball, is not to be construed as a ball set in motion passing through the area originally occupied by the disturbed ball. However, if the cue ball returns to that area later in the shot, Rule 1-33-4 then applies and the shot becomes a foul.

If the referee judges that the motion of the disturbed ball is intentional, it will be considered a deliberate foul under Rule 1-40-c.

7. Situation: Player A commits a foul, after which the cue ball is still on the table. Player B approaches the table and accidentally picks up an object ball, mistaking it for

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the cue ball. No other ball is disturbed.

Ruling: No foul on Player B. The object ball is restored and Player B continues with ball in hand.

8. Situation: Player A is down on a shot. After disturbing a single ball, Player A stands up off the shot. Player A does not communicate with Player B concerning the disturbed ball. Player B is (a) aware of the disturbed ball, but says nothing; (b) not aware of the disturbed ball. With no action having been taken by either player concerning the disturbed ball, Player A now goes down on the shot a second time and shoots.

Ruling: (a) and (b): No foul - play continues.

Discussion: The shooter has no obligation to notify their opponent that a ball has been disturbed. In (a), if the shooter's opponent observes a disturbed ball and does not explicitly communicate their desire to restore the ball, it constitutes a decision to leave the disturbed ball where it came to rest. In (b), it is the responsibility of the shooter's opponent to be aware of all action on the table.

9. Situation: Player A disturbs a ball and Player B opts to have it restored. Without the assistance of a referee, both players discuss and agree on the position of the restored ball. As Player A is preparing to shoot, either Player A or Player B decides that the restored position is not accurate, and (a) requests that the position of the restored ball be changed; (b) moves the ball to a different position.

Ruling: (a) - The ball will remain in the first position agreed on by the players; (b) - foul on the player that moved the ball.

Discussion: Once players have agreed on a position for a restored ball, the decision is final.

10. Situation: Player A has disturbed the 7-ball before shooting, and Player B has made their decision regarding restoration. Player A then shoots, and a ball set in motion by the shot contacts the 7-ball.

Ruling: No effect – play continues.

Discussion, Situations 9 and 10: Once a decision has been made concerning whether to restore that ball then the position decided on is final and becomes the original position of that ball from that point forward. Any further intentional movement of the object ball is a deliberate foul under Rule 1-40-c. Particularly when restoring a ball without the assistance of a referee, players must ensure that they have reached a satisfactory agreement on the restored position.

11. Situation: Player A legally pockets the game winning ball and all of the balls on the table have stopped moving. Player A then disturbs more than one object ball.

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Ruling: No effect – Player A wins the game.

Discussion: When the balls stopped moving, the game was over. Per Rule 1-7-2 and 1-33-1, a foul under Rule 1-33 can only occur during a game.

1-34 Jump and Massé Shots

See AR 1-28, Jumped Balls

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

The only relevant information concerning this rule is the position of the object or cue ball, as defined by Rule 1-35, when it makes contact with another ball or a cushion. That position is the *base* of the ball. The edges of the ball have no relevance.

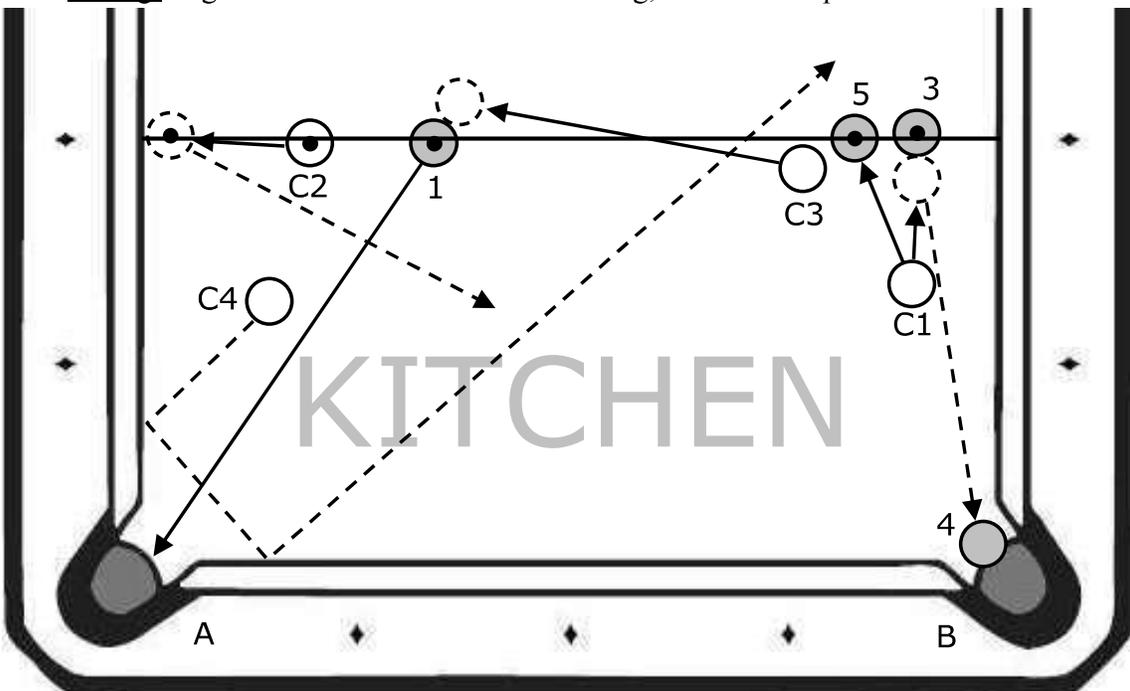
Figure 10-13 applies to the situations that follow. Multiple cue ball positions and shots are represented. Cue ball position C2 and the 1-ball are above the head string (behind the line). The 3-ball is below the head string (out of the kitchen). The 5-ball is on the head string. In all situations, Player A has cue ball in hand behind the line and all object balls are legal object balls.

1. Situation: Player A shoots from position C1, contacting the 3-ball while the cue ball is still behind the line.

Ruling: Legal. The 3-ball is below the head string (out of the kitchen). The position of the cue ball when it strikes the 3-ball is not relevant.

2. Situation: Player A shoots from position C1, contacting the 5-ball.

Ruling: Legal. The 5-ball is on the head string, which is not part of the kitchen.



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3. Situation: Player A calls the 4-ball in Pocket B, shoots from position C1, contacts the 3-ball, and then draws the cue ball back to pocket the 4-ball.

Ruling: Legal. The 4-ball was not the first ball contacted by the cue ball, and the first ball contacted was below the head string (out of the kitchen).

4. Situation: Player A calls the 4-ball in pocket B, and then shoots from position C2 with extreme spin. The cue ball contacts the side cushion at a point below the head string, and then pockets the 4-ball.

Ruling: Legal. The cue ball's contact with the first cushion was below the head string (out of the kitchen).

5. Situation: Player A calls the 1-ball in Pocket A, and then shoots from position C3, cutting the 1-ball into Pocket A. The cue ball is past the head string when it contacts the 1-ball.

Ruling: Foul. The 1-ball was behind the head string and was the first ball contacted by the cue ball. The cue ball did not contact a cushion at a point below the head string before contacting the 1-ball, nor was the cue ball's first contact with a ball below the head string. The fact that the cue ball crossed the head string before contacting the 1-ball is irrelevant.

6. Situation: Player A calls an object ball that is outside of the kitchen, then places the cue ball in position C4 and kicks at the called ball by contacting a cushion behind the head string first.

Ruling: Foul. The cue ball's contact with the first cushion was behind the line (in the kitchen).

1-38 Ball In Hand Placement

(also see AR 1-7, Beginning of Game or Match)

General Discussion: With cue ball in hand, the freedom to place the ball anywhere on the table does not include placement of the ball for the purpose of measuring a gap between balls, between a ball and a cushion, or in an attempt to determine whether a ball can be contacted before another ball. The provisions of Rule 1-3-1-g apply to ball in hand placement, and a foul may occur if any particular use, placement or motion of the cue ball, while in hand, violates that rule. It is not necessarily a defense against a foul for a player with ball in hand to use the cue ball in such a manner, and then claim that they were considering shooting from a particular position and changed their mind. Whether a

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foul has occurred in such a situation is at the sole judgment of the referee.

Rule 1-38-3: If the referee picks up the cue ball to give it to a player for ball in hand and disturbs one or more balls when doing so, they must be restored by the referee.

1. Situation: Player A, with ball in hand, drops the cue ball into a pocket or knocks it into a pocket before executing a stroke.

Ruling: Player A still has ball in hand.

1-40 Deliberate Foul

(also see AR 1-45, Unsportsmanlike Conduct)

Rule 1-40-b: This rule does not apply to handing or moving the cue ball to the opponent after a foul has already been committed.

