



BILLIARDS

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 PALARONG PAMBANSA 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 the match. In fact, we would like to remind you of the following, to wit:

- When you are at the table, pay attention as 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 an 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 as well. Communication is a two way process! If your opponent is telling you what he/she intends to do, then listen carefully and when the intention or act is clearly and fully understood, you acknowledge it, otherwise ask for further 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 the 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 queries, you can prevent them 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 to make, but you cannot interrupt the shooter when in position aiming for a shot. If you sense a situation developing in which you might have a query, 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 clear and obvious shot is. Do not ask unnecessary questions in such a situation if possible. See Applied Ruling 1-48 for guidance.

Good communication is simply good sportsmanship, which is required to all players. Please practice it faithfully and consistently. It will make the game more meaningful, fun and enjoyable for all of us. When playing call shot games, remember that shots defined as not obvious, and safeties, 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.

Ground Rules

General Billiard Rule 1 - Racking The Balls

This regulation indicates that a triangle must be used when racking the balls, and that the apex ball is to be spotted on the foot spot. All balls are to be lined up behind the apex ball and be pushed together in such a way that they all have side to side contact with each other.

General Billiard Rule 2 - Shooting The Cue Ball

Regulation states that for a shot to be legal, the cue ball can only be struck with the cue tip. Contact via any other method results in a foul. An example of this could be a contact with a hand or with a mechanical bridge.

General Billiard Rule 3 - Calling Shots

Applying to games of call-shot, under this rule states that a player can shoot any ball they choose, but must "call" both the ball they are shooting at, and the pocket at which it will be shot. The player does not need to indicate details such as legal combinations, kisses, caroms or cushions. Any balls that are in addition to the called ball are counted in the shooter's favor.

General Billiard Rule 4 - Failure To Pocket A Ball

A very simple rule which states that when a player fails to pocket any balls on a legal shot, the inning is over, and the opponent's inning begins.

General Billiard Rule 5 - Lag For Break

This regulation specifies the procedure for the "lag" for opening break. This lag will determine who shoots the opening break. For the lag, each player should use billiard balls of equal size and weight. The Palarong Pambansa Billiard Sports preference is that cue balls be used, but when they are not available, non-stripped object balls should be used. The two players stand behind the head string with the balls in hand, one player to the left of the head spot, and one to the right. The balls are shot by the players simultaneously to the foot cushion and back to the head end of the table. The player whose ball returns closest to the innermost edge of the head cushion wins the lag. The regulations specify that the lagged ball must contact the foot cushion at least once. Other cushion contacts are immaterial, except as prohibited below. A player automatically loss of the lag if their ball:

- crosses into the opponent's half of the table;
- fails to contact the foot cushion;
- drops into a pocket;
- jumps off the table;
- touches the long cushion;
- rests within the corner pocket and past the nose of the head cushion, or;
- contacts the foot rail more than once.

If both of the billiard players violate the automatic loss lag rules, or if the referee is unable to determine which player's ball is closer to the head cushion, the lag is called as a tie and replayed.

General Billiard Rule 6 - Opening Break Shot

The opening break shot is to be determined by either lag or lot. For formal competition, the lag for break procedure is required. The player who wins the lag or lot then has the choice of performing the opening break shot or transferring it to the opposing player.

General Billiard Rule 7 - Opening Break - The Cue Ball

This rule outlines how the opening break shot is to be performed. It states that opening break shot is taken with cue ball in hand behind the head string. The object balls are positioned according to specific game rules. (General rules for pocket billiards specifications for arranging the object balls are found in regulation 3.1 above.) On the opening break, the billiard game is considered to have commenced once the cue ball has been struck by the shooter's cue tip.

General Billiard Rule 8 - Opening Break - Deflecting The Cue Ball

On the opening break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is considered a foul and thus, a loss of turn. The opponent then has the option of receiving cue ball in hand behind the head string or passing option back to the offending player. (Note that an exception occurs in 9-Ball, rule 5.3, which states: The cue ball in hand can be played anywhere on the table... is allowed at this juncture. A warning must be given that a second violation during the billiard match will result in the loss of the match by forfeiture.

General Billiard Rule 9 - Cue Ball In Hand Behind The Head String

This regulation was written regarding the situation that applies to specific games whereby the opening break is administered or a player's scratching is penalized by the incoming player having cue ball in hand behind the head string. The incoming player may place the cue ball anywhere behind the head string. The shooting player may shoot at any object ball as long as the base of the object ball is located on or below the head string.

The shooting player may only shoot at object balls that are above the head string ("uptable") unless the cue ball is first shot to the foot rail, (or one of the side rails below the head string) causing it to bounce back above the head string and hit an object ball. Per the WPA; The base of the ball (the point of the ball touching the table) determines whether it is above or below the head string.

There is a specification where the incoming player inadvertently places the cue ball on or below the head string, the referee or the opposing player must inform the shooting player of improper positioning of the cue ball before the shot is made. Additionally, if the opposing player does not so inform the shooting player before the shot is made, the shot is considered legal, and the billiard game continues. If the shooting player is informed of improper positioning, he or she must then reposition the cue ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, they receive a foul. For full details on this regulation,

refer to regulation 2.21. When the cue ball is in hand behind the head string, it is considered "in hand" and not "in play" until the player strikes the cue ball with his or her cue tip. The shooting player is allowed to adjust the position of the cue ball with their hand, or cue, or any other object as long as it remains "in hand". When the cue ball is back "in play", it may not be impeded in any way by the player. In fact, to do is considered committing a foul. Additionally, if the shot fails to contact a legal object ball or fails to drive the cue ball over the head string, the shot is considered a foul and the opposing player has ball in hand according to the specific billiard game rules.

General Billiard Rule 10 - Balls

This is the rule stating that a ball is to be considered if, as the result of an otherwise legal shot, it drops off of the bed of the table into the pocket and remains there. However, a ball that drops from a table's ball return system onto the floor is not to be construed as a ball that has not remained. One should note that a ball rebounding from a pocket back onto the table bed is not considered a pocketed ball.

General Billiard Rule 11 - Positioning of the Balls

This rule simply states that the position of a ball is judged by where its base, or center, actually touches the billiard table.

General Billiard Rule 12 - Contact With the Floor - Foot

This rule specifies that the shooting billiard player must have at least one foot in contact with the floor at the moment the cue tip contacts the cue ball. If this regulation is violated, the shot is a foul. Additionally, the player's footwear must be of normal size, shape, and manner in which it is worn.

General Billiard Rule 13 - Shooting When Balls Are In Motion

The shooting player receives a foul if they shoot while any object ball, or the cue ball, is in motion. This rule applies to spinning balls as well.

