

Official Rules of CueSports International

Used by the BCAPL and the USAPL



Our Goal

*To create and improve opportunities for pool players of
all abilities through fair governance and equitable
policies.*

Effective June 1, 2014
CueSports International
2041 Pabco Road
Henderson, NV 89011
(702) 719-7665

www.playcsipool.com/www.playbca.com/www.playcsipool.com

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OFFICIAL RULES OF CUESPORTS INTERNATIONAL

A Message from Mark Griffin

Welcome to the Official Rules of CueSports International, used by the BCA Pool League and the USA Pool League.

Our organization has received widespread praise for having the most detailed and clear set of rules in the industry. Comments from players, officials and league operators are overwhelmingly in favor of our approach to presenting rules that guarantee consistency in enforcement throughout all league competition and tournaments. Mike Shamos, resident rules guru for Billiards Digest and one of pool's most respected individuals, wrote:

"The Official Rules of the BCA Pool League are the most extensive set of rules in history, and for the first time they are accompanied by interpretive decisions. The "Applied Rulings" section deserves serious study. It is of course impossible to write a rule set that deals with every conceivable happenstance. Even the USGA rules don't try to do that. Therefore, referees and tournament directors must be guided by interpretations so they can make intelligent rulings when new situations arise. I'm not declaring their rules to be perfect, but they try to be. The rules themselves and their interpretations have been given a great deal of thought, and the reasoning behind them is not hidden but is right there on the page. They're also based on a great deal of experience with problems that surfaced in actual league situations. They don't make the mistake of sacrificing the integrity of the game just to keep down the number of disputes that arise, which is a flaw endemic to league rules generally. I have the feeling that because of their logic the BCAPL rules just may become the dominant rules of the game."

We are very flattered by Mr. Shamos' remarks, and hope that you will also see the merit of our product. Remember, this is your book. There are over 60,000 players and league operators – without you, there would not be a BCAPL. Thanks to each of you for your loyalty and support!

Mark Griffin
CEO

Cue Sports International / BCA Pool League/ USA Pool League

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Editor's Notes and Acknowledgements

The notation "(AR p. xx)" appears after rules that have Applied Rulings associated with them. The page number is where you will find the Applied Ruling.

The editor would like to express his thanks to Mark Griffin for his support, and to the players, league operators and referees whose comments and contributions throughout the past year are reflected in the ongoing evolution of the CSI Rules.

We encourage all of you to continue to offer comments and suggestions. The best way to have your voice heard is to send a detailed e-mail to Bill Stock at bill@playsipool.com.

Please use "Rules Comments" as your subject line. Because of the volume of correspondence, please do not offer your comments by phone.

Editor

Bill Stock, CSI Rules Administrator and Director of Referees

To maintain a gender-neutral presentation, the singular possessive pronoun forms "their", "they" and "them" are used throughout the rules.

CSI Statement of Principles

These are principles that CSI believes in, promotes, and uses to develop The Official Rules of CueSports International. They are published here to help players, officials and administrators understand what CSI believes comprises the spirit of the game. They are general statements and are not part of the rules themselves. However, if a situation occurs for which there is not specific guidance in the CSI rules, Administrative Authorities may look to these principles to assist them in making an appropriate decision.

- Every player, referee, event official, tournament director and league operator should have the freedom of open and equal access to the CSI Rules, Applied Rulings and event regulations.
- Despite the "player responsibility" clause of Rule 1-1, it is more important that the game be decided by the players' pool-playing ability than by their knowledge of the rules. Therefore, upon request and within the guidelines of the rules, referees will assist players whenever asked, including helping players understand the rules and their application. However, players' ignorance of the rules is never a defense against any penalties that they may incur under them.

