Attrition Rule Set for PIVIC

Start by placing all 8 balls (same color) on your half of the table, anywhere, nothing touching. Player 2 should wait for player one to finish placement. Player 1 shoots first, no need to call your shots.

Scoring Goal vs Defending Goal: There are only two goals. They are the smallest holes, each centered behind 2 pegs on either end of the table. Defend your goal (the one in front of you), score on your opponent's goal on the other side of the table.

Determine if you get to go again: Knock any opponent's ball into any hole except your goal & go again, no matter what else happens. Cease to do so & your turn ends.

To win you must score 3 points OR eliminate all of your opponent's balls.

Score 1 point for each of your opponent's balls that land in their goal.

You can also score 1 point with your own ball, but only if all 8 of your balls are on the table (if you cannot complete a retrieval of 2 balls). Otherwise, retrieve 2 balls and place them anywhere on your half of the table at the end of your turn. Another way of thinking of this: *If you cannot retrieve two balls you get a point.*

*If you must retrieve balls before your turn or have no other options to continue play, you may place all of them first, then take your turn. This usually happens when your opponent drops your ball in their own goal, a bad result.

END BASE RULESET

RARE SCENARIOS

Ball Ejection - Loss of turn & lose a ball. Opponent retrieves two. If it wasn't your ball ejected your opponent may choose to pick one off the table at ANY time in the game.

Empty Table - Should any shot result in an empty table, award any points. High score wins. In the result of a tie, the shooting player loses.

Multi-Player Retrieval - The player whose turn is next will place first.

ADVANCED PLAYERS

Scoring & Win Conditions:

- Sinking your opponent's last ball in their goal = **2 points**
- Opponent's last ball in the center hole (the Pivic) = **1 point**
- If your opponent ditches their last ball = **1 point**
- You cannot win by elimination unless you have at least **2 points**
- If your opponent knocks out your last ball in a legal continuation but you're still ahead, place **1 ball behind your second set of pegs**—their turn continues
- The **2-point rule** does not apply in an **"Empty Table"** situation

Game Timing & Shot Clock:

- **Shot clock starts** after Player 2 finalizes initial placement
- **10-second retrieval replacement**—fail to place in time, you lose the ball
- **12-minute total playtime**—most points wins; if tied, the player with the most balls on the table wins