General Billiard Rule 14 - Completing A Stroke

A stroke is not complete, and therefore is not counted, until all balls on the table have become motionless after the stroke. This rule includes balls that are spinning, as the World Pool Association considers spinning balls to be in motion.

General Billiard Rule 15 - Definition of the Head String

The area behind the head string does not include the head string. Thus, an object ball that is dead center on the head string is playable when specific game rules require that a player must shoot at a ball past the head string. Similarly, when the cue ball is put in play behind the head string as done with cue ball in hand behind the head string, it may not be placed directly on the head string. It must be behind the head string.

General Billiard Rule 16 - All Fouls

Generally the penalties dealt for fouls differ across various billiard games, however, the following rules apply to all fouls:

- The player's inning ends;
- If on a stroke, the stroke is considered invalid and any balls are not counted to the shooter's credit, and;
- Balls are re-spotted only if the rules of the specific game require it.

General Billiard Rule 17 - When a Player Fails To Contact The Object Ball

This rule states that if on a stroke, the cue ball fails to make contact with any legal object ball first, the player receives a foul. Also, WPA's regulations state that playing away from a touching ball does not constitute having hit that ball.

General Billiard Rule 18 - Legal Shots

Unless otherwise stated in a specific game rule, a player must cause the cue ball to contact a legal object ball and then:

- Pocket a numbered ball, or;
- Cause the cue ball or any numbered ball to contact a cushion or any part of the rail. Failure to meet these requirements is a foul.

General Billiard Rule 19 - Cue Ball Scratch

This rule says that it is a scratch foul if on a stroke, the cue ball is. If the cue ball touches an object ball that was already, the shot is considered a foul. An example of this would be in a pocket full of object balls.

General Billiard Rule 20 - Foul By Touching Balls

It is a foul to strike, touch, or in any way make contact with the cue ball in play or any object balls in play. This includes contact with anything, including the body, clothing, chalk, mechanical bridge, cue shaft, etc, except the cue tip that is attached to the cue shaft. This, and only this may contact the cue ball in the execution of a legal shot.

Whenever a referee is presiding over a billiard match, any object ball moved during a standard foul must be returned as closely as possible to its original position as judged by the referee. The incoming player does not have the option of restoration. For more details on this regulation, you may refer to General Billiard Rule 16.

General Billiard Rule 21 - Foul By Ball Placement

This regulation states that touching any object ball with the cue ball while it is in hand is a foul.

General Billiard Rules 22 - Double Hits Causing A Foul

If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it, providing that a normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is considered a foul. For more information, see regulation General Billiard Rule 23 for judging this sort of shot. If a third ball is close by, care should be exercised by the shooter not to foul that ball based on the first part of this regulation.

General Billiard Rule 23 - Foul By Push Shot

If the cue ball is pushed by the cue tip as such that contact is maintained for more than the momentary time commensurable with a stroked shot. These shots are generally referred to as "push shots".

General Billiard Rule 24 - Player Responsibility Fouls

The player is responsible for chalk, bridges, and any other items or equipment he or she brings to, uses at, or causes to approximate the table. For example, if a player drops a piece of chalk, or knocks off a mechanical bridge head, they are guilty of a foul should such an object make contact with any ball in play. This also applies to the cue ball, but only if there is no referee presiding over the match.

General Billiard Rule 25 - Illegal Jumping of Balls

It is considered a foul if the shooting player strikes the cue ball below center such as by digging under or lofting the cue ball, and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occur accidentally, and these accidental jumps are not to be considered fouls on their face. However, they may still be ruled foul strokes if, for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

General Billiard Rule 26 - Jump Shots

Regarding jump shots, unless otherwise stated in rules for a specific game, it is legal to cause the cue ball to rise off the bed of the table by elevating the cue stick on the shot, and forcing the cue ball to rebound from the bed of the table. Any miscue when executing a jump shot is a foul. For non-professional players, it is advised to use an appropriate and allowable equipment in making a jump shot – Jump Cue Stick.

General Billiard Rule 27 - Balls Jumped Off The Table

Balls coming to rest on surfaces other than the bed of the table after a stroke, such as on the cushion top, rail surface, or floor, are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything that is not a part of the billiard table. The billiard table is to consist of the permanent part of the table proper. Balls that strike or touch anything not a part of the table, such as the billiard table lamp, chalk on the rails and cushion tops, etc., shall be considered jumped balls. This is the case even though they might return to the bed of the table after contacting items which are not parts of the table proper. In all pocket billiard games, when a stroke results in the cue ball or any object ball being a

jumped ball off the table, the stroke is a foul. All jumped object balls are spotted, except in 8 and 9-Ball, when all balls have stopped moving. You should reference specific game rules for the regulations on putting the cue ball in play after a jumped cue ball foul.

General Billiard Rule 28 - Intentional Foul Penalty

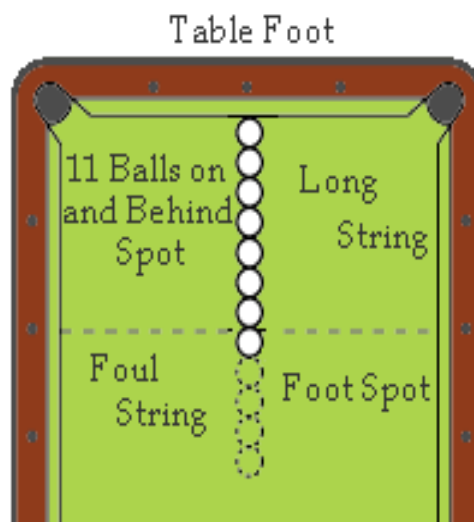
The cue ball in play shall not be intentionally struck with anything, such as the ferrule, shaft, etc., other than a cue's attached tip. While such contact is automatically a foul under the provisions of Regulation 46, if the referee deems the contact to be intentional, the player will be warned once during a match that a second violation during that same match will result in the loss of the billiard match by forfeiture. If a second violation should occur, the match must be forfeited.

General Billiard Rule 29 - Spontaneous Movement of the Balls

If a ball shifts, settles, turns or otherwise moves by itself, the ball is to remain in the position it assumed, and play is to continue. A hanging ball that falls into a pocket by itself after being motionless for 5 seconds or longer is to be replaced as closely as possible to its position prior to falling, and play shall continue. If an object ball drops into a pocket by itself as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Finally, any other object balls that are disturbed on the stroke are also to be replaced to their original positions before the shooter replays.

General Billiard Rule 30 - Spotting Balls

When specific game rules call for spotting balls, regulation 3.32 provides that they shall be replaced on the table on the long string after the stroke is complete. A single ball is placed on the foot spot, and 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 advancing toward the foot rail. When balls that are on or near the foot spot or long string interfere with the spotting of balls, the balls to be spotted are placed on the extension of the long string in front of the foot spot between the foot spot and the center spot, as near as possible to the foot spot and in the same numerical order as if they were spotted behind the foot spot. The lowest numbered ball would be closest to the foot spot.