It is common for a player to want to end their inning without disturbing the lay of the table. However, the only way to end your inning without violating Rule 1-40-b is to attempt a legal stroke. Any other action, including refusing to shoot, is a violation of Rule 1-40-b.

1. Situation: Player A plays a shot that is legal in all respects. As the cue ball is slowing at the end of the shot, Player A lightly taps the rail with his hand in a gesture of desire for the cue ball to stop rolling.

Ruling: Legal, provided the referee judges that the tapping was not hard enough to interfere with the action or position of any ball on the table.

2. Situation: Player A disturbs a ball and, either while the disturbed ball is still in motion or after it has come to rest and before Player B has a chance to exercise the option to leave it in place, touches it or picks it up in order to restore its position.

Ruling: Foul, but not a deliberate foul under 1-40-d. The proper citation is Rule 1-33-3. See AR 1-33 Situation 2.

3. Situation: Playing on a table with a ball return system. Player A, either as the shooter or the non-shooting player, attempts to retrieve any ball by reaching into a pocket after the ball has been pocketed but before it has entered the ball return system.

Ruling: Deliberate foul under 1-40-d. Exception: legal if the pocketed ball is stationary but has remained in the pocket because of a defect in the pocket lining or ball return system.

1-41 Coaching

It is common for Administrative Authorities to modify or relax coaching rules during doubles or team play. It is also common to have controversies caused by that situation.

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When coaching rules have been modified, you must be sure that you understand the modifications and that you take care not to violate them.

Billiards-related written reference material, or such material accessed through electronic means, may not be consulted during your match. Exceptions: Score sheets (including foul counts and any other necessary scoring information) and other match-related administrative material. The CSI Rule Book may also be consulted. However, a match may not be delayed unnecessarily to consult a rule book. If you have a rules-related question, summon a referee for assistance.

Players should advise their acquaintances that will be spectators not to make comments to them concerning the game during a match, other than to provide general encouragement. Spectators associated with the player put the player at risk of a coaching foul if they make certain specific comments about the progress of a game or specific events of the game.

1-42 Non-Shooting Player Requirement

(also see AR 1-9, Stopping Play, and AR 1-45, Unsportsmanlike Conduct)

The non-shooting player has certain rights with regard to inspecting the position of the table prior to their opponent being down on a shot. For example, checking whether the cue ball is frozen to an object ball, checking whether balls are frozen to a cushion, or whether a ball is in or out of the kitchen are permitted.

The non-shooting player may also inspect the position of the table for the express purpose of deciding whether to call a referee to watch a shot. However, they may not inspect the table simply to see whether an object ball has a clear path to a pocket or for any other reason that has no bearing on the need to call a referee.

1-43 Concession of Game

This rule is a natural extension of Rule 1-44, Concession of Match, and is designed to enforce good and proper sportsmanship at the end of every game. It is also specifically designed to acknowledge that the game is frequently the subject of valid interests of spectators and media who have a reasonable expectation of viewing a complete game.

CSI requires all players to complete every game on the table, and to use extra care in choosing their words and actions toward the end of a game. If a dispute arises as to whether a concession has occurred, the referee's judgment will be final.

1. Situation: In a game of 8-Ball, the 8-ball is the only ball left on the table. Player A shoots, misses and scratches, leaving the 8-ball hanging on the lip of a pocket and giving up ball in hand to Player B. Player A takes their chair without saying anything. Player B approaches the table, retrieves the rack and moves the 8-Ball to the rack in preparation for racking the next game.

Ruling: Violation of Rule 1-43-4 by Player B. Loss of game.

2. Situation: In a game of 9-Ball, Player A breaks, makes the 9-ball and scratches. Then:

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(a) Player B, not realizing that Player A scratched, gathers the balls to the foot of the table in preparation for racking the next game; (b) Player A, not realizing that they scratched, gathers the balls to the foot of the table in preparation for racking the next game.

Ruling: (a) Loss of game for Player B; (b) loss of game for Player A. Both (a) and (b) are violations of Rule 1-43-4

1-44 Concession of Match

1. Situation: Players A and B are both on the hill. Player A, having broken the final game of the match with a break cue and not pocketing a ball, retires to the chair. While Player B is at the table, Player A unscrews their break cue to put it away.

Ruling: No concession. The cue Player A unscrewed was not their playing cue.

1-45 Unsportsmanlike Conduct;

also 1-1, Player Responsibility and 1-42, Non-Shooting Player Responsibility

General Discussion: Unless specifically stated otherwise, no act, failure to act, statement, or omission of information that would normally be legal under the rules is exempt from being penalized under Rule 1-45 if it is the judgment of a referee or other event official that it was committed in an unsportsmanlike manner.

The situation from the above discussion of Rule 1-44, Concession of Match, will serve to demonstrate the principle. Despite the specific wording of Rule 1-44 and the Applied Ruling that goes with it, if a referee judged that the timing, body language, relative positions of the players, or any other pertinent information relative to the unscrewing of the break cue gave the clear overall effect of an unsportsmanlike act, the player would still be subject to penalties under Rule 1-45.

Particular sensitivity will be applied to issues involving communication between players. Attempts to manipulate the rules concerning communicating and acknowledging called shots, safeties, or other required information will receive special scrutiny. For instance, acknowledging a called shot or safety with a barely perceptible nod and then trying to claim later that you did not acknowledge the call will be considered unsportsmanlike conduct. It is incumbent on both players at all times to ensure that clear communication takes place.

Team Penalties

In team play, unsportsmanlike conduct violations committed by team members who are not involved in a game will be penalized as team fouls. Penalties, if applicable to play, will be applied to all tables.

Penalties for unsportsmanlike conduct violations committed by team members that are involved in a game may be applied to the player or the team, at the discretion of the referee.

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Multiple Violations

General unsportsmanlike conduct warnings and penalties will be noted by event officials and records maintained throughout the event. Penalties specified by the rules as being cumulative during a match carry forward only through the match. However, repeated willful violations of the rules, or any current or previous pattern of misconduct, may be considered by event officials in determining penalties for unsportsmanlike conduct.

1. Situation: Player A, wanting to end their inning but not wanting to disturb the lay of the table, taps the cue ball with a legal stroke, moving it only slightly and not attempting to complete a legal shot.

Ruling: (a) foul on Player A. It is not Unsportsmanlike Conduct.

Discussion: The intentional commission of a foul, which frequently occurs when a player executes a foul shot that gives up ball in hand but still puts their opponent at a disadvantage, is an accepted practice. This is *not* a deliberate foul as addressed by Rules 1-40 and 1-45-4. A common example is a player, in an 8-Ball game, intentionally shooting at the opponents group in order to pocket the opponent's ball or move it into an unfavorable position. Even though the shooter gives up ball in hand, they hope that the resulting position of the table works in their favor. During this type of shot, the foul is contacting an illegal object ball first, but otherwise the shot is executed legally, using the cue ball and using a legal stroke.

However, if the shot were executed by contacting the object ball directly with the cue, the foul would be penalized under Rule 1.40, with a mandatory warning given (assuming only one ball was moved), and a loss of game being awarded on the second offense.

2. Situation: During a match, Player A asks Player B if it is legal to use a certain cue or piece of equipment. Player B, knowing that the cue or equipment is illegal and that it would be a foul to use it: (a) remains silent or responds "I don't know"; (b) gives a response that specifically or implicitly gives Player A permission to use the cue or leads Player A to believe that the cue is legal. Player A uses the cue to execute a shot.

Ruling: (a) foul on Player A; (b) unsportsmanlike conduct by Player B with loss of game for the first violation.

Discussion: Players are not required to assist their opponents in any way. In (a), Player A proceeds at their own peril, and should consult a referee if they desire further information.

In (b), it is willful unsportsmanlike conduct for Player B to trap Player A into a foul.

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During a match, players committing the willful act of providing incorrect or misleading information to their opponents are not protected by Rule 1-1-2 if their opponent commits a foul based on that information. In that instance, their opponents are relieved of their responsibility for knowledge of the correct information under Rule 1-1. The protection of Rule 1-1-2 is specifically reserved for event officials and referees.

If you have a question concerning the rules, you should always consult a referee or event official rather than your opponent.

1-46 Spotting Balls; **6-10 Illegally Pocketed Ball (14.1 Continuous)**

1. Situation: In 14.1 Continuous, after racking fourteen balls to continue the game, the fifteenth ball is illegally pocketed before the rack is contacted by a ball.

Procedure: The fifteenth ball is spotted *without the use of a racking device*. If the 15th ball will not settle in a position that is frozen to the balls in the front row of the rack of fourteen balls, there is no consequence and the game will proceed.

1-48 Non-Player Interference **1-49 Balls Settling or Moving** (also 1.33, Disturbed Balls)

When playing a shot after a position has been restored, you are not required to attempt the same shot.

