

RULES OF PLAY

(EFFECTIVE 2025-09-15)

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GENERAL SECTION

1. GENERAL RULES

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

The Disciplines 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 Disciplines 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.

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 FIRST BREAK

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 [3.9 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,

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- (g) the referee cannot determine which ball has stopped closer to the head cushion, or
- (h) both lags are bad.

1.3 SUBSEQUENT BREAKS

In Disciplines scored by the rack like 9-Ball, the break shot will alternate between players.

1.4 PLAYER'S USE OF EQUIPMENT

The equipment must meet existing WPA equipment specifications. In general, players are not permitted to use novel equipment. 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 [3.16 Unsportsmanlike Conduct](#)):

- (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. A player is allowed to use their cue and any part of their body to aim and plan shots.
- (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.

1.5 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.

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1.6 CUE-BALL IN HAND

When the cue-ball is in hand, the shooter may place the cue-ball anywhere on the playing surface (see [2.1 Parts of the Table](#)) and may continue to move the cue-ball until he executes a shot (see [2.19 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 Disciplines 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 Discipline, and then [3.10 Bad Cue-ball Placement](#) and [3.11 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 on the Head String is playable.

1.7 STANDARD CALL SHOT

In Disciplines 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 Disciplines, 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 Discipline.

1.8 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 [2.2 Ball Pocketed](#) for balls that settle at the end of the shot.

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1.9 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.

1.10 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.

1.11 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 [3.16 Unsportsmanlike Conduct](#)). Fouls must be called promptly (see [3 Fouls](#)).

1.12 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.

1.13 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 Discipline.

1.14 PARASPORTS

Parasport competition rules and regulations are still under development and will continue to be improved into the future. For now, all current details are covered in Regulation 30.

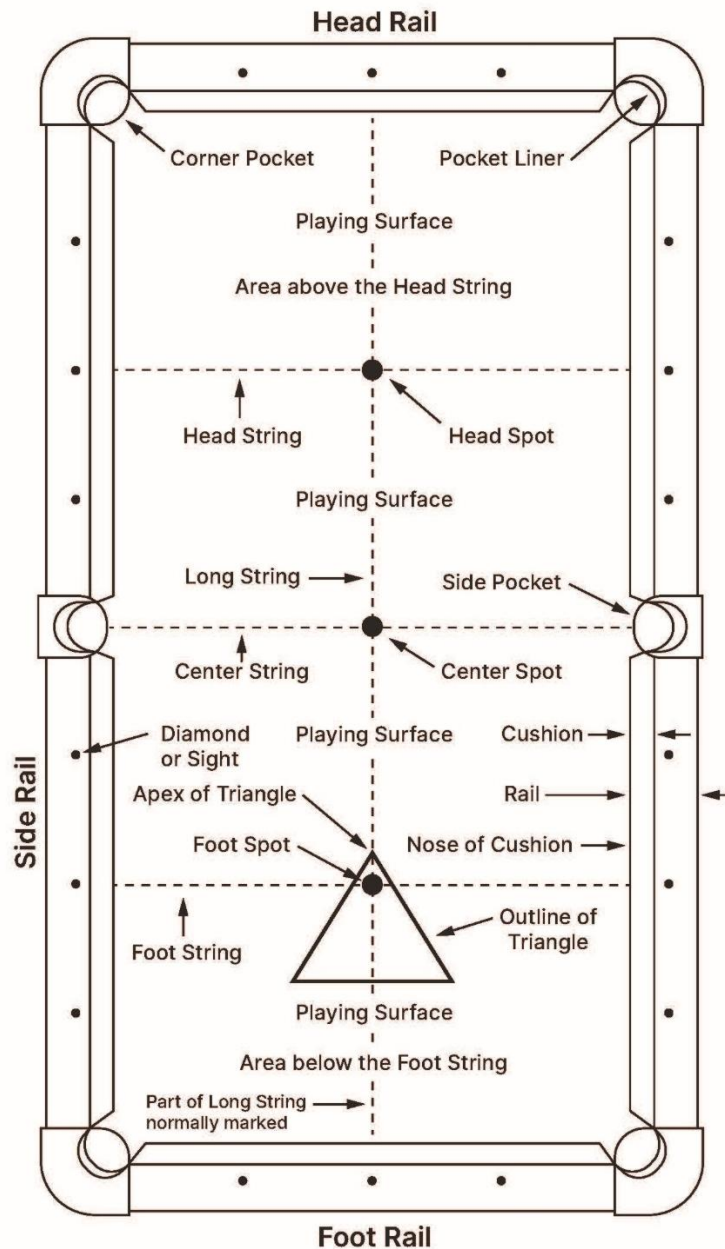
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2. DEFINITIONS

The following definitions apply throughout these rules.

2.1 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://wpapool.com> for current information.

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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:

- (a) the Long String down the center of the table,
- (b) the Head String bounding the quarter of the table closest to the Head Rail,
- (c) the Foot String bounding the quarter of the table closest to the Foot Rail, and
- (d) 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 Discipline being played:

- (e) the Foot Spot, where the Foot String and the Long String meet; the Head Spot, where the Head String and the Long String meet,
- (f) the Center Spot, where the center string and the Long String meet; the Head String,
- (g) the Long String between the Foot Spot and the Foot Rail, and
- (h) the triangle, either in outline or by alignment marks depending on the game.

