

9 BALL RULES

1. Skill Levels remain constant on any given night
2. Captain Hook (3 foul rule) is void for the higher SL player when levels differ by more than one
 - The player must inform their opponent when he/she has 2 fouls in a row to claim a third foul. EX: "You have 2 fouls in a row"
EX: SL 5 playing a SL 2 can't do 3 fouls but the SL 2 can get the 3 fouls on the SL 5
3. If no object balls are contacted on a break attempt and the cue ball stays on the playing surface, the same player breaks again.
 - Players can't stop a miscue/soft hit on the break must let the cue run its course
4. On the break the player must contact the 1-Ball and 2 object balls must hit a rail. **(THIS IS A LEGAL BREAK)** Failure to do both of these results in a re-rack and the opponent breaks.
5. Ball in hand on the break only occurs when scratching, causing the cue ball to leave the playing surface, or failure to contact the 1 ball first.
6. The "push out" option is available only on the first shot after the break. You must call push before shooting. (Any ball pocketed on a push shot is dead unless it is the 9, then it is spotted)
7. Crutchfield's plays cue ball fouls only, except when a player touches/moves two or more object balls. Opponent is rewarded ball in hand, and all balls remain in place. (If a ball was put in the pocket, it is now a dead ball)
8. If a player inadvertently moves an object ball with his/her hand, cue, clothing, etc., the **players** must put the ball back in its **original position**.
 - If it can't be agreed upon then it is a re-rack with no points to either player and the same person breaks
9. Players may shoot two matches only when the team is short a player, and subs can only be used only when a team is short a player(s)
10. In the event that a team cannot find a sub or a player to shoot twice we have a forfeit option of 15-5 without a fee to either team. The forfeit option is not available after one point has been scored in a match, unless a player is unable to continue.
11. Remember, the following options are available to cover a match for a missing player:
 - Any player on a team of 3 can play twice, any player can sub for another team and play twice, or play a scotch doubles match.
12. If both teams are short a player, the teams can take a 10-10 match split w/o a fee. This option requires agreement from both Captains.
13. All object balls that leave the playing surface are "dead" balls, whether on the break or otherwise.
14. If an object ball or the cue ball should stop at the edge of a pocket and you approach the table to take your turn and that ball falls in the pocket, that ball is put back in its previous location. You may now take your turn at the table. If an opponent has not approached the table yet, and a ball drops with-in 5 seconds of having been legally contacted, the shooter continues their turn.
15. Jump sticks are permitted
16. When using headphones only 1 is ear is permitted while at the table shooting so your opponent is able to talk to you.
17. If a player wants a third party to watch a hit, he must first inform his opponent before enlisting a referee. In the absence of a referee, good/bad hits are decided by the shooter.