

1.2 POOL GAME RULES

1 - GENERAL RULES

These general rules apply to all pocket pool games, UNLESS expressly stated otherwise by individual game rules. In addition, the Billiard Pool Regulations include aspects of the game that are not directly related to the rules of the same, such as specifications of the equipment and organization of events.

Billiard pool games take place on a smooth table covered with cloth and rubber bands. The player uses a cue to hit the cue ball which, in turn, makes contact with a target ball. The intention is to direct the target balls into six pockets located on the table. Games vary depending on the legal target balls and the requirements needed to win a game.

1.1.- PLAYER'S LIABILITY

It is the player's responsibility to know all the rules, regulations and scores that apply in the competition. Meanwhile, the official managers of the tournaments should make every effort to have all the appropriate information available to the players. The last responsibility corresponds to the player (Ignorance of the rule does not exempt from compliance).

1.2.- DETERMINE THE "LAG" START ORDER (APPROACH)

The following procedure is used to determine the starting order:

With the balls in hand behind the header line, one player to the left and the other to the right of the teeing ground, simultaneously shoot the balls towards the opposite band, so that they return to finish at the head of the table. The player whose ball is closest to the edge of the headband chooses who to serve.

It will be automatically lost of lag if the following occurs:

- a) The ball passes to the middle of the table and enters the opponent's area.
- b) The ball contacts the foot band more than once.

- c) The ball falls into a pocket or the ball jumps off the table.
- d) The ball touches the long rail.
- e) The ball is positioned within the corner of a pocket and past the headband line.

In addition, the approach will be considered bad if any other non-target ball foul occurs (exception 6.9 Balls in Motion) the approach will be repeated if:

- a) One player's ball is struck after the other ball has contacted the foot rail.
- b) The umpire cannot determine which is the closest ball.
- c) Both approaches are bad.

1.3.- USE OF THE EQUIPMENT

The equipment must conform to the WPA equipment specifications. In general, players cannot introduce original equipment into the game. The following uses, among others, are considered normal. If the player has doubts about the use of a piece of equipment, he should consult the organization before the start of the match. It is forbidden to use the equipment or accessories for any other purpose or purpose other than the one for which they were created. (See 6.16 Unsportsmanlike Conduct)

1. The Taco - The player is allowed to change the studs during the match. Example: as a serve cue, jump cue and normal cue sticks. You can use an integral or external extension to increase the length of the cleat.
2. Whiteboard - The player can apply chalk to the sole of the cue to avoid misfires, and can use their own chalk, as long as it is compatible with the color of the cloth.
3. Mechanical Bridges - no more than two mechanical bridges can be used at the same time.
- Four. Gloves- The player can use gloves to improve grip.
5. Dust - The player is allowed to use talcum powder in reasonable quantities to be determined by the referee.

1.4.- REPLACE BALLS

When the specific rules of the game are about placing the balls, they will be placed on the long string as close to the point of the foot as possible, without interfering with the position of other balls.

If the foot spot is occupied by another object ball, the replacement ball should be placed, if possible, close to the ball that occupies the foot spot. However, if an objective ball that is in the standing point and next to it in the direction of the long string is the cue ball, the ball to be replaced may not be stuck to the cue ball, placing the ball as far as possible. close possible.

If the long string between the foot point and the rail is occupied, the ball to be replaced shall be placed as close to the foot point as possible relative to the center of the table.

1.5.- WHITE BALL IN HAND

When the cue ball is in hand, the shooter can position it anywhere on the table surface (see 8.1 Parts of the Table) and can continue to move the ball until the shot is made. (See definition 8.2 Shot). Players can use any part of the cue to move the cue ball (even with the sole but not a forward motion). In some games and for most opening shots, cue ball placement may be restricted to the header zone and then 6.10 Cue ball misplacing and 6.11 Playing From Behind the Header Line may apply. .

When the shooter has cue ball in hand behind the head line and all legal object balls are also behind the head line, he may request that the object ball closest to the head line be repositioned on the footing spot.

If there is more than one ball that are the same distance from the header line, the player may designate which of the equidistant balls will be repositioned.

A ball can be played that is above the line.

1.6.- SHOTS ANNOUNCED

For ball-calling games, a player may shoot to any ball in his series, but must first designate the ball and pocket if they are not obvious. It is not necessary to indicate details such as carambola, combinations, bands, etc. Additional balls pocketed during a legal shot count in the shooter's favor.

Only one ball may be called on each shot.

For an announced shot to count, the referee has to be satisfied that the shot was taken according to the player's intention, if there is a possibility of confusion, eg side kicks, combinations etc. the shooter should indicate the ball and the pocket. If the referee or opponent does not understand it, they can ask for clarification.

In announced shooting games, the shooter may call "safety" / "safety" instead of a ball and pocket, and the game passes to his opponent after the shot. Whether the balls should be responses after safety shots will depend on the rules of the game in question.

1.7.- BALLS THAT MOVE SPONTANEOUSLY

When a stopped ball is deemed to have moved spontaneously, possibly due to table imperfections, the following may occur:

- If it does not cause a ball to fall into a pocket, it is considered normal and the ball is not replaced.
- If a ball falls into a pocket as a result of such movement, it will be returned as close as possible to the original position.
- If a ball falls into a pocket during or just before a shot, and this has an effect on the shot, the referee will restore the position and the player will retake the shot.
- The player will not be penalized for shooting while a ball is in motion in this way. See also 8.3 Ball pocketed.

1.8.- RESTORE A POSITION

When necessary to restore balls after foul or cleaning, the referee will place the balls in their original positions with the greatest skill. Players are required to accept the referee's decision at this point.

1.9.- EXTERNAL INTERVENTION

When external interference occurs during a shot that has an effect on the result of that shot, the referee will restore the balls to the positions they were in before the shot, and the shot will be repeated.

If the interference has no effect on the shot, the referee will restore the moved balls and play will continue.

If the balls cannot be restored to their original positions, the game shall be repeated with the player who made the start serve.

1.10.- PROTESTS AGAINST DECISIONS

A player may request an interpretation of a rule or protest a failure to call a foul to the referee or any other tournament official but the referee is the final judge on all matters of fact.

If any player thinks that the referee is applying the rules incorrectly, the referee must present the protest to the Sporting Director or his substitute. The decision of the Sporting Director in the interpretation of the rules is decisive. The game will be suspended while the protest is resolved. (See also part (d) of 6.16 Unsportsmanlike Conduct) Fouls must be called promptly.

1.11.- CONCESSION

If a player relents, they lose the match. This means that if a player tries to dismount his cue stick while the opponent is at the table and during the decisive game, it will be considered as a game concession signal.

1.12.- STAGNATION

If the referee judges that there is no intention to conclude the game, he will announce his decision and give each player three more turns at the table. Then if the referee determines that there is still no progress, he will declare a stalemate.

Players can agree to stalemate without taking the three additional turns. The procedure for a deadlock is specified in the rules of each game.

2- BALL NINE

9-Ball is played with nine objective balls numbered 1 through 9 and one cue ball. On each shot, the first object ball contacted must be the lowest numbered ball on the table. The player who legally pockets the 9-ball wins the game.

