WORLD POOL ASSOCIATION

RULES OF PLAY

(EFFECTIVE 2025-06-13)

CONTENTS

1. General Rules 5
   1.1 Player's Responsibility 5
   1.2 Lagging to Determine Order of Play 5
   1.3 Player's Use of Equipment 6
   1.4 Spotting Balls 7
   1.5 Cue Ball in Hand 7
   1.6 Standard Call Shot 7
   1.7 Balls Settling 8
   1.8 Restoring a Position 8
   1.9 Outside Interference 8
   1.10 Prompting Calls and Protesting Rulings 8
   1.11 Concession 8
   1.12 Stalemate 9
2. Nine Ball 10
   2.1 Determining the Break 10
   2.2 Nine Ball Rack 10
   2.3 Legal Break Shot 10
   2.4 Second Shot of the Rack – Push Out 11
   2.5 Continuing Play 11
   2.6 Spotting Balls 11
   2.7 Standard Fouls 11
   2.8 Serious Fouls 12
   2.9 Stalemate 12
3. Eight Ball 13
   3.1 Determining First Break 13
   3.2 Eight Ball Rack 13
   3.3 Break Shot 13
   3.4 Open Table / Choosing Groups 14
   3.5 Continuing Play 14
   3.6 Shots Required to Be Called 15
   3.7 Spotting Balls 15
   3.8 Losing the Rack 15
   3.9 Standard Fouls 15

3.10 Serious Fouls 16
3.11 Stalemate 16
4. 14.1 Continuous Pool 17
4.1 Lagging for the Break 17
4.2 The Rack 17
4.3 Opening Break Shot 17
4.4 Continuing Play and Winning the Game 17
4.5 Shots Required to Be Called 18
4.6 Spotting Balls 18
4.7 Scoring 18
4.8 Special Racking Situations 18
4.9 Standard Fouls 19
4.10 Breaking Foul 20
4.11 Serious Fouls 20
4.12 Stalemate 20
5. Black Ball 21
5.1 Definitions 21
5.2 Equipment 21
5.3 Determining First Break 22
5.4 Black Ball Rack 22
5.5 Break Shot 22
5.6 Open Table / Choosing Groups 22
5.7 Continuing Play 23
5.8 Cue Ball in Hand in Baulk 23
5.9 Touching Balls 23
5.10 Playing from a Snooker 23
5.11 Spotting Balls 23
5.12 Stalemate 23
5.13 Standard Fouls 23
5.14 Loss of Rack Fouls 24
6. Fouls 25
6.1 Cue Ball Scratch or off the Table 25
6.2 Wrong Ball First 25
6.3 No Rail after Contact 25
6.4 No Foot on Floor 25
6.5 Ball Driven off the Table 25
6.6 Touched Ball 25
6.7 Double Hit / Frozen Balls 26
6.8 Push Shot 26
6.9 Balls Still Moving 26

6.10 Bad Cue Ball Placement 26
6.11 Bad Play from Above the Head String 26
6.12 Deleted 27
6.13 Playing out of Turn 27
6.14 Three Consecutive Fouls 27
6.15 Slow Play 27
6.16 Ball Rack Template Foul 27
6.17 Unsportsmanlike Conduct 27
7. Rules/Regulations for Wheelchair Competition 29
7.1 Player's Eligibility 29
7.2 Violations Resulting in Fouls 29
7.3 Wheelchair Requirements 29
8. Definitions Used in the Rules 30
8.1 Parts of the Table 30
8.2 Shot 31
8.3 Ball Pocketed 31
8.4 Driven to a Rail 32
8.5 Driven off the Table 32
8.6 Scratch 32
8.7 Cue Ball 32
8.8 Object Balls 33
8.9 Set 33
8.10 Rack 33
8.11 Break 33
8.12 Inning 33
8.13 Position of Balls 33
8.14 Re-spotting Balls 34
8.15 Restoring a Position 34
8.16 Jump Shot 34
8.17 Safety Shot 34
8.18 Miscue 34
9. Ten Ball 35
9.1 Determining the Break 35
9.2 Ten Ball Rack 35
9.3 Legal Break Shot 35
9.4 Second Shot of the Rack – Push Out 36
9.5 Call Shots & Pocketing Balls 36
9.6 Deleted 36
9.7 Wrongfully Pocketed Balls 36
9.8 Continuing Play 36

9.9 Spotting Balls....36
9.10 Standard Fouls....36
9.11 Serious Fouls....37
9.12 Stalemate....37
10. One Pocket....38
10.1 Determining the Break....38
10.2 Rack at One Pocket....38
10.3 Selecting Pockets and the Break Shot....38
10.4 Continuing Play....38
10.5 Scoring....38
10.6 Spotting Balls....39
10.7 Forgetting to Spot Balls....39
10.8 Standard Fouls....39
10.9 Serious Fouls....40
10.10 Stalemate....40
10.11 Simultaneous win....40
11. Bank Pool....41
11.1 Determining the Break....41
11.2 Rack at Bank Pool....41
11.3 Break Shot....41
11.4 Continuing Play....41
11.5 Valid Bank Shots....41
11.6 Scoring....42
11.7 Spotting Balls....42
11.8 Forgetting to Spot Balls....42
11.9 Standard Fouls....42
11.10 Serious Fouls....43
11.11 Stalemate....43

1. GENERAL RULES

The following General Rules apply to all the games covered by these rules except when contradicted by specific game rules. In addition, the Regulations of Pool Billiards cover aspects of the game not directly related to the game rules, such as equipment specifications and organization of events.

The games of Pool Billiards are played on a flat table covered with cloth and bounded by rubber cushions. The player uses a stick (pool cue) to strike a cue ball which in turn strikes object balls. The goal is to drive object balls into six pockets located at the cushion boundary. The games vary according to which balls are legal targets and the requirements to win a match.

[Editorial comments on the U.S. English version: The masculine gender has been used for simplicity of wording and is not intended to specify the gender of the players or officials. The word “game” is used to refer to a discipline such as nine ball rather than a rack or a match.]

1.1 PLAYER’S RESPONSIBILITY

It is the player's responsibility to be aware of all rules, regulations and schedules applying to competition. While tournament officials will make every reasonable effort to have such information readily available to all players as appropriate, the ultimate responsibility rests with the player.

1.2 LAGGING TO DETERMINE ORDER OF PLAY

The lag is the first shot of the match and determines order of play. The player who wins the lag chooses who will shoot first.

The referee will place a ball on each side of the table above the head string and near the head string. The players will shoot at about the same time to make each ball contact the foot cushion with the goal of returning the ball closer to the head cushion than the opponent.

A lag shot is bad and cannot win if the shooter’s ball:

(a) crosses the long string;
(b) contacts the foot cushion other than once;
(c) is pocketed or driven off the table;
(d) touches the side cushion; or

(e) the ball rests within the corner pocket and past the nose of the head cushion. In addition, a lag will be bad if any non-object-ball foul occurs other than 6.9 Balls Still Moving.

The players will lag again if:

(f) a player's ball is struck after the other ball has touched the foot cushion;
(g) the referee cannot determine which ball has stopped closer to the head cushion; or
(h) both lags are bad.

