

Player Handbook



JAMAICA BILLIARDS
ASSOCIATION

Welcome

Welcome, member, to the Jamaica Billiards Association. Your interest and love of pool has taken you here and the JBA stands to be the tool to your athletic pool dreams. With your patience and our dedication to the sport, we hope to create an unstoppable force.

Mission Statement

Our mission is to afford the best level of competition for the sport of Pool Billiards in Jamaica. Our aim is to implement and encourage professional standards and good sportsmanship and to give promise of international credibility and recognition for our members and for the Island of Jamaica.

Membership

Benefits

- Discount on pool equipment and paraphernalia from Pool Tables & Billiards Supplies
- Membership IDs
- JBA Newsletters – Tournaments, Results, Pictures, Charts
- Annual awards for MVP & Most Improved players
- Opportunity to represent Jamaica in International Tournaments
- Discount on entry fee to play in JBA Sanctioned Tournaments
- One Free Official JBA Tournament Shirt
- Entry fee for the first tournament of each year free!
- Open Tournaments Once a Month for the JBA year (August to February)
- Annual National Championships
- Help Support The Game You Love!

Responsibilities

- Strive for continuous improvement and ultimate success.
- Demonstrate respect towards officials, team mates and opponents at all times.
- Remember that he/she represents the JBA and that his/her behavior should always reflect positively on the association.
- Be aware of all rules, regulations and schedules applying to competition.

While tournament officials will make every reasonable effort to have such information readily available to all players as appropriate, the ultimate responsibility rests with the player

Terms

- All members in good standing, regardless of category, shall be entitled to one vote on each matter submitted to a vote of the members.
- Votes that require a vote by the membership at large shall be conducted via a mail ballot. Unless specified otherwise by the Constitution or by enactment of the Board of Directors on specific issues, a majority of the votes cast will determine the outcome of the vote.
- Neither the membership in the Association nor any rights of membership may be transferred to another person or entity.
- A member of the Association shall not solely, because of such membership, be personally liable for the debts, obligations, or liabilities of the Association
- Members are not allowed to wear official JBA shirts outside of tournament events

A member may be dropped from the association for the following reasons:

(A). Non-payment of dues or other significant financial obligations shall result in termination of membership consistent with policies established by the Board of Directors and carried out by the Secretary/Treasurer without further action of the Directors.

(B) Conduct which tends to injure the Association or which is contrary to or destructive of its purpose.

(C) Failure to conform to and abide by the Constitution, Code of Conduct, rules and policies of the Association, as well as decisions of duly constituted members of the Association.

Allegations of misconduct shall be stated in writing to the member who shall be given full opportunity to respond to those allegations before the Board or a body designated by it. Such termination must be achieved by at least a two-thirds (2/3) vote of the Board of Directors.

Dues

The Board, at its discretion, shall determine the membership dues for the Association. Dues shall entitle a person to be a member for one year from the date of dues payment.

a. Initial dues are:

- 1) New and Renewing Members: \$ 3000 per year
- 2) Members may start or renew their memberships at a rate of \$ 8,000 for a 3-year Membership.

Membership renewal dues are due on the one year annual mark of the last payment unless otherwise established by the Board of Directors.

Members who fail to pay their dues within thirty (30) days of the due date will be terminated and will forfeit all rights and privileges of membership without further notice or hearing. Dues will not be refunded in whole or in part to a terminated or suspended member.

Categories

The player members of the Jamaica Billiards Association are broken down into to 3 categories (classes).

A Class
B Class
Amateur

For the first JBA year, the calendar will only see General Open Tournaments. Within the following year, players can look forward to class tournaments dedicated only to their individual classes which will carry separate rankings and the gradual inclusion of 9 and 10 Ball Tournaments.

Players who are not members will not be allowed to participate in JBA tournamen

Points System

The General Open Tournament Ranking points will be used to show the top players in the island and determine the entrants eligible for the Championship at the end of the Calendar Year. Only the top 32 players in the General 8 Ball Tournament Ranking will be allowed to participate in the Championship.

The official method Of Ranking Players are as follows:

Championship

- 6 Points For Every Winning Match (regardless of the score)
- 4 Points for (Double Elimination Loser Side Wins)
- 25 Bonus Points For The Winner of The Tournament
- 15 Bonus Points for Second Place
- 8 Bonus Points for Third Place
- 4 Bonus Point for Fourth Place

General Open Tournaments

- 4 Points For Entering A Tournament
- 6 Points For Every Winning Match (regardless of the score)
- 4 Points for (Double Elimination Loser Side Wins)
- 12 Bonus Points For The Winner of The Tournament
- 7 Bonus Points for Second Place
- 4 Bonus Points for Third Place
- 3 Bonus Point for Fourth Place

Class Ranking System

This classing system is adaptable only to Open Tournaments. In the following year a separate system will be put in place for individual class tournaments.