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- The CSI rules are for every player, regardless of talent, skill, experience or knowledge. Whether you are a first-time player or a seasoned professional, if you learn the CSI rules and follow them faithfully, they will help guide you to an enjoyable and fair experience. Similarly, no player may use their stature, level of experience, or knowledge to claim, impose, or gain an unfair advantage by improperly manipulating, circumventing or evading the CSI rules or event regulations.
- We believe that the rules can never be too detailed, and that they should cover as many situations as possible. CSI will make every attempt to provide as much information as possible to help ensure the uniform and consistent enforcement of the rules.
- CSI referees are enforcers of rules - not legislators. No CSI referee makes any final policy decisions regarding the content or effect of the CSI Rules. All official interpretations and Applied Rulings are made by the CSI National Office and are solely their responsibility. In unusual situations, referees, whenever possible, must first look to the Administrative Authority for guidance before making a ruling. (See CSI Rules 10-5-3 and 10-5-4.)
- There are some significant differences between *The Official Rules of CueSports International* and other sets of billiards rules. Those differences are not accidental or unintended. It is improper to use any other set of rules as a reference or as guidance in reaching a resolution to any situation in CSI play.
- Players should not be penalized under the rules for situations or events over which they have absolutely no control.
- Luck is an inherent part of all sports, games and competition. It is neither possible nor desirable to use the rules to legislate all luck out of the game.

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A Note about Sportsmanship and Communication

Good sportsmanship lies at the heart of any endeavor involving competition. In many games of pocket billiards, players meet on the table in a contest that takes place in an environment that is unique in sports in one significant aspect - players are often required to tell each other exactly what is about to happen and what their intentions are *before* they act.

Any experienced referee or tournament director will tell you that many of the problems they have faced involving controversy between players could have been prevented if the players had been communicating effectively. Far too many disputes involve nothing more than whether or not a safety was declared or which pocket or ball was called.

The difficulty can often be traced to players who simply do not practice good and polite communication at the table. We designed the CSI rules to reduce the number of disputes. However, it is impossible to control the issue completely with rules and referees. The solution lies with you – the players.

We encourage you to dedicate yourself to open, friendly and polite communication during your match:

- When you are at the table, pay attention to how your shot appears. If you think there is a chance that your opponent might not understand your intentions, please call the shot.
- When you do call shots, please do so clearly. It is preferable to face your opponent and make eye contact. If you do call a shot by gesture, make a clear and definite motion indicating both ball and pocket.
- When you are in the chair, you should pay attention to the game and to your opponent. Communication is a two way street! If your opponent is telling you what they intend to do, listen carefully and clearly acknowledge that you understand. If you do not understand, get clarification.
- Do not let personality conflicts affect your efforts at communication. It does not matter how you feel about your opponent – you must always commit yourself to open and civil conversation and communication during your match.

Remember that your opponent has the right to know what you are doing while you are at the table. If you do not want to stop and answer questions, you can prevent that by communicating freely and clearly. As the person in the chair, you must remember that while you have the right to know what the shooter is attempting, you cannot interrupt them after they are down on a shot. If you sense a situation developing in which you might have a question, try to ask it early. At the same time, remember that you cannot use the requirement of communication in an unsportsmanlike manner. You should know what a clearly obvious shot is. Do not ask unnecessary questions in such a situation. See Applied Ruling 1-16 for guidance.

When playing call shot games, remember that shots defined as not obvious, and safeties,

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must be explicitly called. **There are no exceptions under any circumstances**, regardless of how simple or obvious the shot may appear. There may be other types of shots that must be called as well, depending on the circumstances. Also, please be sure to communicate clearly with your opponent when playing a safety. The Rules and Applied Rulings have additional guidance for calling shots and safeties.

Good communication is simply good sportsmanship, which is required of all players. Please practice it faithfully and consistently. It will make the game more enjoyable for all of us.

EQUIPMENT SPECIFICATIONS

Table specifications (paragraphs 1-7) apply to CSI National Tournaments. Although they are not mandatory for other tournaments or league play, it is suggested that they be adhered to whenever possible. Paragraphs 8-10 apply to all CSI play.

1. Table Size and Playing Surface (Figure ES-1). CSI recognizes three sizes of tables and playing surfaces as regulation (all $\pm 1/16''$):

<u>Table Size</u>	<u>Playing Surface</u>
3 1/2' x 7'	40" x 80"
4' x 8'	45" x 90"
4 1/2' x 9'	50" x 100"