1.3 PLAYER'S USE OF EQUIPMENT

The equipment must meet existing WPA equipment specifications. In general, players are not permitted to introduce novel equipment into the game. The following uses, among others, are considered normal. If the player is uncertain about a particular use of equipment, this should be discussed with the tournament management prior to the start of play. The equipment must be used only for the purpose or in the manner that the equipment was intended (see 6.17 Unsportsmanlike Conduct). A player is allowed to use their cue and any part of their body to aim and plan shots.

(a) Cue Stick — The player is permitted to switch between cue sticks during the match, such as break, jump and normal cues. A built-in extender or an add-on extender may be used to increase the length of the stick.
(b) Chalk — The player may apply chalk to his tip to prevent miscues, and may use his own chalk, provided its color is compatible with the cloth. A chalk may not be used as a marker for aligning or aiming purposes.
(c) Mechanical Bridges — The player may use up to two mechanical bridges to support the cue stick during the shot. Only bridges similar to standard bridges may be used. When using a bridge, the cue must be supported by the head of the bridge. And if two bridges are used, the second bridge must be supported by the head of the first bridge.
(d) Gloves — The player may use gloves to improve the grip and/or bridge hand function.
(e) Powder — A player is allowed to use powder in a reasonable amount as determined by the referee.

1.4 SPOTTING BALLS

Balls are spotted (returned to play on the table) by placing them on the long string (long axis of the table) as close as possible to the foot spot and between the foot spot and the foot rail, without moving any interfering ball. If the spotted ball cannot be placed on the foot spot, it should be placed in contact (if possible) with the corresponding interfering ball. However, when the cue ball is next to the spotted ball, the spotted ball should not be placed in contact with the cue ball; a small separation must be maintained. If all of the long string below the foot spot is blocked by other balls, the ball is spotted above the foot spot, and as close as possible to the foot spot.

1.5 CUE BALL IN HAND

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface (see 8.1 Parts of the Table) and may continue to move the cue ball until he executes a shot (see 8.2 Shot). Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. In some games and for most break shots, placement of the cue ball may be restricted to the area above the head string depending on the rules of the game, and then 6.10 Bad Cue Ball Placement and 6.11 Bad Play from Above the Head String may apply.

When the shooter has the cue ball in hand above the head string and all the legal object balls are above the head string, he may request the legal object ball nearest the head string to be spotted. If two or more balls are equal distance from the head string, the shooter may designate which of the equidistant balls is to be spotted. An object ball that rests exactly on the head string is playable.

1.6 STANDARD CALL SHOT

In games in which the shooter is required to call shots, the intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. Only one ball may be called on each shot.

For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, he may ask for a call.

In call shot games, the shooter may choose to call “safety” instead of a ball and pocket, and then play passes to the opponent at the end of the shot. Whether balls are being spotted after safeties depends on the rules of the particular game.

1.7 BALLS SETTLING

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. Unless this causes a ball to fall into a pocket, it is considered a normal hazard of play, and the ball will not be moved back. If a ball falls into a pocket as the result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the referee will restore the position and the shot will be replayed. The shooter is not penalized for shooting while a ball is settling. See also 8.3 Ball Pocketed for balls that settle at the end of the shot.

1.8 RESTORING A POSITION

When necessary for balls to be restored or cleaned, the referee will restore disturbed balls to their original positions to the best of his ability. The players must accept the referee's judgment as to placement.

1.9 OUTSIDE INTERFERENCE

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the referee will restore the disturbed balls and play will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

1.10 PROMPTING CALLS AND PROTESTING RULINGS

If a player feels that the referee has made an error in judgment, he may ask the referee to reconsider his call or lack of call, but the referee's decision on judgment calls is final. However, if the player feels that the referee is not applying the rules correctly, he may ask for ruling by the designated appeals authority. The referee will suspend play while this appeal is in process (see also part (d) of 6.17 Unsportsmanlike Conduct). Fouls must be called promptly (see 6 Fouls).

1.11 CONCESSION

If a player concedes, he loses the match. For example, if a player unscrews his jointed playing cue stick while the opponent is at the table and during the opponent's decisive rack of a match, it will be considered a concession of the match.

1.12 STALEMATE

If the referee observes that no progress is being made towards a conclusion, he will announce his decision, and each player will have three more turns at the table. Then, if the referee determines that there is still no progress, he will declare a stalemate. If both players agree, they may accept the stalemate without taking their three additional turns. The procedure for a stalemate is specified under the rules for each game.

2. NINE BALL

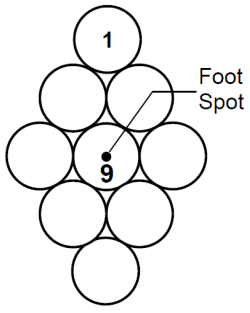
Nine ball is played with nine object balls numbered one through nine and the cue ball. The balls are played in ascending numerical order. The player legally pocketing the nine ball wins the rack.

2.1 DETERMINING THE BREAK

The player who wins the lag chooses who will break the first rack (see 1.2 Lagging to Determine Order of Play). The standard format is to alternate the break, but see Regulation 15, Subsequent Break Shots.

2.2 NINE BALL RACK

The object balls are racked as tightly as possible in a diamond shape, with the one ball at the apex of the diamond towards the head of the table and the nine ball in the middle of the diamond and on the foot spot. Alternatively, tournament officials may elect to rack the balls with the one ball on the foot spot. The other balls will be placed in the diamond without purposeful or intentional pattern.



Nine Ball Rack

2.3 LEGAL BREAK SHOT

The following rules apply to the break shot:

(a) the cue ball begins in hand above the head string;
(b) if no ball is pocketed, at least four object balls must be driven to one or more rails, or the shot is a foul;
(c) additionally, and only when Three Ball Break Rule is used, if no ball is pocketed, three balls must touch the head string, or the break is considered 'illegal break'. (See Regulation 18, Three Ball Break Rule.)

2.4 SECOND SHOT OF THE RACK – PUSH OUT

If no foul is committed on the break shot, the shooter may choose to play a "push out" as his shot. He must make his intention known to the referee, and then rules 6.2 Wrong Ball First and 6.3 No Rail after Contact are suspended for the shot. If no foul is committed on a push out, the other player chooses who will shoot next.

2.5 CONTINUING PLAY

If the shooter legally pockets any ball on a shot (except a push out, see 2.4 Second Shot of the Rack – Push Out), he continues at the table for the next shot. If he legally pockets the nine ball on any shot (except a push out), he wins the rack. If the shooter fails to pocket a ball or fouls, play passes to the other player, and if no foul was committed, the incoming player must play the cue ball from the position left by the other player.

2.6 SPOTTING BALLS

If the nine ball is pocketed on a foul or push out, or driven off the table, it is spotted (see 1.4 Spotting Balls). No other object ball is ever spotted.