General Billiard Rule 31 - Jawed Balls

If two or more balls are locked between the jaws or sides of the pocket, with one or more suspended in air, the referee shall inspect the balls in position. Once the situation is assessed, the referee will execute the following procedure: The referee shall visually or physically project each ball directly downward from its locked position. Any ball, that in his or her judgement would fall in the pocket if so moved directly downward is a ball. Any ball that would come to rest on the bed of the table is not . The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no jawing or locking of balls had occurred.

General Billiard Rule 32 - Pocketing Additional Balls

If extra balls are on a legal scoring stroke, they are counted in accord with the scoring rules for the particular game.

General Billiard Rule 33 - Interference By Non-Players

When it comes to non-player interference, the regulations are very clear. If a player is bumped, or the balls moved such that play is directly affected by a non-player during the match, the balls are to be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is an officiated one, the referee shall replace the balls. This rule also applies to an act of God interference, such as earthquakes, hurricanes, light fixture falling, power failures, etc. If the balls cannot be restored to their original positions, the game is replayed with the original player breaking. This rule is not applicable to 14.1 Continuous where the game consists of successive racks: the rack in progress will be discontinued and a completely new rack will be started with the requirements of the normal opening break. (Players lag for break.) Scoring of points is to be resumed at the score as it stood at the moment of game disruption.

General Billiard Rule 34 - Breaking Subsequent Racks

In a match that consists of short rack games, the winner of each game breaks in the next one. The following are common options that may be designated by tournament officials in advance:

General Billiard Rule 35 - Billiard Play By Innings

During the course of play, players alternate turns, called "innings", at the table. A player's inning ends when he or she either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

General Billiard Rule 36 - When an Object Ball is Frozen to the Cushion or Cue Ball

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

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

Failure to satisfy one of those four requirements is cause for a foul. One must note the following at this juncture: 14.1 and other games specify additional requirements and applications of this rule, thus it is recommended that readers see specific game rules. A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

General Billiard Rule 37 - Playing From Behind The String

When a player has the cue ball in hand behind the head string, "in the kitchen", he or she must drive the cue ball to a point across the head string before it contacts either a cushion, an object ball, or returns to the kitchen. Failure to do so is a foul if a referee is presiding over a match. If no referee is present, the opponent has the option to call it either a foul or to require the offending player to replay the shot again with the balls restored to their positions prior to the shot with no foul penalty imposed. An exception exists here: if an object ball lies on or outside the head string, and is thus playable, but so close that the cue ball contacts it before the cue ball is out of the kitchen, the ball can be legally played, and will be considered to have crossed the head string. If, with cue ball in hand behind the headstring and while the shooter is attempting a legitimate shot, the cue ball accidentally hits a ball behind the head string, and the cue ball crosses the line, it is a foul. If with cue ball in hand behind the head string, the shooter causes the cue ball to hit an object ball accidentally, and the cue ball does not cross the headstring, the following applies: the incoming player has the option of calling a foul and having cue ball in hand, or having the balls returned to their original position, and having the offending player replay the shot. If a player under the same conditions intentionally causes the cue ball to contact an object ball behind the head string, it is considered unsportsmanlike conduct.

General Billiard Rule 38 - Foul On Cue Ball In Hand

During cue ball in hand placement, the player may use his hand or any part of his cue, excluding the cue tip to position the cue ball. When placing the cue ball in position, any forward stroke motion of the cue stick contacting the cue ball will be considered a foul if not a legal shot.

General Billiard Rule 39 - Interference Regulation

If the non-shooting player distracts his or her opponent or interferes with the play in any way, he or she has fouled. If a player shoots out of turn, or moves any ball at a time other than during their own inning, they are considered to have committed interference.

General Billiard Rule 40 - Devices

Players are not allowed to use a ball, the triangle or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps or as an aid to aligning a shot, so long as the cue is held by hand, and doing so is a foul and is considered an unsportsmanlike conduct.

General Billiard Rule 41 - Illegal Marking

If a player intentionally marks the table in any way, including the placement of chalk, to assist in executing the shot, it is a foul.

Supplemental Regulations

The following are regulations that are refereed to within the General Rules of Pocket Billiards above.

General Billiard Rule 42 - Equipment Use

Players may not use any equipment or accessories for purposes of or in a manner other than those by which the items are intended for. For more information, you can refer to rules General Billiard Rules 43 and 46. For example:

- powder containers, chalk cubes, etc., may not be used to prop up a mechanical bridge, or natural hand bridge;
- no more than two mechanical bridges may be used at one time, nor may they be used to support anything other than the cue shaft;
- extra or out-of-play balls may not be used by players to check clearance or for any other reason except to lag for break;
- the triangle may be employed to ascertain whether a ball is in the rack when a match is not refereed and the table has not been pencil marked around the triangle area. Also see: Responsiveness of the Referee on page

General Billiard Rule 43 - Restrictions on Equipment

The following is a list of acceptable equipment items a billiard player may bring to the table to use in a World Pool-Billiard Association sanctioned event:

- Cue Stick. Each player is permitted to use one or more cue sticks that meet the specifications listed in the equipment specifications section. He or she may use either a built-in extender or an add-on extender to increase the length of the stick.

- 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.
- Talcum Powder.
- Mechanical Bridges. The player may use up to two mechanical bridges to support the cue stick during the shot. He may use his own bridge if it is similar to standard commercial bridges.
- Gloves. The player may use gloves to improve the grip and/or bridge hand function.

General Billiard Rule 44 - Cue Ball Fouls Only

When a referee is presiding over a match, it is a foul for a player to touch any cue ball or object ball with the cue, clothing, body, mechanical bridge or chalk, before, during or after a shot. It is still a foul to make any contact with the cue ball whatsoever while it is in play, except for the normal cue tip-to-ball contact during a shot.

General Billiard Rule 45 - Referee's Responsiveness

The referee is to be totally responsive to player's inquiries regarding objective data, such as whether a ball will be in the rack, if a ball is in the kitchen, what the count is, how many points are needed for a victory, if a player or his opponent is on a foul, what rule would apply if a certain shot is made, etc. When asked for a clarification of a rule, the referee will explain the applicable rule to the best of his ability, but any misstatement by the referee will not protect a player from enforcement of the actual rules. The referee must not offer or provide any subjective opinion that would affect play, such as whether a good hit can be made on a prospective shot, whether a combination can be made, or how the table seems to be playing, etc.