2.1.- DETERMINE THE "LAG" START ORDER (BALL APPROACH)

The order of play is determined by approaching ball to side. The winner decides whether to break or break the opponent. (1.2 Approach to determine the starting order). In the following games the normal are the alternative serves (see Regulation 15, subsequent "Kicks")

2.2.- THE NEW BALL ROMBO

The target balls are placed in a diamond shape, with the 1 ball in the front of the diamond at the foot spot, the 9 ball in the center of the diamond, and the rest of the balls in any order. The game begins with White at any point behind the head rope. (see Regulation 4, Placing / Hitting Balls).

2.3.- LEGAL START SHOT

The following rules apply to the opening shot:

- The cue ball will be placed behind the header line.

- If no target ball has been pocketed, at least four target balls must touch the edge.

If the above does not happen, it is missing. (See Regulation 17, Open Starting Shot Requirements)

2.4.- SECOND SHOT - "PUSH OUT"

On the shot immediately following the legal opening shot, the player in turn may call a "push out." The player has to announce his intention to play it and the rules "6.2 Do not contact the legal objective first" and "6.3 Do not touch the band after Contact" will not apply to this play. If no fault was committed in the push out, the opponent chooses who is going to shoot.

2.5.- CONTINUE THE GAME

If the shooter legally pockets the ball on a shot (exception "push out", see 2.4 Second Shot - "Push Out") he will continue on the table for the next shot.

If he legally holes the nine ball on any shot (except "push out") he wins the game.

If the shooter fails to hole a ball or commits a foul, the game passes to the opponent, and if it was not a foul, the incoming player must play the cue ball from where it fell.

2.6.- BALL REPLACEMENT

If the nine ball is pocketed coinciding with a foul or "push out", or it is ejected off the table, it will be replaced at the standing spot. (See 1.4 Ball Replacement.)

No other objective ball is ever replaced.

2.7.- GENERAL FOULS

If the shooter commits a general foul, the turn passes to his opponent, and the opponent has a cue ball in hand. This means that the player can place the cue ball anywhere on the table. (See 1.5 Cue Ball in Hand).

The following situations are fouls in Nine Ball:

- Pocketing the cue ball or kicking it off the table (6.1)
- Make first contact with a ball that is not the legal target, (the first ball contacted must be the one with the lowest number on the table) (6.2) Do not play band after contact (6.3) Foot on the ground (6.4)
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- Ball ejected off the table (the only ball to be replaced is the 9-Ball) (6.5)

- Ball Touched (6.6)
- Double Hit / Hit Balls (6.7)
- "Push Shot" (6.8) Balls in
- Motion (6.9)
- Bad placement of the cue ball (6.10)
- The Game Cue on the Table (6.12) Play
- out of Turn (6.13) Slow game (6.15)
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2.8.- SERIOUS FOULS

In case of three consecutive fouls (6.14), the penalty is loss of the game in play.
In Case of Unsportsmanlike Conduct (6.16), the Sports Director will apply, after the referee's report, the corresponding penalty

2.9.- STAYING THE GAME

If a stalemate occurs for the end of a game (see 1.12 Stoppage), the game will be repeated by taking the opening shot by the same player who made it.

3- EIGHT BALL

8-Ball is an announced shooting game played with a cue ball and fifteen colored balls numbered from 1 to 15. One player must pocket the group of balls from 1 to 7 (smooth), and the other player the group from 9 to 15 (striped).

The player who pockets his group of balls first, and then the 8 ball legally, wins the game.

3.1.- DETERMINE THE START ORDER "LAG" (APPROACH OF THE BALL)

The order of play is determined by approaching ball to side. The winner decides whether to break or break the opponent. (see 1.2 Approach to determine the starting order). In the following games the normal are the alternative serves (see Regulation 15, subsequent "Kicks")

3.2.- THE EIGHT BALL TRIANGLE

The fifteen balls are placed in the triangle on the table foot with the 8 in the center, the first ball at the foot spot, a smooth ball at one end of the triangle and a striped ball at the other. The other balls will be placed inside the triangle without having a certain order.

3.3.- OPENING SHOT

The following rules apply to the opening shot:

1. The cue ball will be placed behind the header line,
2. No ball is called and the cue ball does not have to contact any particular ball first,
3. If the player holes a ball and does not commit a foul, it will remain in play and the table will remain open (see 3.4 Open Table / Select Groups)
4. If no target ball has been pocketed, or at least four target balls have touched the wing, it is a foul and the opponent has the following options:
 - Accept the situation of the balls on the table as it is and play. Place
 - the balls again as at the beginning of the game and break.
 - Place the balls again as at the beginning of the game and make the opponent break.
5. If the 8 ball is pocketed on the opening shot it is not a foul. The player who has opened has the following options:
 - Place the 8-ball on the footing point and keep shooting.
 - Put all the balls back in the triangle and open.
6. If the player who breaks holes in the 8 ball and in turn hits the cue ball (see definition 8.6 "Poke the cue ball") the opponent has the following options:
 - Place the 8-ball on the footing spot and continue shooting with ball in hand behind the header line.
 - Reassemble the triangle and open again.
7. If any colored ball is ejected off the table on the opening shot it is a foul; Such balls are out of play (except for the 8 ball that is replaced) and the opponent has the following options:
 - Accept the table as it is and play.
 - Catch the cue ball and shoot from behind the header line.
8. If the shooter commits any foul not mentioned, the opposing player has the following options:
 - Accept the table as is and play
 - Catch the cue ball in hand and shoot from behind the header line.

3.4.- OPEN TABLE / CHOOSE GROUPS

The table is considered "open" when the group choice (plain or striped) has not yet been made. When the table is open, it is legal to shoot a hatch to pocket a hatch, or vice versa.

Note: The table is always open after the break shot. When the table is open, it is legal to shoot a flat or a hatch first in the process of pocketing the advertised, hatched or hatch.

However, when the table is open and the eight ball is the first ball contacted, it is a foul and the balls in this shot do not count in favor of the shooter and he loses his turn; the incoming player has a ball in hand and the table is still open.

At an open table, all illegally pocketed balls remain so.

3.5.- CONTINUE THE GAME

The shooter remains at the table as long as he legally pocket balls from his group, until he wins the game by pocketing the eight ball.

3.6.- SHOTS THAT HAVE TO BE ANNOUNCED

In all shots (except the opening shot) it is necessary to call the shot as expressed in the rule "1.6 Shots Announced".

The 8 Ball can only be called when all the balls in a group have been pocketed.

The shooter may announce "safety" / "no ball" and in this case, after the shot, the turn passes to the opponent. The balls pocketed in this shot stay pocketed. (See 8.17 Safety Shot).

3.7.- BALL REPLACEMENT

The 8 ball is only replaced if it is pocketed on the opening shot, if the player so decides (See 3.3 Starting Shot). No other target balls are ever replaced.

3.8.- LOSS OF THE GAME

A player loses the game if he commits any of the following infractions:

- a) He fouls by pocketing the 8-ball.
- b) Pot the 8 ball when he has not yet pocketed all of his group.
- c) Hole the 8 ball in a pocket other than the one announced.
- d) Eject the 8 ball from the table at any time during the game.