2.7 STANDARD FOULS

If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface (see 1.5 Cue Ball in Hand). The following are standard fouls at nine ball:

- 6.1 Cue Ball Scratch or off the Table
- 6.2 Wrong Ball First. The first object ball contacted by the cue ball on each shot must be the lowest-numbered ball remaining on the table.
- 6.3 No Rail after Contact
- 6.4 No Foot on Floor
- 6.5 Ball Driven off the Table. The only jumped object ball that is spotted is the nine.
- 6.6 Touched Ball
- 6.7 Double Hit / Frozen Balls
- 6.8 Push Shot
- 6.9 Balls Still Moving
- 6.10 Bad Cue Ball Placement
- 6.13 Playing out of Turn
- 6.15 Slow Play
- 6.16 Ball Rack Template Foul

2.8 SERIOUS FOULS

For 6.14 Three Consecutive Fouls, the penalty is loss of the current rack. For 6.17 Unsportsmanlike Conduct, the referee will choose a penalty appropriate given the nature of the offense.

2.9 STALEMATE

If a stalemate occurs the original breaker of the rack will break again (see 1.12 Stalemate).

3. EIGHT BALL

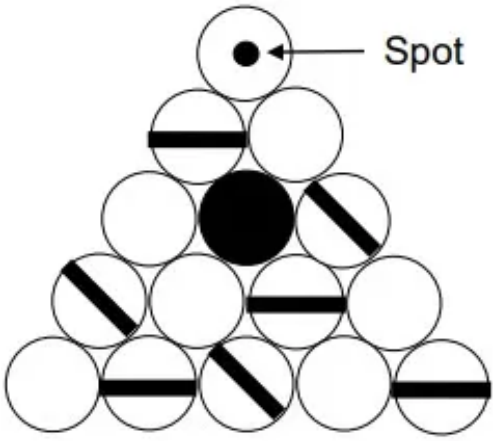
Eight ball is played with fifteen numbered object balls and the cue ball. The shooter's group of seven balls (one through seven or nine through fifteen) must all be off the table before he attempts to pocket the eight ball to win. Shots are called.

3.1 DETERMINING FIRST BREAK

The player winning the lag has the option to determine who has to execute the first break shot (see 1.2 Lagging to Determine Order of Play). The standard format is to alternate the break, but see Regulation 15, Subsequent Break Shots.

3.2 EIGHT BALL RACK

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.



Eight Ball Rack

3.3 BREAK SHOT

The following rules apply to the break shot:

(a) The cue ball begins in hand above the head string.
(b) No ball is called, and the cue ball is not required to hit any particular object ball first.
(c) If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open (see 3.4 Open Table / Choosing Groups).

(d) If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, and the incoming player has the option of
    (1) accepting the table in position, or
    (2) re-racking and breaking, or
    (3) re-racking and allowing the offending player to break again.

(e) Pocketing the eight ball on a legal break shot is not a foul. If the eight ball is pocketed, the breaker has the option of
    (1) re-spotting the eight ball and accepting the balls in position, or
    (2) re-breaking.

(f) If the breaker pockets the eight ball and scratches (see definition 8.6 Scratch), the opponent has the option of
    (1) re-spotting the eight ball and shooting with cue ball in hand above the head string; or
    (2) re-breaking.

(g) If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the eight ball which is re-spotted); and the incoming player has the option of
    (1) accepting the table in position, or
    (2) taking cue ball in hand above the head string.

(h) If the breaker fouls in any manner not listed above, the following player has the option of
    (1) accepting the table in position, or
    (2) taking cue ball in hand above the head string.

3.4 OPEN TABLE / CHOOSING GROUPS

Before groups are determined, the table is said to be “open,” and before each shot, the shooter must call his intended ball. If the shooter legally pockets his called ball, the corresponding group becomes his, and his opponent is assigned the other group. If he fails to legally pocket his called ball, the table remains open and play passes to the other player. When the table is “open,” any object ball may be struck first except the eight ball. However, if a group has been completely pocketed on an open table, the shooter may temporarily claim that group, and thereby be shooting the eight ball, possibly for a win.

3.5 CONTINUING PLAY

The shooter remains at the table as long as balls from the assigned group are pocketed legally, or the rack is won by pocketing the eight ball.

3.6 SHOTS REQUIRED TO BE CALLED

On each shot except the break, shots must be called as explained in 1.6 Standard Call Shot. Each called ball must be from the player's group until the group is cleared from the table, and then the eight ball is the called ball. The shooter may call “safety” in which case play passes to the opponent at the end of the shot and any object ball pocketed on the safety remains pocketed (see 8.17 Safety Shot).

3.7 SPOTTING BALLS

If the eight ball is pocketed or driven off the table on the break, it will be spotted or the balls will be re-racked (see 3.3 Break Shot and 1.4 Spotting Balls). No other object ball is ever spotted.

3.8 LOSING THE RACK

The shooter loses if he

(a) pockets the eight ball and fouls;
(b) pockets the eight ball before his group is cleared;
(c) pockets the eight ball in an uncalled pocket; or
(d) drives the eight ball off the table.

These do not apply to the break shot (see 3.3 Break Shot).

3.9 STANDARD FOULS

If the shooter commits a foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface (see 1.5 Cue Ball in Hand). The following are standard fouls at eight ball:

6.1 Cue Ball Scratch or off the Table
6.2 Wrong Ball First. The first ball contacted by the cue ball on each shot must belong to the shooter’s group, except when the table is open. (See 3.4 Open Table / Choosing Groups).
6.3 No Rail after Contact
6.4 No Foot on Floor
6.5 Ball Driven off the Table (see 3.7 Spotting Balls).
6.6 Touched Ball
6.7 Double Hit / Frozen Balls
6.8 Push Shot
6.9 Balls Still Moving
6.10 Bad Cue Ball Placement

6.11 Bad Play from Above the Head String
6.13 Playing out of Turn
6.15 Slow Play
6.16 Ball Rack Template Foul

3.10 SERIOUS FOULS

The fouls listed under 3.8 Losing the Rack are penalized by the loss of the current rack. For 6.17 Unsportsmanlike Conduct, the referee will choose a penalty appropriate given the nature of the offense.

3.11 STALEMATE

If a stalemate occurs (see 1.12 Stalemate) the original breaker of the rack will break again.

4. 14.1 CONTINUOUS POOL

14.1 Continuous Pool, also known as straight pool, is played with fifteen numbered balls and the cue ball. Each ball pocketed on a legal called shot counts one point and the first player to reach the required score wins the match. 14.1 is continuous in that after fourteen balls are pocketed, they are re-racked and the shooter continues.

4.1 LAGGING FOR THE BREAK

Players lag to determine who will shoot first (see 1.2 Lagging to Determine Order of Play).

4.2 THE RACK

For an opening break shot, the fifteen balls are racked in a triangle with the apex ball on the foot spot. When the balls are re-racked, the apex ball is committed if only fourteen balls are being racked. The marked outline of the triangle will be used to determine whether an intended break ball is in the rack area. When ball rack template is used at 14.1 the outline of a triangle will still be drawn for the purpose of deciding whether a ball is in the rack area.

4.3 OPENING BREAK SHOT

The following rules apply to the opening break shot:

(a) The cue ball begins in hand above the head string.
(b) If no called ball is pocketed, the cue ball and two object balls must each be driven to a rail after the cue ball contacts the rack or the shot is a breaking foul (see 8.4 Driven to a Rail). This is penalized by subtracting two points from the breaker's score (see 4.10 Breaking Foul). The non-breaking player may accept the balls in position or may require the breaker to play another opening break shot, until he satisfies the requirements for an opening break or the non-shooting player accepts the table in position (see 4.11 Serious Fouls).

