

# Attrition

## Flagship rule-set for Pivic 2 or 4 Players/Colors - 16 balls

### Setup and Play:

1. Place all team balls on your half of the table in any configuration so long as **no object is touching another**; no “pegging” or “pinning” on subsequent placements either.
2. Team 1 finalizes ball placement first, signaling Team 2 to set their balls. Team 1 takes the first shot after Team 2 places their last ball. No need to call your shots.
3. Move freely around the table as needed, directly striking only your color balls.
4. Less Likely: If your last ball is dropped and you're up in points, retrieve one ball, place it anywhere behind the center of your second set of peg's. Extra Shot rules still apply.
5. Rare: If a shot causes an empty table and no “Set” is earned, award points if any, high score wins. If it's a tie the shooting player loses, no advanced-player point minimum.
6. Rare: If both teams require ball placement, whoever's turn it is, places balls first.

**Scoring and Turn Rules:** Defend starting-side nearest goal. Score on the opposite side. Shots may result in more than 1 dropped ball; account for each. With ball-play options available, extra shot rules **always** apply. Assess the following, order does not matter.

1. **Points** - Points are earned at the goal with the exception of a last ball (1.c. & 1.d.).
  - a. Score an opponent's ball in your goal = 1 point. Opponent's last ball = 2 points.
  - b. Team ball, team goal with **no sets available after the shot** = 1 point. Typically all 8 of your team balls are on the table or you may have a set in hand.
  - c. Eliminate the opponents last ball through the center pivic = 1 point
  - d. Ditching your last ball in any drop (not goal) = 1 point to the opponent.
2. **Extra Shot** - 1 possible per shot, no stacking. A continuation is earned when you sink an opponent's ball in any drop or *your* goal. Additional dropped balls or goals scored do not change this unless the result is game ending.
3. **Set, 2 ball retrieval** - Pull now, place anywhere on your side at the **end of your turn**.
  - a. Team ball, team goal with **1 or more sets available after the shot**. If you have less than 8 balls on the table or have available sets to pull from the ball return after your shot then you do not earn a point you get a Set instead. IF earned, the Extra Shot rule also applies.
  - b. Taking a turn after an earned “Set” can be forced when:
    - i. No other balls left to continue play with an earned extra shot & Set.
    - ii. An opponent sinks your ball in your goal satisfying “Set” rule a.
    - iii. Ejection occurs; see rule 4 - Ball Ejection
4. **Ball Ejection** - Lose your turn, lose your ball. Next player gets a “Set”. If the ejected ball did not belong to the offending player, the opposing player may also remove ANY (1) ball of their choosing at the end of their turn.

### Winning the Game:

1. Eliminate opponent's balls with points tied or better. Advanced players must have 2 points scored to win by elimination. Rare exception in “Setup and Play” rule 5.
2. Obtain 3 points. Points trump ball elimination.