BLACKBALL RULES

1 OBJECT OF THE GAME

The player or team that pockets their group of balls first in any order, then legally pockets the black ball, wins the game. In the case of a team game (2 against 2), players on the same team do not rotate after each ball is pocketed. Example: Team 1 consists of players A and B, and Team 2 consists of players C and D. As long as A pockets balls, he continues to play. If he misses, the turn passes to player C, and when C misses, the turn passes to player B, then to player D when B misses, and so on.

2 DEFINITIONS

2.1 Free shot

After a foul has been committed the incoming player is awarded a free shot. On a free shot Rule Wrong Ball First (section 13.1) is suspended and the player may take the cue ball in position or in hand in baulk.

2.2 Baulk

Baulk is the rectangular area of the table that is bordered by the baulk line and the three cushions at the head of the table. The baulk line is parallel to the head rail and one fifth of the length of the playing surface away from the head cushion.

2.3 Snookered

A player is said to be snookered when the cue ball has no straight, direct path to hit at least part of a legal target ball. The snooker must be declared by the referee for it to be in effect.

3 BLACK BALL RACK

The balls are racked as illustrated in figure 1 with the black ball on the foot spot.

4 BREAK SHOT

The following rules apply to the break shot :

- The cue ball begins in hand in baulk.
- At least one ball must be pocketed or at least two object balls must cross the center string or the break shot is a foul.

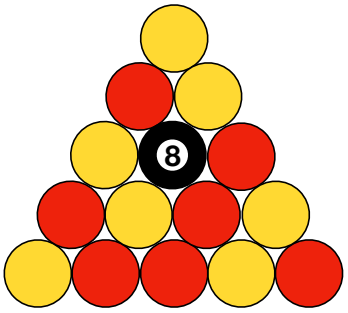

Figure 1: Black Ball Rack

- If the black ball is pocketed on the break, all the balls are re-racked and the same player breaks again. Any violation of Cue Ball Scratch or off the Table or Ball Driven off the Table is ignored on a break that pockets the black ball.

  If it is an illgale break, the opponent is awarded a free shot plus one visit. The cue ball can be played from where it lies OR from baulk OR there is a re-rack. Carreful : A re-rack doesn't give a supplementary shot if no ball are pocketed

5 OPEN TABLE / CHOOSING GROUPS

The table is said to be "open" when the players' groups have not been decided. The table is open after the break shot and remains open until the shooter pockets balls from only one group on a legal normal shot, which means not a break shot and not a free shot. The shooter is then assigned that group of balls to pocket and the opponent is assigned the other group

6 CUE BALL IN HAND IN BAULK

When the player has the cue ball in hand, he may place it by hand anywhere in baulk. The player may continue to adjust the position of the cue ball by hand until he takes a shot. The cue ball is not required to leave baulk before striking an object ball.

7 TOUCHING BALLS

If the cue ball is touching an object ball, the shooter must not play the cue ball in the direction of that

ball. He is considered to have hit the touching ball when he shoots away from it if the ball is on for the shot.

8 PLAYING FROM A SNOOKER

When the shooter is snookered, Rule No Rail after Contact (see section 13.2) is suspended for the shot.

9 SPOTTING BALLS

Object balls driven off the table are spotted on the long string. If several balls are to be spotted, they are spotted in the following order: (1) the black ball, (2) balls from the group of the next shooter, or balls from the red if the table is open, (3) other balls.

10 STALEMATE

A stalemate occurs if the position does not allow any legal shot. The game is replayed and the breaker of the rack will break again

11 STANDARD FOULS

If the shooter commits a foul, play passes to his opponent. The incoming player has one free shot (see 2.1) as the first shot of his inning.