Figure 10-14 applies to Situation 1. The 7-ball near the corner pocket is hanging on the lip of the pocket and either frozen to the jaw of the cushion (A) or not frozen to the cushion (B).

1. Situation: Player A, with the 7-ball as a legal object ball, shoots at the 7. The shot is considered obvious without contention. The cue ball passes extremely close to the 7-ball

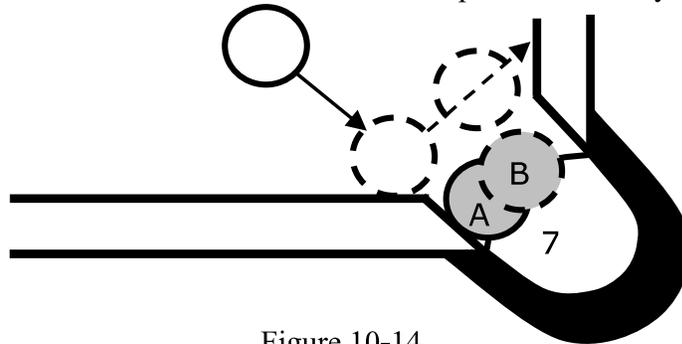


Figure 10-14

but does not contact the 7-ball. Then, because of vibration or cushion compression, the 7-ball falls into the corner pocket.

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Ruling: The requirements of Rule 1-19-1 have not been met, and the 7-ball is not legally pocketed. The 7-ball is considered to have fallen into the pocket by itself, and the provisions of Rule 1-49-4-b or 1-49-4-c apply, depending on the circumstances of the shot.

APPLIED RULINGS: 8-BALL

2-2 8-Ball Rack

For the purposes of Rule 2-2-d, the common practice of alternating solids and stripes around the outside of the rack is permissible, provided the pattern is altered so there is a stripe in one rear corner and a solid in the other and that the position of any particular ball is not consistent between racks.

2-3 Break Requirements

1. Situation: Player A, preparing to break and having placed the cue ball, accidentally or intentionally contacts the cue ball with a legal stroke motion. Regardless of the reason (accidental contact, miscue or any other reason) and regardless of how far the cue ball moves, four object balls are not driven to a rail and no ball is pocketed.

Ruling: Illegal break under Rule 2-3-1. Player B may elect any option under Rule 2-3-3. If there is also a foul on the break, the illegal break takes precedence and is enforced instead of the foul.

2.4 8-Ball Pocketed on the Break

1. Situation: Player A breaks and pockets the 8-ball. Before Player A elects an option under Rule 2-4, Player B approaches the table and: (a) picks up the cue ball; (b) gathers the balls to the foot of the table in preparation for a re-rack.

Ruling: (a) Foul on Player B. Player A will first make the choice to spot the 8-ball or re-rack. If Player A chooses to spot the 8-Ball, they will have ball in hand anywhere on the table. (b) Loss of game for Player B under Rule 1-43-4.

Discussion: In Situation 1(a), although Player A must complete their election under Rule 2-4 in order to continue the game, the foul on Player B occurred after the break shot had been completed, and is therefore penalized appropriately.

2.6 Establishing Groups

General Discussion, 2-6-3: If a game has ended and then the players realize they shot the wrong groups, the game is not replayed and the result stands.

1. Situation: With the table open, Player A calls a safety and pockets a stripe.

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Ruling: Legal shot. Player A's inning ends. Player B accepts the table in position. The table is still open. Under Rule 2-6 groups cannot be established by a safety.

2-8 Safety Play

2-10 Loss of Game

(also definition of "Safety")

If following the advice in the Applied Ruling for "Safety," care should be taken when shooting the 8-ball. In 8-ball, any ball pocketed on a safety, whether intentional or not, is defined as an illegally pocketed ball. If you call a safety while shooting the 8-ball and it is pocketed it is a loss of game under Rule 2-10-a.

2-9 Shooting the 8-Ball

The 8-ball becomes your legal object ball regardless of whether the last object ball of your group is legally pocketed, illegally pocketed, or jumped.

2-11 }
3-7 } **Stalemate**
4-10 }
6-21 }

It is not necessary for the referee to observe the three attempts by each player prior to the balls arriving at their position.

If the players agree that the table is in a stalemate position, they may mutually declare a stalemate before each player has completed three innings and without informing a referee.

APPLIED RULINGS: 9-BALL

3-5 Continuing Play

Rule 3-5-1-c: If the 9-ball is illegally pocketed but not noticed by either player, and any shot is taken before it is noticed, the game will be re-played with the player who broke breaking again.

3-7 Stalemate

See Applied Ruling 2-11

APPLIED RULINGS: 10-BALL

4-5 Continuing Play

Rule 4-5-1-b: If the 10-ball is illegally pocketed but not noticed by either player, and any

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shot is taken before it is noticed, the game will be re-played with the player who broke breaking again.

4-10 Stalemate

See Applied Ruling 2-11

APPLIED RULINGS: ONE POCKET and BANK POOL

5-8 Scoring;

5-9 Foul Penalty;

7-10 Foul Penalty

If you illegally pocket a ball and foul on the same shot, you must spot a ball in addition to the ball that was pocketed on the shot. Therefore, two balls are spotted after such a shot (provided that you have a ball to spot – otherwise spotting is delayed.)

APPLIED RULINGS: 14.1 CONTINUOUS

6-8 Subsequent Racks

It is not possible to have ball in hand when the 14 previously pocketed balls are racked and the provisions of Rule 6-9 are applied, so Rule 1-36 never applies to the first shot after a subsequent rack is prepared. On the first shot after a subsequent rack is prepared, it is always legal to shoot at the 15th ball, regardless of the placements of the 15th ball and the cue ball.

6-10 Illegally Pocketed Ball

See Applied Ruling 1-46, Spotting Balls

6-21 Stalemate

See Applied Ruling 2-11.

APPLIED RULINGS: WHEELCHAIR RULES

Players who use a wheelchair or other equipment to assist mobility are not required to follow the restrictions of Rule 8 if they are playing in a non-wheelchair event.

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APPLIED RULINGS: REFEREES, EVENT OFFICIALS, AND ADMINISTRATIVE AUTHORITY

10-1 Authority of the CSI Referee

General Discussion, 10-1-3-c: Although such measures are rare, referees are authorized to specifically direct players' actions, including requiring a player to occupy a specific spot, such as sitting in the player's chair, or requiring a player to refrain from engaging in other actions, such as conversing with their opponents or teammates other than when necessary. In addition to the other general encouragement concerning good sportsmanship that appears throughout this publication, here CSI specifically encourages all players to take every possible action to prevent any dispute from reaching a point that requires such action.

Use of such measures is a referee's last resort, and occurs only when players are already engaging in unsportsmanlike conduct and are at peril of being penalized for that conduct. However, if the situation has reached that point and players then continue to disregard referees' instructions, referees are authorized to issue further warnings and advanced penalties without hesitation.

10-2 Answering Players' Questions

General Discussion: It is common for referees to be asked questions when off-duty, or when on duty but not having been properly called to a table.

Should that occur, the referee will first ask the person if they or their team is involved in a match. If they are, the referee will advise the player to return to their match table and summon an on duty referee with responsibility for that table. If the person is not involved in a match, the referee will attempt to answer the question to the best of their ability, or refer the player to a referee supervisor or the Administrative Authority.

After having been involved in a call dealing with a particular rules issue or judgment, some players will seek out other referees independently after the match in an attempt to find a different opinion. They may even do so while the match is still in progress because they are a teammate or friend of the person involved in the call.

Players who do so must realize that they are seeking an answer from a referee who was not involved in the match, who was not at the table to make the call, and who has no way of knowing what the players involved in the call may have told the referee who actually made the call.

By rule, judgment calls cannot be protested, and players in a match are offered protection from incorrect rule applications by the protest procedures established in Rule 10-5. It is unsportsmanlike conduct for any person to attempt to impeach any previous decision by

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trying to find a different ruling during or after the match by any method other than established protest procedures. If a person does receive a different response, it will not override or affect the prior ruling.

1. Situation: Player A, with the cue ball having been declared frozen to a legal object ball or cushion, asks a referee “What is the rule about the cue ball being frozen to the object ball (or cushion)” or any question to that effect.

Procedure: The referee shall inform Player A that they may shoot toward the frozen object ball, and as long as they use a legal stroke then the shot will be legal with respect to the cue ball and frozen object ball or cushion. They will also explain that fouls may be committed on the shot that are not related to the frozen cue ball.

Discussion: The type of shot described in this situation is specifically referred to in Rules 1-20-2 and 1-20-3, and therefore is required to be explained by the referee under Rule 10-2-1-b-1. By explaining to the player that fouls may occur on the shot that are not related to the frozen cue ball, the referee ensures that the player does not have the impression that the frozen cue ball exempts them from all fouls (foot off floor, intentional miscue, push shot, Rule 1.40 violations, etc.)