Amateur Class to "B" Class

Top 16		Top 8		Top 4	
DBL Elim (4x)	SNG Elim (5x)	DBL Elim (3x)	SNG Elim (4x)	DBL Elim (1x)	SNG Elim (1x)
3 points	2 points	4 points	3 points	12 points	12 points

"B" Class to "A" Class

Top 8		Top 4		Top 2	
DBL Elim (5x)	SNG Elim (6x)	DBL Elim (3x)	SNG Elim (3x)	DBL Elim (2x)	SNG Elim (3x)
4 points	3 points	7 points	6 points	10 points	7 points

Chart Breakdown

- Top 16, 8, 4 and 2 are the levels a player reaches on the tournament chart
- (4x) Means the amount of times a player has to reach that level in order to move up to another class
- The points are put in place to calculate all possible tournament scenarios.
- The Minimum Point for a "B" Class player to move up to "A" Class is 20.
- The Minimum Point for an Amateur player to move up to "B" Class is 12.
- Single Elimination Tournaments and Double Elimination Tournaments carry different point requirements due to the level of difficulty difference.
- This system can only be used with a minimum of 50 players and is based on a 32 chart.

E.g.(1) - A "B" Class player participates in five double elimination tournaments and reaches the top 8 in each tournament. He is automatically upgraded to "A" class status

E.g. (2) –An Amateur player competes in four tournaments. Two of the tournaments are double elimination and the player finishes in the top 16 which would equal a total of 6 points. The other two tournaments are single elimination and he finishes in the top 8 which equals a total of 6 points. The final total of these matches is 12; therefore the player is now considered a "B" class.

Tournaments

General (Open) Tournaments

General (Open) tournaments are two day ranked tournaments opened to all classes (a, b and amateur) and are handicapped to each class.

All General 8 Ball Tournaments will follow this handicap system:

A Class (4) vs B Class (3)
A Class (5) vs Amateur (3)
B Class (4) vs Amateur (3)
A Class (4) vs A Class (4)
B Class (3) vs B Class (3)
Amateur (3) vs Amateur (3)

In all tournaments which are not double elimination, players will only be allowed one re-entry. The JBA will try to its best ability to spread these tournaments all island to accommodate all its members.

Tournament Rules & Regulations

Registration

All players will be required to register for tournaments up to one week before the event. No entries will be taken after this time has passed. If it so happens that a player may not be able to make the event again, he/she will have a period of three days before the tournament to officially forfeit their space. If a player forfeits on the event date or the eve of the event date, he/she will be fined a fee of 35% of his entry. There will be no refunds after a player has participated in his first match.

If a player forfeits his entry, the tournament director may seek the use of either a "Bye" or select a stand-by.

Stand Bys

For whatever reason a player is not able to register in the stipulated time allotted, he may register as a stand by. If a player has forfeited his entry a Stand By may take his slot. Stand By's may also be used if a player is forfeited due to tardiness or any other cause for forfeiture deemed necessary by the tournament director. Stand By's use is based on a first come first serve policy; therefore the first stand by registered will receive the first vacant slot.

Dress Code

Each player's attire must always meet the level of the competition and be clean, proper and in good condition. If an athlete is unsure about the legality of his attire, the athlete should approach the tournament director before the match and ask whether the attire is legal. The tournament director has the final say with regards to the legality of attire. A player may be disqualified for dress code violation. If there is no announcement before the event, the JBA dress code is assumed.

All members of the association must wear an official JBA polo shirt to **ALL** JBA Tournaments. JBA Shirts will come in 3 different colours which will represent each player's class and must be tucked in. Black for A Class, Yellow for B Class and Blue for Amateur.

Men

Male players may wear a Denim/blue jeans pants or dress pants which must be in a good condition and clean (No tears/Rips or embellishments).

Shoes must be elegant dress shoes that fit in the outfit or Sneakers. Sandals or Slippers are not allowed.

Women

Female players may wear a Denim/blue jeans pants or dress pants of any color which must be in a good condition and clean (No tears/Rips or embellishments). Female athletes may also wear a skirt which must cover the knees.

Shoes can be elegant dress shoes that fit in the outfit. Sneakers and elegantly casual sandals are allowed.

Conduct

The purpose of JBA sports program is to provide a relaxed yet structured environment to all participants. Guidelines are set forth to protect the interest of all members.

- Participants and spectators are expected to behave in a cooperative, positive manner which contributes to the JBA's philosophy for the spirit of competition.
- All vulgar, obscene, abusive, derogatory and demeaning comments or gestures create a hostile environment, generate ill will and contribute to a negative tournament experience. **THIS BEHAVIOUR WILL NOT BE TOLERATED.** Players exhibiting such behavior may have his match cancelled and their opponent will advance to the next round. Any player's blatant and disregarded use of obscene language will be penalized by a loss of rack for the first offence and disqualification for a second offence.
- Warnings shall be given before ejection from a tournament but if necessary the JBA's tournament committee will eject a player without warning for un-sportsmanship like behavior.
- All instances of unnecessary roughness, attempting to injure another person, threatening another person, provoking an altercation or fighting will result in severe disciplinary action and that player will be immediately ejected from that tournament. Depending on the severity of the case a

player may be given a one tournament suspension, two tournament suspensions, a whole quarter suspension, an entire year suspension or expelled indefinitely if he/she cannot follow the JBA's Guidelines.