4.4 CONTINUING PLAY AND WINNING THE GAME

The shooter remains at the table as long as he continues to legally pocket called balls or wins the game by scoring the required number of points. When fourteen balls from a rack have been legally pocketed, play is suspended until the balls are re-racked.

4.5 SHOTS REQUIRED TO BE CALLED

Shots must be called as explained in 1.6 Standard Call Shot. The shooter may call “safety” in which case play passes to the opponent at the end of the shot and any object ball pocketed on the safety is spotted.

4.6 SPOTTING BALLS

All balls pocketed on fouls, or on safeties, or without a called ball having been pocketed, and all balls driven off the table are spotted (see 1.4 Spotting Balls). If the fifteenth ball of a rack needs to be spotted and the fourteen balls have not been touched, the fifteenth ball will spot on the apex spot and the referee may use the triangle to assure a tight rack.

4.7 SCORING

The shooter scores one point for legally pocketing a called shot. Each additional ball pocketed on such a shot also counts one point. Fouls are penalized by subtracting points from the offending player’s score. Scores may be negative due to penalties from fouls.

4.8 SPECIAL RACKING SITUATIONS

When the cue ball or fifteenth object ball interferes with racking fourteen balls for a new rack, the following special rules apply. A ball is considered to interfere with the rack if it is within or overlaps the outline of the rack. The referee will state when asked whether a ball interferes with the rack.

(a) If the fifteenth ball was pocketed on the shot that scored the fourteenth ball, all fifteen balls are re-racked.
(b) If both balls interfere, all fifteen balls are re-racked and the cue ball is in hand above the head string.
(c) If only the object ball interferes, it is placed on the head spot or the center spot if the cue ball blocks the head spot.
(d) If only the cue ball interferes, then it is placed as follows: if the object ball is in front of or on the head string, the cue ball is in hand above the head string; if the object ball is above the head string, the cue ball is spotted on the head spot, or on the center spot if the head spot is blocked.

In any case, there is no restriction on which object ball the shooter may play as the first shot of the new rack.

If the cue ball or object ball is barely outside the marked rack area and it is time to rack, the referee should mark the position of the ball to allow it to be accurately replaced if it is accidently moved by the referee when racking.

Cue Ball Lies / 15th Ball Lies	In the rack	Not in the rack and not blocking the head spot	Blocking the head spot
In the rack	15th Ball: foot spot Cue Ball: above head string	15th Ball: head spot Cue Ball: in position	15th Ball: center spot Cue Ball: in position
Pocketed	15th Ball: foot spot Cue Ball: above head string	15th Ball: foot spot Cue Ball: in position	15th Ball: foot spot Cue Ball: in position
Above the head string but not blocking the head spot	15th Ball: in position Cue Ball: head spot		
Below the head string and not in the rack	15th Ball: in position Cue Ball: above head string		
Above the head string and blocking the head spot	15th Ball: in position Cue Ball: center spot		

Table 1. Summary of the Rules for 14.1 Racking Situations

4.9 STANDARD FOULS

If the shooter commits a standard foul, a point is subtracted from his score, balls are spotted as necessary, and play passes to his opponent. The cue ball remains in position except as noted below. The following are standard fouls at 14.1:

- 6.1 Cue Ball Scratch or off the Table. The cue ball is in hand above the head string (see 1.5 Cue Ball in Hand).
- 6.3 No Rail after Contact
- 6.4 No Foot on Floor
- 6.5 Ball Driven off the Table (all object balls driven off the table are respotted).
- 6.6 Touched Ball
- 6.7 Double Hit / Frozen Balls
- 6.8 Push Shot
- 6.9 Balls Still Moving
- 6.10 Bad Cue Ball Placement
- 6.11 Bad Play from Above the Head String. For a foul under the second paragraph of 6.11, the cue ball is in hand above the head string for the incoming player.
- 6.13 Playing out of Turn
- 6.15 Slow Play
- 6.16 Ball Rack Template Foul

4.10 BREAKING FOUL

A breaking foul is penalized by the loss of two points as mentioned under 4.3 Opening Break Shot, as well as a possible re-break. If both a standard foul and a breaking foul happen on one shot, it is considered a breaking foul.

4.11 SERIOUS FOULS

For 6.14 Three Consecutive Fouls, only standard fouls are counted, so a breaking foul does not count as one of the three fouls. A point is subtracted for the third foul as usual, and then the additional fifteen-point penalty is subtracted and the offending player's consecutive foul count is reset to zero. All fifteen balls are re-racked and the offending player is required to shoot under the requirements of the opening break.

For 6.17 Unsportsmanlike Conduct, the referee will choose a penalty depending on the nature of the offense.

4.12 STALEMATE

If a stalemate occurs (see 1.12 Stalemate), the players will lag again to determine who will shoot an opening break.

5. BLACK BALL

Black ball is played with 15 colored object balls and the cue ball. The object balls are two groups of seven and the black ball. The player or team pocketing their group of object balls and legally pocketing the black ball wins the game. Shots are not called.

5.1 DEFINITIONS

In addition to definitions defined in 8 Definitions Used in the Rules, the following definitions apply to black ball:

FREE SHOT

After a foul has been committed the incoming player is awarded a free shot. On a free shot Rule 6.2 Wrong Ball First is suspended and the player may take the cue ball in position or in hand in baulk.

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. For the applicable general rules, “above the head string” should be read as “in baulk.”

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.

BALL ON

An object ball is said to be “on” when it is a legal target for the shooter.

5.2 EQUIPMENT

The fifteen object balls include two groups of seven balls distinguished by two solid colors or by the usual pattern of numbered solids and stripes. (One through seven and nine through fifteen are the two groups.) In addition, there is a black ball or a black eight ball.

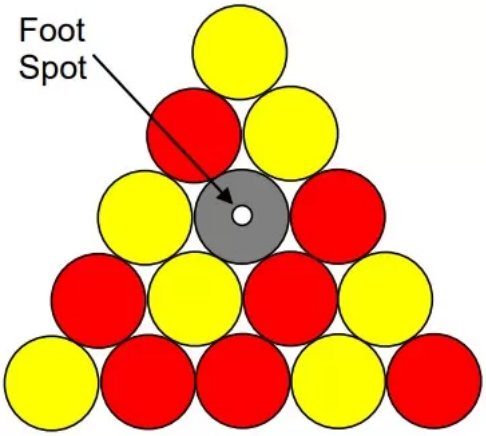
The foot spot and the baulk line should be marked.

5.3 DETERMINING FIRST BREAK

The player winning the lag has the option to determine who has to execute the first break shot (see 1.2 Lagging to Determine Order of Play). The standard format is alternate break (see Regulations).

5.4 BLACK BALL RACK

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



Black Ball Rack

5.5 BREAK SHOT

The following rules apply to the break shot.

(a) The cue ball begins in hand in baulk.
(b) 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.
(c) If the black ball is pocketed on the break, all the balls are re-racked and the same player breaks again. Any violation of 6.1 Cue Ball Scratch or off the Table or 6.5 Ball Driven off the Table is ignored on a break that pockets the black ball.

5.6 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.