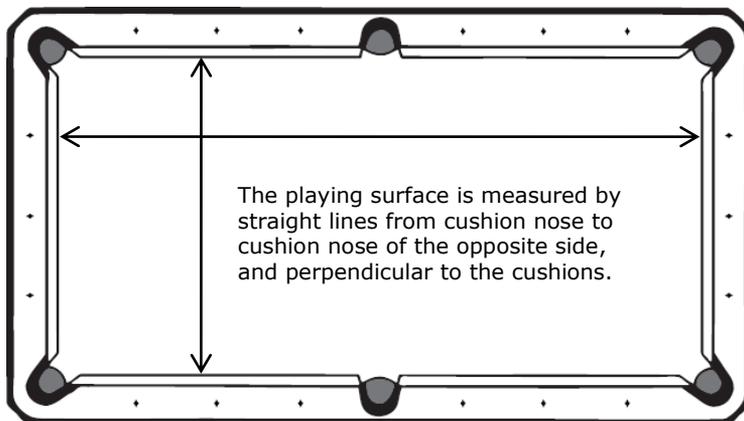


Figure ES-1

2. Table Bed Height: the height of the top of the playing surface measured from the floor will be 30", $\pm 1/2''$.

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3. Cushions. The height of the cushion nose measured from the playing surface will be $1^{29/64}$ ", $+1/64$ " or $-1/32$ ".

4. Diamonds. The center of all diamonds will be $3^{11/16}$ " from the cushion nose (no tolerance).

5. Pocket Openings. Corner pockets: $4\frac{1}{2}$ ", $\pm\frac{1}{16}$ ". Side pockets: 5", $\pm\frac{1}{16}$ ". CSI measures pocket openings by the "gate method" rather than the traditional method of measuring between the tips of the cushions. If a ball entering the mouth of a pocket contacts the cushion within the mouth, it does so at a point well below the cushion nose. The gate method provides a more accurate measurement of a pocket opening based on the true action of a ball entering the mouth of the pocket.

An easy and proper way to measure a pocket using the gate method is shown in Figure ES-2. Using two new striped balls, place the balls in the mouth of the pocket with the stripes facing up and lined up. Set them so that each ball touches the vertical cut of the cushion and so that a line extending across the mouth of the pocket from cushion tip to cushion tip bisects the stripes lengthwise. Note that the balls do not touch the tips of the cushion, but instead contact the cushion at a point below the tip.

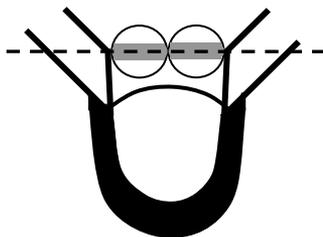


Figure ES-2

When properly placed in corner pockets the balls will:

- be just touching each other – a pocket opening of exactly $4\frac{1}{2}$ ", or;
- have a gap of up to $\frac{1}{16}$ " between them (tolerance to $4^{9/16}$ "), or;
- require slight compression into the cushions to place as described (tolerance to $4^{7/16}$ ").

If the gap between the balls is more than $\frac{1}{16}$ " or the pocket opening is too narrow to place them easily as described, the pocket opening does not meet CSI specifications.

When properly placed in the side pockets the balls should have a gap of $\frac{1}{2}$ " between them. If the gap is less than $\frac{7}{16}$ " or more than $\frac{9}{16}$ ", the pocket opening does not meet CSI specifications.

6. Pocket Cushion Angles (Figure ES-3). The horizontal interior angles of the cushions at the pockets will be $141^\circ \pm 1^\circ$ at a corner pocket and $100^\circ \pm 1^\circ$ at a side pocket. The vertical cushion angle within the mouth of all pockets will be between 12° and 15° .

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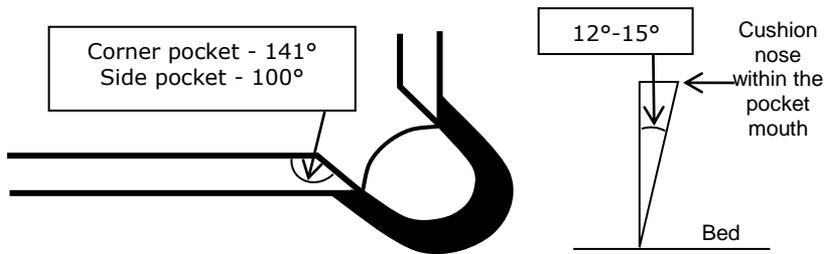


Figure ES-3

7. Pocket Shelf Depth (Figure ES-4). CSI measures shelf depth in relation to the dimensions of a ball. Figure ES-4 shows how shelf depth is determined.

