

OFFICIAL RULES OF THE BCA POOL LEAGUE

RULES SECTION 3

9-BALL

3.1 The Game

9-Ball is played with a cue ball and nine object balls numbered 1 through 9. You shoot the balls in ascending numerical order, receiving credit for any ball legally pocketed. The 9-ball is the game winning ball. The object of the game is to pocket the 9-ball on any legal shot. The game is played by two players or two teams.

3.2 9-Ball Rack

The balls are racked as follows (see Figure 3-1):

- a. in a diamond shape with the 1-ball as the apex ball on the foot spot;
- b. the rows behind the apex are parallel to the foot string;
- c. the 9-ball is in the middle of the rack;
- d. the remaining balls are placed at random.

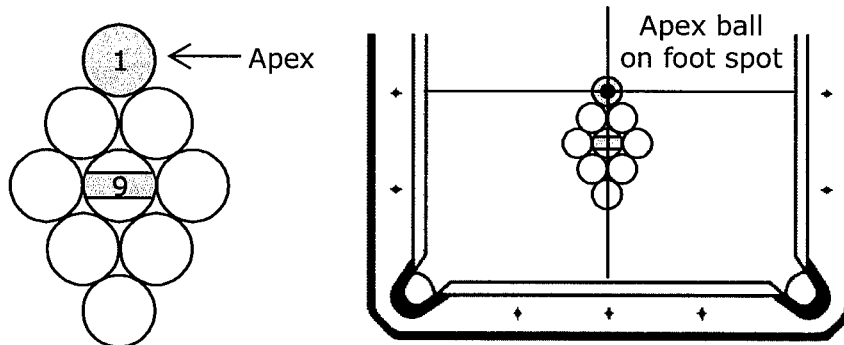


Figure 3-1

3.3 Break Requirements

1. You begin the break with ball in hand behind the head string. The cue ball must contact the 1-ball before any other ball or cushion or it is a foul. You must either pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.
2. Jumped object balls other than the 9-ball are not returned to the table. If the 9-ball is jumped, it is spotted.

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3. If you legally pocket a ball, you continue to shoot. Your inning ends if you do not pocket a ball or if you foul. If you legally pocket the 9-ball on the break, you win the game. If you foul on the break and pocket the 9-ball, it is spotted.

3.4 Push-out After the Break

1. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:

- a. you must notify your opponent before the shot and your opponent must acknowledge your intention;
- b. the cue ball does not have to contact the lowest numbered ball first, or any object ball at all;
- c. no ball has to contact a cushion
- d. all other rules and fouls still apply.

2. Any object balls except the 9-ball that are pocketed on a push-out remain pocketed. If the 9-ball is pocketed it is spotted.

3. After a push-out, your opponent may:

- a. accept the table in position and shoot, or;
- b. require you to shoot again with the table in position.

3.5 Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows:

- a. the lowest numbered ball on the table must be the first object ball contacted by the cue ball or it is a foul;
- b. if you legally pocket any ball your inning must continue;
- c. the 9-ball is spotted if it is illegally pocketed or if it is jumped;
- d. other jumped balls and illegally pocketed balls are not returned to the table.

2. When it is your inning, you must continue to shoot as long as you legally pocket a ball on each shot. Your inning ends if you do not legally pocket a ball.

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3. The game is won by the player who legally pockets the 9-ball.

3.6 Three Successive Fouls

You lose the game if you commit three successive fouls in one game. (*Remainder moved to Rule 1.22*)

3.7 Stalemate

If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has had three consecutive innings without significantly changing the position, the referee will declare a stalemate. The game will be replayed with the player who broke the game breaking again. (AR p. 100)

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WORLD-STANDARDIZED RULES – 9-BALL

Except when clearly contradicted by these additional rules, the General Rules of Pocket Billiards apply.

5.1 OBJECT OF THE GAME

Nine-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until missing, committing a foul, or winning the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot. A match ends when one of the players has won the required number of games.

5.2 RACKING THE BALLS

The object balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

5.3 ORDER OF BREAK

Winner of the lag has the option to break. In 9-Ball, the winner of each game breaks in the next, unless otherwise specified by the tournament organizer. The following are common options that may be designated by tournament officials in advance:

- (a) Players alternate break.
- (b) Loser breaks.
- (c) Player trailing in game count breaks the next game.

5.4 LEGAL BREAK SHOT

The rules governing the break shot are the same as for other shots except:

1. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail.
2. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
3. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted).

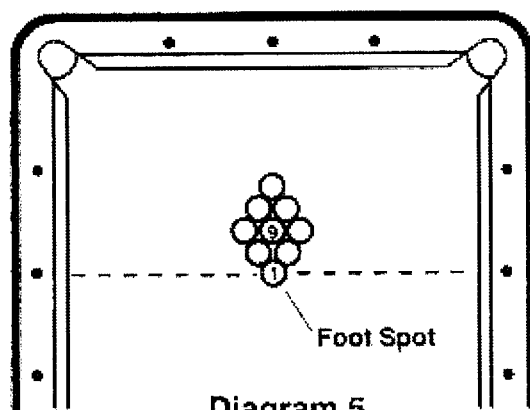


Diagram 5

Diamond Shaped Rack

- 1-Ball must be on the foot spot.
- 9-Ball must be in the center of the rack.

5.5 CONTINUING PLAY

On the shot immediately following a legal break, the shooter may play a "push out." (See Rule 5.6). If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 9-ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.

5.6 PUSH OUT

The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce the intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except the 9-ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule (except rules 5.8 and 5.9) is violated. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.

5.7 FOULS

When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are re-spotted (exception: if a pocketed ball is the 9-ball, it is re-spotted). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

5.8 BAD HIT

If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is foul.

5.9 NO RAIL

If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball on is a foul.

5.10 IN HAND

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. The player may continue to adjust the position of the cue ball until shooting.

5.11 OBJECT BALLS JUMPED OFF THE TABLE

An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted) and play continues.

5.12 **JUMP AND MASSÉ SHOT FOUL**

If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

5.13 **THREE CONSECUTIVE FOULS**

If a player fouls three consecutive times on three successive shots without making an intervening legal shot, the game is lost. The three fouls must occur in one game. The warning must be given between the second and third fouls. A player's inning begins when it is legal to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

5.14 **STALEMATE**

If the referee decides that neither player is attempting to win from the current position, he will announce his decision, and each player will have three more turns at the table. Then, if the referee still feels that there is no progress towards a conclusion, he will declare the rack a stalemate and the original breaker of the rack will break again.

5.15 **END OF GAME**

On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball, or when a player forfeits the game as the result of a foul.