5.7 CONTINUING PLAY

The shooter remains at the table as long as he continues to legally pocket balls or the rack ends. If he fails to legally pocket a ball but commits no foul, the opponent shoots from the position left.

5.8 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.

5.9 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.

5.10 PLAYING FROM A SNOOKER

When the shooter is snookered, Rule 6.3 No Rail after Contact is suspended for the shot.

5.11 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, blue or solid group if the table is open, (3) other balls.

5.12 STALEMATE

In case of a stalemate due to lack of progress towards a conclusion, the breaker of the rack will break again. A stalemate also occurs if the position does not allow any legal shot.

5.13 STANDARD FOULS

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

The following are standard fouls at black ball:

- 6.1 Cue Ball Scratch or off the Table
- 6.2 Wrong Ball First (suspended for a free shot)
- 6.3 No Rail after Contact
- 6.4 No Foot on Floor

6.5 Ball Driven off the Table
6.6 Touched Ball
6.7 Double Hit / Frozen Balls
6.8 Push Shot
6.9 Balls Still Moving
6.10 Bad Cue Ball Placement (when playing from baulk)
6.13 Playing out of Turn
6.15 Slow Play
6.16 Ball Rack Template Foul

The following additional situations are fouls at black ball.

5.13.1 – Pocketing Opponent's Ball – It is a foul to pocket an opponent's ball without also pocketing a ball from your own group.

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

5.13.3 – 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.)

5.14 LOSS OF RACK FOULS

The player loses the rack if he:

(a) pockets the black ball on an illegal shot;
(b) pockets the black ball on a shot that leaves any of his group of balls on the table;
(c) intentionally violates 6.2 Wrong Ball First; or
(d) does not attempt to hit a ball on.

6.17 Unsportsmanlike Conduct will be penalized by loss of rack or other penalty depending on the nature of the conduct.

6. FOULS

The following actions are fouls at pool when included in the specific rules of the game being played. If several fouls occur on one shot, only the most serious one is enforced. If a foul is not called before the next shot begins, the foul is assumed not to have happened.

6.1 CUE BALL SCRATCH OR OFF THE TABLE

If the cue ball is pocketed or driven off the table, the shot is a foul. See 8.3 Ball Pocketed and 8.5 Driven off the Table.

6.2 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.

6.3 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 (see 8.4 Driven to a Rail). 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.

6.4 NO FOOT ON FLOOR

If the shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball, the shot is a foul.

6.5 BALL DRIVEN OFF THE TABLE

It is a foul to drive an object ball off the table. Whether that ball is spotted depends on the rules of the game (see 8.5 Driven off the Table).

6.6 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 6.17 Unsportsmanlike Conduct).

6.7 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 (provided it is a legal target within the rules of the game) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball. (Even though it may be legal to shoot towards such a touching or “frozen” ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by.)

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.

6.8 PUSH SHOT

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

6.9 BALLS STILL MOVING

It is a foul to begin a shot while any ball in play is moving or spinning.

6.10 BAD CUE BALL PLACEMENT

When the cue ball is in hand and restricted to the area above the head string, it is a foul to play the cue ball from on or below the head string. If the shooter is uncertain whether the cue ball has been placed above the head string, he may ask the referee for a determination.

6.11 BAD PLAY FROM ABOVE THE HEAD STRING

When the cue ball is in hand above the head string, and the first ball the cue ball contacts is also above the head string, the shot is a foul unless the cue ball crosses the head string before that contact. If such a shot is intentional, it is unsportsmanlike conduct.

The cue ball must either cross the head string or contact a ball in front of or on the head string or the shot is a foul, and the cue ball is in hand for the following player according to the rules of the specific game. If such shot is intentional, it is also unsportsmanlike conduct.

6.12 DELETED

Deleted.

6.13 PLAYING OUT OF TURN

It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it is 6.17 Unsportsmanlike Conduct.

6.14 THREE CONSECUTIVE FOULS

If a player fouls three times without making an intervening legal shot, it is a serious foul. In games scored by the rack, such as nine ball, the fouls must be in a single rack. Some games such as eight ball do not include this rule.

The referee must warn a shooter who is on two fouls when he comes to the table that he is on two fouls. Otherwise, a possible third foul will be considered to be only the second.

6.15 SLOW PLAY

If the referee feels that a player is playing too slowly, he may advise that player to speed up his play. If the player does not speed up, the referee may impose a shot clock on that match that applies to both players. If the shooter exceeds the time limit specified for the tournament, a standard foul will be called and the incoming player is rewarded according to the rules applicable to the game being played (rule 6.17 Unsportsmanlike Conduct may also apply).

6.16 BALL RACK TEMPLATE FOUL

It is a foul when a Ball Rack Template, removed from the playing surface, interferes with the game i.e. if the template is lying on the rail and a ball (cue or object ball) touches the template that is lying on the rail.

6.17 UNSPORTSMANLIKE CONDUCT

The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible are a warning; a standard-foul penalty, which will count as part of a

three- foul sequence if applicable; a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points.

Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. It includes:

(a) distracting the opponent;
(b) changing the position of the balls in play other than by a shot;
(c) playing a shot by intentionally miscuing;
(d) continuing to play after a foul has been called or play has been suspended;
(e) practicing during a match;
(f) marking the table;
(g) delaying the game; and
(h) using equipment inappropriately.

7. RULES/REGULATIONS FOR WHEELCHAIR COMPETITION

7.1 PLAYER'S ELIGIBILITY

The criteria for a player to be eligible for Wheelchair competition is that he must be wheelchair mobility dependent for a minimum of 80% of the time. In some cases, a doctor's letter may be required to determine eligibility.

7.2 VIOLATIONS RESULTING IN FOULS

(a) The shooter must remain seated while playing a shot (at least one cheek on the seat or seat pad). If a seat pad is used, it must remain flat and cover the seat of the wheelchair evenly. The seat pad cannot be bunched up on the seat straddled by the shooter with the shooter's legs or stumps. The shooter may not sit on the wheel or armrest. The point where the shooter's buttocks rest on the seat or seat pad must not be higher than 27 in / 68.5 cm from the surface on which the wheelchair rolls in its normal operating position.

(b) Players must not have their foot/feet on the floor while playing a shot. Players must not use their legs or stumps as a leverage against any part of the table or the wheelchair while playing a shot.

(c) Players are permitted to use any help aids such as cue extensions, special bridges, etc. Players may not be assisted when actually shooting (however, another person may hold the bridge, but must not help with the stroke of the cue). If a player requires assistance to roll around the table, another person may help them, but must not be touching the wheelchair during the actual shot.

Violations of the above are considered to violate 6.17 Unsportsmanlike Conduct.