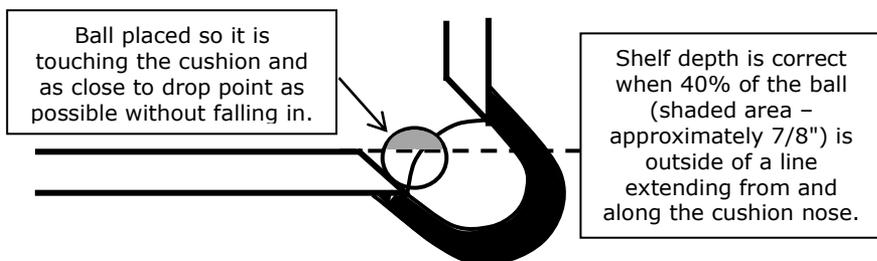


Figure ES-4

8. Balls. All balls will have a diameter of $2\frac{1}{4}'' \pm .005''$. The weight of the balls will be between $5\frac{1}{2}$ and 6 ounces, but all object balls used in any match must be of equal weight. Slight variations in the weight of the cue ball with respect to the object balls may occur depending on the type of the cue ball.

9. Cues

- The width of the cue tip must not exceed 14 millimeters. There is no minimum width.
- The weight of the cue must not exceed 25 ounces. There is no minimum weight.
- The length of the cue must be at least 40 inches. There is no maximum length.
- The cue tip must be composed of leather, fibrous, or pliable material.

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10. Mechanical Bridges

The primary consideration for determining whether a mechanical bridge is legal is that it supports the cue, as opposed to elevating the bridge hand above the bed of the table or significantly enhancing the stability of the hand holding the bridge.

The particular construction of the bridge is not relevant as long as it does no more than support the cue, and does not damage the table or other equipment. Items that are not considered disqualifying include, but are not limited to:

- The overall size, or the height of grooves above the bed of the table;
- whether there is a handle, sliding extensions, wheels, or accommodations to straddle balls;
- the shape of grooves;
- whether the grooves have linings or mechanisms to retain the cue in the groove.

If the above information is not sufficient to determine to whether a particular bridge design is considered legal, please contact the CSI National office, and include a picture of the bridge in use on a table with your communication. (AR p. 73)

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DEFINITIONS

This section contains definitions to help you understand and play by the CSI Rules.