2. Situation: Same situation as above, but there is another object ball or cushion nearby. (See Figure 10-10, p. 83.) Player A, after hearing the above response from the referee, asks, “will I foul because of the other nearby ball (or cushion)?”

Procedure: The referee will state that it is possible that a double hit foul might occur because of the nearby ball or cushion, but that they cannot answer this specific question because it would constitute offering an opinion. They will only judge the result of the shot and make the call.

Discussion: Since the situation is specifically referred to by Rule 1-20-4, if asked the referee must make the shooter aware of the possibility of a double hit foul occurring because of the nearby ball. However, the referee has no way of knowing or predicting the actual outcome of the shot, and therefore advising the player would constitute offering an opinion, which is prohibited by Rule 9-2-1-b-1.

3. Situation: Player A, with the cue ball close to but not frozen to a legal object ball, asks the referee what angle is necessary to achieve the “fine angle” referred to in Rule 1-20-2, or about a specific angle at which they intend to shoot and if it will be legal.

Procedure: The referee will state they cannot answer this question because it would constitute offering an opinion. They will only judge the result of the shot and make the call. The referee has no way of knowing the actual result of the shot prior to its execution.

Discussion, Situations 2-3: When judging shots, some factors that cannot necessarily be predicted by the referee (actual tip placement on the cue ball, speed of stroke, etc.) may

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have an effect on the outcome of a shot. In addition, those factors frequently cannot be determined prior to the actual shot, either from information provided by the shooter before the shot or by the shooter's apparent intentions as displayed by their set-up for the shot. However, regardless of those unpredictable factors that may be present, it is well established that the legality of a shot can most always be accurately judged by carefully observing the resulting behavior of the balls.

While it is not the intent of CSI to withhold any necessary rules information from players, that principle must be carefully balanced by the need to not have referees advise players on the actual execution of shots in a competitive environment (Situations 1 and 2 above excepted). There is also a likelihood, because of the unpredictable factors referred to above, that even if a referee were to advise a player, a foul could still occur regardless of information provided by the referee, no matter how accurate or well intentioned.

Finally, it is not within the scope of this document to address the training of referees, or to discuss an analysis of the physics involved in billiards, in order to provide information or benefit to players regarding how shots are judged and what methods referees use. Players who wish to explore such knowledge have a wealth of information available to them from various sources (e.g., the internet, instructional academies and independent instructors, CSI referee training, CSI referees who will provide such information when in non-competitive environments, etc.), and they should avail themselves of any opportunity in a non-competitive environment to improve their knowledge of such subjects.

10-4 Responsibility for Multiple Tables / Referee Presiding also 1-15, Shot Clock Procedures

Discussion, Rule 10-3-4: Placing a match on a shot clock does not constitute the match being presided over by a referee. If players desire a referee to watch the details of a particular shot, they must make a request as in any other match.

1. Situation: After having been called to the table to watch a shot and while the player is preparing to shoot, the referee observes the player accidentally knock a piece of chalk onto the bed of the table. The player is unaware that the chalk is on the bed.

Procedure: The referee shall not alert the player or move the chalk. To do so could potentially affect the course of the match outside of the provisions of the rules. While a match is in progress, the referee will take no action concerning equipment unless it is within the rules and they have been specifically asked to do so by a player.

10-6 Soliciting Information

While referees are free to solicit information from any source, they are neither required nor specifically encouraged to consult spectators regarding judgment calls. If doing so, the referee should be certain that the spectator is trusted, knowledgeable, preferably trained as an observer or referee, and has no association whatsoever with any player or team member involved in the match.

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Referees are neither required nor necessarily encouraged to consider video evidence. If a referee chooses to consider video evidence, no call will be overturned unless the video, in the judgment of the referee, provides clear and convincing evidence. In particular, the referee must be certain that the angle provided by the camera does not cause an illusion concerning the angles resulting from the contact of the balls, which may appear deceptive, particularly from low camera angles and certain camera positions.

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TABLE OF VIOLATIONS AND FOULS

This table is provided as a quick reference to find the basic entries concerning violations and fouls. It is not intended to be a comprehensive index. To ensure a complete understanding of how they are judged and enforced, you should be sure to study the associated definitions and Applied Rulings, if any, that are referenced in the basic entries.

Similar violations may have different penalties depending on the specific game. Be sure to check specific game rules for details.

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SECTION 12

TOURNAMENT RESULTS

BCA/BCAPL NATIONAL 8-BALL CHAMPIONSHIPS

Men's Leisure Single

	<u>Champion</u>	<u>Runner-Up</u>
2014	Vincent Morris, NY	Tim Kovacs, NV
2013	Keith Waddle, FL	Rich Kaeser, CA

Women's Leisure Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Kate Harrison, AU	Shannon Keenatch, SK
2013	Taylor Hansen, MN	Jacin Sua, AK

Men's Open Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Greg Romero, CO	Dan Taylor, IL
2013	TJ Steinhaus, MN	Paul Scott, IL
2012	Vacated	Vacated
2011	Mike Alonzo, TX	Chris Byers, OR
2010	Nunos Santos, PT	Bryan Sanders, TX
2009	Bruno Pires de Sousa, PT	Mike Boyd, CA
2008	Daniel Barnes, MI	Samuel Kirby, IN
2007	Gregory Kuhl, NV	Dwayne Demas, AB
2006	Derek Cumm, AZ	Justin Bergman, IL
2005	Andy Quinn, MO	Jesus Mujica, CA
2004	Ben Diggs, NE	Damian Pongpanik, UT
2003	Carlos Santos, BC	Tyler Luce, WA
2002	Bobby Pickle, TN	Chad Duster, IA
2001	Jamey Bowman, IL	James Henson, VA
2000	Marcos Aleman, MN	Sam Cordova, CO
1999	Clent McMullough, GA	David Boone, NS
1998	David Edwards, IN	Glen Hopkinson, BC
1997	Jim Engels, IL	Peter Laliberte, SK
1996	Kevin Cardinal, AB	Vince Chambers, ON
1995	Steven Hayes, WI	Bob Pyle, TX
1994	Ron Wiseman, ON	Ed Castanon, VA
1993	Mike McClain, PA	Jeremy Jones, TX
1992	Allan Jones, IN	James Hevener, CA
1991	Paul Guernsey, TX	Gene Rossi, PA
1990	Jesus Rivera, CO	Gilbert Martinez, NV
1989	Henry Granas, CO	T.J. Davis, TX
1988	Harry Sexton, MI	Seco Varani, MN
1987	Stan Fimple, NE	Mike Fenne, NV
1986	Jesus Rivera, CO	Mickey Leon Stone
1985	Steve Matlock, IA	Stan Fimple, NE
1984	Louie Lemke, TX	Charles Shootman, CO
1983	Michael Sardelli, MI	Tom Chapman, WI

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1982	Joe Sposit, MO	Gregg Fix, MN
1981	Danny Diliberto, NY	Nick Varner, KY
1980	Nick Varner, KY	Mike Massey, TN
1979	Jimmy Reid, KY	Mark Wilson, MO
1978	Mike Carella, KY	Bob Williams, FL
1977	Tom Kilburn, IN	Dick Spitzer, SD

Women's Open Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Kelly Isaac, OH	Kris Chamberlain, PA
2013	Khanh Ngo, CA	Eugenia Gyftopoulos, MD
2012	Molly Bontrager, IN	Christy Hardin, TN
2011	Jennifer Graber, TX	Tara Williams, TX
2010	Gail Glazebrook, NY	Josie Leroy, WA
2009	Cristina De La Garza, TX	Helen Hayes, TX
2008	Noel Campos, CA	Mary Rakin, CA
2007	Marissa Hallet, NM	Betty Sessions, GA
2006	Lauren Ward, CA	Caroline Pao, NY
2005	Kawania Watson, TX	Heather Pulford, TX
2004	Debbie Snook, CO	Katherine Friend, PA
2003	Jackie Broadhurst, CO	Heather Shaddock, TX
2002	Terri Kelly, FL	Laura Lo, CO
2001	Sherri Hudson, TX	Stacie Bourbeau, MA
2000	Amanda Lampert, TX	Sherry Dalton, NV
1999	Christine Honeman, CO	Lisa Marr, AR
1998	Kim White, TX	Angelina Paglia, AZ
1997	Jennifer Wishinski, BC	Dena Leath, KS
1996	Holly Sholes, OK	Katrina Games, CO
1995	Suzanne Bosselman, NH	Laura Lo, CO
1994	Wendy Hill, OK	Windy Kopff, NV
1993	Shelly Barnes, NM	Bonita Johnson, ND
1992	Brenda Plantz, CO	Cindy Doty, WA
1991	Suzi Quall, WI	Chris Fields, TX
1990	Linda Meyer, OK	Janene Hague, MN
1989	Sherry Lively, CA	Christine Glass, MN
1988	Timi Bloomberg, SD	Kathy Miao, CA
1987	Linda Hoffman, TX	Janene Hague, MN
1986	Linda Hoffman, TX	Christine Glass, MN
1985	Linda Hoffman, TX	Diane Piercy, CA
1984	Belinda Campos, NV	Linda Hoffman, TX
1983	Georgiana Casteel, MI	Sherry Lively, CA
1982	Linda Hoffman, MO	Sherry Lively, CA
1981	Belinda Campos, NV	Sherry Lively, CA
1980	Billie Billing, OH	Gloria Walker, KY
1979	Gloria Walker, KY	Mary Kenniston, NV
1978	Catherine Stephens, KY	Melodie Horn

