

League 9 Ball Rules

3.1 The Game

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

3.2 9-Ball Rack

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

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

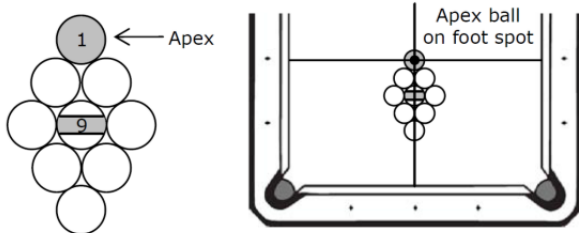


Figure 3-1

3.3 Break Requirements

- You begin the break with ball in hand behind the head string. The cue ball must contact the 1-ball before any other ball or cushion or it is a foul. You must either pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.
- Jumped object balls other than the 9-ball are not returned to the table. If the 9-ball is jumped, it is spotted.
- If you legally pocket a ball, you continue to shoot. Your inning ends if you do not pocket a ball or if you foul. If you legally pocket the 9-ball on the break, you win the game. If you foul on the break and pocket the 9-ball, it is spotted.

3.4 Push-out After the Break

- If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:
 - you must notify your opponent before the shot and your opponent must acknowledge your intention;
 - the cue ball does not have to contact the lowest numbered ball first, or any object ball at all;
 - no ball has to contact a cushion
 - all other rules and fouls still apply.
- Any object balls except the 9-ball that are pocketed on a push-out remain pocketed. If the 9-ball is pocketed it is spotted.
- After a push-out, your opponent may:
 - accept the table in position and shoot, or;
 - require you to shoot again with the table in position.

3.5 Continuing Play

- After the break (and push-out, if one occurs), play continues as follows:
 - the lowest numbered ball on the table must be the first object ball contacted by the cue ball or it is a foul;
 - if you legally pocket any ball your inning must continue;
 - the 9-ball is spotted if it is illegally pocketed or if it is jumped;
 - other jumped balls and illegally pocketed balls are not returned to the table.
- When it is your inning, you must continue to shoot as long as you legally pocket a ball on each shot. Your inning ends if you do not legally pocket a ball.
- The game is won by the player who legally pockets the 9-ball.

3.6 Three Successive Fouls

You lose the game if you commit three successive fouls in one game.

3.7 Stalemate

If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has had three consecutive innings without significantly changing the position, the referee will declare a stalemate. The game will be replayed with the player who broke the game breaking again. (AR p. 89)