These rules do not apply to the starting shot (see 3.3 Starting Shot).

3.9.- GENERAL FOULS

If the shooter commits a foul, the turn passes to his opponent, and the opponent has a cue ball in hand; This means that the player can place the cue ball anywhere on the table. (See 1.5 Cue Ball in Hand).

General Eight Ball fouls are considered:

- Jack Ball Holed or Off the Table (6.1)
- Do not contact the legal objective first (see 3.4 Open Table / Choose Groups) (6.2)
- Don't Play Band After Contact (6.3)Foot on the ground (6.4)
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- Bouncing Balls Off the Table (see 3.7 Ball Replacement) (6.5)
- Placement Foul (6.6)Double Hit / Hit Balls (6.7)Foul for Pushing the Ball (6.8)Balls in Motion (6.9)
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- Bad Placement of the Jack Ball (6.10)
- Bad Play from behind the Header Line (6.11)Taco on the Table (6.12)Play Out of Turn (6.13)Slow game (6.15)
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3.10.- SERIOUS FOULS

The fouls listed under "3.8 Game Loss" are penalized by the loss of the game in play. For "6.16 Unsportsmanlike Conduct", the Sports Director will apply, after the referee's report, the corresponding penalty.

3.11.- STAYING THE GAME

If a deadlock occurs for the end of a game (see 1.12 Stoppage), the game will be repeated by taking the opening shot by the same player who made it.

4 - 14.1 CONTINUOUS POOL

14.1 also known as Continuous Pool, it is played with fifteen colored balls numbered from the 1 through 15. Each ball pocketed on an announced legal shot counts as one point and the first player to reach the previously determined scoreboard wins the matchup.

14.1 is continuous, because after 14 balls have been pocketed they are placed again in the triangle and the game continues.

4.1.- BALL APPROACH (LAG)

Players zoom in to determine who shoots first. (See 1.2 Ball Approach).

4.2.- THE 14.1 TRIANGLE (RACK)

For the opening shot the balls are placed in a triangle with the apex ball over the foot spot, when they are repositioned, the apex ball is omitted, if only fourteen balls are being placed.

The triangle layout is used to determine if an intended ball such as the serve ball is in the triangle zone.

4.3.- THE OPENING SHOT

The following rules apply to the service shot:

- The cue ball, at the start, is placed behind the header line,
- If the called or announced ball is not pocketed, the cue ball and two target balls, at least, have to touch the band (See 8.4 Directed to a band), otherwise it is a lack of service, which is penalized with the loss of two marker points (See 4.10 Serve foul).
- The incoming player may accept the balls in position, or may force his opponent to serve again until he fulfills the requirements of a legal opening serve, or the opponent accepts the table in position. (See 4.11 Serious fouls).

4.4.- CONTINUE THE GAME AND WIN THE GAME

The shooter remains at the table as long as he continues to legally pocket the announced balls or wins the game by reaching the established number of points. When fourteen balls have been pocketed, the game will be suspended until the triangle is mounted again.

4.5.- SHOTS THAT HAVE TO BE ANNOUNCED

The shots must be announced as explained in rule 1.6 Normal announced shots. The shooter may announce "safety" and in such case, after his shot, the game passes to the opponent, any ball pocketed on a safety shot will be repositioned.

4.6.- REPOSITIONING THE BALLS

All balls pocketed in fouls, those pocketed in safety shots, those that have been pocketed without being announced balls and those that have been ejected from the table will be repositioned. (See 1.4 Repositioning Balls).

If it is necessary to place the fifteenth ball and all fourteen balls have not been touched, the fifteenth ball is placed on the standing spot, and the umpire can use the triangle to ensure a tight set-up.

4.7.- SCORE

- The shooter adds a point for each ball announced and legally pocketed.
- Each additional ball pocketed in the same shot also adds a point.
- Fouls are penalized by subtracting points from the offending player's scoreboard.
- The scoreboard may be negative due to foul penalties.

4.8.- SPECIAL SITUATIONS OF MOUNTING THE TRIANGLE

When the cue ball or the target fifteenth interferes with the placement of the other fourteen balls, special rules apply.

A ball is considered to be interfering when it is in or on the triangle's path. The referee will determine:

- a) If the fifteenth ball was pocketed on the same shot in which the fourteenth ball was also pocketed, the balls will be replaced by mounting the triangle.
- b) If the cue ball and the fifteenth interfere, the balls will be replaced by mounting the triangle and the cue ball will be placed behind the header line.
- c) If only the object ball interferes, it will be placed at the head spot, or at the center spot if the head spot is occupied by the cue ball.
- d) If only the cue ball interferes, it will be placed as follows; If the object ball is in front of or above the head line, the cue ball will be ball-in-hand from behind the head line: if the object ball is behind the head line, the cue ball will be placed on the spot of head or center point if head point is locked. In any case, it does not matter which target ball will be contacted first in the new rack.

4.9.- GENERAL FOULS

If the shooter commits a general foul, a point will be deducted from his marker and the balls will be replaced depending on the regulatory rules and the game passes to his opponent. The ball

white remains in her position except in the cases indicated in the following section on "General fouls".

The following are general fouls in 14.1:

- Pocketing the cue ball or kicking it off the table. The cue ball is in hand from behind the head line (See 1.5 Cue ball in hand)(6.1)Do not play band after
- contact (6.3)Foot on the ground (6.4)
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- Ball Directed Off Table (All balls ejected from the table will be repositioned) (6.5)
- Ball Touched (6.6)
- Double Hit / Hit Balls (6.7)
- "Push Shot" (6.8)Balls in
- Motion (6.9)
- Bad placement of the cue ball (6.10)
- Playing from behind the header line in the event of a foul according to the second paragraph of 6.11, the cue ball is in hand for the incoming player (6.11)The Game
- Cue on the Table (6.12)Play out of Turn (6.13)Slow game (6.15)
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4.10.- FAULT IN THE SERVICE

A service foul is penalized by subtracting two points from the offender's score as mentioned in 4.3 Opening shot, furthermore a new service may be possible. If a "service foul and a general foul" are committed in the opening shot, the action will be penalized as a service foul.

4.11.- SERIOUS FOULS

"6.16 Unsportsmanlike conduct": the corresponding penalty will be applied by the Sporting Director after a report from the referee.

Rule "6.14 Three consecutive fouls": One point will be deducted for each foul. When committing three consecutive fouls will be penalized with fifteen additional points (in total the subtracted points will be 18). The three fouls committed and penalized, the foul marker will be set to zero. When three consecutive fouls have been committed, the fifteen balls will be mounted in the triangle and the opening shot will correspond to the offender. A service foul will not be considered for the computation of "three consecutive fouls".

4.12.- STAGNATION

If a deadlock occurs (See 1.12 Deadlock) the players will zoom in again to determine who will take the opening serve.

5 - BOLA NEGRA / BLACK BALL

Black Ball is played with 15 colored balls and the white ball. The target balls are two groups of 7, one group is red and the other is yellow.

The player who holes out his group first and then legally holes in the black ball wins the game. It is not necessary to announce the shots.