Men's Advanced Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Kenny Brisbon, MI	Alex Olinger, OH
2013	Matt Beckwith, MI	Steven McAninch, OH
2012	Sean McKay, AB	Russ Whittle, AB

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2011 Danny Olson, SD Chris Akey, NV

Women's Advanced Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Liz Lovely, OH	Caroline Pao, NJ
2013	Briana Miller, PA	Bernie Store, AZ
2012	Terry Petrosino, TX	Ricki Casper, TX
2011	Jolene Herum, WI	Cindy Sliva, WA

Men's Player Member Singles

	<u>Champion</u>	<u>Runner-Up</u>
2010	Dan Olson, SD	Justin Brandt, SD
2009	David Broxson, FL	Francis Crevier, QC
2008	Ramesh Gokhul, UK	Michel Couvrette, CA
2007	Antonio Martinez Martinez, ES	Antonio Rodriguez, NY
2006	Tommy D'Alfonso, NY	Andrew Breen, NY

Women's Player Member Singles

	<u>Champion</u>	<u>Runner-Up</u>
2010	Stacy Lantz, FL	Aubrey James, PA
2009	Buffie Jolie, TN	Patty West, CA
2008	Sunny Griffin, NV	Mary Anne Marr, MI
2007	Suzanne Osborne, WA	Kristen Malone, GA
2006	Joy Helton, OH	Jennifer Pass, MD

Men's Master Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	James Davis Sr, TX	Shane Morrow, PA
2013	Luke Thomas, OR	Joey Gray, OK
2012	John Gabriel, OK	Richard Geiler, WA
2011	Garvey Shognosh, ON	Gustavo Correa, TX
2010	Manuel Gama, PT	Bruno Sousa, PT
2009	Danny Petralba, CA	Vince Chambers, ON
2008	Justin Bergman, IL	Jeff Boucher, MT
2007	Donald Blake Todd, TN	Francisco Jose Diaz, ES
2006	Michael Hill, UK	Karl Boyes, UK
2005	Rich Cunningham, MO	Glenn Atwell, WA
2004	Tom McClusky, IL	James Davis Sr., TX
2003	Brian Groce, IN	Tyler Edey, AB
2002	Jessie Bowman, IL	Rigoberto Pena, CA
2001	Lee Heuwagon, MN	Dave Martin, AB
2000	Walter Glass, NV	Rene Rendon, TX

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1999	T.J. Davis, TX	Tony Sulsar, TX
1998	Jon Kucharo, IA	Rene Rendon, TX
1997	Kevin Cardinal, AB	Derek McMaster, MN
1996	Bernie Mikkelsen, AB	Don McCaughey, IA
1995	Bob Vanover, TX	David Rhodes, MB
1994	Jeremy Jones, TX	Dave Black, CO
1993	Walter Glass, NV	Jerry Prado, NV
1992	David Gutierrez, TX	Marv Rapp, IL

Women's Master Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Briana Miller, PA	Cindy Sliva, WA
2013	Eleanor Callado, CA	Tara Williams, TX
2012	Jessica Frideres, IA	Stacie Bourbeau, MA
2011	Jana Montour, AB	Amanda Lampert, TX
2010	Gari Jo Bloomberg, SD	Ming Ng, TX
2009	Mary Rakin, CA	Tina Pawloski, CA
2008	Iris Ranola, PHI	Kyu Yi, TX
2007	Stacie Bourbeau, MA	Jaclyn Fitchner, OR
2006	Rebecca Wagner, IL	Amy Latzko, IL
2005	Kimberlee Hole, WA	Laura Lo, CO
2004	Tammie Jones, IN	Kelly Fisher, NJ
2003	Jeannie Seaver, FL	Tammie Jones, IN
2002	Pamela Bell, WI	Tara Davis, MI
2001	Kim Shaw, DE	Natasha Thomas, AB
2000	Tammie Jones, IN	Melanie Koger, NM
1999	Tammie Jones, LA	Sarah Ellerbee, UK
1998	Kristi Carter, OK	Julie Mason, KS
1997	Holly Sholes, OK	Debra Aarens, NV
1996	Pamela Bell, WI	Cindy Doty, WA
1995	Lori Buendorf, MN	Julie Mason, KS
1994	Julie Mason, TX	Karen Wroldson, MA
1993	Kathy Holman, TX	Timi Bloomberg, SD
1992	Linda Stepanski, WI	Ellen Sellers, NM

Men's Grand Master Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Skyler Woodward, KY	Charlie Bryant, TX
2013	Stan Tourangeau, WA	Marc Vidal-Claramunt, CO
2012	David Alcaide Bermudez, ES	Juan Carlos Exposito Otero, ES
2011	Tony Robles, NY	Shaun Wilkie, MD
2010	Chris Melling, UK	Shane Van Boening, SD
2009	Simon Pickering, BC	Shane Van Boening, SD
2008	Jason Kirkwood, MI	Gary Abood, LA
2007	Jason Kirkwood, MI	Edwin Montal, AB
2006	Darren Appleton, UK	Jason Kirkwood, MI
2005	David Alcaide Bermudez, ES	Jesse Bowman, IL

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Women's Grand Master Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Vivian Villarreal, TX	Mary Rakin, CA
2013	Brittany Bryant, ON	Melissa Little, CO
2012	Anna Kostanian, NM	Vivian Villarreal, TX
2011	Vivian Villarreal, TX	Brittany Bryant, ON
2010	Vivian Villarreal, TX	Kelly Fisher, NC
2009	Yu Ram Cha, Korea	Julia Gabriel, MO
2008	Kelly Fisher, NC	Bonnie Plowman, CO
2007	Kristi Carter, NC	Romana Dokovic, NY
2006	Tammie Jones, IN	Pamela Patton, WI
2005	Joanne Ashton, AB	Tammie Jones, IN

Men's Senior Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Ken Crane, BC	Tom McGonagle, MA
2013	Gil Hernandez, IL	Bob Pisut, IL
2012	Richard Andrada, CO	Flaco Rodriguez, NY
2011	William Skinner, CO	Bill McCoy, PA
2010	Tom McGonagle, MA	Shane Harvey, TX
2009	Doc Rice, AZ	Edward Borrego, CO
2008	Timothy Joseph, ID	Carl Sampson, NS
2007	Carl Coffee, CO	Patrick Schumacher, OR
2006	Horace Aughtry, PA	William Hyde, TX
2005	Gary Anderson, NE	Bruce Patton, IL
2004	Richard Magaro, PA	David Datillo, CA
2003	Lupe Rosas, MI	Robert Gawthrop, MD
2002	Jose Luis Cejudo, CA	Gary Wright, IL
2001	Bobby Legg, MD	Bob Strachan, AB
2000	Joe Zaragoza, TX	Gordon Peterson, IA
1999	David Dattilo, CA	Judex James, IL
1998	Allen Stum, PA	Joe Espindola, TX
1997	Fred Guarino, NV	Jim Norris, NC
1996	Ken Boam, AB	Bernard Rogoff, NV
1995	John Abruzzo, IL	Pete Lewis, IA
1994	Bob Vanover, TX	David Datillo, CA
1993	John Gureckis, MA	Bob Vanover, TX
1992	Seco Varani, MN	Fred Guarino, NV
1991	Bob Vanover, TX	Beau Zimmerman, PA
1990	Jerry Priest, MO	Bernard Rogoff, NV
1989	Jerry Priest, MO	Bob Vanover, TX
1988	Seco Varani, MN	Bob Keating, PA
1987	Jerry Priest, MO	Bob Keating, PA
1986	Stanley Coscia, FL	Harold Schnormeier

Women's Senior Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Vicky Jaime, AZ	Val Porter, CA
2013	Linda Asleson, MT	Connie Williams, OK
2012	Marlene Bohnet, AB	Tommie Ann Keyser, MD
2011	Shawn Modelo, CA	Lois Schmitt, AZ