- Ejected players will have the opportunity to present their case to the board and are not allowed to participate in any JBA event until the Board reaches a decision on their case.
- Suspended members must write a letter to the Board petitioning reinstatement to the association

Other Rules

- While participating in tournaments, players are not allowed to openly consume alcoholic beverages or smoke while at the table.
- Players are required to be on time and present for their matches and will be given a 15 minute warning from the time they're matches have been called. After the 15 minute warning the match will be forfeited (without refund of entry fee for players who have played their first round matches) and they're opponent will advance to the next round. Every effort will be made to locate the player before a forfeit is declared however the Tournament Director determines when a match is officially forfeited.
- All players are required to stay seated in chairs designated for matches.
- Cellular phones are strictly prohibited during matches and players are also required to switch their phones to silent mode.
- Players are not allowed to seek assistance in the planning or execution of a shot and will be liable for disqualification if so done.
- No delays or postponement of matches will be allowed unless deemed necessary by the Tournament Committee
- All players must report to the Tournament Director upon arrival with his/her identity card and take note of their match time
- Each player will only be allowed to call one time-out which must be in between racks and lasting not more than three (3) minutes. The time out must not be used for other purposes such as smoking or seeking advice in that match. Any players found doing so will be disqualified.

Game Rules

The following game rules are adopted from the World Pool Billiard Association

Definitions Used in the Rules

The following definitions apply throughout these rules.

2.1 Parts of the Table

The table is comprised of rails, cushions, a playing surface and pockets. The foot end of the table is where the object balls usually begin, while the head end is where the cue ball usually begins.

Behind the head string is the area between the head rail and the head string, not including the head string. The cushions, tops of the rails, pockets and pocket liners are parts of the rails. There are four “strings” on the playing surface:

- The long string down the center of the table;
- The head string bounding the quarter of the table closest to the head rail;
- The foot string bounding the quarter of the table closest to the foot rail
- The center string between the two side pockets.

These lines are only marked as mentioned below.

The rails may have inlays referred to as diamonds or sights which mark 1/4th of the width and 1/8th of the length of the table measured from nose to nose on the cushions.

On the playing surface, which is the flat, cloth-covered part of the table, the following will be marked if they are used in the game being played:

- The foot spot, where the foot string and the long string meet;
- The head spot, where the head string and the long string meet;
- The center spot, where the center string and the long string meet;
- The head string;
- The long string between the foot spot and the foot rail;
- The triangle, either in outline or by alignment marks depending on the game.

2.2 Shot

A shot begins when the tip contacts the cue ball due to a forward stroke motion of the cue stick. A shot ends when all balls in play have stopped moving and spinning. A shot is said to be legal if the shooter did not foul during the shot.

2.3 Ball Pocketed

A ball is pocketed if it comes to rest in a pocket below the playing surface or enters the ball return system. A ball near the brink of a pocket partly supported by another ball is considered pocketed if removal of the supporting ball would cause the ball to fall into the pocket.

If a ball stops near the edge of a pocket, and remains apparently motionless for five seconds, it is not considered pocketed if it later falls into the pocket by itself. During that five second period, the referee should ensure that no other shot is taken. An object ball that rebounds from a pocket back onto the playing surface is not a pocketed ball. If the cue ball contacts an already pocketed ball, the cue ball will be considered pocketed whether it rebounds from the pocket or not. The referee will remove pocketed object balls from full or nearly full pockets, but it is the shooter's responsibility to see that this duty is performed.

2.3 Driven to a Rail

A ball is said to be driven to a rail if it is not touching that rail and then touches that rail. A ball touching at the start of a shot (said to be "frozen" to the rail) is not considered driven to that rail unless it leaves the rail and returns. A ball that is pocketed or driven off the table is also considered to have been driven to a rail. A ball is assumed not to be frozen to any rail unless it is declared frozen by the referee, the shooter, or the opponent.

2.4 Driven off the Table

A ball is considered driven off the table if it comes to rest other than on the playing surface but is not pocketed. A ball is also considered driven off the table if it would have been driven off the table except for striking an object such as a light fixture, piece of chalk or a player which causes it to return to the table.

A ball that contacts the top of the rail is not considered to have been driven off the table if it returns to the playing surface or enters a pocket.

2.5 Scratch

A shot on which the cue ball is pocketed is called a scratch.

2.6 Cue Ball

The cue ball is the ball that is struck by the shooter at the beginning of a shot. It is traditionally white, but may be marked by a logo or spots.

2.7 Object Balls

The object balls are struck by the cue ball with the usual intent of driving them into pockets. They are typically numbered from one to the number of balls used in the game.

2.8 Set

In some matches, the match is divided into parts called sets, with a certain number of sets won required to win the match. In turn, a certain number of points or racks won is required to win each set.

2.9 Rack

The rack is the framing device, typically triangular, used to arrange the object balls for the break shot at the start of the game. It also refers to the group of balls so arranged. To rack the object balls is to group them with the rack. A rack is also a portion of a match played with a single rack of object balls.

2.10 Break

A break shot is the opening shot of a match or rack, depending on the game. It happens when the object balls have been racked and the cue ball is played from behind the head string usually with the intent of breaking the rack apart.

2.11 Inning

An inning is a player's turn at the table. It begins when it is legal for him to take a shot, and ends at the end of a shot when it is no longer legal for him to take a shot. In some games a player may choose not to come to the table in certain situations when play would normally pass to him, and then the player remaining at the table continues the inning (e.g. a push-out at nine ball). The player whose turn it is to play is called the "shooter."