5.1.- DEFINITIONS

In addition to the definitions in section 8 Definitions Used in the Rules, the following definitions apply to Black Ball:

- Free Kick: after a foul has been committed, the incoming player is awarded a free kick. On a free throw, rule 6.2 "Making first contact with a ball that is not the legal target" does not apply and the player may shoot from where the cue ball has come to rest or have it in hand from behind the header line.
- La Cabaña: it is the rectangular area of the table confined by the head line and the three bands of the head of the table. The headland line is parallel to the headband and one-fifth of the table surface outside the headband. For the applicable general rules "behind the head line" should be understood as "in the cabin"
- "Snookered": A player is considered to have snooker on the opposing player, when the cue ball does not have a straight and direct path to contact at least part of a legal target ball. The snooker must be announced by the referee to be considered official.
- "Ball On ": it is considered an " on "ball when it is a legal ball.

5.2.- EQUIPMENT

The fifteen balls include two groups of seven balls distinguished by two plain colors or, sometimes by two groups of smooth and striped, In this case the groups will be composed of a set of balls numbered from one to seven and from nine to one. fifteen. Additionally, there is a black ball that can be numbered the eight ball. The foot point and the head line must be marked.

5.3.- DETERMINE THE FIRST SERVICE

The player who wins "the lag" (approach of balls to band) will have the option to decide who is going to serve. (see 1.2 Determining the "Lag" starting order (ball approach)). In the following games, alternative serves are the norm (see Regulation 15, subsequent "Kicks").

5.4.- THE BLACK BALL TRIANGLE

The triangle is assembled as indicated in the attached diagram, with the black ball at the foot point.

5.5.- OPENING SHOT

The following rules apply to the opening shot.

- a) The cue ball starts in hand from behind the header line.
- b) At least one ball must be pocketed or at least two target balls must pass the center line of the table, otherwise the shot is a foul.
- c) If the black ball is pocketed on the opening shot, all the balls will be mounted back into the triangle and the same player will repeat the service. Rules are ignored 6.1 Pocketing the cue ball or expelling it off the table or 6.5 Ball ejected Off the table on an opening shot in which the black ball is pocketed.

5.6.- OPEN TABLE / CHOOSE GROUP

The table is considered "open" when the group choice (plain or striped) has not yet been made.

The table will remain open after the break shot and until the shooter pockets a single-group ball during a normal and legal shot, that is, not on an break shot or a free kick.

The shooter is then assigned that group of balls and the opponent is assigned the other group.

5.7.- CONTINUE THE GAME

The shooter will remain at the table as long as he continues to legally pocket balls from his group or to legally pocket the black ball, legally. If he fails to legally pocket a ball but does not foul, the incoming player shoots from where the cue ball has landed.

5.8.- WHITE BALL IN HAND IN THE CABIN

When a player has a ball in his hand, he can place it only in any part of the hut. You can continue repositioning it until you take the shot. It is not necessary for the cue ball to come out of the hut before making contact with a target ball.

5.9.- STICKED BALLS

If the cue ball is touching a target ball, the shooter must not play the cue toward that target, he would be fouling. The ball is considered to have been contacted when it plays off target, this being a legal shot.

5.10.- PLAY WHEN THE OPPOSITE HAS MADE A "SNOOKER"

When the shooter has been "snookado" on the other hand, rule 6.3 does not apply. Do not touch the band after contact.

5.11.- BALL REPLACEMENT

Object balls ejected from the table will be repositioned on the long string. If dealing with several balls, the following order rule applies. (1) the black ball, (2) balls from the incoming player's group, or balls from the red, blue or smooth group if the table is open, (3) other balls.

5.12.- STAGNATION

In the event of a stalemate due to lack of progress towards a conclusion, the player who made the opening serve will replay it. Stalling also occurs if the position does not allow a legal shot.

5.13.- GENERAL FOULS

If the shooter commits a foul, the game passes to the opponent. The incoming player has a free throw (see Free Kick) as the first shot of his inning.

The following are general fouls in Black Ball:

- Jack Ball Holed or Off the Table (6.1)
- Do not contact the legal target first (this rule does not apply in the case of a free throw). (6.2)
- Don't Play Band After Contact (6.3)Foot on
- the ground (6.4)

- Ball Jumped Off Table (6.5)Ball
- Touched (6.6)
- Double Hit / Hit Balls (6.7)Foul for
- Pushing the Ball (Cart) (6.8)Balls in
- Motion (6.9)
- Poor Jack Ball Placement (when playing from the hut) (6.10)Taco on
- the Table (6.12)Play Out of Turn (6.13)Slow game (6.15)
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The following additional situations are Black Ball fouls.

- Pocket an opponent's ball: it is a foul to pocket an opponent's ball if a ball from the shooter's group has not been pocketed in the same shot.
- Incorrect table: it is necessary to play before all the balls that need to be repositioned have been placed.
- Jump Shot: making the cue ball jump over any target ball is a foul. (Now, if the cue ball leaves the surface of the table and makes contact with the target ball it is not considered a foul, but if it fails to contact that ball it is considered a jump shot and therefore a foul).

5.14.- FOULS RESULTING IN LOSS OF THE GAMEThe

player loses the game if:

- a) pockets the black ball on an illegal shot;
- b) he pockets the black ball on any shot when balls from his group remain on the table;
- c) intentionally not complying with rule 6.2 Making first contact with a ball that is not the legal target; or
- d) do not attempt to make contact with a "ball on".

6 - ANTI-SPORTS CONDUCT WILL BE PENALTY FOR LOSS OF MATCH U ANOTHER PENALTY DEPENDING ON THE TYPE OF CONDUCT

The following actions are fouls in Billiards Pool as long as they are included in the rules of the particular game. If there are several fouls in the same shot, only the most serious will be applied. If a foul has not been called before the next shot has started, it is assumed that no foul has occurred.

6.1.- STROKE THE WHITE BALL OR EJECT IT OFF THE TABLE

If the cue ball is pocketed or thrown off the table, the shot is a foul. (See 8.3 Ball Holed and 8.5 Balls Jumped Off Table).

6.2.- MAKING FIRST CONTACT WITH A BALL THAT IS NOT THE LEGAL OBJECTIVE

In games that require the target ball to be a particular ball or one of a group of balls, the cue ball must first contact any other ball.

6.3.- DO NOT TOUCH THE BAND AFTER THE CONTACT

If no ball is pocketed on a shot, the cue ball must contact a target ball, and after this contact, at least one ball (either the cue ball or the target ball) must make contact with a rail, otherwise, the shot is foul.

6.4.- FOOT ON THE GROUND

If the shooter does not have at least one foot in contact with the ground at the moment the cue makes contact with the cue ball, the shot is a foul.

6.5.- BALL DIRECTED OUTSIDE THE TABLE

It is a foul to direct a target ball off the table. It will depend on the rules of each game whether the ejected ball must be replaced on the table.

6.6.- BALL HIT

It is a foul to touch, move, or change the direction of any objective ball except for the normal ball-to-ball contact during shots.

It is a foul to touch, move or change the direction of the cue ball except when it is ball in hand or for the normal stroke when taking a shot.

The player is responsible for the materials under his control such as chalk, extension cords, clothing, his hair, parts of his body and the cue ball when he has it in hand, which may be involved when committing a foul.