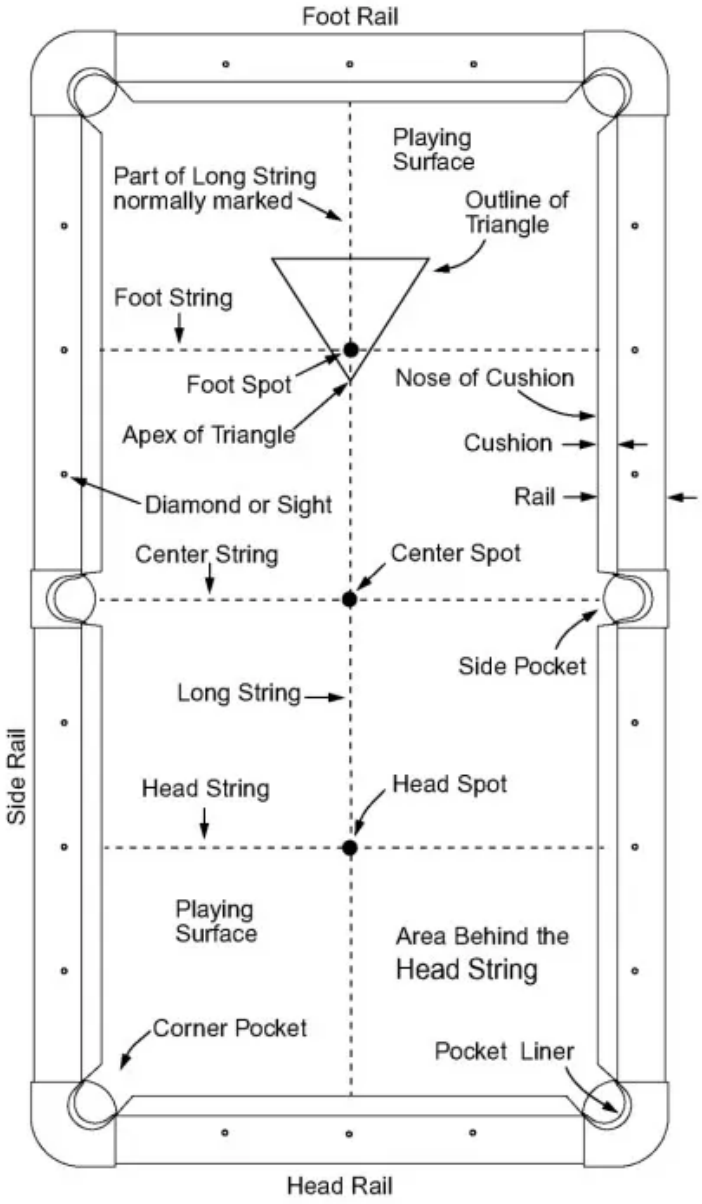
7.3 WHEELCHAIR REQUIREMENTS

No standing wheelchairs may be used in the standing position. A player's wheelchair should be clean and in good working order.

8. DEFINITIONS USED IN THE RULES

The following definitions apply throughout these rules.

8.1 PARTS OF THE TABLE



The following definitions of parts of the table refer to the accompanying diagram. Some details of exact size and placement are in the WPA Equipment Specifications. See the WPA website at https://www.wpapool.com for current information.

The table is comprised of rails, cushions, a playing surface and pockets. The foot end of the table is where the object balls usually begin, while the head end is where the cue ball usually begins.

Above the head string is the area between the head rail and the head string, not including the head string.

The cushions, tops of the rails, pockets and pocket liners are parts of the rails. There are four “strings” on the playing surface as shown in the diagram:

the long string down the center of the table;

the head string bounding the quarter of the table closest to the head rail;

the foot string bounding the quarter of the table closest to the foot rail;

and the center string between the two side pockets.

These lines are only marked as mentioned below.

The rails may have inlays referred to as diamonds or sights which mark 1/4th of the width and 1/8th of the length of the table measured from nose to nose on the cushions.

On the playing surface, which is the flat, cloth-covered part of the table, the following will be marked if they are used in the game being played:

the foot spot, where the foot string and the long string meet; the head spot, where the head string and the long string meet;

the center spot, where the center string and the long string meet; the head string;

the long string between the foot spot and the foot rail; and

the triangle, either in outline or by alignment marks depending on the game.

8.2 SHOT

A shot begins when the tip contacts the cue ball due to a forward stroke motion of the cue stick. A shot ends when all balls in play have stopped moving and spinning. A shot is said to be legal if the shooter did not foul during the shot.

8.3 BALL POCKETED

A ball is pocketed if it comes to rest in a pocket below the playing surface or enters the ball return system.

A ball hanging over the edge of a pocket partly supported by another ball is treated as pocketed if removal of the supporting ball would cause the ball to fall into the pocket.

Possible situations include two balls jammed together in the jaws, or a full pocket with pocketed balls supporting a ball at the edge. Any such supported ball will be removed from the pocket and placed as if it had been pocketed according to the rules of the game being played.

If a ball stops near the edge of a pocket, and remains apparently motionless for five seconds after the shot is over, it is not considered pocketed if it later falls into the pocket by itself (see 1.7 Balls Settling for other details). During that five second period, play is suspended.

An object ball that rebounds from a pocket back onto the playing surface is not a pocketed ball. If the cue ball contacts an already pocketed ball, the cue ball will be considered pocketed whether it rebounds from the pocket or not. The referee will remove pocketed object balls from full or nearly full pockets, but it is the shooter's responsibility to see that this duty is performed.

8.4 DRIVEN TO A RAIL

A ball is said to be driven to a rail if it is not touching that rail and then touches that rail. A ball touching a rail at the start of a shot (said to be "frozen" to the rail) is not considered driven to that rail unless it leaves the rail and returns. A ball that is pocketed or driven off the table is also considered to have been driven to a rail. A ball is assumed not to be frozen to any rail unless it is declared frozen by the referee, the shooter, or the opponent. See also Regulation 28, Calling Frozen Balls.

8.5 DRIVEN OFF THE TABLE

A ball is considered driven off the table if it comes to rest other than on the playing surface but is not pocketed. A ball is also considered driven off the table if it would have been driven off the table except for striking an object such as a light fixture, piece of chalk or a player which causes it to return to the table.

A ball that contacts the top of the rail is not considered to have been driven off the table if it returns to the playing surface or enters a pocket.

8.6 SCRATCH

A shot on which the cue ball is pocketed is called a scratch.

8.7 CUE BALL

The cue ball is the ball that is struck by the shooter at the beginning of a shot. It is traditionally white, but may be marked by a logo or spots. In pocket billiard games, a single cue ball is used by both players.

8.8 OBJECT BALLS

The object balls are struck by the cue ball with the usual intent of driving them into pockets. They are typically numbered from one to the number of balls used in the game. Colors and markings of the object balls are covered under the WPA Equipment Specifications.

8.9 SET

In some matches, the match is divided into parts called sets, with a certain number of sets won required to win the match. In turn, a certain number of points or racks won is required to win each set.

8.10 RACK

The rack is the framing device, typically triangular, used to arrange the object balls for the break shot at the start of the game. It also refers to the group of balls so arranged. To rack the object balls is to group them with the rack. A rack is also a portion of a match played with a single rack of object balls. Some games, such as nine ball, are scored at one point per rack.

8.11 BREAK

A break shot is the opening shot of a match or rack, depending on the game. It happens when the object balls have been racked and the cue ball is played from above the head string usually with the intent of breaking the rack apart.

8.12 INNING

An inning is a player's turn at the table. It begins when it is legal for him to take a shot, and ends at the end of a shot when it is no longer legal for him to take a shot. In some games a player may choose not to come to the table in certain situations when play would normally pass to him, and then the player remaining at the table continues the inning (e.g. a push-out at nine ball). The player whose turn it is to play is called the "shooter."