2.13 Position of Balls

The position of a ball is determined by the projection of its centre vertically downward onto the playing surface. A ball is said to be placed on a line or spot when its centre is placed directly over that line or spot.

2.14 Re-spotting Balls

In some games, object balls are required to be placed on the playing surface other than when forming a new rack. They are said to be re-spotted when they are so placed

2.15 Restoring a Position

If the balls are disturbed, the rules of the game may require them to be replaced where they were. The referee will replace the balls to their original position as accurately as possible.

2.16 Jump Shot

A jump shot is one in which the cue ball is made to go over an intervening obstacle such as an object ball or part of the cushion. Whether such a shot is legal depends on how it is accomplished and the intention of the shooter. Usually a legal jump shot is played by elevating the cue stick and driving the cue ball down into the playing surface from which it rebounds.

2.17 Safety Shot

A shot is said to be a safety shot if the game in play is a call shot game and the shooter declared the shot to the referee or his opponent to be a “safety” before the shot. Play passes to the other player at the end of a safety shot.

2.18 Miscue

A miscue occurs when the cue tip slides off the cue ball possibly due to a contact that is too eccentric or to insufficient chalk on the tip. It is usually accompanied by a sharp sound and evidenced by a discoloration of the tip. Although some miscues involve contact of the side of the cue stick with the cue ball, unless such contact is clearly visible, it is assumed not to have occurred. A scoop shot, in which the cue tip contacts the playing surface and the cue ball at the same time and this causes the cue ball to rise off the cloth, is treated like a miscue.

Play

3.1 Lagging to Determine Order of Play

The lag is the first shot of the match and determines order of play. The player who wins the lag chooses who will shoot first.

The referee will place a ball on each side of the table behind the head string and near the head string. The players will shoot at about the same time to make each ball contact the foot cushion with the goal of returning the ball closer to the head cushion than the opponent.

A lag shot is bad and cannot win if the shooter’s ball:

- (a) crosses the long string;
- (b) contacts the foot cushion other than once;
- (c) is pocketed or driven off the table;
- (d) touches the side cushion; or
- (e) the ball rests within the corner pocket and past the nose of the head cushion.

The players will lag again if:

- (a) a player’s ball is struck after the other ball has touched the foot cushion;
- (b) the referee cannot determine which ball has stopped closer to the head cushion; or
- (c) both lags are bad.

3.1 Player's Use of Equipment

The following uses, among others, are considered normal. If the player is uncertain about a particular use of equipment, he should discuss it with the tournament director prior to the start of play. The equipment must be used only for the purpose or in the manner that the equipment was intended.

(a) Cue Stick – The player is permitted to switch between cue sticks during the match, such as break, jump and normal cues. He may use either a built-in extender or an add-on extender to increase the length of the stick.

(b) Chalk – The player may apply chalk to his tip to prevent miscues, and may use his own chalk, provided its colour is compatible with the cloth.

(c) Mechanical Bridges – The player may use up to two mechanical bridges to support the cue stick during the shot. The configuration of the bridges is up to the player. He may use his own bridge if it is similar to standard bridges.

(d) Gloves – The player may use gloves to improve the grip and/or bridge hand function.

(e) Powder – A player is allowed to use powder in a reasonable amount as determined by the referee.

3.2 Spotting Balls

Balls are spotted (returned to play on the table) by placing them on the long string (long axis of the table) as close as possible to the foot spot and between the foot spot and the foot rail, without moving any interfering ball. If the spotted ball cannot be placed on the foot spot, it should be placed in contact (if possible) with the corresponding interfering ball. However, when the cue ball is next to the spotted ball, the spotted ball should not be placed in contact with the cue ball; a small separation must be maintained. If all of the long string below the foot spot is blocked by other balls, the ball is spotted above the foot spot, and as close as possible to the foot spot.

3.3 Cue Ball in Hand

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface and may continue to move the cue ball until he executes a shot. Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. In some games and for most break shots, placement of the cue ball may be restricted to the area behind the head string depending on the rules of the game.

When the shooter has the cue ball in hand behind the head string and all the legal object balls are behind the head string, he may request the legal object ball nearest the head string to be spotted. If two or more balls are equal distance from the head string, the shooter may designate which of the equidistant balls is to be spotted. An object ball that rests exactly on the head string is playable.

3.4 Standard Call Shot

In games in which the shooter is required to call shots, the intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. Only one ball may be called on each shot.

For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, he may ask for a call.

In call shot games, the shooter may choose to call “safety” instead of a ball and pocket, and then play passes to the opponent at the end of the shot. Whether balls are being spotted after safeties depends on the rules of the particular game.

3.5 Balls Settling

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. Unless this causes a ball to fall into a pocket, it is considered a normal hazard of play, and the ball will not be moved back. If a ball falls into a pocket as the result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the referee will restore the position and the shot will be replayed. The shooter is not penalized for shooting while a ball is settling..

3.6 Restoring a Position

When necessary for balls to be restored or cleaned, the referee will restore disturbed balls to their original positions to the best of his ability. The players must accept the referee’s judgment as to placement.