General Billiard Rule 46 - Inappropriate Use of Equipment

The referee must be alert for a player using equipment or accessory items for purposes or in a manner other than those for which they were intended, or for the use of illegal equipment, as defined under equipment specification. Generally, in such cases, no penalty is applied. However, should a player persist in such activity or use of such equipment, after having been advised that such activity or use is not permissible, the referee or other tournament official may take action as appropriate under the provisions of Unsportsmanlike Conduct.

General Billiard Rule 47 - Judging Double Hits

When the distance between the cue ball and the object ball is less than the width of a chalk cube, special attention from the referee is required. In such a situation, unless the referee can positively determine a legal shot has been performed, the following guidance may apply: If the cue ball follows through the object ball more than 1/2 ball, it is a foul.

General Billiard Rule 48 - Out Of Head String Warning

When a player has the cue ball in hand behind the head string, the referee shall warn him before he shoots if he has placed the cue ball on or within 1/2 ball width outside of the head string. If the player then shoots from on or within the specified distance outside the head string, the stroke is a foul. If the shooter places the cue ball outside of the head string beyond the specified limit, no warning is

required and the stroke is a foul (See specific game rule for penalty. Also refer to the Playing from Behind the String rule.

REGULATIONS

1. Administrative Discretion

These regulations address dress requirements, protests, scheduling issues, and other items that are not part of the actual Rules of Play but need to be regulated for the individual event. Some aspects of applying the regulations vary from tournament to tournament, such as the number of sets in a match and who breaks after the first rack at nine ball. The management of an event is entitled to enforce regulations for the event. These Regulations do not have the same force as the Rules; the Rules have priority.

2. Exceptions to the Rules

The actual Rules of Play may not be altered unless a specific waiver is issued by the WPA Sports Director or other WPA official for the individual event. A written explanation of any rules change should be made available at the players' meeting.

3. Dress Code

Each player's attire must always meet the level of the competition and be clean, proper and in good condition. If an athlete is unsure about the legality of his attire, the athlete should approach the tournament director before the match and ask whether the attire is legal. The tournament director has the final say with regards to the legality of attire. In exceptional circumstances, the director may permit a player to compete in violation of the dress code e.g. when airline luggage has been misplaced. A player may be disqualified for dress code violation.

If there is no announcement before the event, the WPA dress code is assumed. The following are the current requirements for World Championship and World Tour events.

3.1 Men

Men may wear a regular collared shirt or polo shirt of any color or **delegation uniform**. Shirt or polo shirt must be tucked in. It must be in a good condition and clean. No T-shirts are allowed. The shirt must have at least a short.

Dress pants will be clean and in good condition and may be of any color. Denim/blue jeans of any color are forbidden even though a jeans design is allowed.

Shoes must be elegant dress shoes that fit in the outfit. Sneakers and sandals are not allowed. Sports shoes with a dark top of leather or leather-like material are allowed but are subject to the tournament director's discretion.

3.2 Women

Women may wear a shirt, an elegant top, a dress, a blouse or a polo shirt sleeve which is covering the shoulders or **delegation uniform**. T-shirts are not permitted.

Dress pants will be clean and in good condition and may be of any color. Denim/blue jeans of any color are forbidden even though a jeans design is allowed. Female athletes may wear a skirt which must cover the knees.

Shoes must be elegant dress shoes that fit in the outfit. Sneakers and sandals are not allowed. Sports shoes with a dark top of leather or leather-like material are allowed but are subject to the tournament director's discretion.

4. Balls Rack Template

The Ball Rack Template can be used for the disciplines: 8-ball, 9-ball and 10-ball. In 14/1 it's not allowed to use the Ball Rack Template

4.1 Positioning of the Ball Rack Template

The table must be marked before the tournament has started. A Vertical line must be drawn for the positioning of the Ball Rack Template. This line must be long enough to pass through the top and bottom holes on the Ball Rack Template.

4.2 Removing of the Ball Rack Template

After the break, the Ball Rack Template must be removed by the referee from the table as soon as possible without disturbing any of the balls. If a referee is not present and there are balls obstructing the removal of the Ball Rack Template, the opponent must be the one to remove the Ball Rack Template. If there are no obstructions, the player at the table may remove the Ball Rack Template without the opponent interfering.

With or without a referee present, the Ball Rack Template can only be removed if not more than 2 balls are an obstruction in its removal. Exception to this rule applies if 1 or more balls are frozen and obstructing the removal, in this case the Ball Rack Template stays in place until such time that the frozen balls are no longer an obstacle in the removal of the Ball Rack Template. With the removal of the Ball Rack Template, the referee or opponent may use markers in the form of ball markers or chalk blocks which are at their disposal to mark the obstructing balls. The Ball Rack Template must be placed in its required spot away from the playing area including the rails and the balls placed back into their original position.

4.3 Specification for Ball Rack Template

Ball Rack template should be made of a plastic material, no thicker than 0.14 mm and shouldn't affect the table in any way. Template may not be glued on the playing surface.

5. Playing with an “Area” Referee

It may be that a tournament is being played with “area” referees who are each responsible for several tables and there is no referee constantly at each table. In this case, the players are still expected to observe all the rules of the game. The recommended way to conduct play in this situation is as follows.

The non-shooting player will perform all of the duties of the referee. If, prior to a particular shot, the shooting player feels that his opponent will not be able to properly judge the shot, he should ask the area referee to watch the shot. The non-shooting player may also ask for such attention if he feels that he is unable or is unwilling to rule on the shot. Either player has the power to suspend play until he is satisfied with the way the match is being officiated.

If a dispute arises between players in an unofficiated match, and the area referee is asked to make a decision without having seen the cause of the dispute, he should be careful to understand the situation as completely as possible. This might include asking trusted witnesses, reviewing video tapes, or reenacting the shot. If the area referee is asked to determine whether a foul occurred and there is no evidence of the foul except the claim of one player while the other player claims that there was no foul, then it is assumed that no foul occurred.

6. Penalizing Unsportsmanlike Conduct

The rules and regulations give the referee and other officials considerable latitude in penalizing unsportsmanlike conduct. Several factors should be considered in such decisions, including previous conduct, previous warnings, how serious the offense is, and information that the players may have been given at the Players' Meeting at the start of the tournament. In addition, the level of competition may be considered since players at the top levels can be expected to be fully familiar with the rules and regulations, while relative beginners may be unfamiliar with how the rules are normally applied. Also refer to Page 25.

7. Protest Ruling

The referee will make his decision based on the Ground Rules & Code of conduct before giving a Call.

A player is allowed to ask for a reconsideration of a factual decision by the referee once only. If he asked for a reconsideration on the same matter for the second time, it will then be treated as unsportsmanlike conduct.

If a player is not satisfied with the referee's call, he may call the attention of the referee. The referee will then consult the Head Referee for final decision.