2.2 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 Discipline 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 [1.8 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

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pocketed object-balls from full or nearly full pockets, but it is the shooter's responsibility to see that this duty is performed.

2.3 BREAK

A break shot is the opening shot of a Match or Rack, depending on the Discipline. 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 racked balls apart.

2.4 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 Disciplines, a single cue-ball is used by both players.

2.5 DISCIPLINE

A generic term to describe a type of pool Discipline such as 8-ball or 9-ball.

2.6 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.

2.7 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 26, Calling Frozen Balls.

2.8 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 Disciplines 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 innings (e.g. a push-out at 9-Ball). The player whose turn it is to play is called the "shooter."

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2.9 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.

2.10 MATCH

A Match is a contest in a Discipline to the score required to win.

2.11 MISCUE

A miscue occurs when the cue tip slides off the cue-ball possibly due to a contact that is too eccentric or due 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 [3.16 Unsportsmanlike Conduct \(c\)](#).

2.12 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 Discipline. Colors and markings of the object-balls are covered under the WPA Equipment Specifications.

2.13 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.

2.14 RACK

This word is used in several contexts as both a noun and a verb. A Rack is a portion of a Match played with a single rack of object-balls. Some Disciplines, such as 9-Ball, are scored at one point per Rack. The rack is also the framing device, typically triangular, used to arrange the object-balls for the break shot. It also refers to the group of balls so arranged. To rack the object-balls is to group them with the rack.

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2.15 RESTORING A POSITION

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

2.16 SAFETY SHOT

Under the call-shot rule (see [1.7 Standard Call Shot](#)), the shooter may declare a "safety" to the referee or his opponent before the shot. Play then passes to the other player at the end of the shot.

2.17 SCRATCH

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

2.18 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.

2.19 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.

2.20 SPOTTING BALLS

In some Disciplines, object-balls are required to be placed on the playing surface other than when forming a new rack. They are said to be spotted when they are so placed (see [1.5 Spotting Balls](#)).

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3. 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.

3.1 CUE-BALL SCRATCH OR OFF THE TABLE

If the cue-ball is pocketed or driven off the table, the shot is a foul. See [2.2 Ball Pocketed](#) and [2.6 Driven off the Table](#).

3.2 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.

3.3 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 [2.7 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.

3.4 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.

3.5 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 [2.6 Driven off the Table](#)).

3.6 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 [3.16 Unsportsmanlike Conduct](#).

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3.7 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 Discipline.

3.8 PUSH SHOT

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

3.9 BALLS STILL MOVING

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

3.10 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.

3.11 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.

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3.12 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 [3.16 Unsportsmanlike Conduct](#).

3.13 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 9-Ball, the fouls must be in a single Rack. Some games such as 8-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.

3.14 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 [3.16 Unsportsmanlike Conduct](#) may also apply).

3.15 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-ball or object-ball) touches the template that is lying on the rail.

3.16 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,

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- (e) practicing during a Match,
- (f) marking the table,
- (g) delaying the game, and
- (h) using equipment inappropriately.

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OFFICIAL DISCIPLINES

4. 8-BALL

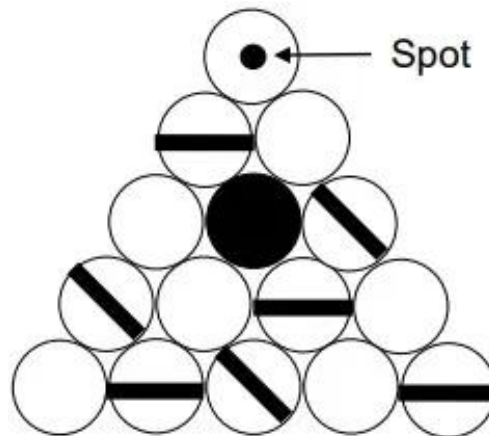
8-Ball is played with fifteen numbered object-balls and the cue-ball. The shooter's group of seven balls (1-ball through 7-ball or 9-ball through 15-ball) must all be off the table before he attempts to pocket the 8-ball to win. Shots are called.

4.1 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 First Break](#) and [1.3 Subsequent Breaks](#)).

4.2 8-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 8-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.



8-Ball rack

4.3 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 [4.4 Open Table / Choosing Groups](#)).

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- (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 8-ball on a legal break shot is not a foul. If the 8-ball is pocketed, the breaker has the option of:
 - (1) spotting the 8-ball and accepting the balls in position, or
 - (2) re-breaking.
- (f) If the breaker pockets the 8-ball on a foul shot, the opponent has the option of:
 - (1) re-spotting the 8-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 8-ball which is 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.

4.4 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 8-ball. Hitting the 8-ball first when the table is open is a foul unless a group has been completely pocketed. In this situation, the shooter may temporarily claim that group, and thereby be shooting the 8-ball, possibly for a win.

4.5 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 8-ball.

4.6 SHOTS REQUIRED TO BE CALLED

On each shot except the break, shots must be called as explained in [1.7 Standard Call Shot](#). Each called ball must be from the player's group until the group is cleared from the table, and then the 8-ball is the called ball. The shooter may call "safety" in which case

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play passes to the opponent at the end of the shot and any object-ball pocketed on the safety remains pocketed (see [2.16 Safety Shot](#)).

