

香港美式 9 號球公開賽

參賽者須知

1. 一般規則

- 賽事採用世界美式桌球總會（WPA）所指定之規例進行。
- 初賽至 16 強賽事均採取監場裁判制度，如果參賽者在比賽期間出現問題球，可要求監場裁判作出判決，8 強至決賽則安排裁判每場賽事執法。
- 比賽場地嚴禁吸煙，參賽者在比賽期間禁止使用手提電話及免提裝置。
- 球員觸犯了任何犯規，則出桿權結束，對賽球員獲得母球手中球。

2. 比球 (Lag Ball)

比球時使用母球及 1 號球，贏得比球的球員可以選擇由誰先上場開球。

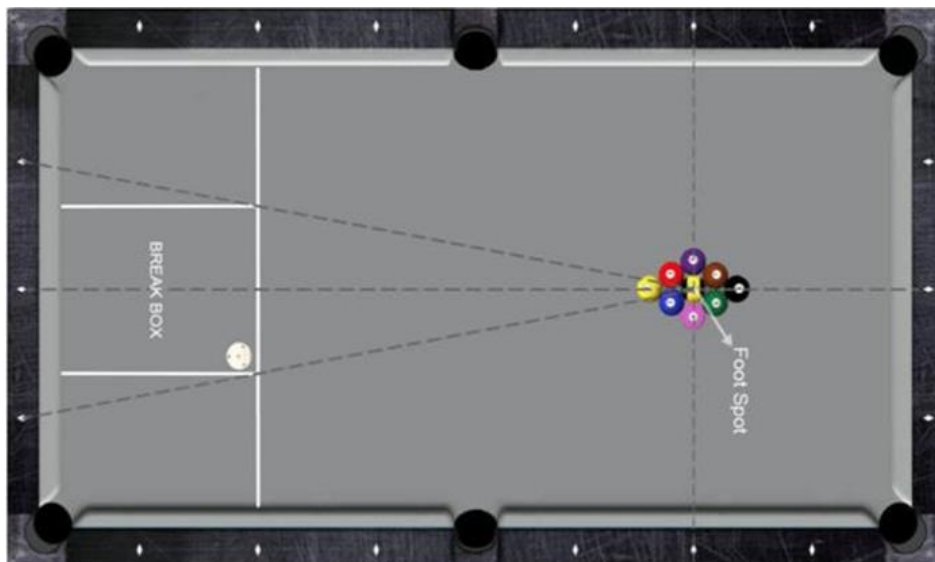
3. 開球規則 (Event Break Rule)

女子組及少青組

- 賽事使用排球紙(Magic Rack)排球，9 號球置於中間並置在腳點上，其它球則隨機擺放，每一顆球都要儘可能的相互貼緊而沒有縫隙。
- 開球時母球必須放置於頭線後，任何地方均可。
- 初賽至 16 強賽事由開球方排球，8 強至決賽由裁判排球，球員不准檢查排球。
- 所有比賽採用輪流開球及三波過頭線規則（Three-Ball Break Rule）。

公開組

- 賽事使用排球紙(Magic Rack)排球，9 號球置於中間並置在腳點上，其它球則隨機擺放，每一顆球都要儘可能的相互貼緊而沒有縫隙。
- 採用 Break Box 發球區，開球時母球必須放置於發球區線內。
- 初賽至 16 強賽事由開球方排球，8 強至決賽由裁判排球，球員不准檢查排球。
- 所有比賽採用勝方開球，不採用三波過頭線規則（No Three-Ball Break Rule）。



4. 推球 (Push Out)

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

5. 暫停 (Time Out)

- a) 所有賽事以搶 7 或以下形式均不設 **time out** 要求。
- b) 參賽者在每場比賽中可申請 1 次暫停 (5 分鐘)，而決賽賽事可申請 2 次暫停，期間只能在局與局之間向在場裁判申請暫停，並必須得到裁判批准方可離開所屬賽區，暫停期間雙方球手可同時離開賽區。
參賽者如果超過 5 分鐘暫停時限仍未返回賽區則判負 1 局，其後每 5 分鐘逾時再判負 1 局，直至所有負局數完成，賽事結束。

6. 計時 (Shot Clock)