3.7 Outside Interference

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the referee will restore the disturbed balls and play will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

3.8 Prompting Calls and Protesting Rulings

If a player feels that the referee has made an error in judgment, he may ask the referee to reconsider his call or lack of call, but the referee’s decision on judgment calls is final. However, if the player feels that the referee is not applying the rules correctly, he may ask for ruling by the designated appeals authority. The referee will suspend play while this appeal is in process. Fouls must be called promptly. The tournament director’s decision is binding and final.

3.9 Concession

If a player concedes, he loses the match. For example, if a player unscrews his jointed playing cue stick while the opponent is at the table and during the opponent’s decisive rack of a match, it will be considered a concession of the match.

3.10 Stalemate

If the referee observes that no progress is being made towards a conclusion, he will announce his decision, and each player will have three more turns at the table. Then, if the referee determines that there is still no progress, he will declare a stalemate. If both players agree, they may accept the stalemate without taking their three additional turns. The procedure for a stalemate is specified under the rules for each game.

3.11 Instructions for Referees

The referee will determine all matters of fact relating to the rules, maintain fair playing conditions, call fouls, and take other action as required by these rules. The referee will suspend play when conditions do not permit fair play. Play will also be suspended when a call or ruling is being disputed. The referee will announce fouls and other specific situations as required by the rules. He will answer questions as required by the rules on matters such as foul count. He must not give advice on the application of the rules, or other points of play on which he is not required by the rules to speak. He may assist the player by getting and replacing the mechanical bridge. If necessary for the shot, the referee or a deputy may hold the light fixture out of the way.

When a game has a three-foul rule, the referee should note to the players any second foul at the time that it occurs and also when the player who is on two fouls returns to the table. The first warning is not required by the rules but is meant to prevent later misunderstandings. If there is a scoreboard on which the foul count is visible to the players, it satisfies the warning requirement.

3.12 Referee's Responsiveness

The referee shall answer players' inquiries regarding objective data, such as whether a ball will be in the rack, whether a ball is behind the head string, what the count is, if a player or his opponent is on a foul, what rule would apply if a certain shot is made, etc. When asked for a clarification of a rule, the referee will explain the applicable rule to the best of his ability, but any misstatement by the referee will not protect a player from enforcement of the actual rules. The referee must not offer or provide any subjective opinion that would affect play, such as whether a good hit can be made on a prospective shot, whether a combination can be made, or how the table seems to be playing, etc.

3.13 8-Ball Addendum

If the groups have been determined and the player mistakenly shoots at and pockets a ball of the opponent's group, the foul must be called before he takes his next shot. Upon recognition by either player or the referee that the groups have been reversed, the rack will be halted and will be replayed with the original player executing the break shot.

3.14 Time Out

Unless specified otherwise by the tournament organizer, each player is allowed to take one time out of three minutes in between racks. To exercise his right to a time out the player must:

- (1) inform the referee of his intention and,
- (2) make sure the referee is aware of the fact and marks it on the score sheet and,

(3) make sure the referee marks the table for suspended play. (The standard procedure will be to place a cue stick on the table.)

The opponent must remain seated as during normal play; should he involve himself in an action other than standard match-playing activities it will be considered exercising his time out and no further time out will be allowed.

The player taking the time out should remember that his actions must be within the spirit of the game and if he acts otherwise, he is subject to a penalty under the Unsportsmanlike Conduct. If a player is suffering from a medical condition, the tournament director may choose to adjust the number of time outs.

3.15 Shot Clock

If shot clocks aren't used in a particular tournament, a shot clock may be requested at any time during a match by a tournament official or either player involved in that match. The tournament director or other appointed official decides whether to use a shot clock or not. Should a shot clock be introduced, both players will be "on the clock". As a recommendation, players will have 35 seconds per shot with a warning when 10 seconds remain. Each player will be allowed one 15-second extension during each rack. The shot clock will be started when all balls come to rest, including spinning balls. The shot clock will end when the cue tip strikes the cue ball to initiate a stroke or the when player's time expires from the shot clock. If a player runs out of time, it will be a standard foul.

3.16 Late Start

Players must be at the table and ready to play their assigned match at the appointed match time. If a player is late for his appointed match time, he will have fifteen minutes to report to his assigned table ready to play or he will lose the match. It is recommended to announce after five minutes a first call for the player, after ten minutes a second call and after fourteen minutes a final "one minute" warning. A stricter requirement may be used for repeat offenders.

3.17 Outside Interference

The referee should ensure that interference is prevented, for example by a spectator or a player on an adjacent table, and may suspend play as needed. Interference may be physical or verbal.

3.18 Remaining in Player's Chair

The non-shooting player should remain in his designated chair while his opponent is at the table. Should a player need to leave the playing area during matches, he must request and receive permission from the referee. Should a player leave the playing area without the permission of the referee, it will be treated like unsportsmanlike conduct.

3.19 Split Hits

If the cue ball strikes a legal object ball and a non-legal object ball at approximately the same instant, and it cannot be determined which ball was hit first, it will be assumed that the legal target was struck first.

3.20 Exceptions to the Rules

The actual Rules of Play may not be altered unless a specific waiver is issued by the JBA Sports Director or other JBA official for the individual event.

Fouls

The following actions are fouls at pool when included in the specific rules of the game being played. If several fouls occur on one shot, only the most serious one is enforced. If a foul is not called before the next shot begins, the foul is assumed not to have happened.