8.13 POSITION OF BALLS

The position of a ball is determined by the projection of its center vertically downward onto the playing surface. A ball is said to be placed on a line or spot when its center is placed directly over that line or spot.

8.14 RE-SPOTTING BALLS

In some games, object balls are required to be placed on the playing surface other than when forming a new rack. They are said to be re-spotted when they are so placed (see 1.4 Spotting Balls).

8.15 RESTORING A POSITION

If the balls are disturbed, the rules of the game may require them to be replaced where they were. The referee will replace the balls to their original position as accurately as possible.

8.16 JUMP SHOT

A jump shot is one in which the cue ball is made to go over an intervening obstacle such as an object ball or part of the cushion. Whether such a shot is legal depends on how it is accomplished and the intention of the shooter. A legal jump shot is played by elevating the cue stick and driving the cue ball down into the playing surface from which it rebounds.

8.17 SAFETY SHOT

A shot is said to be a safety shot if the game in play is a call shot game and the shooter declared the shot to the referee or his opponent to be a “safety” before the shot. Play passes to the other player at the end of a safety shot.

8.18 MISCUE

A miscue occurs when the cue tip slides off the cue ball possibly due to a contact that is too eccentric or to insufficient chalk on the tip. It is usually accompanied by a sharp sound and evidenced by a discoloration of the tip. Although some miscues involve contact of the side of the cue stick with the cue ball, unless such contact is clearly visible, it is assumed not to have occurred. A scoop shot, in which the cue tip contacts the playing surface and the cue ball at the same time and this causes the cue ball to rise off the cloth, is treated like a miscue. If an unintentional miscue causes the cue ball to leave the playing surface, including partially or fully jumping over a ball, it is treated like a legal jump shot. Note that intentional miscues are covered by 6.17 Unsportsmanlike Conduct (c).

9. TEN BALL

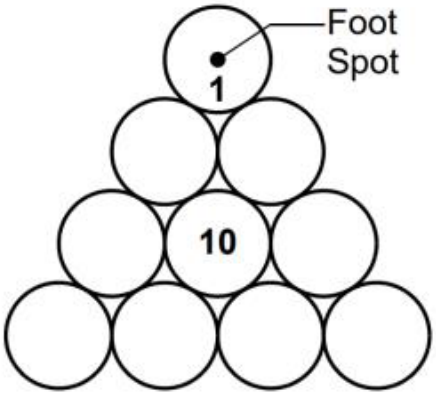
Ten ball is a call shot game played with ten object balls numbered one through ten and the cue ball. The object balls are played in ascending numerical order. The player who legally pockets the ten ball when it is the only object ball on the table wins the rack.

9.1 DETERMINING THE BREAK

The player who wins the lag chooses who will break the first rack (see 1.2 Lagging to Determine Order of Play). The standard format is to alternate the break (see Regulation 15, Subsequent Break Shots).

9.2 TEN BALL RACK

The object balls are racked as tightly as possible in a triangular shape, with the one ball at the apex of the triangle and on the foot spot and the ten ball in the middle of the triangle. The other object balls will be placed in the triangle without purposeful or intentional pattern (see Regulation 4, Ball Rack Template).



Ten Ball Rack

9.3 LEGAL BREAK SHOT

The following rules apply to the break shot:

(a) the cue ball begins in hand above the head string; and
(b) if no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot is a foul (see Regulation 17, Open Break Requirements).

9.4 SECOND SHOT OF THE RACK – PUSH OUT

If no foul is committed on the break shot, the shooter may choose to play a "push out." The player must inform the referee, and then rules 6.2 Wrong Ball First and 6.3 No Rail after Contact are suspended for the shot. If no foul is committed on a push out, the other player chooses who will shoot next.

9.5 CALL SHOTS & POCKETING BALLS

On each shot except the break, shots must be called as explained in 1.6 Standard Call Shot with the exception that there is no "safety" call at ten ball. See 9.7 Wrongfully Pocketed Balls below.

9.6 DELETED

Deleted.

9.7 WRONGFULLY POCKETED BALLS

If a player pockets an object ball but does not make the called shot and does not foul, the other player chooses who will shoot next.

9.8 CONTINUING PLAY

If the shooter legally pockets a called ball on a shot (except a push out, see 9.4 Second Shot of the Rack – Push Out), any additional balls pocketed remain pocketed (except the ten ball; see 9.9 Spotting Balls), and the shooter continues at the table for the next shot. If the shooter misses or fouls, play passes to the opponent. The game ends when the shooter legally pockets the ten ball on a called shot when it is the only object ball on the table.

9.9 SPOTTING BALLS

The ten ball is spotted if it is driven off the table or pocketed other than on the final, winning shot of the game (see 1.4 Spotting Balls). It is spotted prior to the next shot. No other object ball is ever spotted.

9.10 STANDARD FOULS

If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface (see 1.5 Cue Ball in Hand).

The following are standard fouls at ten ball:

6.1 Cue Ball Scratch or off the Table
6.2 Wrong Ball First. The first object ball contacted by the cue ball on each shot must be the lowest-numbered ball remaining on the table.
6.3 No Rail after Contact
6.4 No Foot on Floor
6.5 Ball Driven off the Table. The only jumped object ball that is spotted is the ten.
6.6 Touched Ball
6.7 Double Hit / Frozen Balls
6.8 Push Shot
6.9 Balls Still Moving
6.10 Bad Cue Ball Placement
6.13 Playing out of Turn
6.15 Slow Play
6.16 Ball Rack Template Foul

9.11 SERIOUS FOULS

For 6.14 Three Consecutive Fouls, the penalty is loss of the current rack. For 6.17 Unsportsmanlike Conduct, the referee will choose a penalty appropriate given the nature of the offense.

9.12 STALEMATE

If a stalemate occurs the original breaker of the rack will break again (see 1.12 Stalemate).

10. ONE POCKET

One pocket is played with 15 object balls and the cue ball. Each player is assigned a foot pocket and the winner of the rack is the first to score eight object balls in their pocket. Matches are to a given number of racks.

10.1 DETERMINING THE BREAK

The player who wins the lag chooses who will break the first rack (see 1.2 Lagging to Determine Order of Play). The standard format is to alternate the break, but see Regulation 15, Subsequent Break Shots.

10.2 RACK AT ONE POCKET

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot. The balls are placed in the triangle without purposeful or intentional pattern. A ball rack template will not be used for one pocket.

10.3 SELECTING POCKETS AND THE BREAK SHOT

The breaker of each rack will choose a pocket, and the opponent gets the other foot pocket. If the breaker does not explicitly indicate a pocket, they are assigned the foot pocket opposite to the side of the cue ball placement for the break.

The cue ball begins in hand above the head string. There are no special requirements for the break shot.

10.4 CONTINUING PLAY

The shooter's turn continues until they fail to pocket a ball in their pocket, foul, or the rack is won by a player reaching eight points. The incoming player shoots from the position left by the previous player except when they have ball in hand above the head string.

10.5 SCORING

Each ball legally pocketed in one of the foot pockets counts one point for the corresponding player. In addition, balls pocketed in the opponent's pocket on a foul shot count for the opponent and are not spotted under 10.6 below unless the only foul committed is that the cue ball is also pocketed.