If the player still not amenable of the decision, he will then submit a written protest signed by coach to “Billiards Palarong Pambansa Jury” not more than one hour after the game.

In any regular tournament, the tournament director's decision together with the Billiards Palarong Pambansa Jury is binding and final. And in PALARONG PAMBANSA BILLIARDS EVENT, a further appeal to the PALARONG PAMBANSA Sports Director, if he is present is permissible.

A deposit of PHP 5000 from the protestor is required for such an appeal and it will be forfeited in case of an adverse final decision.

A re-rack will always be the deciding game.

8. Instructions for Referees

The referee will determine all matters of fact relating to the rules, maintain fair playing conditions, call fouls, and take other action as required by these rules. The referee will suspend play when conditions do not permit fair play. Play will also be suspended when a call or ruling is being disputed. The referee will announce fouls and other specific situations as required by the rules. He will answer questions as required by the rules on matters such as foul count. He must not give advice on the application of the rules, or other points of play on which he is not required by the rules to speak. He may assist the player by getting and replacing the mechanical bridge. If necessary for the shot, the referee or a deputy may hold the light fixture out of the way.

When a game has a three-foul rule, the referee should note to the players any second foul at the time that it occurs and also when the player who is on two fouls returns to the table. The first warning is not required by the rules but is meant to prevent later misunderstandings. If there is a scoreboard on which the foul count is visible to the players, it satisfies the warning requirement.

9. 8-Ball Addendum

If the groups have been determined and the player mistakenly shoots at and pockets a ball of the opponent's group, the foul must be called before he takes his next shot. Upon recognition by either player or the referee that the groups have been reversed, the rack will be halted and will be replayed with the original player executing the break shot.

10. Restoring a Position

In any case a position of balls needs to be amended it is solely the referee's duty and responsibility to perform this task. He may form his opinion by any means he considers appropriate at the time. He may consult one or both players on that, however, the particular player's opinion is not binding and his judgment can be amended. Each involved player has the right to dispute the referee's judgment just once, but after that it is the referee's discretion to restore the ball or balls.

11. Acceptance of Equipment

After the tournament or a particular match has been started, the player has no right to question the quality or legality of any equipment provided by the Tournament Organizer unless supported by the referee or the tournament director; any protests must be made beforehand.

12. Clearing Pockets

For the ball to be considered, it must meet all the requirements described in Rule 8.3 Ball. Although the task of clearing pockets of balls lies within the referee's description of duties, the ultimate responsibility for any occurrence of fouls as a result of such misadministration always rests with the shooter. If the referee is absent, for example in the case of an area referee, the shooter may perform this duty himself, providing he makes his intention clear and obvious to the opponent.

13. Time Out

Unless specified otherwise by the tournament organizer, each player is allowed to take one time out of five minutes during matches played over 3 racks for both 8-Ball and 9-Ball events. If matches are shorter time out privileges are not observed. To exercise his right for a time out, the player must:

- (1) inform the referee of his intention to;
- (2) make sure the referee is aware of the fact and marks it on the score sheet, and;
- (3) make sure that the referee marks the table for suspended play. (The standard procedure will be to place a cue stick on the table.)

The opponent must remain seated waiting of the competitor's return to resume the normal play; should he involve himself in an action other than standard match-playing activities it will be considered exercising his time out and no further time outs be allowed.

Bear in mind that time outs in eight-ball and nine-ball games are taken between racks and play is suspended.

At 14.1, the time out begins between racks; and the player at the table may continue his inning should the opponent decide to take his time out. If the non-shooter takes a time out, he must make sure there is a referee to supervise the table during his absence; otherwise he has no right to make a protest against any misplay by the player at the table.

The player taking the time out should remember that his actions must be within the spirit of the game and if he acts otherwise, he is subject to a penalty under the Unsportsmanlike Conduct.

If a player is suffering from a medical condition, the tournament director may choose to adjust the number of time outs as needed.

14. Subsequent Break Shots

For deciding who will break in racks after the first, in games such as nine ball, the tournament management may choose a procedure different from the standard one listed in the Rules. For example, the winner may break or the players may alternate "serves" of three consecutive breaks.

15. Rack at Nine Ball

As stated in Rule 2.2, balls other than the one and nine are placed randomly in the rack and should not be set in any particular order during any rack. If the referee is not racking, and a player believes that his opponent is intentionally placing balls within the rack, he may bring this to the attention of a tournament official. If the tournament official determines that the player is intentionally positioning balls in the rack, the player will be given an official warning to refrain from doing so. Once warned, should the player continue with intentional positioning of balls in the rack, he shall be penalized for unsportsmanlike conduct.

16. Open Break Requirements

The tournament management may set additional requirements on the break shot on games that require an "open" break such as nine ball. For example, it may be required to drive three balls above the head string or pocket them.

17. The Three Point Break Rule

- (1) On the break shot, a minimum of three object balls must either be pocketed, or touch the head string line, or a combination of both. For example, if one object ball is pocketed, then at least two object balls must touch the head string line; or if two object balls are pocketed, then at least one object ball must touch the head string line.
- (2) To touch the head string line means that the edge of the object ball must reach (break) the string line.
- (3) If a player fails to meet the requirements in (1), but otherwise makes a legal break, the incoming player has the choice to accept the tables as is, or hand the shot back to his opponent.
- (4) In accepting the table as is, the incoming player is not permitted to play a "push-out", he must play a legal shot to the ball on.
- (5) If the table is handed back to the breaker, the breaker is permitted to play a push-out. If so, his opponent will then have the choice to either play the shot, or hand it back.
- (6) If a player fails to meet the requirements of (1), but otherwise makes a legal break and pockets the 9 ball, the 9 ball is reposted before the next shot is played.

The three point rule must be present on all WPA ranking 9-ball events, together with tapping or ball rack.

18. Cue ball fouls only

If there is no referee presiding over a match, it may be played using cue ball fouls only. That is, touching or moving any ball other than the cue ball would not be a foul unless it changes the outcome of the shot by either touching another ball or having any ball, including the cue ball, going through the area originally occupied by the moved ball. If this does not happen, then the opposing player must be given the option of either leaving the ball where it lies or replacing the ball as near as possible to its original position to the agreement of both players. If a player shoots without giving his opponent the option to replace, it will be a foul resulting in cue ball in hand for the opponent.

19. Late Start

Players must be at the table and ready to play their assigned match at the appointed match time. If a player is late for his appointed match time, he will have fifteen minutes to report to his assigned table ready to play or he will lose the match. It is recommended to announce after five minutes a first call for the player, after ten minutes a second call and after fourteen minutes a final “one minute” warning. A stricter requirement may be used for repeat offenders.

20. Outside Interference

See Rule 1.9, Outside Interference. The referee should ensure that interference is prevented, for example by a spectator or a player on an adjacent table, and may suspend play as needed. Interference may be physical or verbal.