- a) 初賽至 16 強賽事，比賽球手可要求計時。但當值裁判會根據比賽時對賽球員的出桿時間、在場工作人員等相關因素而決定執行與否。參賽者不得異議
- b) 8 強至決賽賽事均會採用計時。
如採取計時：每桿出桿時限為 45 秒，每位球員在每局有一次申請延時 (Extension) 機會，延時為 30 秒。在最後 10 秒時，裁判會讀出 10 秒 (Ten seconds) 提示出桿者。每局第一桿開球後，第二桿出桿時限為 60 秒。

Hong Kong 9-Ball Pool Open Championship

Notice to Participants

1. General Rules

- The championship will be conducted and played according to World Pool Association (WPA) Rules and Regulations.
- An area referee will be allocated for each session from the first round to Last 16, and if a dispute arises between two players during the match, players may ask the area referee to make a decision. A referee will be appointed for each match from Quarter-Finals to Final.
- Smoking is prohibited in the venue. Players must not use their mobile phone or hands-free devices once their match has started.
- If the player commits a foul, play passes to his/her opponent, the cue ball is in hand.

2. Lag Ball

The cue ball and one ball are used on the lag shot. The player who wins the lag chooses who will shoot first.

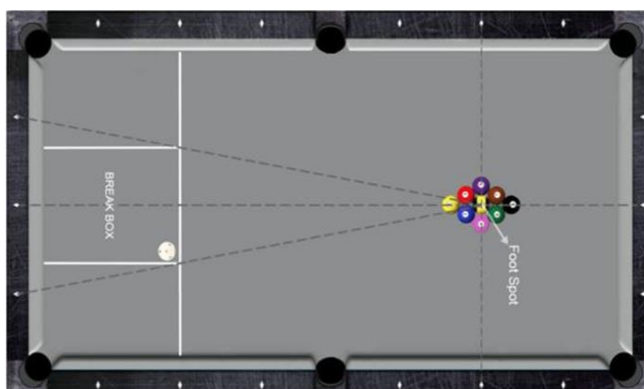
3. Event Break Rule

Women and Youth Event

- The object balls will be racked by using Magic Rack and are racked as tightly as possible in a diamond shape, with the one ball at the apex of the diamond and the **nine ball on the foot spot** and in the middle of the diamond. The other balls will be placed in the diamond without purposeful or intentional pattern.
- The cue ball must be placed anywhere behind the head string for the break shot.
- The object balls are racked by the player from the first round to the Last 16, the object balls are racked by referee from the Quarter-Finals to the Final, and players are **not permitted** to inspect the rack.
- All matches will be **alternate break**, Three-Ball Break Rule **applies** to break shot.

Open Event

- The object balls will be racked by using Magic Rack and are racked as tightly as possible in a diamond shape, with the one ball at the apex of the diamond and the **nine ball on the foot spot** and in the middle of the diamond. The other balls will be placed in the diamond without purposeful or intentional pattern.
- All matches are played with Break Box. The cue ball must be placed within the line of Break Box.
- The object balls are racked by the player from the first round to the Last 16, the object balls are racked by referee from the Quarter-Finals to the Final, and players are **not permitted** to inspect the rack.
- All matches will be in **winners break**, Three-Ball Break Rule **does not** apply to break shot.



4. **Push Out**

- a) 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 his opponent.
- b) If no foul is committed on a push out, the other player chooses who will shoot next.
- c) If the nine ball is pocketed on push out, it is spotted. No other object ball is ever spotted.

5. **Time Out**

- a) There is no time out for matches played in Race to 7 or shorter.
- b) Each player is allowed to take 1 time out (5 minutes) in each match, but **2 time out are allowed in the final match**. Time out can only be made by request to the referee between racks, permission must be obtained from the referee before leaving the tournament area, and both player may leave the tournament area during time out.
Player will lose 1 rack if he/she does not return to the tournament area within 5 minutes, 1 rack will be lost further for every 5 minutes thereafter, until all racks have been lost and the match will come to an end.

6. **Shot Clock**

- a) Player can request for shot clock in play. Referee will decide whether or not to enforce the rules based on the playing time of the opposing players, the staff on duty and other relevant factors. Participants can not disagree.
- b) A shot clock will be operated for each match from the Quarter-Finals to the Final.
Player will have 45 seconds per shot. Each player will be allowed one 30-second extension during each rack. At the last 10 seconds, the referee will read out “Ten seconds.” After the break shot, players will have 60 seconds for next shot.