

Format Rules

Must play one 8 ball match and one 9 ball match

8 ball = race to win 6 racks; 9 ball = race to win 8 racks

Winner of the first lag chooses the first match (8 ball or 9 ball)

Winner of the lag breaks first; break alternates from then on

Re-Lag for first break of the second match

A legal break constitutes 3 balls contacting a rail, not including the cue ball; failure results in a switch of the break

If no object balls are contacted on a break attempt, the same player breaks again; if this happens twice, it results in a switch of the break

Players cannot stop a miscue/soft hit on the break shot - must allow the cue ball to run its course or it results in a switch of the break

A legal hit constitutes contacting your ball first, then any ball contacting a rail

Cue ball fouls result in ball in hand for opponent; it is cue ball fouls only

Inadvertant touches of object balls do not result in a foul; opponent replaces ball(s)

The hanging ball rule applies: if a ball stops at the edge of a pocket and falls within 5 seconds, it is a legal shot; if the ball falls after 5 seconds, it is replaced

Keep typical shots to less than 30 seconds as a rule of thumb

If more time is needed, 1 time out per player, per rack; should not exceed 1 minute

Jump sticks are permitted; a legal jump consists of hitting the top of the cue ball; scooping is not permitted

If a player wants a third party to watch a hit, they must first inform their opponent; in the absence of a third party, legal hits are decided by the shooter

8 Ball Rules

A scratch on the break results in ball in hand for the opponent, behind the headstring

An 8 on the break is a win for the rack, unless you also scratch, which results in a loss

The table is open (choice) after break; if you make a ball while breaking, you must confirm with a second pocketed shot

Call your pocket for every shot; ensure opponent is aware of called shot

If any ball (excluding the 8 ball) leaves the table, it is spotted

If the 8 ball leaves the table, it is a loss of rack

Pocketing the 8 ball out of turn, or in the wrong pocket, it is a loss of rack

If you scratch while on the 8 ball, it is a loss of rack

9 Ball Rules

On the break, the cue ball must strike the 1 ball first

A scratch on the break results in ball in hand for the opponent

A 9 on the break results in a win for the rack

At all times, the balls must be shot in ascending numerical order

The "push out" option is available only on the first shot after the break

A push must be called before shooting; any ball pocketed on a push shot is dead unless it is the 9 ball, which is spotted

Combination shots are permitted; lowest numbered ball must be contacted first

3 foul rule is always in effect; must warn opponent on 2 fouls

If any ball (excluding the 9 ball) leaves the table during a match, it is dead and opponent shoots from where the cue ball lies

If the 9 ball leaves the table, it is placed on the spot