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2010	Debbie Snook, CO	Kim Anderson, ID
2009	Sharon Russeau, MI	Pamela Fletcher, NV
2008	Holly Robinson, CA	Cheryl Pritchard, NC
2007	Tommie Ann Keyser, MD	Nancy Kuhn, PA
2006	Coleen Jo John, UT	Eva Hill, WA
2005	Varla Parks, CA	Rosie Jensen, WA
2004	Maryann McConnell, BC	Barbara Hamilton, IL
2003	Gisele Maurice, ON	Becky Mowdy, WA
2002	Varla Parks, CA	Nancy St. Bernard, MI
2001	Lauren Ward, CA	Nancy Henkhaus, OK
2000	Madelyn Roberts, AZ	Caroline Jensen, WA
1999	Marney Dupay, WA	Clara Silvas, WA
1998	Karen Wold, MN	Linda Dick, WA
1997	Jean Bartholomew, OR	Lorraine Lilley, NV
1996	Jean Bartholomew, OR	Diane Piercy, CA
1995	Lynn Reed, WI	Sandra Chamberlain, OK
1994	Karen Wold, MN	Penni Adrian, NM
1993	Diane Piercy, CA	Jean Bloomberg, SD
1992	Lynn Reed, WI	Charlene Edwards, CO
1991	Karen Wold, MN	Lynn Reed, WI
1990	Jeri Engh, WI	Op Wheeler,
1989	Fern Reedy, MO	Jean Bloomberg, SD

Super Senior Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Mike Massey, UT	Jim Blakeman, NV
2013	Don Owen, TX	LC Carter, WA
2012	David Dattilo, CA	Kerry Ames, AZ
2011	Bob Green, TX	Bill Dunsmore, FL
2010	Bob Oliver, AR	Don Harp, CA
2009	Jim Henry, TX	Dago Huber, WY
2008	Donald Harp, CA	Randy Goettlicher, TX
2007	Rodney Thompson, AZ	Ellahue O'Rear, AR
2006	Ellahue O'Rear, AR	Donald Harp, CA
2005	Louis Roybal, NM	Clyde Bowles, WA
2004	Clyde Bowles, WA	Seco Varani, MN
2003	Wally Schmidt, NV	Chuck Dusbabek, CO
2002	Don Harp, CA	Clyde Bowles, WA
2001	Wayne Fate, MI	Monte Beghtol, MI

Open Scotch Doubles

	<u>Champion</u>
2014	April Larson/JD Prestegard, MN
2013	Eugenia Gyftopoulos/Rob Metz Jr, MD
2012	Lisa McNab/Brad Poorman, SK
2011	Bernie Store/Jessie Renteria, AZ
2010	Kim Sanders/Brian Sanders, TX
2009	Dawn Fital/Kenneth Brisbon, MI
2008	Susan Williams/Michael Williams, AZ
2007	Stefanie Nakagawa/Butch Barba, CA
2006	Caroline Pao/William Reuben, NY
2005	Kristin Werner, MO/Lars Vardaman, IL

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2004	Phyllis Fernandez/Harold Prine, WA
2003	Dawn Spencer/Ronald O'Meara, IA
2002	Joyce Wheeler/David Holmes, IA
2001	Gloria McClellan/Greg Cairns, AB
2000	Andrea Wilson/Larry Wilson, MI
1999	Kathy Homan/James Cornell, MI
1998	Olivia Jackson/Brett Smith, AZ
1997	Julie Schultz/Jeff Sergent, IL
1996	Joanne Honeycutt/Alex Pernas, NV
1995	June Hager/Bob Vanover, TX
1994	Bonnie Arnold/Steven Hayes, WI
1993	Ramona Biddle/Louis Roybal, NM
1992	Janey Finn/Pete Lewis, IA
1991	Bonnie Coats/Mark Coates, OK

Advanced Scotch Doubles

Champion

2014	Liz Lovely/Alex Olinger, OH
2013	Liz Lovely/Alex Olinger, OH
2012	Andrea Wilson/Larry Wilson, BC

Master Scotch Doubles

Champion

2014	Beth Fondell/TJ Steinhaus, MN
2013	Tara Williams/Tony Sulsar, TX
2012	Janet Atwell/Wes Largen Jr, VA
2011	Dana Aft/John Maikke, GA
2010	Veronica Menard/Francis Crevier, QC
2009	Elisabeth Ford/Marc Vidal-Claremont, NY
2008	Jessica Frideres/Chad Vilmont, IA
2007	Marylou Waak/Anthony Vincent, WI
2006	Amy Latzko/Ike Runnels, IL
2005	Amy Latzko, Jeff Sergent, IL
2004	Rhonda Pierce/John Gabriel, OK
2003	Cathy Vanover/Paul Guernsey, TX
2002	Linda Meyer, OK/Cliff Brown, KS
2001	Angelina Paglia/Scott Frost, AZ
2000	Kathy Moon/Jeff Sergent, IL
1999	Cathy Vanover/TJ Davis, TX
1998	Cindy Doty/David Rhodes, WA
1997	J. Hager Jr./J Walter, TX
1996	June Hager-Walter/Paul Guernsey, TX

Men's/Mixed Open Teams

Champion

2014	Promasters, BC
2013	Pocket Pool Junkies, IL
2012	Team McDermott, WI
2011	Off Constantly II, IL
2010	Who Needs a Billiard Coach?, MN
2009	Hustlin, IL

Women's Open Teams

Champion

Las Vegas Cue Club, NV
Born Ready, TX
How's My Rack?, TX
T's Bar, CO
We've Got the Runs, TX
Kiss of Death, NY

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

2008	Hustlin, MI	Kitty's Bad Cats, AZ
2007	Money Shot, IL	Thirsty Whale, OH
2006	Strategery, CO	Cuetees, NV
2005	Chicago So Don't Ask, IL	Hot Sa-Aus, TX
2004	Smooth Operation, CA	City Light Gate Keepers, WA
2003	Woody's Wizards, BC	California Cue-T's, CA
2002	Spain I, ES	Island Girls, NF
2001	Wood Slivers, BC	Chicaros Ladies, TX
2000	Spain Team I, ES	Pappy's, AZ
1999	Ritchie's of Chicago, IL	Brass Bell, VA
1998	Main Event Chalk Talk, MN	Dealers Choice, NV
1997	Vancouver Canadians, BC	Not Bad For Girls, BC
1996	Tips and Taps, ND	Rum Runner #2, NV
1995	Vegas Bound Stokers, NM	Rough Riders, WI
1994	Crown Billiards, MN	The Lady Killers, OK
1993	Stinky's Dream Team, AB	Lucky Ladys, PA
1992	Lassiters, IA	Lucky Ladies, TX
1991	Players, TX	Cue-T's, WI
1990	Black Sticks, TX	8-Ball Express, SD
1989	Black Sticks, TX	8-Ball Express, SD
1988	Mongo Murph's, ON	Great American Girls, CA
1987	Jackson All Stars, TX	Lefty's +, CA
1986	MeMaws, TX	Leisure Club, AZ
1985	Starlite Lounge, TX	Gold Nugget, TX
1984	Green Acres, TX	North Star, CA
1983	Mike's Lounge, PA	Richard's, MI
1982	The Wizards, CO	Richard's, MI
1981	Tam O'Shanter, CO	Burt's Girls, CO
1980	Tam O'Shanter, CO	Burt's Girls, CO
1979	Tam O'Shanter, CO	Wheel Inn, MT

Men's/Mixed Advanced/Master Teams

	<u>Champion</u>
2014	The Pool Room-Toledo, OH
2013	The Pool Room-Toledo, OH
2012	Taiwan Typhoon, TW
2011	Riverside Gators, PA

Men's/Mixed Master Teams

	<u>Champion</u>
2011	Flip Flops, OK
2010	Portugal Masters, PT
2009	The Stooges Metro, MN
2008	Metro, MN
2007	Pour House, IL
2006	Young Guns, IL
2005	Table Shakers, TX
2004	The Greene Machine, AB
2003	Ritchie's of Chicago, IL
2002	Pour House, WI

Women's Advanced/Master Teams

	<u>Champion</u>
	NPL Chix, WA
	NPL Chix, WA
	Nothin' But Trouble, TX
	Domin8ers, IL

Women's Master Teams

	<u>Champion</u>
	No event
	Magoo's Masters, OK
	NPL Chix, WA
	Never Mistresses, IL
	New York Dolls, NY
	Slightly Competitive, CO
	Mile High Masters, CO
	Back for More, AB
	Can-Am Road Runners, MI
	Mudhoney, NY