21. Act of God

It may be that something unforeseen under these rules will occur during a match. In such a case, the referee will decide how to proceed in a fair manner. For example, it may be necessary to move a rack in progress to a different table, in which case a stalemate may be declared if a position cannot be transferred.

22. Remaining in Player’s Chair

The non-shooting player should remain in his designated chair while his opponent is at the table. Should a player need to leave the playing area during matches, he must request and receive permission from the referee. Should a player leave the playing area without the permission of the referee, it will be treated like unsportsmanlike conduct.

23. Split Hits

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 target was struck first.

24. Calling Frozen Balls

The referee should be careful to inspect and announce the status of any object ball that might be frozen to a cushion and the cue ball when it might be frozen to a ball. The seated player may remind the referee that such a call is necessary. The shooter must allow time for such a determination to be asked for and made, and may ask for the call himself.

8 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.

The balls are normally colored as follows:

- 1 and 9 - yellow
- 2 and 10 - blue
- 3 and 11 - red
- 4 and 12 - purple
- 5 and 13 - orange
- 6 and 14 - green
- 7 and 15 - brown
- 8 - black
- cue ball - white.

Eight Ball Rack

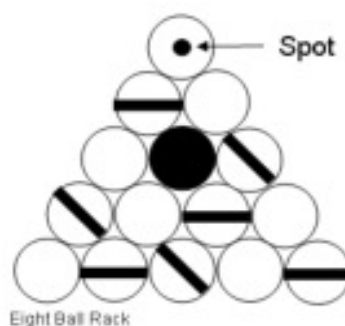
The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern. Refer to Setup on Page 21

Playing 8 Ball

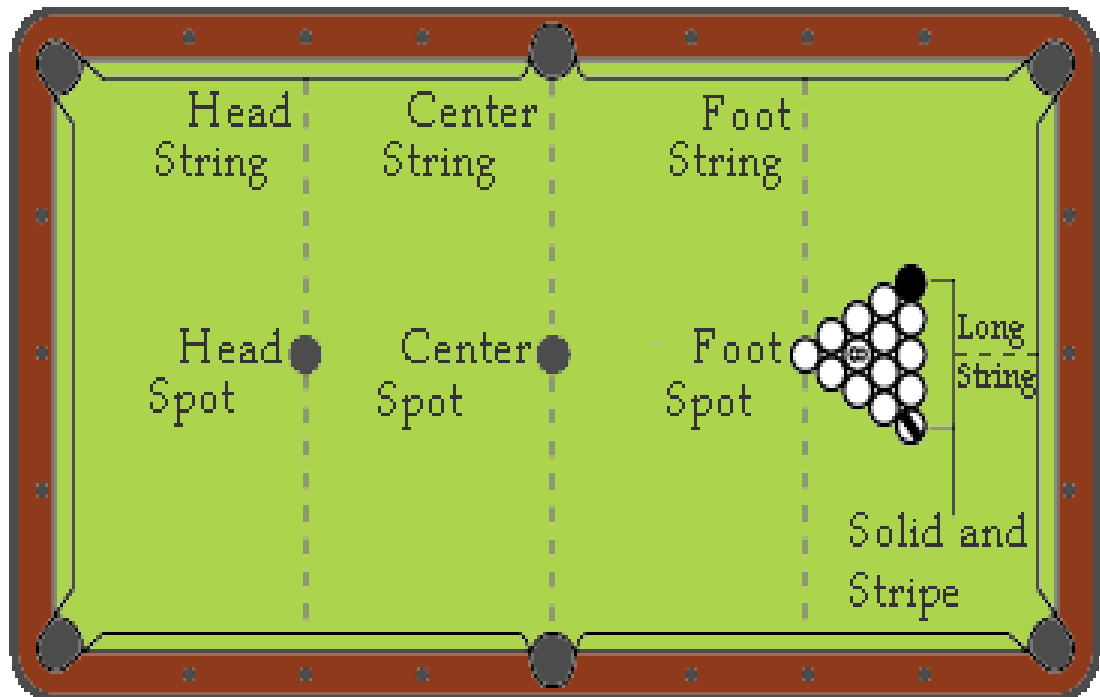
There are four general phases to the billiard game of 8 Ball. These include setup, breaking, taking turns, and pocketing the 8 ball.

Setup

To begin the game of 8 ball, the colored balls are placed in a triangle, called a "rack". The base of the rack is parallel to the short end of the pool table and is positioned so the ball in the tip of the rack is located on the foot spot. The balls in the rack are pressed into contact with the foot ball, and remain in contact after the rack is removed. Within the rack, the 8-ball is centered while the two corners are each spotted with one solid ball and one stripe ball. The game begins with the cue ball in hand anywhere behind the head string. (That is, the quarter of the billiard table farthest from the rack), an area also known in slang terms as the "kitchen".



The pool table is divided into two equal halves lengthwise by an imaginary line named the "long string". Two lines, the "head string" and "foot string" run perpendicular to the long string and are placed 1/4 length away from each end of the table. The intersection of the long and head strings is called the "head spot", and the intersection of the long and foot strings is called the "foot spot".



HOW THE GAME STARTS

Either the competition is an 8-Ball or a 9-ball, the game would always begin with a lag

A lag

A lag is the first shot of the match which determines the order of the play. The player who wins the lag chooses who will shoot first. Refer to General Billiard Rule 5.

A Lag that can't Win

If the shooter's ball:

- a) contacts the foot cushion other than once;
- b) is pocketed or driven off the table;
- c) touches the side cushion; or
- d) the ball rests within the corner pocket and past the nose of the head cushion.

A Relag

The players will lag again if:

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

Order of Break

The winner of the lag has the option to break the rack. In 9-Ball, the winner of each game breaks in the next, unless otherwise specified by the 9 Ball tournament organizer.

Legal Break Shot

To execute a legal break, the breaker (with the cue ball behind the head string) must either pocket a ball, or drive at least four numbered balls to the rail. If the breaker fails to make a legal break, please refer to Break Shot for 8-Ball particularly on letters *d* until *h* for details.

Scratch on a Legal Break

If a player scratches on a legal break shot, all balls remain (exception, the 8-ball: see "8-Ball on the Break" below), it is a foul or, the table is open. Note here that the incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

Break Shot for 8-Ball

The following rules apply:

- a. The cue ball begins in hand behind 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.
- d. If no object ball is pocketed, at least four object balls must be driven to one or more rails, or if the shot results is an illegal break, the incoming player has the option of:
 - accepting the table in position, or
 - re-racking and breaking, or
 - 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:
 - re-spotting the eight ball and accepting the balls in position, or
 - re-breaking.