If there is no score keeper or other scoring system, it is recommended that the score be kept as follows. The balls scored by each player are used as physical markers for the score in two corresponding storage locations. When a foul occurs, one of the fouler's scored balls is spotted as the one-point penalty in addition to any other balls that need to

be spotted at that time. If a player has no ball to spot for a foul, a marker is placed to indicate a ball is owed. If the player later scores balls, they are spotted to cancel any owed balls.

10.6 SPOTTING BALLS

Balls are spotted if they have been pocketed on a foul shot, pocketed in a side or head pocket, or driven off the table. Balls are also spotted as a penalty for a foul or to pay for previous fouls (owed balls) as described above (see 1.4 Spotting Balls). Spotting is usually done at the end of the shooter's turn, but if the shooter clears the table and has not reached eight points, perhaps due to balls having been pocketed in extraneous pockets, all balls to be spotted are spotted at that time and the shooter continues their turn.

10.7 FORGETTING TO SPOT BALLS

If a ball is not spotted when it should be and is later noticed, it will normally be spotted when each player has had one full turn after the discovery. Alternatively, if both players agree, the ball will be spotted immediately.

10.8 STANDARD FOULS

If the shooter commits a standard foul they lose one point, balls are spotted as necessary, and play passes to the opponent. The cue ball remains in position except as noted below. The following are standard fouls at One Pocket:

- 6.1 Cue Ball Scratch or off the Table. The cue ball is in hand above the head string.
- 6.3 No Rail after Contact
- 6.4 No Foot on Floor
- 6.5 Ball Driven off the Table
- 6.6 Touched Ball
- 6.7 Double Hit / Frozen Balls
- 6.8 Push Shot
- 6.9 Balls Still Moving
- 6.10 Bad Cue Ball Placement
- 6.11 Bad Play from Above the Head String. For a foul under the second paragraph of 6.11, the cue ball is in hand above the head string for the incoming player.
- 6.13 Playing out of Turn
- 6.15 Slow Play

10.9 SERIOUS FOULS

For 6.14 Three Consecutive Fouls, the penalty is loss of the current rack. For 6.17 Unsportsmanlike Conduct, the referee will choose an appropriate penalty given the nature of the offense.

10.10 STALEMATE

If a stalemate occurs (see 1.12 Stalemate), all 15 balls will be reracked, and the players will lag to see who has the next shot. Any markers for owed balls will be preserved and positive partial scores from the abandoned rack will be carried over to the rerack. (Those partial scores should be written down as there will not be object balls to use as physical markers for them.)

10.11 SIMULTANEOUS WIN

If a player scores both their winning ball and the opponent's winning ball on the same shot the win is given to the shooter. (This can only happen with a score handicap or a stalemate rerack.)

11. BANK POOL

Bank pool is played with either nine or fifteen object balls and a cue ball. The player who scores the required number of bank shots wins the rack. Matches are to a given number of racks.

11.1 DETERMINING THE BREAK

The player who wins the lag chooses who will break the first rack (see 1.2 Lagging to Determine Order of Play). The standard format is to alternate the break, but see Regulation 15, Subsequent Break Shots.

11.2 RACK AT BANK POOL

In short rack bank pool, nine balls are racked in a diamond shape as for nine ball. The winning score is five. In full rack bank pool, fifteen balls are racked in a triangle shape as for eight ball and the winning score is eight.

11.3 BREAK SHOT

The cue ball is in hand above the head string. On the break, if no object ball is pocketed, at least four object balls must be driven to one or more rails. If the breaker fails to do this, the break is illegal and the opponent may take the balls in position or require the breaker to break again. If any ball is pocketed on a legal break, the breaker's turn continues.

11.4 CONTINUING PLAY

The shooter's turn continues until they fail to pocket a valid bank, foul, or the rack is won by the shooter reaching the required score. The incoming player shoots from the position left by the previous player except after a scratch when the cue ball is in hand above the head string.

11.5 VALID BANK SHOTS

For a bank shot to be valid, the player must indicate the object ball, one or more cushions in order that the ball will contact, and the pocket the object ball will go into. Incidental cushion contacts on the two rail sections adjoining the target pocket as the ball enters the pocket are not counted as cushion contacts for or against the shooter.

In addition, the following requirements must be met. The cue ball must contact the called ball before it contacts any other ball or any rail. The called ball must not contact any other object ball or the cue ball a second time. The object ball must not contact uncalled rails except for the incidental contact mentioned above. There must be no foul during the shot.

If the cue ball contacts the called ball and either a cushion or another object ball at nearly the same time, and it cannot be determined which was struck first, it will be assumed the called ball was struck first.

11.6 SCORING

Each valid bank shot counts one point for the shooter. Any additional ball pocketed on the shot does not count and is spotted after the shooter's turn.

If there is no score keeper or other scoring system, it is recommended that the score be kept as follows. The balls scored by each player are used as physical markers for the score in two corresponding storage locations. When a foul occurs, one of the fouler's scored balls is spotted as the one-point penalty in addition to any other balls that need to be spotted at that time. If a player has no ball to spot for a foul, a marker is placed to indicate a ball is owed. If the player later scores balls, they are spotted to cancel any owed balls.

11.7 SPOTTING BALLS

Balls are spotted if they have been pocketed other than as a valid bank or are driven off the table. Balls are also spotted as a penalty for a foul or to pay for previous fouls (owed balls) as described above. (See 1.4 Spotting Balls.)

Spotting is usually done at the end of the shooter's turn, but if the shooter clears the table and has not reached the required score, all balls to be spotted are spotted at that time and the shooter continues shooting.

11.8 FORGETTING TO SPOT BALLS

If a ball is not spotted when it should be and is later noticed, it will normally be spotted when each player has had one full turn after the discovery. Alternatively, if both players agree, the ball will be spotted immediately.

11.9 STANDARD FOULS

Standard fouls are penalized by the loss of one point, balls are spotted as necessary, and play passes to the opponent. The cue ball remains in position except as noted below. The cue ball remains in position except as noted below.

The following are standard fouls at Bank Pool:

6.1 Cue Ball Scratch or off the Table. The cue ball is in hand above the head string.
6.3 No Rail after Contact
6.4 No Foot on Floor

6.5 Ball Driven off the Table
6.6 Touched Ball
6.7 Double Hit / Frozen Balls
6.8 Push Shot
6.9 Balls Still Moving
6.10 Bad Cue Ball Placement
6.11 Bad Play from Above the Head String. For a foul under the second paragraph of 6.11, the cue ball is in hand above the head string for the incoming player.
6.13 Playing out of Turn
6.15 Slow Play

11.10 SERIOUS FOULS

For 6.14 Three Consecutive Fouls, the penalty is loss of the current rack. For 6.17 Unsportsmanlike Conduct, the referee will choose an appropriate penalty given the nature of the offense.

11.11 STALEMATE

If a stalemate occurs (see 1.12 Stalemate), the object balls will be reracked as for the start of the game, and the players will lag to see who has the next shot. Any markers for owed balls will be preserved and positive partial scores from the abandoned rack will be carried over to the rerack. (Those partial scores should be written down as there will not be object balls to use as physical markers for them.)