If such a foul is accidental it is a standard foul but if it is intentional, it is 6.16 unsportsmanlike conduct.

6.7.- DOUBLE HIT / BALLS HIT

If the cue contacts the cue ball more than once in a shot, the shot is a foul.

If the cue ball is close to, but not touching, a target ball and the cue ball is still on the cue ball while the cue ball contacts the target ball, the shot is a foul.

If the cue ball is very close to a target ball, and the player just touches the target when passing on the shot, it is assumed that he has not violated the first paragraph of this rule, although the point is unquestionably still on the cue ball when the ball-ball contact is made.

However, if the cue ball is touching a target ball at the start of the shot, it is legal to shoot toward that ball (as long as it is a legal target within the rules of the game) and if the target ball is moved by such shot, is considered to have been contacted by the cue ball. (Although it may be legal to shoot towards such a hit ball, care must be taken not to violate the rules in the first paragraph if there are additional balls nearby.)

The cue ball is not supposed to be touching any ball, unless the referee or the opponent warns it. It is the shooter's responsibility to get the warning before shooting. Playing out of a hit ball is not considered to have contacted that ball unless specified in the rules of the particular game.

6.8.- "PUSH SHOT" / CART

When the sole of the cue contacts the cue ball and this contact continues in the shot for longer than necessary in a normal shot, it will be a foul.

6.9.- BALLS IN MOTION

A shot must be started while a ball is in motion or spinning.

6.10.- POOR PLACEMENT OF THE WHITE BALL

When the ball is in hand and restricted to the area behind the head line, it is a foul to hit the cue ball if it is above or beyond the head line. If in doubt, the shooter can consult the referee for clarification.

6.11.- PLAY FROM BEHIND THE HEADLINE

When ball is in hand from behind the head line, and the first ball contacted is also behind the line, the shot is a foul unless White has crossed the line before making contact with such ball. If the shot is intentional, it is unsportsmanlike conduct.

6.12.- THE GAME BAG ON TOP OF THE TABLE

If the player uses his cue to line up a shot leaving it on the table without holding it with his hand, it is a foul.

6.13.- PLAYING OUT OF TURN

It is a standard foul to play unintentionally out of turn. Normally, the balls will be played from where they left off after the mistake. If a player intentionally plays out of turn, it is unsportsmanlike conduct.

6.14.- THREE CONSECUTIVE FOULS

If a player commits three consecutive fouls on three successive shots without a legal shot between them, he loses the game. All three fouls must occur in the same game. The player must be notified between the second and the third foul, otherwise a possible foul will be considered the second. If a player commits multiple fouls on a single shot, it is counted as a single foul.

6.15.- SLOW PLAY

If in the opinion of the referee a player prevents the normal development of the tournament or game, with a persistence in his slow game he can be warned by the referee and then according to his discretion impose a specified time for the confrontation that will be applied between the shots of both players (that is, both players are wearing a clock that marks the shooting time).

If the referee imposes a time limit and this limit is exceeded by a player who has received a ten-second warning, it is a foul and the incoming player is awarded, according to the rules applicable to the game that is being played.

Rule 6.16 Unsportsmanlike Conduct may also apply.

6.16.- ANTI-SPORTS CONDUCT

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. Among other possible penalties are:

- A notice
- A standard penalty, which can be part of a series of three fouls if applicable,

- A penalty of serious foul, loss of the game, set or confrontation; expulsion from the competition possibly with the loss of all prizes, trophies and ranking points.

Unsportsmanlike conduct is intentional conduct that discredits the sport or that disrupts or changes the game to the point that it cannot be played fairly. It includes:

- a) Distract the opponent
- b) Changing the position of the balls in a way other than a legal shot.
- c) Playing a shot intentionally missing
- d) Continue play after a foul has been called or while play has been suspended

- e) Practicing during a match
- f) Marking the table
- g) Delay the game
- h) Using materials inappropriately

7 - RULES / REGULATIONS FOR WHEELCHAIR COMPETITION

7.1.- PLAYER ELIGIBILITY

All players must have a disability that requires the use of a wheelchair, such as paraplegia, quadriplegia, amputation or other recognized disability. In some cases, a doctor's report may be required to determine eligibility.

7.2.- VIOLATIONS RESULTING IN FOULS

- a) Players must remain seated on the mattress or wheelchair seat while playing a shot. The buttocks must be resting on the seat or cushion during the execution of the shot. It is not allowed to fold the cushion to increase the height of the

player. The player is not allowed to sit on the wheel or the armrest. The point on the chair where the player's buttocks normally lie must have a maximum of 68.5 cm. from the ground surface.

- b) The player's feet cannot touch the ground while shooting. You are not allowed to use your legs or stumps as leverage against any part of the table or wheelchair while you are pulling.
- c) Players are allowed to use aids such as cue extensions, special bridges etc. They cannot be assisted while shooting, (however, another person can grab the bridge but cannot assist in hitting the cue) If a player needs help moving the chair around the table, they may have another person to help but this you will not be able to touch the chair while pulling.

The violation of previously exposed are considered as fouls 6.16 Unsportsmanlike conduct and will be penalized as follows:

- 1st offense: Ball in hand for the opponent anywhere on the table.
- 2nd offense: loss of the game in play.
- 3rd offense: loss of the match / confrontation. The Sports Director, following a report from the referee, may determine another penalty according to the infraction.

7.3.- WHEELCHAIR REQUIREMENTS

If the player has a chair with the option to transform his seat vertically as well as the backrest, at no time will he be able to use this option, making all his shots sitting down. The player's chair must be in perfect condition and clean.

8 - DEFINITIONS USED IN THE RULES

The following definitions are applied to all game modes.

8.1.- PARTS OF THE TABLE

The following table part definitions refer to the attached schematic. Some details of exact size etc. it can be found in the WPA equipment specifications (see www.WPA-Pool.com for more current information).

The table consists of risers, cushions, a playing surface and pockets.

The part of the table called the foot is where the target balls are normally placed and the part called the head is where the cue ball normally begins.

The area between the head line and the head band of the table is called a cabin.

The cushions are the upper parts of the risers, the pockets and the interiors of the pockets are parts of the risers.

There are four "strings" on the playing surface as in the diagram: The

long string that runs the length of the center of the table. The

headboard rope.

The foot rope.

The central chord between the two pockets in the center of the table. These lines are marked as indicated below.

The bands may have inlays that mark one-fourths of the width and eighths of the length of the table.

The following points will be marked on the playing surface if they are used in a certain game mode.

The foot point where the foot rope and the long rope intersect;

The head point where the standing rope and the long rope intersect; The

center point where the middle chord and the long chord intersect;

The long string between the foot point and the foot band; and the triangle or in line or by points of alignment depending on the game.

8.2.- SHOT

A shot begins when the sole of the cue makes contact with the cue ball in a forward motion.

A shot ends when all balls in play have stopped moving and spinning. A shot is considered legal if the shooter does not commit a foul during the shot.

8.3.- MOUNTED BALL

A ball is pocketed if it comes to rest inside a pocket below the surface.

