

2026 香港中式桌球公開賽

參賽者須知

1. 一般規則

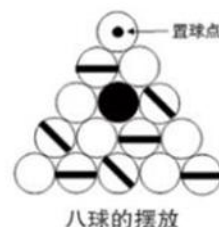
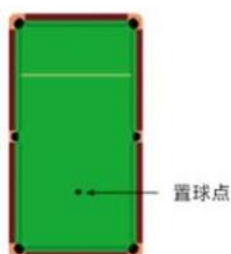
- a) 賽事採用世界美式桌球總會（WPA）所指定之規例進行。
- b) 初賽至 16 強賽事採取監場裁判制度，如果球員在比賽期間出現問題球，可要求監場裁判作出判決，8 強至決賽的每場賽事則安排裁判執法。
- c) 於比賽範圍及比賽期間嚴禁飲用酒精類飲品。
- d) 在比賽期間禁止使用手提電話及免提裝置，如果手機等行動裝置發出噪音，第一次將被警告，第二次將被判負一局。
- e) 參賽者觸犯了球例的任何犯規，其出桿權結束，對賽球員獲得母球手中球 (cue ball in hand)，開球犯規除外。

2. 比球 (Lag Ball)

比球時分別使用紅球及藍球各一，比球勝出者可以選擇由誰先上場開球。

3. 開球規則 (Event Break Rule)

- a) 賽事使用三角架(Triangle Rack)排球，頂端的球置在腳點上，8 號球置於三角形中央。
- b) 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。
- c) 所有賽事採用輪流開球。
- d) 開球時母球必須放置於頭線後的發球區內。
- e) 禁止小力開球，開球必須最少 4 顆目標球撞擊到咕臣。
- f) 對於開球犯規，對賽球員可以選擇將母球放在頭線後面手中球，或者重新排球由自己開球，或者重新排球並讓對手開球。



4. **暫停 (Time Out)**

參賽者在比賽中不允許主動申請暫停。每場比賽於相應局數（搶 5 局賽事於第 5 局後、搶 6 局賽事於第 6 局後、搶 7 局賽事於第 7 局後）後，官方將設有一次 5 分鐘暫停。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。

如果超過 5 分鐘暫停時限參賽者仍未返回賽區則判負 1 局，其後每 5 分鐘逾時再判負 1 局，直至所有局數負完，賽事結束。

5. **計時 (Shot Clock)**

a) 初賽至 16 強賽事，比賽球員可要求計時。監場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是否執行此例，參賽者不得異議。

b) 8 強至決賽賽事均會採用計時。

計時方式：每桿出桿時限為 45 秒，每位參賽者獲准在每局申請一次 30 秒的延時 (Extension)。在最後 10 秒時，裁判會讀出 10 秒 (Ten seconds) 提示出桿者，最後 5 秒會開始倒數：「5、4、3、2、1」，如仍未出桿，將會被判犯規。

6. **點球決勝 (Shootout)**

若比賽進行至法定時間，最後一局結束，得局分多的參賽者獲勝。若比賽進行至 100 分鐘時，局分比數相同，且檯面上仍有剩餘球，該局比賽視為平局，比賽立即進入點球決勝階段。

a) 兩名參賽者先比球，比球勝出者可以選擇由誰先上場擊球。

b) 參賽者輪流擊球 5 次，每次擊球有 30 秒的出桿時限，不可延長擊球時間，每次合法入球得 1 分。

c) 5 輪後，領先的參賽者獲勝。

d) 如果 5 輪後雙方比數相同，則進入突然死亡賽。

e) 點球決勝時球的位置：母球放在頭點，8 號球放在腳點。

Hong Kong Heyball Open Championship 2026

Notice to Participants

1. General Rules

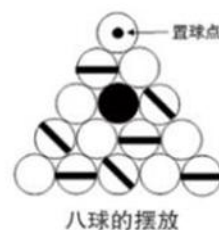
- The Championships applies the Rules and Regulation of World Pool Association (WPA).
- Referee will be appointed for each match from Quarter-Finals to Final. A Match Supervisor will be allocated for each session prior to that. If an uncertain situation arises between two players during the match, match supervisor may make decision as requested.
- Players must not consume any alcoholic drinks during the match and/or in the venue.
- Players must not use their mobile phone or hands-free devices during the match. Mobile devices such as mobile phones make a noise, the first offense will result in a warning, the second in a loss of ONE rack.
- If the player commits a foul, play passes to his/her opponent, the cue ball is in hand. Except for break foul.

2. Lag Ball

One red ball and one blue ball are used respectively on the lag shot. The player who wins the lag chooses who will break first.

3. Event Break Rule

- The object balls will be racked by using Triangle Rack with the apex ball placed on the "foot spot." The 8ball should be positioned at the center of the triangle.
- The object balls are racked by the player from the Preliminary sessions 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 breaks**.
- The cue ball must be placed behind the head string.
- Soft breaks are prohibited; minimum 4 balls must contact cushion.
- For a break shot foul, the opposing player may choose a ball in hand behind the Head String, or to have the balls re-racked and break himself, or to have the balls re-racked and have the opponent break.



4. **Time Out**

Players are not allowed to take voluntary timeouts during the match. There is a 5-minute official time-out after the designated rack in each match (after Rack 5 for Race to 5, Rack 6 for Race to 6, or Rack 7 for Race to 7) permission must be obtained from the referee before leaving the tournament area, and both players 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.

5. **Shot Clock**

- a) Player can request for shot clock in play from Preliminary sessions to the Last 16. Match Supervisor 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" And will countdown from the last 5 second "5, 4, 3, 2, 1", will call foul if the shot is still not being played.

6. **Shootout**

If the match reaches the time limit, the last rack happens to end, the player with more scores is declared the winner. If the match reaches 100-minute time point, the score is tied, and there were balls remaining on the table, the rack is treated as a stalemate and the match immediately moves on to the shootout.

- a) Two players lag first. The player who wins the lag has right to choose who shoots first.
- b) Players take 5 shots by turn. There is a 30-second shot clock for each shot, with no extensions available. Each legal pocketed ball equals 1 point.
- c) After 5 rounds, the leading shooter wins the game.
- d) If the score is tied after 5 rounds, then the shootout moves to sudden death.
- e) Balls' position in shootout: The cue ball is positioned on the head spot, the 8ball is placed on the foot spot.