

香港美式 9 號球公開賽

參賽者須知

1. 賽事採用世界美式桌球總會 (WPA) 所指定之規例進行。
2. 初賽至 16 強賽事均採取監場裁判制度，如果參賽者在比賽期間出現問題球，可要求監場裁判作出判斷，8 強至決賽則安排裁判每場賽事執法。
3. 比賽場地嚴禁吸煙，參賽者在比賽期間禁止使用手提電話及免提裝置。
4. 所有賽事採取每局球手輪流衝球，衝球須要依照 3 顆球過線規例。

暫停 (Time Out)

5. 參賽者在每場比賽中可申請 1 次暫停 (5 分鐘)，而決賽賽事可申請 2 次暫停，期間只能在局與局之間向在場裁判申請暫停，並必須得到裁判批准方可離開所屬賽區，暫停期間雙方球手可同時離開賽區。
參賽者如果超過 5 分鐘暫停時限仍未返回賽區則判負 1 局，其後每 5 分鐘逾時再判負 1 局，直至所有負局數完成，賽事結束。

排球紙 (Magic Rack)

6. 賽事使用排球紙排球，1 號球在腳點，9 號球置於中間，其它球則隨機擺放。
7. 8 強至決賽由裁判排球，其他初賽賽事由參賽者排球。

推球 (Push Out)

8. 如果開球後沒有犯規，擊球者如果選擇打推球，必須事先向裁判及對手清楚聲明。
9. 如果打推球合法而沒有犯規，對方可以選擇繼續擊球，或將擊球權交回推球者。
10. 如果打推球時 9 號球進袋，9 號球須放回腳點，不屬犯規。

開球時犯規之處理

11. 若母球已碰到子球，對方則獲得母球自由球 (Ball in hand)，若母球未有碰觸到任何子球，對方可選擇自行衝球，或交回衝球權給原先衝球一方。

比球 (Lag Ball)

12. 比球時使用母球及 1 號球。

計時 (Shot Clock)

13. 初賽至 16 強賽事，比賽球手可要求計時。但當值裁判會根據比賽時對賽球員的出桿時間、在場工作人員等相關因素而決定執行與否。參賽者不得異議。
8 強至決賽賽事均會採用計時。
如採取計時：每桿出桿時限為 45 秒，每位球員在每局有一次申請延時 (Extension) 機會，延時為 30 秒。在最後 10 秒時，裁判會讀出 10 秒 (Ten seconds) 提示出桿者。

Hong Kong 9-Ball Pool Open Championship 2023

Notice to Participants

1. The championship applies the Rules and Regulation of World Pool-Billiard Association (WPA).
2. A referee will be appointed for each match from Quarter-Finals to Finals. A Match Supervisor will be allocated for each session from the preliminary stage to last 16, and if issue arises during the match, the participant may ask the Match Supervisor to give a ruling.
3. Smoking is prohibited in the venue. Participants are not allowed to use mobile phone or hands-free devices during the competition.
4. Participants shall play alternate breaks in all matches, 3 Point Break Rule applies.

Time Out

5. Participants are allowed to take 1 time-out (5 minutes) in each match, but **2 time-out are allowed in the final match**. Time-out can only be made by request to the referee between racks, permission must be obtained from the referee before leaving the tournament area, both participants may leave the tournament area during time-out.
A participant will lose 1 rack if he/she does not return to the tournament area within 5 minutes, 1 rack will be lost further for every 5 minutes thereafter, until all racks have been lost and the match will come to an end.

Magic Rack

6. The balls will be racked by using Magic Rack, 1 Ball on spot, 9 Ball in the center of the diamond, and the other balls are placed in random order.
7. Quarter-Finals to Final matches are racked by referee, sessions prior to that are racked by participants.

Push Out

8. The participant who shoots the shot immediately after a legal break can play a push out. The participant must announce his/her intention to the referee and opponent **before** the shot.
9. If no foul is committed on a push out, the opponent can choose to continue to play, or ask the participant who has pushed out to play.
10. During a push shot, if the pocketed ball is the 9 Ball, it will be re-spotted and will not count as a foul.

Fouls during Break Shot

11. If Cue Ball strikes any numbered balls, the opponent will be given Ball in hand. If cue ball does not strike any numbered ball, the opponent may choose to break or ask the participant who just played the break to break again.

Lag Ball

12. The Cue Ball and No. 1 Ball are used in Lag Ball.

Shot Clock

13. Participant can require a shot clock. Referee on duty will decide whether or not to enforce the rules based on the playing time of the opposing players, the staff on duty and other relevant factors. Participants can not disagree.
A shot clock will be appointed for each match from Quarter-Finals to Finals.
Shot Clock : Participant have 45 seconds per shot. Each player will be allowed one 30-second extension during each rack. At the last 10 seconds, the referee will read out "Ten seconds."