4.7 SPOTTING BALLS

If the 8-ball is pocketed or driven off the table on the break, it will be spotted or the balls will be re-racked (see [4.3 Break Shot](#) and [1.5 Spotting Balls](#)). No other object-ball is ever spotted.

4.8 LOSING THE RACK

The shooter loses if he:

- (a) pockets the 8-ball and fouls,
- (b) pockets the 8-ball before his group is cleared,
- (c) pockets the 8-ball in an uncalled pocket, or
- (d) drives the 8-ball off the table.

These do not apply to the break shot (see [4.3 Break Shot](#)).

4.9 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 [1.6 Cue-ball in Hand](#)). The following are standard fouls at 8-Ball:

[3.1 Cue-ball Scratch or off the Table](#)

[3.2 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 [4.4 Open Table / Choosing Groups](#)).

[3.3 No Rail after Contact](#)

[3.4 No Foot on Floor](#)

[3.5 Ball Driven off the Table](#) (see [4.7 Spotting Balls](#)).

[3.6 Touched Ball](#)

[3.7 Double Hit / Frozen Balls](#)

[3.8 Push Shot](#)

[3.9 Balls Still Moving](#)

[3.10 Bad Cue-ball Placement](#)

[3.11 Bad Play from Above the](#)

[3.12 Playing out of Turn](#)

[3.14 Slow Play](#)

[3.15 Ball Rack Template Foul](#)

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4.10 SERIOUS FOULS

The fouls listed under [4.8 Losing the Rack](#) are penalized by the loss of the current Rack. For [3.16 Unsportsmanlike Conduct](#), the referee will choose a penalty appropriate given the nature of the offense.

4.11 STALEMATE

If a stalemate occurs (see [1.13 Stalemate](#)) the original breaker of the rack will break again.

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5. 9-BALL

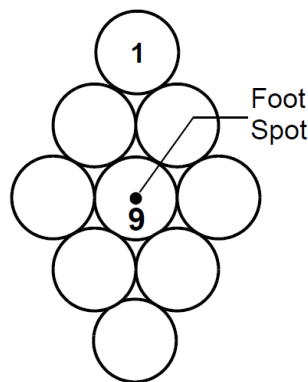
9-Ball is played with nine object-balls numbered one through nine and the cue-ball. The balls are played in ascending numerical order. The player legally pocketing the 9-ball wins the Rack.

5.1 DETERMINING THE BREAK

The player who wins the lag chooses who will break the first Rack (see [1.2 Lagging to Determine First Break](#) and [1.3 Subsequent Breaks](#)).

5.2 9-BALL RACK

The object-balls are racked as tightly as possible in a diamond shape, with the 1-ball at the apex of the diamond towards the head of the table and the 9-ball in the middle of the diamond and on the Foot Spot.



9-Ball rack

5.3 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) if no ball is pocketed, three balls must cross the Head String, or the break is considered an 'illegal break' (see Regulation 16, Three-Ball Break Rule).

5.4 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 [3.2 Wrong Ball First](#) and [3.3 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.

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5.5 CONTINUING PLAY

If the shooter legally pockets any ball on a shot (except a push out, see [5.4 Second Shot of the Rack – Push Out](#)), he continues at the table for the next shot. If he legally pockets the 9-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.

5.6 SPOTTING BALLS

If the 9-ball is pocketed on a foul or push out, or driven off the table, it is spotted (see [1.5 Spotting Balls](#)). No other object-ball is ever spotted.

5.7 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 [1.6 Cue-ball in Hand](#)). The following are standard fouls at 9-Ball:

[3.1 Cue-ball Scratch or off the Table](#)

[3.2 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.

[3.3 No Rail after Contact](#)

[3.4 No Foot on Floor](#)

[3.5 Ball Driven off the Table](#). The only jumped object-ball that is spotted is the 9-ball.

[3.6 Touched Ball](#)

[3.7 Double Hit / Frozen Balls](#)

[3.8 Push Shot](#)

[3.9 Balls Still Moving](#)

[3.10 Bad Cue-ball Placement](#)

[3.12 Playing out of Turn](#)

[3.14 Slow Play](#)

[3.15 Ball Rack Template Foul](#)

5.8 SERIOUS FOULS

For [3.13 Three Consecutive Fouls](#), the penalty is loss of the current Rack. For [3.16 Unsportsmanlike Conduct](#), the referee will choose a penalty appropriate given the nature of the offense.

5.9 STALEMATE

If a stalemate occurs the original breaker of the rack will break again (see [1.13 Stalemate](#)).

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6. 10-BALL

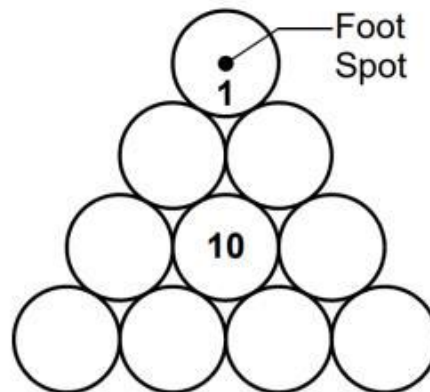
10-Ball is a call shot Discipline played with ten object-balls numbered 1 through 10 and the cue-ball. The object-balls are played in ascending numerical order. The player who legally pockets the 10-ball when it is the only object-ball on the table wins the Rack.

6.1 DETERMINING THE BREAK

The player who wins the lag chooses who will break the first Rack ([1.2 Lagging to Determine First Break](#) and [1.3 Subsequent Breaks](#)).