The following are standard fouls at black ball :

- Cue Ball Scratch or off the Table
- Wrong Ball First - suspended for a free shot (see section 13.1)
- No Rail after Contact (see section 13.2)
- No Foot on Floor
- Ball Driven off the Table
- Touched Ball (see section 13.3)
- Double Hit / Frozen Balls (see section 13.4)
- Push Shot (see section 13.5)
- Balls Still Moving
- Bad Cue Ball Placement (when playing from baulk)
- Playing out of Turn
- Pocketing Opponent's Ball (see section 13.6)
- Table Incorrect (see section 13.7)
- Jump Shot (see section 13.8)

12 LOSS OF RACK FOULS

The player loses the rack if he:

- pockets the black ball on an illegal shot,
- pockets the black ball on a shot that leaves any of his group of balls on the table,
- intentionally violates Wrong Ball First (see section 13.1), or
- does not attempt to hit a ball on.
- Unsportsmanlike Conduct will be penalized by loss of rack or other penalty depending on the nature of the conduct (see section 13.9)

13 FOULS

13.1 WRONG BALL FIRST

In those games which require the first object ball struck to be a particular ball or one of a group of balls, it is a foul for the cue ball to first contact any other ball. If the cue ball strikes a legal object ball and a non-legal object ball at approximately the same instant, and it cannot be determined which ball was hit first, it will be assumed that the legal object ball was struck first.

13.2 NO RAIL AFTER CONTACT

If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul. If the cue ball strikes a legal object ball and a cushion at approximately the same instant, and it cannot be determined which was hit first, it will be assumed that the legal object ball was struck first.

13.3 TOUCHED BALL

It is a foul to touch, move or change the path of any object ball except by the normal ball-to- ball contacts during shots. It is a foul to touch, move or change the path of the cue ball except when it is in hand or by the normal tip-to-ball forward stroke contact of a shot. The shooter is responsible for the equipment he controls at the table, such as chalk, bridges, clothing, his hair, parts of his body, and the cue ball when it is in hand, that may be involved in such fouls. If such a foul is accidental, it is a standard foul, but if it is intentional, it is Unsportsmanlike Conduct, see section 13.9).

13.4 DOUBLE HIT/FROZEN BALLS

If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still

on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is assumed not to violate the first paragraph of this rule, even though the tip is arguably still on the cue ball when ball-ball contact is made.
However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball.
The cue ball is assumed not to be touching any ball unless it is declared touching by the referee or opponent. It is the shooter's responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball unless specified in the rules of the game.

13.5 PUSH SHOT

It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

13.6 POCKETING OPPPONENT'S BALL

It is a foul to pocket an opponent's ball without also pocketing a ball from your own group.

13.7 TABLE INCORRECT

It is a foul to play before all balls that require spotting have been spotted.

13.8 JUMP SHOT

Causing the cue ball to jump over any ball is a foul. (If the cue ball leaves the bed of the table and misses an object ball that would have been struck had the cue ball not left the table on an otherwise identical shot, the cue ball is deemed to have jumped over that object ball.)

13.9 UNSPORTSMANLIKE CONDUCT

The normal penalty is equivalent to a serious foul, but the referee may impose other sanctions: warning, standard foul, loss of game, set or exclusion. It includes in particular:

- distracting the opponent,
- changing the position of the balls in play other than by a shot,
- playing a shot by intentionally miscuing,
- continuing to play after a foul has been called or play has been suspended, practicing during a match,
- marking the table,
- delaying the game, and
- using equipment inappropriately.

TUESDAY EVENING TOURNAMENT

Rule 1: The referee is always right.

Rule 2: If you disagree with the referee's decision, we can discuss it after the match, but please refer to Rule 1.

Playing time

During the tournament, once the player has broken and the break has been validated by the referee, a 12-minute timer is started.
If, at the end of these 12 minutes, the game is not over, when the player at the table has finished their turn (i.e. from the moment they no longer pocket any balls), a new timer is started. This time, the timer is 30 seconds per shot and **EACH** player is entitled to a 30-second extension. The timer announces when there are 10 seconds left to play, then from 5 seconds onwards a beep sounds until 0. The extension must be explicitly requested from the referee before the end of the 30 seconds. Example: Player A has 12 seconds left to play and requests an extension, so they will have 42 seconds to play their turn.

WARNING: If, at the end of the allotted time, the player has not taken their shot and the timer sounds, it is a foul and the opponent will be awarded a free shot and a view. The new 30-second timer will therefore start when the referee declares the foul.