A ball near the edge of the pocket and partially supported by another ball is considered pocketed if the support ball was removed and the other ball fell in.

If a ball stops near the edge of a pocket and is immobile for five seconds, it is not considered pocketed if it then falls into the pocket, for more information. See 1.7 Balls that move spontaneously.

During the five second period, the referee must ensure that no other shots are taken.

A target ball that bounces from a pocket onto the table surface is not a pocketed ball. If the cue ball makes contact with a pocketed ball the cue will be considered pocketed as much as whether it bounces or not. The referee will empty the pocket if it is full or almost full but it is the shooter's responsibility to ensure this is done.

8.4.- AIMED AT A BAND

A ball is considered directed at a band if it is not playing that band and then touches it. A ball that is touching a band before a shot is considered "frozen" and is not considered directed to that band unless you first leave that band and then return.

A ball that is pocketed or ejected from the table is also considered aimed at the band.

A ball is not supposed to be "frozen" unless declared by the referee, shooter or opponent (See also Regulation 27 Singing Frozen Balls).

8.5.- EXPELLED FROM THE TABLE

A ball that stops anywhere other than the playing surface of the table but is not pocketed is considered ejected from the table.

A ball is also considered ejected from the table if it had been ejected except that when it makes contact with an external object, such as the lamp, a chalk or a player and when it collides with the object it returns to the table. A ball that makes contact on the top of the rail is not considered ejected if it returns to the surface of the table or enters a pocket.

8.6.- TRACK THE WHITE BALL / SCRATCH

A shot in which the cue ball is pocketed is known as a "scratch."

8.7.- WHITE BALL

The cue ball is the ball that is hit by the shooter at the beginning of a shot. Traditionally it is white but it can also be marked by dots or logos.

In pocket pool games, a single cue ball is used by both players.

8.8.- TARGET BALLS

Target balls are hit by the cue ball in order to pocket them. Typically they are numbered from one to the number of balls used in the game. Colors and markings of the balls are set out in the WPA Equipment Specifications.

8.9.- SET

In some confrontations the match is divided into parts that are called "sets" and with a certain number of "sets" won to win the confrontation. On your turn, a certain number of games or points is necessary to win each "set".

8.10.- RACK

The "rack" is the apparatus, usually triangular in shape, that is used to place the target balls to make the opening shot at the beginning of the game.

Also the name "rack" refers to the group of balls placed. For "rack" the objective balls are to place them using the "rack".

A "rack" is also a part of a showdown played with an individual "rack" of target balls.

Some games such as 9 Ball are scored with one point per rack.

8.11.- OPENING SHOT

An opening shot is the shot that opens the game or match depending on the game. It occurs when the target balls have been racked and the cue ball is played from behind the header line, usually with the intention of breaking the rack.

8.12.- ENTRY

An inning is the player's turn at the table. It begins when it is legal for the player to shoot and ends when it would not be legal for said player to shoot again.

In some games a player may choose not to use his turn in certain situations when the game would normally be his turn. (eg a 9-Ball or 10-Ball "push out") The player in possession of the turn is called the "shooter".

8.13.- POSITION OF THE BALLS

The position of a ball is determined by the projection vertically through its center down to the surface of the table, (that is, the part that is in contact with the cloth).

A ball is considered positioned above a line when the center is directly above the line or point.

8.14.- REPLACEMENT OF THE BALLS

In some games, the target balls need to be replaced on the table surface, sometimes it is not necessary to form a new "rack" (See 1.4 Replacing Balls).

8.15.- RESTORE A POSITION

If the position of the balls is altered, the rules of the game may establish that they be repositioned where they were. The referee will place the balls in the positions they had before the shot.

8.16.- JUMP SHOT

A jump shot is one in which the cue ball jumps over an intermediate obstacle such as a target ball or part of a rail.

The shot will be legal depending on how it is fired and the intentions of the shooter. Normally a jump shot is legal when taken by raising the cue and directing the cue ball down onto the table surface from which the bounce occurs.

8.17.- SAFETY SHOT / NO BALL

A safety shot is considered if a certain game mode is mandatory to announce the shots and the shooter has previously declared the safety shot to the referee or to the opponent before taking it. Play passes to the opponent at the end of a safety shot.

8.18.- PIFIA

A blunder occurs when the cleat sole slips off the cue ball, probably due to lack of chalk. It is usually accompanied by a loud sound and the sole is usually discolored.

Although some blunders imply that it has been due to a contact on the side of the cue with the cue ball.

Unless such contact is clearly visible, it is assumed that it has not occurred.

A shot is considered a blunder if the sole of the cue makes contact with the surface of the table and the ball, as it leaves the surface.

Note that intentional blunders are exposed in 6.16 Unsportsmanlike Conduct (c).

9 - BALL 10

10 Ball is an announced shooting game, played with one cue ball and ten colored balls numbered 1 through 10. On each shot the first contact ball must be the lowest numbered ball on the table.

The player who legally pockets the 10-ball wins the game.

If the ten ball is pocketed during the service shot, the action will not be valid and the 10 ball will be replaced at the standing spot and the player who made the service will continue his turn if he has not committed a fault.

Only one ball can be called on each shot (See 9.5 Calling Shots and Pointing Balls).

9.1.- START ORDER

The order of play is determined by approaching ball to side. (See 9.1 Starting Order - "Lag") The winner decides whether to break or make the opponent break. In 10 Ball it is normal to alternate the serves in subsequent games, unless there are specific rules dictated for a given tournament.

9.2.- THE BALL TRIANGLE 10

The target balls are arranged in a triangle shape, with Ball 1 in front of the rhombus at the foot spot, Ball 10 in the center of the rhombus, and the rest of the balls in any order. (See Regulation 4, Placing and Hitting the Balls).

9.3.- LEGAL START SHOT

The following rules apply to the tee shot: the Jack starts from behind the header line; and if no target ball has been pocketed or, at least, four target balls have touched the band, it is a foul (See Regulation 17, Open Service Requirements).

9.4.- SECOND SHOT OF THE GAME - PUSH OUT

In the shot immediately after a legal opening shot, the player in turn may announce a "push out" The player has to announce his intention to play it and the "rules 6.2 Do not contact the target first legal "and" 6.3 No Band After Contact ", for this play. If no fault was committed in the push out, the opponent chooses who is going to shoot. The 10-ball pocketed during a push out will be replaced at the foot spot.

9.5.- ANNOUNCE SHOTS

Every time a player attempts to pocket a colored ball (with the exception of the serve) the shot must be announced clearly specifying which is the ball and the pocket if they are not obvious. Combinations, caroms and shots through the band and similar shots are not considered obvious and must be announced.

When announcing a shot it is not necessary to indicate details such as number of bands, combinations, caroms, etc.

9.6.- SECURITY / SAFETY

For strategic reasons a player may call "safety" or "no ball" which allows him to make contact with the legal target without trying to pocket it and ends his turn. However, if he holes out the legal target, the incoming player has the option of shooting or passing the shot to the player who called "safety" (see 9.7 Illegally Pocketed Balls which also applies during a safety shot)

9.7.- ILLEGALLY PITCHED BALLS

If the player fails to put the announced ball in the pocket and pockets it in another pocket or hits another ball, his turn is over. The incoming player has the option of throwing or passing the turn of the game to the opponent.