4.1 Cue Ball Scratch or off the Table

If the cue ball is pocketed or driven off the table, the shot is a foul.

4.2 Wrong Ball First

In those games which require the first object ball struck to be a particular ball or one of a group of balls, it is a foul for the cue ball to first contact any other ball.

4.3 No Rail after Contact

If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) which must be driven to a rail, or the shot is a foul

4.4 No Foot on Floor

If the shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball, the shot is a foul.

4.5 Ball Driven off the Table

It is a foul to drive an object ball off the table. Whether that ball is spotted depends on the rules of the game.

4.6 Touched Ball

It is a foul to touch, move or change the path of any object ball except by the normal ball-to-ball contacts during shots. It is a foul to touch, move or change the path of the cue ball except when it is in hand or by the normal tip-to-ball forward stroke contact of a shot. The shooter is responsible for the equipment he controls at the table, such as chalk, bridges, clothing, his hair, parts of his body, and the cue ball when it is in hand, that may be involved in such fouls. If such a foul is accidental, it is a standard foul, but if it is intentional, it is considered Unsportsmanlike Conduct.

4.7 Double Hit / Frozen Balls

If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is assumed not to violate the first paragraph of this rule, even though the

tip is arguably still on the cue ball when ball-ball contact is made.

However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (provided it is a legal target within the rules of the game) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball. (Even though it may be legal to shoot towards such a touching or “frozen” ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by.)

The cue ball is assumed not to be touching any ball unless it is declared touching by the referee or opponent. It is the shooter’s responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball unless specified in the rules of the game.

4.8 Push Shot

It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

4.9 Balls Still Moving

It is a foul to begin a shot while any ball in play is moving or spinning.

4.10 Bad Cue Ball Placement

When the cue ball is in hand and restricted to the area behind the head string, it is a foul to play the cue ball from on or below the head string. If the shooter is uncertain whether the cue ball has been placed behind the head string, he may ask the referee for a determination.

4.11 Bad Play from Behind the Head String

When the cue ball is in hand behind the head string, and the first ball the cue ball contacts is also behind the head string, the shot is a foul unless the cue ball crosses the head string before that contact. If such a shot is intentional, it is unsportsmanlike conduct.

The cue ball must either cross the head string or contact a ball in front of or on the head string or the shot is a foul, and the cue ball is in hand for the following player according to the rules of the specific game.

4.12 Cue Stick on the Table

If the shooter uses his cue stick in order to align a shot by placing it on the table without having a hand on the stick, it is a foul.

4.13 Playing out of Turn

It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it should be treated like Unsportsmanlike Conduct.

4.14 Three Consecutive Fouls

If a player fouls three times without making an intervening legal shot, it is a serious foul. In games scored by the rack, such as nine ball, the fouls must be in a single rack. Some games such as eight ball do not include this rule.

The referee must warn a shooter who is on two fouls when he comes to the table that he is on two fouls. Otherwise a possible third foul will be considered to be only the second.

4.15 Slow Play

If the referee feels that a player is playing too slowly, he may advise that player to speed up his play. If the player does not speed up, the referee may impose a shot clock on that match that applies to both players. If the shooter exceeds the time limit specified for the tournament, a standard foul will be called and the incoming player is rewarded according to the rules applicable to the game being played.

4.16 Penalizing Unsportsmanlike Conduct

The rules and regulations give the referee and other officials' considerable latitude in penalizing unsportsmanlike conduct.

Several factors should be considered in such decisions, including previous conduct, previous warnings, how serious the offence is, and information that the players may have been given at the Players' Meeting at the start of the tournament. In addition, the level of competition may be considered since players at the top levels can be expected to be fully familiar with the rules and regulations, while relative beginners may be unfamiliar with how the rules are normally applied.

The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible are a warning; a standard-foul penalty, which will count as part of a three-foul sequence if applicable; a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points.

Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. It includes

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) playing a shot by intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during a match;
- (f) marking the table;
- (g) delay of the game; and
- (h) using equipment inappropriately.

Disciplines

Eight Ball

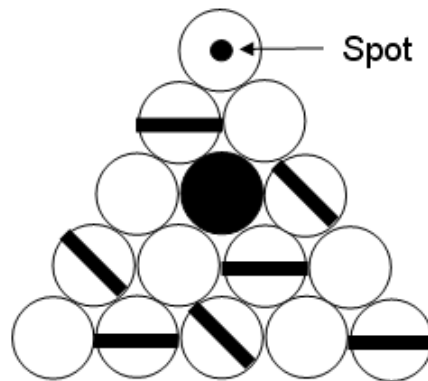
Eight ball is played with fifteen numbered object balls and the cue ball. The shooter's group of seven balls (one through seven or nine through fifteen) must all be off the table before he attempts to pocket the eight ball to win. Shots are called.

5.1 Determining First Break

The player winning the lag has the option to determine who has to execute the first break shot. The standard format is alternate break

5.2 Eight Ball Rack

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.