- f. If the breaker pockets the eight ball and scratches, the opponent has the option of:
 - re-spotting the eight ball and shooting with cue ball in hand behind the head string; or
 - re-breaking.
- g. If any object ball is driven off the table on a break shot, it is a foul; such ball remains out of play (*except the eight ball which is re-spotted*); and the incoming player has the option of:
 - accepting the table in position, or
 - taking cue ball in hand behind the head string.
- h. If the breaker fouls in any manner not listed above, the following player has the option of:
 - accepting the balls in position, or
 - taking cue ball in hand behind the head string.

STANDARD FOULS For 8-BALL

The following are the standard fouls:

- Cue Ball Scratch or Off the Table
- Wrong Ball First *means that the first ball contacted by the cue ball on each shot must belong to the shooter's group, except when the table is open.*
- No Rail after Contact
- No Foot on Floor
- Ball Driven off the Table
- Touched Ball
- Double Hit /Frozen Balls
- Push Shot
- Balls Still Moving
- Bad Cue Ball Placement
- Bad Play from Behind the Head String
- Cue Stick on the Table
- Playing out of Turn
- Slow Play – 30-second shut clock with an extension of another 30 seconds.

Open Table and 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.

All Shots required to be called

- On each shot except the break, shots must be called. The eight ball may be called only after the shot on which the shooter's group has been cleared from the table. (Refer to definition of Call Shot on Page 26)

When to Lose a Rack

The shooter loses a rack if: He

- pockets the eight ball before his group is cleared;
- pockets the eight ball in an uncalled pocket; or
- drives the eight ball off the table.

Note that these do not apply to the break shot.

8-Ball 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 when continuous play.

Serious Fouls in 8-Ball

Are fouls committed when:

- pockets the eight ball before his group is cleared;
- pockets the eight ball in an uncalled pocket;
- drives the eight ball off the table, or
- Unsportsmanlike conduct

Unsportsmanlike Conduct

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) delay of the game; and
- (h) using equipment inappropriately.

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 standing points.

Object Balls Jumped off the Table During the Break

If a player jumps an object ball off the table on the break shot, it is considered a foul and the incoming player has the option of accepting the table in position and shooting, or taking cue ball in hand behind the head string and shooting.

Taking Turns (Innings)

A player will continue to shoot until he/she makes a fault or fails to pocket one of the object balls. At this point, the player's inning is over, and then, the other player takes his/her turn. Play alternates like this for the remainder of the game.

Call Shot

In Call Shot, players need to call intended balls and intended pockets. A player not calling a legal shot and pockets a ball, or calling a shot and the ball to unintended pocket is a loss of turn or end his/her inning. When calling the anticipated shot, it is not necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc that will be used in the shot. Any balls as the result of a foul are to remain, regardless of whether they belong to the shooter or the opponent. The opening break is not considered a called shot. Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally on the break.

Pocketing the 8 ball

Once all the player's object balls are, he/she can now attempt to sink the 8 ball and win. To win, he/she must specify the pocket it will land in, and make it in that pocket. If it is shot in to the wrong pocket, if the cue ball is potted, or if there is a fault (see below), he/she loses. If neither the cue ball nor the eight ball is potted, the player's inning is over.

Legal Shot

On all shots (except on the break and when the table is open), the shooter must hit one of their group of balls first and either pocket a numbered ball, or cause the cue ball, or any numbered ball to contact a rail. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements results in a foul.

Safety Shot

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a turn at the table by declaring safety in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a safety to the opponent. It is the shooter's responsibility to make the opponent aware of the intended safety shot. If this is not done, and one of the shooter's object balls is, the shooter will be required to shoot again. Any ball on a safety shot remains.

8 Ball Scoring

A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally their entire group of balls, they now shoot to pocket the 8-ball.

Combination Shots

Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

8 Ball Faults

When one player commits a fault, the other player gets "ball in hand", that is, they may place the cue ball anywhere on the table before playing their next shot. This is one area of substantial disagreement in 8-ball rules: The rule sets suggest that the player with "ball in hand" may only place the cue ball in the "kitchen", and must shoot out of the "kitchen" before hitting any ball. This means that they may not shoot at a ball inside the "kitchen" directly. Under WPA rules, if the cue ball is on the break, the cue ball must be placed in the "kitchen" and shot out.

Illegally Balls

An object ball is considered to be illegally when that object ball is on the same shot that a foul is committed, or when the called ball did not go in the designated pocket, or when a safety is called prior to the shot. Illegally balls remain and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

Fouls on Jump Shots, and Masse Shots

Generally, "cue ball fouls only" is the rule of play when a match is not presided over by a referee. However, a player should recognize that it will be considered a cue ball foul if during an attempt to jump, curve, or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves position. This is regardless of whether it was moved by a hand, cue stick follow-through, or bridge.

Object Balls Leaving the Billiard Table

If any object ball leaves the table, it is considered a foul and loss of turn, unless it is the 8-ball, which results in a loss of game. Any jumped object balls are not re-spotted (all are out of play).

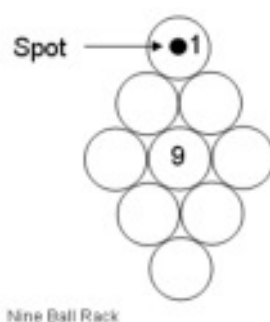
9 ball

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.

9 ball is a "rotation" game, meaning that the balls are shot in numerical order. The shooting player must strike the lowest numbered ball on the table first. Players are not required to call any shot, and the game is won when the nine ball is . A player retains their turn at the table as long as they strike the lowest numbered ball first, avoid fouls, and pockets a ball on each shot. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball in hand and place anywhere on the table. The player needs not pocket the lowest numbered ball to continue shooting. He may, for example, shoot the object ball 1 into the object ball 4, thus, pocketing the 4 by a combination shot. He will continue shooting but must again strike the lower numbered ball 1 first. If the player shoots the lower numbered ball 1 into the object ball 9 and it by a combination shot, therefore, the game is over. In other words, combination shot or carom shot may or may not be used.

Racking the Balls

The same as in 8-ball, but only 9 balls are used and are racked in a diamond shape. The balls are racked with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order. The balls should be racked as tightly as possible. 9 Ball games begin with cue ball in hand behind the head string.



Legal Break Shot

The following rules apply to the break shot:

- (a) the cue ball begins in hand behind the head string;
- (b) if no ball is , at least four object balls must be driven to one or more rails, otherwise the shot is a foul.
- (c) if during the break the object ball 9 has been luckily , and had met the Three Point Break requirements, the breaker therefore wins the rack by a "Golden Break".
- (c) additionally, and only when the Three Point Break Rule is used, if no ball is , three balls must cross the head string, or the break is considered 'dry break'. (See Regulation 18, Three Point Break Rule.)