6.2 10-BALL RACK

The object-balls are racked as tightly as possible in a triangular shape, with the 1-ball at the apex of the triangle and on the Foot Spot and the 10-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).



10-Ball rack

6.3 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.

6.4 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 [3.2 Wrong Ball First](#) and [3.3 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.

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6.5 CALL SHOTS AND POCKETING BALLS

On each shot except the break, shots must be called as explained in [1.7 Standard Call Shot](#) with the exception that there is no “safety” call at 10-Ball. See [6.6 Wrongfully Pocketed Balls](#) below.

6.6 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.

6.7 CONTINUING PLAY

If the shooter legally pockets a called ball on a shot (except a push out, see [6.4 Second Shot of the Rack – Push Out](#)), any additional balls pocketed remain pocketed (except the 10-ball; see [6.8 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 10-ball on a called shot when it is the only object-ball on the table.

6.8 SPOTTING BALLS

The 10-ball is spotted if it is driven off the table or pocketed other than on the final, winning shot of the game (see [1.5 Spotting Balls](#)). It is spotted prior to the next shot. No other object-ball is ever spotted.

6.9 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 [1.6 Cue-ball in Hand](#)).

The following are standard fouls at 10-ball:

[3.1 Cue-ball Scratch or off the Table](#)

[3.2 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.

[3.3 No Rail after Contact](#)

[3.4 No Foot on Floor](#)

[3.5 Ball Driven off the Table](#). The only jumped object-ball that is spotted is the ten.

[3.6 Touched Ball](#)

[3.7 Double Hit / Frozen Balls](#)

[3.8 Push Shot](#)

[3.9 Balls Still Moving](#)

[3.10 Bad Cue-ball Placement](#)

[3.12 Playing out of Turn](#)

[3.14 Slow Play](#)

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[3.15 Ball Rack Template Foul](#)

6.10 SERIOUS FOULS

For [3.13 Three Consecutive Fouls](#), the penalty is loss of the current Rack. For [3.16 Unsportsmanlike Conduct](#), the referee will choose a penalty appropriate given the nature of the offense.

6.11 STALEMATE

If a stalemate occurs the original breaker of the rack will break again (see [1.13 Stalemate](#)).

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7. 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.

7.1 LAGGING FOR THE BREAK

Players lag to determine who will shoot first ([1.2 Lagging to Determine First Break](#)).

7.2 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 omitted 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. If the balls are racked without a triangle, the outline of the triangle will still be drawn for the purpose of deciding whether a ball is in the rack area. A Ball Rack Template will not be used.

7.3 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 [2.7 Driven to a Rail](#)). This is penalized by subtracting two points from the breaker's score (see [7.10 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 [7.11 Serious Fouls](#)).

7.4 CONTINUING PLAY AND WINNING THE MATCH

The shooter remains at the table as long as he continues to legally pocket called balls or wins the Match 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.

7.5 SHOTS REQUIRED TO BE CALLED

Shots must be called as explained in [1.7 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.

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7.6 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 [1.5 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.

7.7 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.

7.8 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 accidentally moved by the referee when racking.

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Cue-ball Lies 15 th Ball Lies	In the rack	Not in the rack and not blocking the Head Spot	Blocking the Head Spot
In the rack	15 th Ball: Foot Spot Cue-ball: above Head String	15 th Ball: Head Spot Cue-ball: in position	15 th Ball: Center Spot Cue-ball: in position
Pocketed	15 th Ball: Foot Spot Cue-ball: above Head String	15 th Ball: Foot Spot Cue-ball: in position	15 th Ball: Foot Spot Cue-ball: in position
Above the Head String but not blocking the Head Spot	15 th Ball: in position Cue-ball: Head Spot		
Below the Head String and not in the rack	15 th Ball: in position Cue-ball: above Head String		
Above the Head String and blocking the Head Spot	15 th Ball: in position Cue-ball: Center Spot		

Table 1. Summary of the Rules for 14.1 Racking Situations

7.9 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:

- [3.1 Cue-ball Scratch or off the Table](#). The cue-ball is in hand above the Head String (see [1.6 Cue-ball in Hand](#)).
- [3.3 No Rail after Contact](#)
- [3.4 No Foot on Floor](#)
- [3.5 Ball Driven off the Table](#) (all object-balls driven off the table are spotted).
- [3.6 Touched Ball](#)
- [3.7 Double Hit / Frozen Balls](#)
- [3.8 Push Shot](#)
- [3.9 Balls Still Moving](#)
- [3.10 Bad Cue-ball Placement](#)
- [3.11 Bad Play from Above the Head String](#). For a foul under the second paragraph of [3.11](#), the cue-ball is in hand above the Head String for the incoming player.
- [3.12 Playing out of Turn](#)
- [3.14 Slow Play](#)
- [3.15 Ball Rack Template Foul](#)

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7.10 BREAKING FOUL

A breaking foul is penalized by the loss of two points as mentioned under [7.3 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.

7.11 SERIOUS FOULS

For [3.13 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 [3.16 Unsportsmanlike Conduct](#), the referee will choose a penalty depending on the nature of the offense.

7.12 STALEMATE

If a stalemate occurs (see [1.13 Stalemate](#)), the players will lag again to determine who will shoot an opening break. The current point score is carried over

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8. BLACKBALL

Blackball 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.