Eight Ball Rack

5.3 Break Shot

The following rules apply to the break shot:

- (a) The cue ball begins in hand behind the head string.
- (b) No ball is called, and the cue ball is not required to hit any particular object ball first.
- (c) If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open.
- (d) If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, and the incoming player has the option of
 - (1) accepting the table in position, or
 - (2) re-racking and breaking, or
 - (3) re-racking and allowing the offending player to break again.
- (e) Pocketing the eight ball on a legal break shot is not a foul. If the eight ball is pocketed, the breaker has the option of

- (1) re-spotting the eight ball and accepting the balls in position, or
- (2) re-breaking.

- (f) If the breaker pockets the eight ball and scratches the opponent has the option of
- (1) re-spotting the eight ball and shooting with cue ball in hand behind the head string; or
 - (2) re-breaking.

- (g) If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the eight ball which is re-spotted); and the incoming player has the option of
- (1) accepting the table in position, or
 - (2) taking cue ball in hand behind the head string.

- (h) If the breaker fouls in any manner not listed above, the following player has the option of
- (1) accepting the balls in position, or
 - (2) taking cue ball in hand behind the head string.

5.4 Open Table / Choosing Groups

Before groups are determined, the table is said to be “open,” and before each shot, the shooter must call his intended ball. If the shooter legally pockets his called ball, the corresponding group becomes his, and his opponent is assigned the other group. If he fails to legally pocket his called ball, the table remains open and play passes to the other player. When the table is “open”, any object ball may be struck first except the eight ball.

5.5 Continuing Play

The shooter remains at the table as long as he continues to legally pocket called balls, or he wins the rack by pocketing the eight ball.

5.6 Shots Required to Be Called

On each shot except the break, shots must be called as explained under Standard Call Shot. The eight ball may be called only after the shot on which the shooter’s group has been cleared from the table. The shooter may call “safety” in which case play passes to the opponent at the end of the shot and any object ball pocketed on the safety remains pocketed.

5.7 Spotting Balls

If the eight ball is pocketed or driven off the table on the break, it will be spotted or the balls will be re-racked. No other object ball is ever spotted.

5.8 Losing the Rack

The shooter loses if he

- (a) fouls when pocketing the eight ball;
- (b) pockets the eight ball before his group is cleared;
- (c) pockets the eight ball in an uncalled pocket; or
- (d) drives the eight ball off the table.

These do not apply to the break shot.

5.9 Standard Fouls

If the shooter commits a foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface.

The following are standard fouls at eight ball:

- 4.1 Cue Ball Scratch or off the Table
- 4.2 Wrong Ball First The first ball contacted by the cue ball on each shot must belong to the shooter's group, except when the table is open.
- 4.3 No Rail after Contact
- 4.4 No Foot on Floor
- 4.5 Ball Driven off the Table
- 4.6 Touched Ball
- 4.7 Double Hit / Frozen Balls
- 4.8 Push Shot
- 4.9 Balls Still Moving
- 4.10 Bad Cue Ball Placement
- 4.11 Bad Play from Behind the Head String
- 4.12 Cue Stick on the Table
- 4.13 Playing out of Turn
- 4.15 Slow Play
- 5.10 Serious Fouls

The fouls listed under Losing the Rack are penalized by the loss of the current rack. For Unsportsmanlike Conduct, the referee will choose a penalty appropriate given the nature of the offense.

Nine Ball

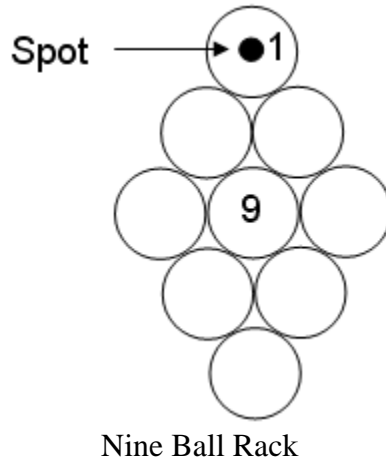
Nine ball is played with nine object balls numbered one through nine and the cue ball. The balls are played in ascending numerical order. The player legally pocketing the nine ball wins the rack.

6.1 Determining the Break

The player who wins the lag chooses who will break the first rack. The standard format is to alternate the break, but the tournament management may choose a procedure different from the standard one. For example, the winner may break or the players may alternate "serves" of three consecutive breaks.

6.2 Nine Ball Rack

The object balls are racked as tightly as possible in a diamond shape, with the one ball at the apex of the diamond and on the foot spot and the nine ball in the middle of the diamond. The other balls will be placed in the diamond without purposeful or intentional pattern.



6.3 Legal Break Shot

The following rules apply to the break shot:

- (a) the cue ball begins in hand behind the head string; and
- (b) if no ball is pocketed, at least four object balls must be driven to one or more rails, or the shot is a foul.

6.4 Second Shot of the Rack – Push Out

If no foul is committed on the break shot, the shooter may choose to play a “push out” as his shot. He must make his intention known to the referee, and then rules [4.2 Wrong Ball First](#) and [4.3 No Rail after Contact](#) are suspended for the shot. If no foul is committed on a push out, the other player chooses who will shoot next.

6.5 Continuing Play

If the shooter legally pockets any ball on a shot (except a push out), he continues at the table for the next shot. If he legally pockets the nine ball on any shot (except a push out), he wins the rack. If the shooter fails to pocket a ball or fouls, play passes to the other player, and if no foul was committed, the incoming player must play the cue ball from the position left by the other player.

