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THE PROFESSIONAL TOUCH

BEBINNER RULES: AFTER BREAK BALL IN HAND FOR EITHER PLAYER. NO BALL POCKETED ON BREAK PLAYER FORFEITS ONLY HIS SHOT. OBJECT OF THE GAME IS TO CALL THE BALL YOU ARE SHOOTING AND GET SHAPES FOR THE NEXT BALL TO BE SHOT. YOU DO NOT HAVE TO MAKE THE BALL YOU ARE SHOOTING BUT YOU HAVE TO GET SHAPES FOR THE NEXT BALL OR RECEIVE PENALTY BALL AND BALL IN HAND FOR OPPONENT. PLAYER WITH MOST BALLS AT END OF GAME LOSES. AFTER SHOOTING BALL CALLED AND GETTING GOOD SHAPES FOR NEXT BALL PLAYER MAY CHOOSE ANOTHER BALL TO CALL NEXT SHOT & SHAPES. IF OPPONENT FEELS PLAYER DOES NOT HAVE GOOD ENOUGH SHAPES FOR CALLED POCKET HE MAY ASK THE PLAYER TO MAKE SHOT. PLAYER MAY FORFEIT SHOT OR SHOOT IF MISS ONE BALL PENALTY BALL IN HAND FOR OPPONENT, IF HE MAKES IT BALL PENALTY ON OPPONENT BALL IN HAND FOR PLAYER. IF A BALL GETS IN THE WAY OF NEXT CALLED BALL PLAYER MAY MAKE COMBINATION SHOT WITH CALLED BALL OR JUMP SHOT. YOU ARE ASSIGNED A POCKET ALL OTHER BALLS GO IN OVERFLOW POCKETS. ONE BALL PENALTY, BALL IN HAND FOR COMMITTED FOULS TOUCHING OTHER BALL ETC. AL . . . IF THERE ARE NO BALLS IN OVERFLOW OR OPPONENTS POCKET FOR PENALTY PLAYER MAY PICK BALL FROM PREFERABLY A CLUSTERED AREA. LAST BALL HAS TO BE CALLED POCKET MISS NO BALL PENALTY NO BALL IN HAND. PLAYER MAKES THE SHOT TWO-BALL PENALTY ON OPPONENT. SCRATCH ON LAST BALL OR COMMIT ANY FOWL BALL PENALTY AND SPOT LAST BALL OPPONENT SHOOTS FROM THE KITCHEN. UPON A TIE BALLS IN OVERFLOW POCKETS ARE PUT IN THE RACK SPOTTED AND LAST PLAYER SHOOTING BREAKS.

ADVANCED PLAYER RULES

MULTIPLE PENALTY BALLS ON ANY SHOT ONE BALL PER FOWL COMMITTED. IF BALLS COMES WITHIN FIVE BALL DISTANCE OF A POCKET PLAYER HAS TWO SHOTS BEFORE HE HAS TO MAKE OR REMOVE BALL OR SUFFERS PENALTIES. PLAYER MAKES KISS SHOT BANK SHOT COMBINATION SHOT JUMP SHOT AND HOLDS GOOD SHAPES FOR NEXT CALLED BALL 2 BALL PENALTIES ON OPPONENT. PLAYER MAKES 2 BALL COMBINATION OR BANK 3 BALL PENALTIES ON OPPONENT ETC. & UP. PLAYER MAKES ASKED BALL 2 BALL PENALTIES ON OPPONENT. PLAYER SHOOTING NEXT TO LAST BALL UPON MAKING HAS TO PUT LAST BALL IN PRE-CALLED POCKET OR 2 BALL PENALTY NO BALL IN HAND FOR OPPONENT. PLAYER MAKES LAST BALL IN CALLED POCKET 3 BALL PENALTIES ON OPPONENT. SCRATCH OR MAKE ANY FOUL ON LAST BALL LOSS OF GAME FOR PLAYER.

PROFESSIONAL PLAYERS RULES

PLAYERS ARE REQUIRED TO MAKE BALL CALLED WITH SHAPES FOR HIS NEXT SHOT OR RECEIVE PENALTY BALL, BALL IN HAND FOR OPPONENT.



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