9.8.- CONTINUE THE GAME

If the player legally holes a called ball on a shot (except for a push out) - see 9.4 Second Shot of the Game - "Push Out") any other pocketed ball (s) will be is (are) out of the game (minus the ten ball, see 9.9 Placing Balls) and remains on the table to continue his turn. If you legally pocket the ten ball on any shot (exception, a "Push Out"), you win the game. If he fails to pocket the announced ball or commits a foul, the turn passes to his opponent and if he had not committed a foul, he has to shoot with the cue ball from where it lies.

9.9.- BALL REPLACEMENT

If the ten ball is pocketed on an unannounced opening shot or push out foul, accidentally in an unannounced pocket, or off the table, it is replaced on the standing spot. No other colored ball is ever replaced.

9.10.- GENERAL FOULS

If the shooter commits a general foul, the turn passes to his opponent. Having cue ball in hand and being able to place it wherever you want anywhere on the table surface.

General 10-Ball fouls are as follows:

- Jack Ball Holed or Off the Table (6.1)
- Do not contact the legal target first (this rule does not apply in the case of a free throw). (6.2)
- Don't Play Band After Contact (6.3)Foot on
- the ground (6.4)
- Ball Jumped Off Table (6.5)Ball
- Touched (6.6)
- Double Hit / Hit Balls (6.7)Foul for
- Pushing the Ball (Cart) (6.8)Balls in
- Motion (6.9)
- Poor Jack Ball Placement (when playing from the hut) (6.10)Taco on
- the Table (6.12)Play Out of Turn (6.13)Slow game (6.15)
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9.11.- SERIOUS FOULS

For 6.14 Three Consecutive Fouls the penalty is loss of the game. For "6.16 Unsportsmanlike Conduct", the Sports Director will apply, after the referee's report, the corresponding penalty.

9.12.- STAYING THE GAME

If a stalemate occurs for the end of the game (see 1.12 Stoppage), the game will be repeated by taking the opening shot by the same player.

Billiards – Pool. Regulations

I. Administrative Discretion

These regulations address the requirements of uniformity, hours and other things that are not part of the current rules of the game but that have a need to be regulated. Some aspects when applying these rules vary from tournament to tournament, such as the number of "sets" in a match and who serves after the first game of 9-ball. The event organizers have the power to put in regulations in force for each of the events. These regulations do not have the same force as the Rules; the Rules take precedence.

II. Exceptions to the rules

The current rules of the game cannot be changed without special permission from the WPA Athletic Director or any other person who is authorized for each event. A written explanation should be available to the players' meeting prior to the event.

III. Dress

The player's clothing must always be appropriate for the level of the competition and must be clean and in good condition.

If an athlete has doubts about the legality of their clothing, they should consult the athletic director prior to the start of the event.

The sports director has the last word regarding the legality of clothing.

In certain circumstances, the sporting director may allow a player to participate even if he is violating the regulations, eg when his luggage has been lost on an airline.

A player may be disqualified for violating the uniformity rules.

In case no special rules regarding uniformity are specified before the event, it is assumed that the WPA rules will apply.

The following items are the requirements for World Championships and World Tour events:

- to) Men: Men may wear a regular collared shirt or collared polo shirt of any color. The shirt or polo must be tucked inside the pants. It must be clean and in good condition. T-shirts are not allowed. The shirt or polo must have sleeves. Dress pants must be clean and in good repair and of any color. Jeans (made of denim) of any color are prohibited although this type of design is allowed (in another type of fabric). Dress shoes must

be elegant and should complement the outfit. No sandals or tennis shoes are allowed. Sports shoes that have a leather upper or something similar may be admitted at the discretion of the sports management.

- b) Women: Women can wear an elegant blouse, or a polo shirt. T-shirts are prohibited. Dress pants must be clean and in good repair. Women are allowed to wear skirts that cover the knees. Dress shoes should be elegant and should complement uniformity. No sandals or tennis shoes are allowed. Athletic shoes that have leather or similar uppers may be admitted at the discretion of the athletic director.

IV. Riding the balls / tapping the balls

A table is considered "tapped" when a template is located in the triangle area, the balls are located in the holes of the template and tapped. This procedure replaces the use of the traditional triangle and ensures a fast and tight fitting. The choice of this system over the traditional method is always at the discretion of the sporting director. Players should never hit the balls, this should only be done by those who are authorized. For more information on squads etc., you should contact the WPA Athletic Director.

V. Intervention of the Zone Referees

Normally there is no referee for each table, so, depending on the number of referees available, these are divided into zones, therefore each referee is responsible for a certain number of tables. In these situations, it is the opponent who has to perform the "referee functions", having to call the attention of his corresponding referee in his area when he deems appropriate.

If before a shot, the shooter thinks that his opponent would not be able to judge the shot, or vice versa, they must call the attention of a zone referee. Any player has the right to suspend play until a dispute is resolved. If there is a dispute between two players and the zone referee has to make a decision without having seen the cause of such dispute, he must be very clear about the situation and understand what the players are claiming, for this he can consult with trusted witnesses, reviewing a videotape etc. If the referee cannot determine whether a fault has actually occurred, it is assumed that it was not a fault.

SAW. Penalizing unsportsmanlike conduct

The rules and regulations give the referee and other authorized parties significant latitude in determining the appropriate penalty for unsportsmanlike conduct. Various elements must be considered in such decisions, such as: prior conduct, prior warnings, the seriousness of the offense, and information that was possibly given at the players' meeting. In addition, the level of the competition can be taken into account, as high-level players must know the rules very well, while beginner players may not be very clear about the application of the regulations.

VII. Protests against decisions

If a player needs a decision to be made, the first person to contact is the referee. He will make his decision using all the means at his disposal. If the player wants to protest the decision, he can do so to the Chief Referees and ultimately to the sporting director. In most events, the decision of the athletic director is final.

At the WPA world championships, you can appeal to the WPA sporting director if he or she is present. In such a case, the player will be asked for a deposit of \$ 100 which they would lose if the appeal was ruled against them.

VIII. Instructions for referees

The referee will enforce the rules of the game, maintain the necessary playing conditions, call all fouls and take any other action established by the rules.

Play will be suspended when conditions do not allow for fair play.

Play is also suspended while there is a protest against a decision.

The referee will announce fouls and other specific situations according to the rules. It will answer questions about how many fouls have occurred but it is not allowed to give advice or warnings about the application of the rules. It can assist the player in picking up and replacing the bridge. If necessary, you can prevent the lamp from interfering with a shot by moving it. When a game has a three foul rule, the referee should indicate to the player when he commits the second foul and also when he returns to the table for his next shot. The first notice is not required by the rules but it can avoid misunderstandings later. If there is a marker where the number of fouls is visible, this facilitates the request for warnings.

IX. Referee's Objectivity

The referee will be fully responsible for the requirements of the players with respect to objective data, such as: if a ball can be in the triangle, if a ball is in the cage,

what is the sum of points, how many points are required for victory, if a player plays fair, if a player or his opponent makes a foul, what rule can be applied in a hit made, etc.