6.6 Spotting Balls

If the nine ball is pocketed on a foul or push out, or driven off the table, it is spotted. No other object ball is ever spotted.

6.7 Standard Fouls

If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface.

The following are standard fouls at nine ball:

- 4.1 Cue Ball Scratch or off the Table
- 4.2 Wrong Ball First The first object ball contacted by the cue ball on each shot must be the lowest-numbered ball remaining on the table.
- 4.3 No Rail after Contact
- 4.4 No Foot on Floor
- 4.5 Ball Driven off the Table The only jumped object ball that is spotted is the nine.
- 4.6 Touched Ball
- 4.7 Double Hit / Frozen Balls
- 4.8 Push Shot
- 4.9 Balls Still Moving
- 4.10 Bad Cue Ball Placement
- 4.12 Cue Stick on the Table
- 4.13 Playing out of Turn
- 4.15 Slow Play

6.8 Serious Fouls

For 4.14 Three Consecutive Fouls, the penalty is loss of the current rack. For 6.16 Unsportsmanlike Conduct, the referee will choose a penalty appropriate given the nature of the offense.

6.9 Stalemate

If a stalemate occurs the original breaker of the rack will break again. (3.10 Stalemate.)

10 Ball

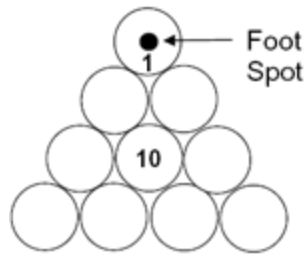
Ten ball is a call shot game played with ten object balls numbered one through ten and the cue ball. The balls are played in ascending numerical order and the lowest numbered ball must be contacted by the cue ball in order to establish a legal hit. If the ten ball is pocketed on a legal break shot, it will be spotted and the player continues with his inning. Only one ball may be called on each shot, except on the break shot where no ball may be called.

7.1 Determining the Break

The player who wins the lag chooses who will break the first rack. The standard format is to alternate the break, but the tournament management may choose a procedure different from the standard one. For example, the winner may break or the players may alternate “serves” of three consecutive breaks.

7.2 Ten Ball Rack

The object balls are racked as tightly as possible in a triangular shape, with the one ball at the apex of the triangle and on the foot spot and the ten ball in the middle of the triangle. The other balls will be placed in the triangle without purposeful or intentional pattern.



Ten Ball Rack

7.3 Legal Break Shot

The following rules apply to the break shot:

- (a) the cue ball begins in hand behind the head string; and
- (b) if no ball is pocketed, at least four object balls must be driven to one or more rails, or the shot is a foul.

7.4 Second Shot of the Rack – Push Out

If no foul is committed on the break shot, the shooter may choose to play a “push out” as his shot. He must make his intention known to the referee, and then rules [4.2 Wrong Ball First](#) and [4.3 No Rail after Contact](#) are suspended for the shot. If no foul is committed on a push out, the other player chooses who will shoot next. The ten ball pocketed during a Push Out is spotted, without penalty.

7.5 Call Shots & Pocketing Balls

Whenever the shooter is attempting to pocket a ball (except the break) he is required to call shots, the intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant.

For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, he may ask for a call.

7.6 Safety

The shooter, after the break at anytime may call “safety” which permits him to make contact with the legal object ball without pocketing a ball and end his inning. However, if the shooter pockets the legal object ball the incoming player has the option to play the shot as left, or hand it back to his opponent.

7.7 Wrongfully Pocketed Balls

If a player misses his intended ball and pocket, and either makes the nominated ball in the wrong pocket or pockets another ball, his inning has finished and the incoming player has the option to take the shot as is, or hand it back to his opponent.

7.8 Continuing Play

If the shooter legally pockets a called/nominated ball on a shot except a push out, any additional balls pocketed remain pocketed except the ten ball and he continues at the table for the next shot. If he legally pockets the called ten ball on any shot (except a push out), he wins the rack. If the shooter fails to pocket the called ball or fouls, play passes to the other player, and if no foul was committed, the incoming player must play the cue ball from the position left by the other player.

7.9 Spotting Balls

If the ten ball is pocketed on a foul a push out or during the break shot, or without calling it, or accidentally in the wrong pocket, or driven off the table, it is spotted. No other object ball is ever spotted.

7.10 Standard Fouls

If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface.)

The following are standard fouls at ten ball:

4.1 Cue Ball Scratch or off the Table

4.2 Wrong Ball First The first object ball contacted by the cue ball on each shot must be the lowest-numbered ball remaining on the table.

4.3 No Rail after Contact

4.4 No Foot on Floor

4.5 Ball Driven off the Table The only jumped object ball that is spotted is the ten.

4.6 Touched Ball

4.7 Double Hit / Frozen Balls

4.8 Push Shot

4.9 Balls Still Moving

4.10 Bad Cue Ball Placement

4.12 Cue Stick on the Table

4.13 Playing out of Turn

4.15 Slow Play top

7.11 Serious Fouls

For 4.14 Three Consecutive Fouls, the penalty is loss of the current rack. For 4.16 Unsportsmanlike Conduct, the referee will choose a penalty appropriate given the nature of the offence.

7.12 Stalemate

If a stalemate occurs the original breaker of the rack will break again. (See 3.10 Stalemate.)