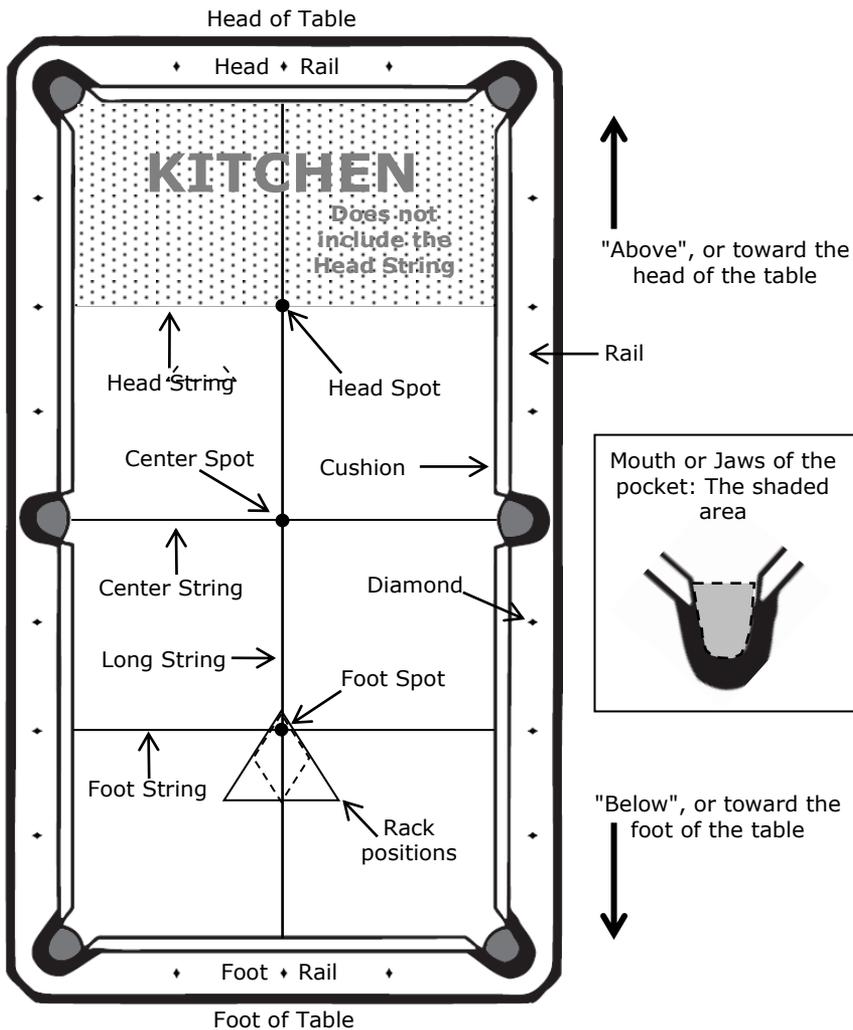


Diagram 1 – The Table

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Above

The direction moving from any point on the table toward the head of the table. When referring to the head string, above the head string is also referred to as "behind the head string", "behind the line", or "in the kitchen". (See Diagram 1, p. 10).

Administrative Authority

Persons or organizations, other than referees, that have responsibility for the administration of CSI events. Examples include, but are not limited to:

- a. the CSI National Office;
- b. officials of CSI sanctioned or sponsored regional, state or local associations;
- c. tournament directors and event officials;
- d. any person designated by any of the above to exercise administrative authority.

With the exception of settling protests, administrative authority primarily concerns matters other than the game itself. Examples include, but are not limited to: event organization, drawing and maintaining brackets and schedules, dress codes, eligibility, event venue management, finances and prize distribution, referee management, etc.

Apex

The position of the front ball of the rack.

Ball in Hand

When the cue ball may be placed anywhere on the bed of the table. Also referred to as "cue ball in hand".

Ball in Hand Behind the Head String

When the cue ball may be placed anywhere behind the head string on the bed of the table. Also referred to as "ball in hand behind the line".

Ball in Play

A ball that, during a game, is on the bed of the table, in motion on or over the table, or falling into a pocket.

Bank Shot

A shot in which the called ball, before being pocketed, contacts one or more cushions attached to a rail not adjacent to the called pocket. Incidental contact with a cushion

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attached to a rail adjacent to a called pocket does not constitute a bank shot. (AR p. 68)

Base of the Ball

The point at which the ball touches the bed of the table (see Diagram 7, p. 30).

Bed of the Table

The cloth-covered playing surface within the cushions of the table. The cloth-covered tops of the cushions are not part of the bed.

Behind the Head String

The area of the bed of the table between the head string and the head cushion. Also referred to as "the kitchen" or "behind the line". The area behind the head string does not include the head string.

Behind the Line

See "Behind the Head String"

Below

The direction moving from any point on the table toward the foot of the table (see Diagram 1, p. 10).

Break Cue

A cue used primarily for, and usually designed for, break shots.

Break Shot

The first shot of a game.

Break Box

When specified by Administrative Authority, a marked or designated area of the kitchen in which the cue ball must be placed for the break shot.

Butt

The end of a cue opposite the tip.

Call Shot Game

Game in which the specific game rules require the player, in advance of each shot, to designate the ball to be pocketed and the pocket into which it will be made.

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Called Ball

In a call shot game: the object ball the player designates to be pocketed.

Called Pocket

In a call shot game, the pocket the player designates for the called ball.

Carom Shot

A shot in which the cue ball, before contacting the called ball, first contacts one or more other balls. (AR p. 74)

Center Spot

The point at which the long string and center string intersect (see Diagram 1, p. 10).

Center String

A line along the bed of the table, aligned between the centers of the side pockets (see Diagram 1, p. 10).

Combination Shot

1. A shot in which the cue ball first contacts a ball other than the called ball, followed by that ball then contacting the called ball or other object ball(s) which then contact the called ball. (AR p. 74)
2. A shot in which the called ball contacts another ball that is blocking the called ball's path to the called pocket, and the blocking ball is pocketed in the called pocket before the called ball. (AR p. 74)

Cue

A device, usually wooden and tapered, used to strike the cue ball.

Cue Ball

The ball that must be legally struck with the cue tip during a shot. Usually a predominately white ball, sometimes marked with various small circles, logos, or dots.

Cue Tip

A piece of leather, fibrous, or pliable material, attached to the shaft end of the cue along its long axis, which contacts the cue ball during a stroke.

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Cushion

A strip of cloth-covered rubber that borders the inside of the rail (see Diagram 1, p. 10).

Diamonds

Inlays or markings on the rails used for references or target points (see Diagram 1, p. 10).

