主辦機構：香港桌球總會 HKBSCC　　資助機構：康樂及文化事務署 Leisure and Cultural Services Department

香港美式 10 號球公開賽

參賽者須知

修訂版 revised

1. 賽事採用世界美式桌球總會（WPA）所定之規例進行。
2. 初賽至 16 強賽事均會安排監場裁判，如果參賽者在比賽期間出現問題球，可即時舉手要求裁判到場協助及作出判斷。8 強至決賽則安排裁判落場執法。
3. 比賽場地嚴禁吸煙，參賽者在比賽期間禁止使用手提電話及免提裝置。
4. 所有賽事採用輪流開球。
5. 最後指定擊進的 10 號球才視為勝出該局 (開球時進 10 號球或以組合球進 10 號球，10 號球須放回腳點，擊球者繼續擊球)。

暫停 (Time Out)

6. 所有賽事以搶 6 或以下形式均不設 time out 要求。
7. 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**。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，而對手亦可同時離開賽區。如果超過 5 分鐘，參賽者仍未返回賽區判負 1 局；如超過 10 分鐘，則負 2 局；如此類推，每 5 分鐘負 1 局直至所有負局數完成，賽事結束。

排球紙 (Magic Rack)

8. 賽事使用排球紙排球。1 號球置於腳點，10 號球置於中間，其他球則隨機排放置成三角形。
9. 8 強至決賽由裁判排球，其他初賽賽事將由參賽者自行排球。

指定袋 (Call Ball)

10. 【公開組及女子組】 如果枱面有情況不清晰，參賽者必須清楚向裁判及/或對手表示所擊的指定球和指定袋。如果裁判及/或對手不確定擊球者的意圖，均可要求擊球者重覆說明。
11. 【少青組】每次擊球必須清楚向裁判及/或對手表示所擊的指定球和指定袋，如果裁判或對手不確定擊球者的意圖，均可要求擊球者重覆說明。

推球 (Push Out)

12. 如果開球後沒有犯規，擊球者可以選擇打推球與否，但必須事先向裁判及/對手清楚聲明。
13. 如果打推球也是合法沒有犯規時，擊球者可以選擇繼續擊球，或將擊球權交予對手。
14. 如果打推球時將 10 號球打進袋，10 號球須放回腳點，不受犯規懲罰。

進錯球 (Illegal In)

15. 不論指定球進錯袋或者進錯球，擊球者的擊球權結束，交由對手選擇擊球與否。

開球時犯規之處理

16. 若母球未碰觸到任何子球，對手獲得母球自由球 (Ball in Hand)。

比球 (Lag Ball)

17. 比球會使用母球及 1 號球。

計時 (Shot Clock)

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

Organized by：香港桌球總會 HKBSCC

Subvented by：康樂及文化事務署 Leisure and Cultural Services Department

Hong Kong 10-Ball Pool Open Championship

Notice to Participants

1. The championship applies the Rules and Regulation of World Pool-Billiard Association (WPA).
2. A referee will be appointed for each match from Quarter-Finals to Finals. A Match Supervisor will be allocated for each session from the preliminary stage to last 16, and if issue arises during the match, the participant may ask the Match Supervisor to give a ruling.
3. Smoking is prohibited in the venue. Participants are not allowed to use mobile phone or hands-free devices during the competition.
4. Participants will alternate breaking on each frame.
5. Participants who pocket the 10 ball legally win the games. (if the pocketed ball is the 10 Ball at the break shot, it will be re-spotted. The shooter continues to play.)

Time Out

6. There is no time out for matches played in Race to 6 or shorter.
7. Participants are allowed to take 1 time-out (5 minutes) in each match, but **2 time-out are allowed in the final match**. Time-out can only be made by request to the referee between racks, permission must be obtained from the referee before leaving the tournament area, both participants may leave the tournament area during time-out. A participant will lose 1 rack if he/she does not return to the tournament area within 5 minutes, 1 rack will be lose for every 5 minutes thereafter, until all racks have been lost and the match will come to an end.

Magic Rack

8. The balls will be racked by using Magic Rack, 1 Ball on spot, 10 Ball in the middle of the triangle, and the other balls are placed in random order.
9. Quarter-Finals to Final matches are racked by referee, sessions prior to that are racked by participants.

Call Ball

10. 【**Open & Women**】The intended ball and pocket must be indicated for each shot if they are not obvious. If opponent or referee is unsure of the shot to be played, they can request a call.
11. 【**Junior**】Shooter should announce his/her intention to the referee and opponent **before every** shot. If opponent or referee is unsure of the shot to be played, they can request a call.

Push Out

12. The participant who shoots the shot immediately after a legal break can play a push out. The participant must announce his/her intention to the referee and opponent **before** the shot.

13. If no foul is committed on a push out, the shooter may choose to continue to play, or ask the opponent to play.
14. During a push shot, if the pocketed ball is the 10 Ball, it will be re-spotted and will not count as a foul.

Illegal In

15. If a player misses his intended ball and pocket, and either makes the nominated ball in the wrong pocket or pockets another ball, his inning has finished and the next player has the option to take the shot as is, or hand it back to his/her opponent.

Fouls during Break Shot

16. If cue ball does not strike any numbered ball, the opponent will be given Ball in hand.

Lag Ball

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

Shot Clock

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