8.1 DEFINITIONS

In addition to definitions defined in [2 Definitions](#), the following definitions apply to Blackball:

FREE SHOT

After a foul has been committed the incoming player is awarded a free shot. On a free shot Rule [3.2 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.

8.2 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. (1-ball through 7-ball and 9-ball through 15-ball are the two groups.) In addition, there is a black ball or a black 8-ball.

The Foot Spot and the baulk line should be marked.

8.3 DETERMINING FIRST BREAK

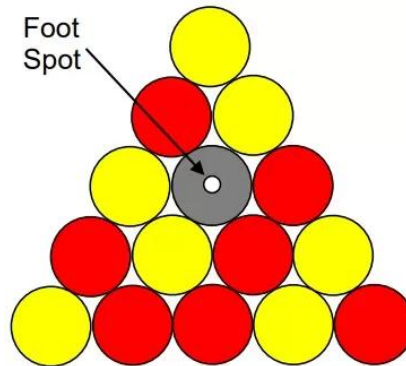
The player winning the lag has the option to determine who has to execute the first break shot (see [1.2 Lagging to Determine First Break](#) and [1.3 Subsequent Breaks](#)).

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8.4 BLACKBALL RACK

The balls are racked as illustrated with the black ball on the Foot Spot.



Blackball rack

8.5 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 [3.1 Cue-ball Scratch or off the Table](#) or [3.5 Ball Driven off the Table](#) is ignored on a break that pockets the black ball.

8.6 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.

8.7 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.

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8.8 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.

8.9 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.

8.10 PLAYING FROM A SNOOKER

When the shooter is snookered, Rule [3.3 No Rail after Contact](#) is suspended for the shot.

8.11 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 or yellow group if the table is open, and
- (3) other balls.

8.12 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.

8.13 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 innings.

The following are standard fouls at Blackball:

- [3.1 Cue-ball Scratch or off the Table](#)
- [3.2 Wrong Ball First](#) (suspended for a free shot)
- [3.3 No Rail after Contact](#)
- [3.4 No Foot on Floor](#)
- [3.5 Ball Driven off the Table](#)
- [3.6 Touched Ball](#)
- [3.7 Double Hit / Frozen Balls](#)
- [3.8 Push Shot](#)

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[3.9 Balls Still Moving](#)

[3.10 Bad Cue-ball Placement](#) (when playing from baulk)

[3.12 Playing out of Turn](#)

[3.14 Slow Play](#)

[3.15 Ball Rack Template Foul](#)

The following additional situations are fouls at Blackball.

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

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

8.13.3 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.)

8.14 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 [3.2 Wrong Ball First](#), or
- (d) does not attempt to hit a ball on.

[3.16 Unsportsmanlike Conduct](#) will be penalized by loss of Rack or other penalty depending on the nature of the conduct.

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9. HEYBALL

The Rules of Heyball are under review and Chapter 9 will be published in due course. In the meantime, please refer to <https://wpapool.com/rules/>.

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10. PYRAMID

The Rules of Pyramid are under review and Chapter 10 will be published in due course. In the meantime, please refer to <https://wpapool.com/rules/>.

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11. ARTISTIC POOL

The Rules of Artistic Pool are under review and Chapter 11 will be published in due course. In the meantime, please refer to <https://wpapool.com/rules/>.

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OTHER DISCIPLINES

12. 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.

12.1 DETERMINING THE BREAK

The player who wins the lag chooses who will break the first Rack (see [1.2 Lagging to Determine First Break](#) and [1.3 Subsequent Breaks](#)).

12.2 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.

12.3 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.

12.4 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.

12.5 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

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indicate a ball is owed. If the player later scores balls, they are spotted to cancel any owed balls.

12.6 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 [1.5 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.

12.7 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.

12.8 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:

- [3.1 Cue-ball Scratch or off the Table](#). The cue-ball is in hand above the Head String.
- [3.3 No Rail after Contact](#)
- [3.4 No Foot on Floor](#)
- [3.5 Ball Driven off the Table](#)
- [3.6 Touched Ball](#)
- [3.7 Double Hit / Frozen Balls](#)
- [3.8 Push Shot](#)
- [3.9 Balls Still Moving](#)
- [3.10 Bad Cue-ball Placement](#)
- [3.11 Bad Play from Above the Head String](#). For a foul under the second paragraph of [3.11](#), the cue-ball is in hand above the Head String for the incoming player.
- [3.12 Playing out of Turn](#)
- [3.14 Slow Play](#)

12.9 SERIOUS FOULS

For [3.13 Three Consecutive Fouls](#), the penalty is loss of the current Rack. For [3.16 Unsportsmanlike Conduct](#), the referee will choose an appropriate penalty given the nature of the offense.

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12.10 STALEMATE

If a stalemate occurs (see [1.13 Stalemate](#)), all 15 balls will be re-racked, 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.)

12.11 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.)

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13. 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.

13.1 DETERMINING THE BREAK

The player who wins the lag chooses who will break the first Rack (see [1.2 Lagging to Determine First Break](#) and [1.3 Subsequent Breaks](#)).

13.2 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 8-Ball and the winning score is eight.

13.3 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.

13.4 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.

13.5 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.

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13.6 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.

13.7 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.

13.8 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.