When a clarification of a rule is requested, the referee will explain the applicable rule in the best way, but any erroneous assertion by the referee will not benefit a player from the application of the actual rules in force.

The referee should not offer or provide any subjective opinion that would affect the game, such as: whether a good hit can be made on a probable shot, whether a combination is possible, how the table is, etc.

X. Supplemental 8-Ball Item

If the groups have been determined and a player mistakenly shoots and holes a ball from his opponent, the foul must be called before he shoots again.

As soon as it is realized that the groups have been reversed by any player or the referee, the game will be stopped and the game will be repeated with the same player taking the opening shot.

XI. Restore a Position

When it is necessary to restore some balls it is the responsibility of the referee to do this task. He can request information from anyone to help him in this regard. You can consult one or both players but you do not necessarily have to accept the player's opinion. Each player involved has the right to dispute the referee's judgment, but afterwards, the referee will replace the balls at his discretion.

XII. Equipment Acceptance

Tournament players must ensure, before starting the game, that the balls and equipment conform to the established rules. After starting the match, the legality of the equipment used cannot be questioned (unless the opposing player and the tournament officials agree).

XIII. Emptying the embrasures

For a ball to be considered pocketed, it must comply with all the requirements described in Rule 8.3 Ball Pocketed. Although the duty to empty the pockets is within the responsibilities of the referee, the ultimate responsibility for any foul that may occur

due to a cue ball eg contacting a previously pocketed ball always remains with the shooter.

If there is no referee present, the shooter may empty the pockets as long as he clearly advises his opponent of his intention and is obvious.

XIV. Break

Unless the athletic director specifies otherwise, each player may take a five-minute break during games ranging from 9 wins at (8 Ball) and 13 at (9 Ball). If the matches were shorter, there are no breaks.

To use the right to a time-out, the player must inform the referee of his intention, and ensure that the referee is aware of the fact by confirming it by looking at the scoreboard with a clock, and ensure that the referee places a mark on the table suspending play (Lo normal is to leave a taco on the table).

The opponent must remain seated as in normal game development when he is not in possession of the shot; If you do something different from what you do during a game, it will be considered that you are also taking a break and cannot then ask for another break.

The break in 8-Ball, 9-Ball and 10-Ball games must be between the racks and the game is suspended.

In 14.1, the break begins between racks and the player at the table may continue his inning if his opponent decides to take a break. If the non-shooter takes a break, he must ensure that there is a referee to supervise the table during his absence, otherwise he has no right to protest against his opponent.

The player who has taken the break must remember that his actions must be within the spirit of the game and if he acts otherwise he may be subject to a penalty under Unsportsmanlike Conduct.

If a player is in a different physical condition than normal due to undergoing medical treatment or becomes ill, the Sporting Director may vary the number of breaks.

XV. Subsequent Opening Shots

To determine who will serve after the first game, in games such as 9-Ball, the Sporting Director may choose a different procedure than normal than is stipulated in the Rules.

eg The winner may serve or the players may have three successive and / or alternate serves

XVI. The 9 Ball Rack

As stated in Rule 2.2, balls that are not number one or number nine will be placed out of order.

If the referee is not placing the balls and a player thinks that his opponent is placing the balls in a certain order, he can call a tournament official.

If the official determines that the player is intentionally placing the balls incorrectly, he can give him a warning.

After this warning, if the player continues with this action, he will be penalized for unsportsmanlike conduct.

XVII. Open Opening Shot

The Sporting Director may impose additional requirements on the serve in games that require an open serve such as 9-Ball. Eg it may be necessary for three balls to pass the header line or need to be pocketed.

XVIII. Deflecting the White Ball on Service

It may be that the player misses the serve and tries to prevent the cue ball from following its normal path by deflecting it with the cue or otherwise.

This action is totally prohibited and indicated in the rule of unsportsmanlike conduct Rule 6.16 (b)

Players must never intentionally touch any ball in play except with a forward stroke with the sole of the cue at the cue ball. The penalty for such a foul will be determined by the referee according to the rules of unsportsmanlike conduct in Rule 6.16.

XIX. Watch

A tournament official or player may request a clock to time the shots. The Sporting Director will decide if it is necessary. If the referee imposes a time limit of thirty-five seconds and this limit is exceeded by a player and has already received a ten-second warning, it is a foul and the incoming player is awarded, according to the rules applicable to the game that is being played. The time limit applies to both players (that is, both players wear a clock that marks the shooting time).

Each player is entitled to a 25 second extension per game. The clock starts when all the balls from the previous shot come to rest, even the balls spinning. The clock turns off when the sole of the cue makes contact with the cue ball or when the clock reaches the limit. If a player exceeds the time, it will be a general foul.

XX. Fouls only for White Ball

If there is no referee presiding over the game it may be that it is played using cue ball fouls only. This means that it is not a foul to accidentally touch a target ball unless the result of the shot does not change.

The opponent must have the option of leaving the ball where it is or repositioning it with the agreement of the two players.

If a player shoots without giving his opponent the opportunity to reposition the ball, it will be a foul and ball in hand for the other player.

XXI. Late start

Players must be at the table and ready to play their match at the scheduled time. If a player is late, they will have fifteen minutes to appear at the table ready to play, otherwise they will lose the match. It is recommended to announce a warning after five minutes, a second warning after ten minutes and after fourteen minutes, a final warning of one minute. The rules may be stricter for players who are routinely late.

Note: The sports management could determine the loss of a game for each warning that is given to the player before it is presented in the last minute, that is, if it is presented after the first warning, it is penalized with the loss of a point of In that game, the second notice is two points less, benefiting the player than if he is at the gaming table at the right time.

XXII. External interference

See Rule 1.9, External Interference, the referee must ensure that there is external interference and prevent it, for example by a spectator or a player at a table next to him and may suspend the game if he deems it necessary. The interference can be physical or verbal.

XXIII. Training

A player is allowed to receive advice from his coach during a match. Not having to do it shot by continuous shot that would change the character of the game

The referee and the Sporting Director must determine the limits. During the break, this can be used to get help from the coach. The coach must not approach the game table. If the referee decides that the coach is interfering or interrupting the game, he can force him to leave the zone.

XXIV. Circumstances beyond one's control

It may be that something unforeseen that is not reflected in these rules happened during a game. In such a case, the referee will decide how to proceed in the fairest manner. For example, it may be necessary to move a running rack to another table, in which case a deadlock may be declared if it cannot be transferred.

XXV. Remain in the Player's chair

Players have to remain in the chair designated for their use while the opponent is at the table. If a player has a need to leave the playing area during a match, he needs to ask for and receive permission from the referee. If a player leaves the zone without permission it will be unsportsmanlike conduct.

XXVI. Simultaneous Strikes

If the cue ball hits an objective ball, legal or non-legal, at approximately the same time, and it cannot be determined which ball was hit first, the decision will be in favor of the shooter.

XXVII. Announce Stuck Balls

The umpire has to be careful when examining and announcing the position of a target ball that may be attached to a cushion and the cue ball that may be attached to a target ball.

The seated player may remind the referee that such an announcement is necessary.

The shooter must allow enough time for the referee to examine the situation, also the shooter can ask the referee for his decision.