The rules governing the break shot are the same as for other legal shots except:

- The breaker must strike first the object ball 1 and either pocket a ball or drive at least four numbered balls to the rail.
- If the cue ball is or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
- If on the break shot, the breaking player causes any object ball to leave the table or driven off the table, it is considered a foul. At this juncture, the incoming player has the cue ball in hand anywhere on the table. The object ball is not re-spotted for it will remain out of play (exception: if the object ball is the 9 ball, it is re-spotted).

Illegal Break

A foul be given to a player who committed three consecutive illegal breaks or dry breaks.

After The Break

Various circumstances can occur upon completion of the break. They are:

- A foul on break shot will result in a cue ball in hand anywhere on the table for the breaker's opponent or for the incoming player. balls, if any, stay in the pocket, not spotted and therefore, considered out of play, except of course for the object ball 9.
- When no balls are , automatically it's the opposing player's turn or inning to run the table.
- The 9 ball is . This is now considered a winning scenario unless the shooting player scratches or driven off the table.
- In cases where the 9 ball is spotted, the inning passes to the opposing player.
- A ball or a number of balls are . The breaker has the privilege to continue shooting the balls in ascending order from the lowest numbered ball up to the highest.

Continuing Play After The Break

On the shot immediately following a legal break, the shooter may play what is known as a "push out." (See below) If the breaking player pockets one or more balls on a legal break shot, he or she continues to shoot until they miss a shot, foul, or win the game. If the player misses or fouls, the other player begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 9-ball is on a legal shot, or the game is forfeited for a serious infraction of the rules.

Push Out

Any player who shoots immediately after a legal break may play a push out in an attempt to move the cue ball into a more favorable and advantageous position with the following options, to with:

- The player must announce his or her intention of playing a push out before the shot, otherwise the shot is considered a normal shot.
- The rules on Wrong Ball First and No Rail after Contact are suspended for the shot.
- Any ball on a push out does not count and remains on or out of play except for the 9 ball which needs to be re-spotted.
- If no foul is committed on a push out, the other player chooses who will shoot next.

Fouls

When a player commits a foul, he or she must relinquish their inning at the table. Additionally, none of the balls on the foul shot are to be re-spotted. An exception to this regulation is if a ball is the 9-ball, it shall be re-spotted. The incoming player is granted ball in hand meaning that prior to their first shot they may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

Bad Hit

If the first object ball that is contacted by the cue ball is not the lowest numbered ball on the table, the shot is considered a foul.

No Rail After Contact

If no ball is 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.

Cue Ball In Hand

When the cue ball is in hand, the player may position the cue ball anywhere on the playable bed surface of the table. He or she may not place it in such a position that it is in contact with an object ball. The player may continue make adjustments to the position of the cue ball until shooting.

Jumping Object Balls Off The Table

An un- ball is considered to be driven off the table if it comes to rest in a place other than on the bed of the table. It is considered a foul to drive an object ball off the table. The jumped object ball is not re-spotted when this occurs. An exception is made if the object ball is the 9-ball, in which it is re-spotted, and play is continued.

Jump and Massé Shot Fouls

If a match is not presided over by a referee, it will be considered a cue ball foul if during an attempt to jump, curve, or masse the cue ball over or around an impeding numbered ball, the impeding ball moves, regardless of whether it was moved by cue stick follow-through, a hand, or bridge.

Three consecutive Fouls

If a player fouls three consecutive times on three successive shots while failing to make an intervening legal shot, the game is lost. The three fouls must occur in one game, and the warning must be given between the second and third fouls. A player's inning begins when it is legal to take a shot and ends at the end of a shot on which he or she misses, fouls, or wins, or when he or she fouls between shots.

Stalemate

If the referee finds that neither player is attempting to win from the current position, the referee will announce his or her decision, and each player will have three more innings at the table. Then, if the referee still feels that there is no progress towards a conclusion, he or she will declare the rack a stalemate and the original breaker of the rack will break once again.

Ending of the Game

On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball, or when a player forfeits the game as the result of a foul, or multiple fouls.

Game Format

8-Ball and 9-Ball events be played in a single elimination or a knock out system. There would be two groups (Groups A and B). The coach has to identify who would be his/her entry in either groups mentioned. Take note of the following:

- Rounds 1-4 - Race 3
- Semifinals - Race 4
- Finals - Race 5.

The Bracket Format

You will find below the bracket format to be used during the competition.



Core Group

Below are the potent core members with their corresponding role(s):

REGION	NAME	ROLE (S)	CONTACT NUMBER
NIR	JOFRAN NYL G. TUPAS	Tournament Manager/ Tournament Jury Member	09196700675
IX	ARTURO E. CALAGO	Assistant Tournament Manger/ Tournament Jury Member	09257994183
NIR	HERMES C. DE LA CRUZ	Head Referee/ Tournament Jury Member	09989731163
NIR	HENRIE J. MACAHILOS	Event Secretary/ Tournament Jury Member	09095922079
XII	JOANNE V. RODRIGUEZ	Area Supervisor/ General Coordinator/ Tournament Jury Member	09129839239
X	DANILO S. SEVILLANO	Bracket Manager/ Tournament Jury Member	09165117471
I	FLORO A. SAYANGDA	Tournament Jury Member	09989842677
VI	DENNIS LAMBERT G. ZABAT	Facilitator/Tournament Jury Member	09276550824

References

<http://www.playcsipool.com/bcapi-rules.html>

<http://www.wpa-pool.com/web/index.asp?id=117&pagetype=rules>

http://www.wpa-pool.com/web/the_regulations

http://www.wpa-pool.com/web/the_regulations#18

ANALYSIS ON THE THREE POINT BREAK

NOTE: 3 balls pocketed or pass the kitchen or a combination of both:

- a) When 1 object ball is pocketed , 2 more OBs must pass the head string line
- b) When 2 object balls are pocketed, 1 more OB must pass the head string line (Kitchen)
- c) When 3 object balls are pocketed, requirements are now met

BREAKER

- (1) Did not meet the requirements BUT IT'S A LEGAL BREAK AND POCKETED THE 9 BALL. RE-SPOT THE 9 BALL BEFORE executing the next shot.
- (2) WHEN SHOT IS GIVEN BACK, HE HAS THE PRIVILEGE OF TAKING ADVANTAGE OF A PUSH OUT SHOT.

INCOMING PLAYER

- (1) Has to accept the table as is or hand the shot back to the breaker
- (2) If accept the table as is, HE JUST TAKE THE SHOT RIGHT AWAY BECAUSE THE PRIVILEGE OF TAKING A PUSH OUT SHOT IS NOT PERMITTED.

<https://uunions.umich.edu/billiards/article/general-pool-rules>