13.9 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 following are standard fouls at Bank Pool:

- [3.1 Cue-ball Scratch or off the Table](#). The cue-ball is in hand above the Head String.
- [3.3 No Rail after Contact](#)
- [3.4 No Foot on Floor](#)
- [3.5 Ball Driven off the Table](#)
- [3.6 Touched Ball](#)
- [3.7 Double Hit / Frozen Balls](#)
- [3.8 Push Shot](#)
- [3.9 Balls Still Moving](#)
- [3.10 Bad Cue-ball Placement](#)
- [3.11 Bad Play from Above the Head String](#). For a foul under the second paragraph of [3.11](#), the cue-ball is in hand above the Head String for the incoming player.

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[3.12 Playing out of Turn](#)

[3.14 Slow Play](#)

13.10 SERIOUS FOULS

For [3.13 Three Consecutive Fouls](#), the penalty is loss of the current Rack. For [3.16 Unsportsmanlike Conduct](#), the referee will choose an appropriate penalty given the nature of the offense.

13.11 STALEMATE

If a stalemate occurs (see [1.13 Stalemate](#)), the object-balls will be re-racked 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.)

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14. IEPF “INTERNATIONAL RULES”

A version of 8-Ball played under rules called “International Rules” was developed by the WPA’s Affiliated International Federation – the International Eightball Pool Federation.

Please refer to <https://wpapool.com/rules/>.

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PLAYING REGULATIONS

(EFFECTIVE 2025-09-15)

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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 9-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 either a long sleeve shirt and button-down vest or a regular collared shirt or polo shirt of any color. 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 sleeve.

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 which is covering the shoulders. 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. BALL RACK TEMPLATE

The Ball Rack Template can be used for the Disciplines: 8-ball, 9-ball, 10-ball and Heyball. 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 Discipline. 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 refereed.

If a dispute arises between two players in an unrefereed 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.

7. PROTEST RULING

If a player needs a decision to be taken, the first person to be contacted is the referee. The referee will form his decision by all means that seem suitable to him. If the player wants to protest against that ruling, he may contact the head referee and after that the

tournament director. In any regular tournament, the tournament director's decision is binding and final. In the WPA World Championships, there may be a further appeal to the WPA Sports Director, if he is present. A deposit of \$100 from the protestor is required for such an appeal and it will be forfeited in case of an adverse final decision.

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

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 Discipline 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. REFEREE'S RESPONSIVENESS

The referee shall answer players' inquiries regarding objective data, such as whether a ball will be in the rack, whether a ball is above the Head String, 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.

10. 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.

11. 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.

12. 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.

13. CLEARING POCKETS

For the ball to be considered pocketed, it must meet all the requirements described in Rule 2.2 Ball Pocketed. 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.

14. 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 9 (for 8-Ball and Heyball) and 13 (for 9-Ball and 10-Ball) racks. If Matches are shorter there is no time out. To exercise his right to a time out the player must: (1) inform the referee of his intention and, (2) make sure the referee is aware of the fact and marks it on the score sheet and, (3) make sure 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 as during 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 out will be allowed.

The time out in 8-ball, 9-ball, 10-ball and Heyball is 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 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 sport 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.

15. RACK AT 9-BALL

As stated in Rule 6.2 9-Ball Rack, 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. THE THREE-BALL BREAK RULE

- (1) On the break shot, a minimum of three object-balls must either be pocketed, or cross the Head String line, or a combination of both. For example, if one object-ball is pocketed, then at least two object-balls must cross the Head String line; or if two object-balls are pocketed, then at least one object-ball must cross the Head String line. To cross the Head String line means that the center (or resting point) of the object-ball must go beyond the line.
- (2) 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.
- (3) In accepting the table as is, the incoming player is not permitted to play a "push-out".

- (4) If the table is handed back to the breaker, the breaker is permitted to play a push-out. If so, the opponent will then have the choice to either play the shot, or hand it back.
- (5) 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 spotted before the next shot is played.

The three-ball rule must be present on all WPA ranking 9-ball events, together with the use of table training (tapped balls) or a racking template.

17. DEFLECTING CUE-BALL ON OPENING BREAK

It may be that the player miscues on a break shot and tries to prevent the cue-ball from following its normal path by deflecting it with his cue stick or by some other means. This practice and other similar practices are absolutely forbidden under the unsportsmanlike conduct rule, Rule 3.16(b). Players must never intentionally touch any ball in play except with a forward stroke of the cue tip on the cue-ball. The penalty for such a foul will be determined by the referee according to the unsportsmanlike conduct guidelines in Rule 3.16.

18. SHOT CLOCK

A shot clock may be requested at any time during a Match by a tournament official or either player involved in that Match. The tournament director or other appointed official decides whether to use a shot clock or not. Should a shot clock be introduced, both players will be "on the clock" and there will be an official timekeeper for the duration of the Match. As a recommendation, players will have 35 seconds per shot with a warning when 10 seconds remain. Each player will be allowed one 25-second extension during each rack. The shot clock will be started when all balls come to rest, including spinning balls. The shot clock will end when the cue tip strikes the cue-ball to initiate a stroke or when the player's time expires from the shot clock. If a player runs out of time, it will be a standard foul. After the opening shot the time cap may be extended but cannot exceed the 60 seconds.

19. DELETED

Deleted.

20. 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.

21. OUTSIDE INTERFERENCE

See Rule 1.10, 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.