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2001	Billiard Street Mavericks, MN	Fox Force Five, BC
2000	Ten Mex Tornados, TX	Sherlock Holmes—It's Even Better, AB
1999	The Machine, AB	JDD's Klipsch, CO
1998	Pour House, IL	Ya Whatever, AB
1997	Cue Can Do, IL	Chix With Stix, WI
1996	The Dream Team, AB	Galtier Midwest Masters, MN
1995	Hall of Fame Billiards, IL	JDD's-Justice, CO
1994	Hall of Fame Billiards, IL	Rusty's Lucky Ladies, TX
1993	Hall of Fame Billiards, IL	No event before 1994
1992	The Crunch Bunch, TX	
1991	Black Stix, TX	

Men's/Mixed Trophy Teams

Champion

2014	Texas X-Rated, TX
2013	Just Need A Shot, CA
2012	West Coast Pirates, BC
2011	Dub Club, ID
2010	Rack Pack, MI
2009	GJ Boys, MI
2008	5 Sticks Will Travel, MI
2007	Blues Crew II, GA
2006	Harms Way, IL
2005	Wild Kats, AB
2004	Thelma's Rebels, WV
2003	The Blues Crew, GA
2002	OBYB, BC
2001	Snooker John's #2, MO
2000	Over the Hill Gang, MO
1999	Eights and Aces, IL
1998	Last Chance, IL
1997	Slims Phil, TX
1996	K&S Billiards, IL
1995	Demmas III, IL

Women's Trophy Teams

Champion

Cali Girlz, CA
She Chalks Too Much, FL
Queen B's, KY
Group Therapy, TX
Pocket Aces, CA
Pine Street Ladies, CA
Toucan Stroke, FL
Tou Can Play, FL
Sharkbait, ON
Worm Burners, MN
Texas Angels, TX
Twisted Sisters, TX
Teachers#5, MO
Attitude Adjusters, IN
Hot Tamales, GA
The Edge, ON
Finders Keepers, IL
Westford Whips, ON
Texas Draw, TX
Battlin' Bitches, IL

9-Ball Challenge

Champion

2014	Jason Klatt, IL
2013	David Alcaide Bermudez, ES
2012	Mitch Ellerman, AZ
2011	Chip Compton, OK
2010	Chris Melling, UK
2009	Tyler Edey, AB
2008	Tyler Edey, AB
2007	Beau Runnigen, MN

Runner-Up

Warren Kiamco/ Phi
Marc Vidal-Claramunt, CO
Marc Vidal-Claramunt, CO
Jason Kirkwood, MI
Brian Gregg, IN
Mitch Ellerman, AZ
Demitrius Jelatis, MN
Tyler Edey, AB

10-Ball Challenge

Champion

2014	Joshua Roberts, SC
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Runner-Up

Mitch Ellerman, AZ

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Open Artistic Pool

Champion

2011(I) Kenny Tran, KY
2011(II) Monica Snitily, NY
2010(I) Darrell, Stephens, AB
2010(II) Buddy Eick, OK
2009(I) Jason Kane, NY
2009(II) Buddy Eick, OK
2008 Jason Kane, NY
2007 Rusty Jackson, CA

Runner-Up

Danny Gokhul, GB
Wendell Moser, TX
Mark Ford, MD
Tim Tomjun, MN
Nik Bolin, IL
Butch Barba, CA
Josh Ulrich, CA
Buddy Eick, OK

Men's Artistic Pool

Champion

2006 Craig Powers, WI
2005 Buddy Eick, OK
2004 Hani Kamany, CA
2003 Mark Dimick, OK
2002 Mark Dimick, OK
2001 Jason Kane, NY
2000 Mark Dimick, OK
1999 Jason Kane, NY
1998 Jason Kane, NY
1997 Ben Alloggio, TX
1996 Paul Blanchard, LA
1995 Mark Dimick, OK
1994 Joe Shirley, TX
1993 Craig Powers, WI

Runner-Up

Terrence Zagar, WI
Shayne Marrow, WV
Nate Bryant, GA
Jeremy Seaman, MI
Jason Budrow, NY
Buddy Eick, OK
Milt Highlands, PA
Jason Budrow, NY
Chris Flavin, AR
John James, AR
Mark Dimick, OK
Dan Henley, WA
Rob Lundrign, NF
Mark Dimick, OK

Women's Artistic Pool

Champion

2006 Victoria Rose, BC
2005 Susie Miller, CA
2004 Judy Malm, AZ
2003 Jackie Broadhurst, CO
2002 Martha Hartsell, OR
2001 Jennifer Barretta, NY

Runner-Up

Connie Jerome, MI
Linda Carter, WA
Karen Lincoln, KS
Marissa Hallett, NM
Susie Miller, CA
Ginger Alloggio, TX

Men's Speed Pool I

Champion

2008 Alfredo Correia, ES
2007 Francisco Diaz Pizarro, ES
2006 Scott Tollefson, CO
2005 David Alcaide Bermudez, ES
2004 Josh Silva, AB
2003 Jason Kane, NY
2002 Francisco Diaz Pizarro, ES
2001 Dave Martin, AB
2000 Francisco Diaz Pizarro, ES

Runner-Up

Tony Heffner, IA
Scott Tollefson, CO
James Davis Jr., TX
Shayne Marrow, WV
Samuel Prieto, ES
Josh Harris
Jason Kane, NY
Francisco Diaz Pizarro, ES
Jason Kane, NY

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

Women's Speed Pool I

	<u>Champion</u>	<u>Runner-Up</u>
2007	Regan Hoko, AB	Marcia Haniffee, MD
2006	Lori Buendorf, CA	Jacqueline Herrera, IL
2005	Tracy Cantrell, OH	Susie Miller, CA
2004	Kelly Fisher, NJ	Bev Ashton, AB
2003	Dee McGrath, IL	Marissa Hallett
2002	Bev Ashton, AB	Pam Bell, WI
2001	Candie Madsen, ID	Lauren Ward, CA
2000	Romana Dokovic, NY	Dolores Granados, ES

Men's Speed Pool II

	<u>Champion</u>	<u>Runner-Up</u>
2008	Jason Kane, NY	Jarrod Frideres, IA
2007	Jason Kane, NY	Mike Banks, MO
2006	Ivan Nunez Perez, ES	Antonio Martinez Martinez, ES
2005	Jason Kane, NY	James Davis Jr., TX
2004	Jason Kane, NY	Alfredo Correia, PO
2003	Scott Tollefson, CO	Tyler Edey, AB
2002	Alaine Boutin, BC	Dave Martin, AB
2001	Samir Kaddur Mohammud, ML	Robert Winter, CO
2000	Jason Kane, NY	Francisco Diaz Pizarro, ES

Women's Speed Pool II

	<u>Champion</u>	<u>Runner-Up</u>
2008	Jessica Frideres, IA	Cha Calishar, IA
2007	Lauren Whelan, NY	Linda Ikefuji
2006	Results not available	Connie Jerome, MI
2005	Results not available	Linda Carter, WA
2004	Results not available	Results not available
2003	Laura Lo, CO	Gloria McClellan, BC
2002	Susie Miller, CA	Gloria McClellan, BC
2001	Results not available	Laura Lo, CO
2000	Ellie Chang, NY	Dolores Granados, ES

BCAPL NATIONAL 9-BALL CHAMPIONSHIP

Men's Open Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Ben Liu, AB	Randy Bagot, Manitoba
2013	Crispian Ng, TX	Chad Behnke, IA
2012	Daniel McKenney, TX	Matt Beckwith, MI
2011	Michael Miller, PA	Jordan Grubb, WV
2006	Brian White, SC	Billy Peay, KY
2005	Lance Salazar, CA	Stan Tourangeau, BC
2004	Dickie Renk, CA	Larry Wilson, BC

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

Women's Open Singles

	<u>Champion</u>	<u>Runner-Up</u>
2014	Kelly Isaac, MN	Ashea Erdahl, NV
2013	Bonnie Arnold, WI	Shar Vanderstyne, CA
2012	Jennifer Polik, MI	Sheri Palma, TX
2011	Sandra Badger, AB	Michele Li, NJ
2006	Diana Minor, FL	Jacqueline Herrera, IL
2005	Sammy Diep, CO	Connie Williams, OK
2004	Rebecca Wagner, IL	Lori Buendorf, CA

Men's/Mixed Teams

	<u>Champion</u>	<u>Runner-Up</u>
2014	Were's Bruce, MI	California Chrome, CA
2013	Bad Boyz, KY	Hurricane Higgins, NY
2012	Who Need A Billiard Coach, MN	Texas Shooters, TX
2011	Abracadabra, OR	Curse of Zeno, FL
2006	Regency Nightmares, OK	Smokin Chicos, ON
2005	The Corporation, TX	Hit and Run, CA
2004	Jerry's, NV	Greenfields, CO