Disturbed Ball

A ball that has been accidentally touched or moved by the player's body, clothing or equipment.

Double Hit

1. When the cue tip strikes the cue ball more than once on a single stroke.
2. When any part of the cue contacts the cue ball after the cue ball's initial contact with an object ball. (AR p. 89, 90)

Down on the Shot

Having settled completely into a shooting position with a bridge established and pre-shot practice strokes, if any, imminent or in progress. (AR p. 82)

Event

A match, game, series of matches or games, league schedule or tournament conducted under the authority of a national, regional, state or local administrative body that is either CSI owned, sanctioned or sponsored, or that is being played under CSI rules.

Event Venue

1. All areas in which tables specified for play or practice are located; all hallways, lobbies, or other public spaces adjacent to those areas.
2. Other spaces designated by Administrative Authority.

Ferrule

A piece of protective material at the end of the cue shaft, onto which the cue tip is attached.

Foot Cushion

The cushion attached to the foot rail.

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Foot of Table

The end of the table at which the balls are racked (see Diagram 1, p. 10).

Foot Spot

The point at which the long string and the foot string intersect (see Diagram 1, p. 10).

Foot String

A line along the bed of the table, aligned between the second diamonds of the long rails as counted from the foot of the table (see Diagram 1, p. 10).

Forgotten Balls

Balls that were not spotted as required when available.

Foul

Any violation of the rules of play as defined in the General Rules or specific game rules.

Foul Shot or Foul Stroke

A shot or stroke on which a foul occurs.

Frozen Ball

A ball that is touching another ball or a cushion. If loose strands or fibers of cloth extend from a cushion and contact a ball, that does not constitute that ball being frozen to the cushion.

Good Hit

A term used by referees when calling a shot.

Head Cushion

The cushion attached to the head rail.

Head of Table

The end of the table from which the opening break and lag is performed (see Diagram 1, p. 10).

Head Spot

The point where the head string and long string intersect (see Diagram 1, p. 10).

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Head String

A line along the bed of the table, aligned between the second diamonds of the long rails as counted from the head of the table. The area behind the head string does not include the head string (see Diagram 1, p. 10).

Hit

The action of the cue ball with respect to its contact with object balls.

Illegal Break

A break shot that does not meet the break requirements as defined by specific game rules or is in violation of Rule 1-40-a. (AR p. 76)

Illegal Object Ball

An object ball other than a legal object ball as defined by specific game rules.

Illegally Pocketed Ball

An object ball is illegally pocketed when:

- a. a foul is committed on the shot in which the ball was pocketed;
- b. in call shot games, a called ball goes into a pocket other than the called pocket;
- c. it is defined as illegally pocketed by specific game rules;
- d. in call shot games, a non-obvious shot that is not called.

Impeding Ball

An object ball that prevents the cue ball from traveling a straight line to the first object ball with which contact is attempted. An impeding ball may be a legal or an illegal object ball.

Inning

A turn at the table by a player.

Jaws

See "Mouth of Pocket"

Jump Cue

A cue used primarily for, and usually designed for, jump shots.

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Jump-Break Cue

A cue used primarily for, and usually designed for, both jump and break shots, usually having a portion of the butt designed for removal while jumping.

Jump Shot

Intentionally causing the cue ball, because of a downward stroke, to rebound off the bed of the table in order to jump the cue ball over an impeding ball.

Jumped Ball

A ball that:

- a. comes to rest other than on the bed of the table or in a pocket;
- b. contacts any object that is not part of the table (chalk, light fixture, player, floor, etc.);

A ball is not a jumped ball if it leaves the bed of the table and returns there without contacting anything that is not part of the table.

Kick Shot

A shot in which the cue ball, before contacting the called ball, contacts one or more cushions attached to a rail not adjacent to the called pocket. Incidental contact with a cushion attached to a rail adjacent to a called pocket does not constitute a kick shot. (AR p. 74)

Kiss Shot

A shot in which the called ball glances off another object ball before being pocketed. (AR p. 74)

Kitchen

The area of the table between the head string and the head cushion. Also referred to as the area "behind the line" or "behind the head string". The kitchen does not include the head string (see Diagram 1, p. 10).

Lag for Break

A procedure to determine which player breaks.

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Legal Break

A break shot which meets the requirements of specific game rules. (AR p. 76)

Legal Object Ball

An object ball with which first contact by the cue ball is required or legal under specific game rules.