22. COACHING

It is permitted for a player to receive advice from a coach during a Match. This should not be on a continuous shot-by-shot basis that changes the nature of the competition. It is up to the referee and tournament management to set additional limits on this. A time out can be used to get coaching help. The coach should not approach the table. If the referee decides that the coach is interfering with or disrupting the Match, he may direct the coach to stay away from the Match.

23. 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.

24. 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.

25. REFEREE UNCERTAINTY

If the referee cannot determine whether a player fouled, the shot will be considered legal.

26. 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.

27. DOUBLES PLAY

In doubles play, the players on each team alternate shots within a rack. The following rules apply.

- (1) The first time a team breaks, they will choose which player will break.
- (2) Breakers for each team will alternate regardless of which player on the team shot last.
- (3) The non-breaking team will announce their first shooter of each rack when it is time for them to shoot in that rack.
- (4) Any break shot, normal shot, or push out is counted as a turn at the table. Passing back the shot after a push out is not counted as a turn. Concerning a passed back push out, there are two approaches to decide who shoots next. The standard approach is "push out for the partner," where the next shot after the push out is played by the partner. Alternatively, tournament officials may decide to use a "push out for yourself" approach, where the next shot after the push out is played by the same player who played the push out.
- (5) Discussion among a team about shot selection and execution is not by itself a foul.
- (6) It is a foul to play out of order by mistake. It is unsportsmanlike conduct to play out of order on purpose.
- (7) If a team is uncertain of which player should shoot next, they may ask the opponents or officials for a determination, and the agreed-to answer is considered to be correct even if it is later found to be incorrect.
- (8) At 10-ball, if a shot is passed back after an uncalled ball is pocketed, the turn will pass to the other player on the team. The pass-back does not count as a turn by the other team.
- (9) For 14.1 Continuous, alternation of shots is strictly observed. Break shots at the start of a new rack are played by the next player in rotation and not by choice. On an opening break shot, a breaking violation is counted as a turn at the table even if a rebreak is asked for.

28. RULES FOR RACKING

If the players are racking for themselves, they can agree on whether to rack their own or rack for their opponent. If there is a disagreement, players will rack for their opponent and must rack to the best of their ability. Failure to rack to one's best ability for their opponent is considered unsportsmanlike conduct.

Whenever a referee racks, the breaker is not allowed to inspect or touch the rack, and they must accept a legal rack without comment. Any violations of this are unsportsmanlike conduct. Protests may be lodged only against objectively incorrect racks, where ball placement violates the rules of the Discipline, or "Acts of God" that happen after the referee finished racking.

29. PLAYER ASSUMING REFEREE ROLE

In Matches without a table referee, either player may suspend play if they feel an event official should be consulted. As long as both players agree, either player may temporarily assume the referee capacity for out-of-play activities such as racking, removing a template, cleaning balls, spotting balls, or moving balls in special racking situations. The mutual agreement must be ensured for each individual occurrence of such activity. When in a temporary referee capacity, the player must act to the best of their ability, and any accidental mistakes will not be treated as fouls. If a mistake results in a change of position of any balls, the position should be restored; and if it is not possible, the situation shall be considered a stalemate. Any intentional mistakes, such as deliberately changing the position of a ball on the table, will be treated as unsportsmanlike conduct.

30. PARASPORT POOL

30.1 PLAYER'S ELIGIBILITY

In addition to the official Pool Rules, athletes are bound by the current WPA Standard Terms and Conditions of Entry when they enter any international, regional, or national WPA competition. Athletes are also bound by "WPA Event Rules Adaptations," published occasionally, which contain additional rules specific to Parasport tournaments.

30.2 ATHLETES' ELIGIBILITY

These Rules cater for athletes with musculoskeletal disorders, divided into two categories:

- (a) Wheelchair Athletes (Groups 1 to 5).
- (b) Standing Athletes with musculoskeletal disorders (Groups 6 to 10).

The impairment must be permanent and apply to all categories 1 through 10. The functions mentioned in the criteria below must be certified by a medical professional, ensuring that rehabilitation cannot improve the impairment.

30.2.1 USE OF MEDICAL AIDS

Special implants, bioprotheses, and technical aids to compensate for physical impairments affecting the athlete's ability to move around the table and perform strokes are permitted, provided they do not conflict with WPA Regulations on using auxiliary equipment and devices. Aids that assist in aiming are prohibited.

Referees can assist athletes with equipment setup but cannot assist with aiming or executing a stroke.

30.3 STANDARD FOULS

The standard fouls in each Discipline apply in Parasport Pool.

RULES FOR WHEELCHAIR ATHLETES

30.4 RULES FOR WHEELCHAIR COMPETITION FOR GROUPS 1 TO 5

30.4.1 ATHLETES' ELIGIBILITY

The criteria for an Athlete to be eligible for a Wheelchair Competition are that the Athlete:

- (a) is not able to walk without support (braces or crutches),

- (b) is not a functional walker with or without support,
- (c) is not able to step sideways functionally,
- (d) has a limb deficiency, being a single above-knee amputation with stump length no longer than 1/3rd (or similar dysmelia) and/or
- (e) has a limb deficiency, one above-knee amputation in one leg plus one below-knee amputation on the other leg (or similar dysmelia).

Athletes who do not fulfill at least one of the above requirements and the additional criteria set out below cannot be allocated to sitting classes:

- (f) The athlete must be unable to walk or participate in sports while standing and
- (g) The athlete uses an electric (power) chair or manual wheelchair for mobility.