Women's Teams

	<u>Champion</u>	<u>Runner-Up</u>
2014	Minnesota Naughty, MN	Who's Who Billiards Club, MI
2013	On The Prowl, CA	We Win, NV
2012	Once In A Mil, NE	Short'n Surly, CA
2011	Finders Keepers, IL	Vegas Billiard Buzz, NV
2006	Thirsty Whale Ladies, OH	The Young and the Restless, WI
2005	The Missing Chink, NV	Happy Bunnies, CA
2004	Poultry Power, IL	Midway Bar and Grill, OR

No events in 2007-2010

Open Scotch Doubles

	<u>Champion</u>	<u>Runner-Up</u>
2006	Kelly Dyer/Tim Chambers, OH Angie Voorhees/Michael Dunklin, IL	
2005	Elizabeth Cole, WA/Glen Atwell, OR Sammy Diep/Chisolm Woodson, CO	
2004	Orietta Strickland/Bert Kinister, TX Anita McMahon/David McMahon, ON	

U.S. OPEN ONE POCKET CHAMPIONSHIP

	<u>Champion</u>	<u>Runner-Up</u>
2014	Dennis Orcollo	Shane Van Boening
2013	Dennis Orcollo	Corey Deuel
2012	Shane Van Boening	Darren Appleton

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

2011	Efren Reyes	Chris Gentile
2007	Tony Chohan	Gabe Owen
2006	Nick Vita	Shawn Putnam
2005	Scott Frost	Gabe Owen
2004	Cliff Joyner	Shannon Daulton
2000	Efren Reyes	Larry Nevel
1999	Cliff Joyner	Larry Nevel
1998	Jeremy Jones	Jeff Carter
1997	Leil Gay	Jayne Goodwin
1996	Jayne Goodwin	Jose Parica
1994	Cliff Joyner	Bill Incardona

No event in 1995, 2001-2003, 2008-2010

U.S. OPEN BANK POOL CHAMPIONSHIP

	<u>Champion</u>	<u>Runner-Up</u>
2007	John Brumback	Jason Miller
2006	John Brumback	Gerald Reichle
2005	Shannon Daulton	Brandon Shuff
2004	Shannon Daulton	Marco Marquez

U.S. OPEN 10-BALL CHAMPIONSHIP

	<u>Champion</u>	<u>Runner-Up</u>
2013	Rodney Morris	Dennis Orcollo
2012	Dennis Orcollo	Francisco Bustamante
2011	Shane Van Boening	David Alcaide Bermudez
2010	Lee Van Corteza	Lo Li-Wen
2007	Huidji See	Louis Ulrich
2006	Will Bilbrey	Adam Smith
2005	David Dattilo	Danny Medina
2004	Cliff Joyner	Scott Tollefson

No event in 2008-2009

US OPEN 8-BALL CHAMPIONSHIP

	<u>Champion</u>	<u>Runner-Up</u>
2013	Shane Van Boening	Carlo Biado

U.S. OPEN 14.1 CHAMPIONSHIP

	<u>Champion</u>	<u>Runner-Up</u>
2007	Rafael Martinez	Gabe Owen

DERBY CITY CLASSIC

9-Ball

	<u>Champion</u>	<u>Runner-Up</u>
2014	Shane Van Boening	John Morra

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

2013	Alex Pagulayan	Shawn Putnam
2012	Shane Van Boening	Stevie Moore
2011	Dennis Orcollo	Shane Van Boening
2010	Efren Reyes	Rodney Morris
2009	Shane Van Boening	Lee Vann Corteza
2008	Ralf Souquet	Francisco Bustamante
2007	Niels Feijen	Rodolfo Luat
2006	Ralf Souquet	Rodolfo Luat
2005	Efren Reyes	James Barakas
2004	Ralf Souquet	Efren Reyes
2003	Shannon Daulton	Max Eberle
2002	Mika Immonen	Buddy Hall
2001	Shannon Daulton	Mika Immonen
2000	George San Souci	Dee Adkins
1999	Troy Frank	Efren Reyes

One Pocket

	<u>Champion</u>	<u>Runner-Up</u>
2014	Efren Reyes	Shannon Daulton
2013	Corey Deuel	Francisco Bustamante
2012	Shane Van Boening	Joseph Gray
2011	Shane Van Boening	Earl Strickland
2010	Scott Frost	Sylver Ochoa
2009	John Schmidt	Scott Frost
2008	Gabe Owen	Larry Nevel
2007	Efren Reyes	Cliff Joyner
2006	Efren Reyes	Jason Miller
2005	Efren Reyes	Corey Deuel
2004	Efren Reyes	Marco Marquez
2003	Jose Parica	Larry Nevel
2002	Cliff Joyner	Jose Parica
2001	Buddy Hall	John Hager, Jr.
2000	Nick Varner	Rafael Martinez
1999	Efren Reyes	Tang Hoa

9-Ball Banks

	<u>Champion</u>	<u>Runner-Up</u>
2014	Dennis Orcollo	Francisco Bustamante
2013	Francisco Bustamante	Justin Hall
2012	John Morra	Shane Van Boening
2011	Alex Pagulayan	Ronato Alcano
2010	John Brumback	Efren Reyes
2009	John Brumback	Rodolfo Luat
2008	Larry Price	Sylver Ochoa
2007	Stevie Moore	Efren Reyes
2006	Jason Miller	Jason Kirkwood
2005	David Matlock	John Brumback
2004	Jason Miller	John Brumback
2003	Danny Harriman	Steve McAninch
2002	Larry Price	Louis D'Marco
2001	Jose Parica	Glen Rogers
2000	Shannon Daulton	Whitey Stephenson
1999	Nick Varner	Tony Coleman

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

Master of the Table

	<u>Champion</u>	<u>Runner-Up</u>
2014	Dennis Orcollo	Shane Van Boening
2013	Francisco Bustamante	Justin Hall
2012	Shane Van Boening	John Morra
2011	Shane Van Boening	Alex Pagulayan
2010	Efren Reyes	John Brumback
2009	John Brumback	Johnathan Pinegar
2008	Francisco Bustamante	Gabe Owen
2007	Efren Reyes	Rodolfo Luat
2006	Jason Miller	Efren Reyes
2005	Efren Reyes	David Matlock
2004	Efren Reyes	Ralf Souquet
2003	Larry Nevel	Jose Parica
2002	Jose Parica	Dee Adkins
2001	Shannon Daulton	Jose Parica
2000	Dee Adkins	Shannon Daulton
1999	Efren Reyes	Nick Varner

U.S. OPEN 9-BALL CHAMPIONSHIP

2014	Shane Van Boening		
2013	Shane Van Boening		
2012	Shane Van Boening		
2011	Darren Appleton	1993	Earl Strickland
2010	Darren Appleton	1992	Tommy Kennedy
2009	Mika Immonen	1991	Buddy Hall
2008	Mika Immonen	1990	Nick Varner
2007	Shane Van Boening	1989	Nick Varner
2006	John Schmidt	1988	Mike Lebron
2005	Alex Pagulayan	1987	Earl Strickland
2004	Gabe Owen	1986	David Howard
2003	Jeremy Jones	1985	Jimmy Reid
2002	Ralf Souquet	1984	Earl Strickland
2001	Corey Deuel	1983	Mike Sigel
2000	Earl Strickland	1982	David Howard
1999	Johnny Archer	1981	Allen Hopkins
1998	Buddy Hall	1980	Mike Sigel
1997	Earl Strickland	1979	Louie Roberts
1996	Rodney Morris	1978	Steve Mizerak
1995	Reed Pierce	1977	Allen Hopkins
1994	Efren Reyes	1976	Mike Sigel

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9-BALL CHAMPIONSHIPS**

Men's

	<u>Champion</u>	<u>Runner-Up</u>
2008	Jeremy Jones	Ronnie Wiseman
2007	Dennis Orcollo	Shane Van Boening
2006	Ralf Souquet	Johnny Archer
2005	Thorsten Hohmann	Johnny Archer
2004	Tony Robles	Santos Sambajon
2003	Ralf Souquet	Francisco Bustamante
2002	Charlie Williams	Tony Robles
2001	Corey Deuel	Jose Parica
2000	Johnny Archer	George San Souci
1999	George San Souci	Jeremy Jones

Women's

	<u>Champion</u>	<u>Runner-Up</u>
2008	Xiaoting Pan	Ga Young Kim
2007	Karen Corr	Allison Fisher
2006	Jasmin Ouschan	Allison Fisher
2005	Allison Fisher	Karen Corr
2004	Karen Corr	Allison Fisher
2003	Karen Corr	Allison Fisher
2002	Karen Corr	Vivian Villareal
2001	Jeanette Lee	Karen Corr
2000	Gerda Hofstatter	Allison Fisher
1999	Allison Fisher	Gerda Hofstatter