Legal Shot

A shot that does not result in a foul.

Legal Stroke

Forward motion of the cue resulting in the cue tip striking the cue ball for only the momentary time customarily associated with a normal shot. "Forward" means relative to the cue itself, along the long axis of the cue and away from the butt, and has no relevance to any part of the table or any relationship to the player or any part of their body (see Diagrams 2. Also see Rule 1-18 and Diagram 4. p. 30).

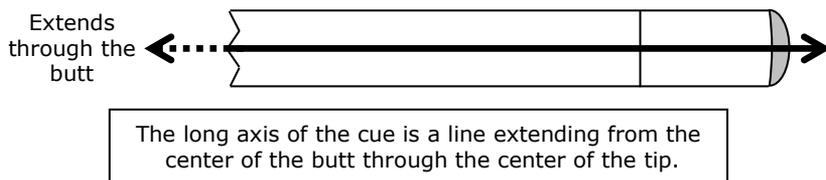


Diagram 2 – Long Axis of the Cue

Legally Pocketed

When an object ball is pocketed on a legal shot and in accordance with specific game rules.

Long Rack Game

A game that uses a complete set of fifteen object balls.

Long String

A line along the bed of the table, aligned between the center diamond of the head rail and the center diamond of the foot rail (see Diagram 1, p. 10).

Massé Shot

1. A shot in which extreme spin is applied to the cue ball by elevating the butt of the cue.

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2. A shot in which any attempt is made to curve the cue ball around an impeding object ball, regardless of the degree of elevation of the cue or amount of curve.

Mechanical Bridge

A grooved device, usually mounted on a handle, which provides support for the shaft of the cue.

Miscue

A stroke that unintentionally results in faulty cue tip contact with the cue ball (such as the cue tip sliding off the cue ball), often accompanied by a sharp sound not usually associated with a normal stroke.

Mouth of Pocket

The area of the bed of the table between the pocket and a line between the noses of the cushions near the pocket where they change direction (see Diagram 1, p. 10). Also referred to as the "jaws".

Not Obvious (see "Obvious shot")

Object Ball

A ball other than the cue ball.

Obvious Shot (AR p. 77, 85)

A shot in which the non-shooting player has no doubt as to, or does not question, the ball and the pocket. A shot in which the cue ball has a clear path to the object ball and the object ball has a clear path to the pocket. The following types of shots are exceptions and are defined as being "not obvious":

- a. bank shots;
- b. kick shots
- c. combination shots;
- d. shots that include caroms, kisses or cushion contacts that are not incidental;
- e. any shot judged as not obvious by the referee.

On a Foul

When a player fouls, they are said to be "on" a foul until they execute a legal shot. If a player has successive fouls, they are said to be on the number of successive fouls they have.

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On the Hill

Needing only one more game to win the match.

Open Table

In 8-Ball: when groups have not been established.

Playing Cue

The cue used for most shots (as opposed to a break cue or a jump cue).

Pocketed Ball

A ball that drops off the bed of the table into a pocket and remains there. A ball that rebounds from a pocket back onto the table bed is not a pocketed ball. (AR p. 76)

Position of Ball

When a ball is resting on the bed of the table, its position is determined by its base. (see Diagram 7, p. 35).

Provided Equipment

Equipment other than that which the player brings to a match, borrows, or purchases from other players, spectators or vendors during a match.

Push-out

In 9-Ball and 10-Ball: a shot, declared in advance and immediately following a legal break, in which Rule 1-19 does not apply.

Push Shot

A shot in which the cue tip maintains contact with the cue ball longer than the momentary contact allowed for a legal stroke. (AR p. 77)

Rack

1. A device used for gathering the balls into the formation required at the beginning of the game or rack. Also referred to as a "triangle".
2. The formation of the object balls at the beginning of the game.

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Rail

The top surfaces of the table, not covered by cloth, from which the cushions protrude. There are four rails on a pool table: the head rail, the foot rail, and two side rails. (see Diagram 1, p. 10).

Referee Presiding

When a referee stays at the table for the duration of a match or other extended period.

Regulations

Procedures established by the Administrative Authority that usually do not directly affect the play of the game on the table, and are primarily administrative in nature. Examples include dress codes, eligibility, breaking order, bracket procedures, team coaching procedures, etc.