A medical certificate should be produced to determine eligibility for categorization into Groups 1 to 5 based on an athlete's musculoskeletal disorder.

30.4.2 GROUPS 1 & 2 - ADDITIONAL CLASSIFICATION CRITERIA

Additional classification criteria also apply to wheelchair users with poor trunk control and impairment in one or both arms.

- (a) At least three limbs and the trunk must be affected.
- (b) Unable to make a traditional bridge with their hand anywhere on the table for their cue.
- (c) May be able to make a bridge but with limited arm movement.

30.4.3 GROUPS 3 TO 5 - ADDITIONAL CLASSIFICATION CRITERIA

The following additional classification criteria also apply: Wheelchair users with better trunk and arm functions than those in classes 1-2.

- (a) Can make a traditional bridge with their hand for the cue.
- (b) Have sufficient arm movement to control the direction and power of the cue-ball adequately, along with reasonable upper body control.

30.5 VIOLATIONS RESULTING IN FOULS

30.5.1 REMAINING SEATED

The athlete 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 athlete with the athlete's legs or stumps. The athlete may not sit on the wheel or armrest. The point where the athlete's buttocks rest on the seat or seat pad must not be higher than 27 inches / 68.5 centimeters from the surface on which the wheelchair rolls in its normal operating position.

30.5.2 NO GROUND CONTACT

Athletes must not have their feet on the floor while playing a shot and must not use their legs or stumps as leverage against any part of the table or the wheelchair while playing a shot.

30.5.3 USE OF CUEING AIDS

Athletes can use aids such as cue extensions, special bridges, etc.

30.5.4 NO ASSISTANCE PERMITTED

Athletes may not be assisted when shooting (however, another person may hold the bridge but must not help with the stroke of the cue). If an athlete requires assistance rolling around the table, another person may help them but must not touch the wheelchair during the actual shot.

Violations of the above are considered to violate Rule 3.16 Unsportsmanlike Conduct, and will typically be penalized as follows:

- (a) 1st offense, cue-ball in hand for the opponent anywhere on the table;
- (b) 2nd offense, loss of the current game; and
- (c) 3rd offense, loss of the Match.

The referee may choose a different penalty depending on the nature and circumstances of the offense.

30.6 WHEELCHAIR REQUIREMENTS

No standing wheelchairs can be used in the standing position. An athlete's wheelchair should be clean and in good working order.

RULES FOR STANDING ATHLETES

30.7 ATHLETES' ELIGIBILITY

Standing athletes are athletes with some musculoskeletal disorder who can still stand and walk without using a wheelchair. A medical certificate should be produced to determine eligibility for a classification into Groups 6 to 10 based on an athlete's musculoskeletal disorder.

30.8 GROUPS 6 TO 8 - ADDITIONAL CLASSIFICATION CRITERIA

The following additional classification criteria also apply:

- (a) Paralysis or severe lower limb paresis, Tetra paresis, Tri paresis, or Para paresis.

- (b) Parkinson's syndrome with severe motor and postural impairments.
- (c) Exarticulation of the upper limb at the shoulder or the hip.
- (d) Amputation or dysmelia with:
 - short hip stump with no possibility of prosthetics,
 - stumps of both legs or the feet with no possibility of prosthetics,
 - stumps of both lower limbs above the thigh,
 - hip or leg stumps combined with deafness or loss of vision in one eye or moderate aphasia,
- (e) with stumps of both upper limbs at the shoulder or lower limbs at the shin or higher, combined with an upper limb stump,
- (f) with upper limb stumps at the forearm level in various combinations
- (g) Severe contracture or ankylosis of the hip or knee joint or amputation at the Lisfranc joint level.
- (h) Paralysis of one limb combined with deafness, loss of vision in one eye, aphasia, or pelvic dysfunction.
- (i) Severe reduced passive range of motion of shoulder, elbow, wrist, hip, knee, or ankle joints.
- (j) Diseases or nervous system injuries with irreversible motor impairment.
- (k) Bilateral absence of three or four fingers, including the thumb.
- (l) Severe reduced passive range of motion of hand joints in a functionally disadvantaged position.
- (m) Hand paralysis due to ineffective physical rehabilitation.

30.9 GROUPS 9 & 10 - ADDITIONAL CLASSIFICATION CRITERIA

The following additional classification criteria also apply.

- (a) Moderate paresis of upper or lower limbs, with significant limitation in active movement range.
- (b) Amputation or dysmelia with upper limb stump at the level of the radiocarpal joint or above.
- (c) Artificial joints in the shoulder or forearm.
- (d) Absence of two to five phalanges or severe contracture of fingers in a functionally disadvantageous position.
- (e) Absence of the thumbs of both hands.
- (f) Lower limb impairments: amputation or dysmelia with hip or shin stump, foot stump at Lisfranc joint or higher, bilateral foot bunions, severe joint contractures, or ankylosis.
- (g) Joint dysfunctions: hip or knee contracture, congenital/acquired dislocation, false joints, or limb shortening of 7 cm or more.
- (h) Endoprosthesis of the knee, hip, or large tubular bones.
- (i) Scoliosis/kyphoscoliosis with pulmonary insufficiency or severe joint impairments.

30.10 STANDING ATHLETE REQUIREMENTS

Standing wheelchairs can be used in the standing category.