Restoration

When a disturbed ball is returned to its original position.

Safety

A shot that, depending on specific game rules, may end a player's inning. Also referred to as "Safe", or "Just a shot". (AR p. 77)

Sanctioned Event

Any league or tournament play that is officially recognized by CSI.

Scratch

1. When the cue ball is pocketed on a shot.
2. When the cue ball touches any pocketed ball or obstruction in a pocket, regardless of whether the cue ball remains pocketed. (AR p. 76)

Shaft

The end of the cue to which the cue tip is attached.

Short Rack Game

A game that uses a rack of less than fifteen object balls.

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Shot

All events related to the motion of the balls from the time the cue tip contacts the cue ball until all of the balls have come to rest.

Shot Clock

A timing device used to measure the time limit a player has to take a shot. The device must have the functions of a stopwatch including start, stop, and reset. If the device has audio functions, they must be disabled.

Simultaneous Hit

1. When the cue ball first strikes more than one object ball at the same time.
2. When it cannot be determined which object ball the cue ball struck first.

Stroke

The motion of the cue from the time it begins its forward motion, through the time the cue tip strikes the cue ball, and any further follow-through motion of the cue.

Successive Fouls

Fouls committed on consecutive shots by the same player (also referred to as "consecutive fouls").

Table in Position

The position of the balls on the table as they lie.

Triangle

See "Rack".

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RULES SECTION 1

GENERAL RULES

These rules apply to all CSI tournaments, league play, and other CSI events. Unless clearly contradicted or suspended by specific game rules, the General Rules apply to all games.

1-1 Player Responsibility

1. You are responsible for knowing the rules, applied rulings, regulations, and schedules that pertain to any CSI event you enter. You are also responsible for cooperating with all referees and event officials, and for accurately providing all requested information concerning your participation in the event to referees and event officials when asked to do so.

2. Event officials and referees will provide information as required by the rules to the best of their ability and knowledge. However, Rule 1-1 takes precedence and the ultimate responsibility for knowing the correct information still rests with you. You may still incur penalties if you commit a foul or violate the rules as a result of incorrect information provided to you by an event official or referee. (AR p. 99)

1-2 Acceptance of Provided Equipment

1. Once your match begins, you accept all provided equipment as standard and legal. After a match has begun, only a referee or event official may declare the equipment defective or unsuitable for play. If the equipment is declared unsuitable for play, all games previously played on that equipment will be counted. (AR p. 78)

2. During a match, it is a foul if you attempt to modify provided equipment without the permission of a referee or event official. The foul occurs immediately upon the attempt, regardless of whether a stroke or shot is attempted. (AR p. 78)

1-3 Use of Equipment

CSI reserves the right to prohibit any equipment it deems untested or inappropriate, or that has not been evaluated by the CSI National Office.

1. You are responsible for all equipment and accessory items you bring to the table (AR p. 79). You may not use equipment or accessory items in a manner other than their intended use. Specifically:

- a. You may use a billiards glove.
- b. You may use either a built-in or an add-on cue extender.
- c. You may use your own chalk provided that it closely matches the color of the cloth. (AR p. 79).

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Penalty for (c): first offense – warning. Second and subsequent offenses – foul.

- d. You may not shoot while using more than two mechanical bridges at any one time. A bridge may only be used to support the cue or another bridge. If two bridges are used, the upper bridge must rest on the head of the lower bridge. (AR p. 73).
- e. You may not shoot while using any item to support or elevate your bridge hand. You may hold chalk in your bridge hand while bridging, but the chalk may not be used to elevate your hand off the table.

Penalty for (d-e): foul upon execution of the shot. If no shot is executed then there is no foul.

- f. You may use your cue, held in your hand or not, to help align a shot. You may use your cue and hands to measure angles and distances for bank shots and kick shots. No other cues, bridges or equipment may be used. (AR p. 79).
- g. You may only use your vision to judge whether the cue ball or an object ball would fit through a gap, or to judge what ball the cue ball would contact first. You may not use any ball, cue, rack, chalk cube, or any other equipment or other part of your body as a width-measuring device. (AR p. 79).

Penalty for (f-g): Foul immediately upon the violation, regardless of whether a shot is executed.

2. You may not wear any electronic headgear, use any electronic device, or voluntarily impede your hearing during a match. Examples include, but are not limited to:

- a. Use of headphones, earphones, or earplugs of any kind, including Bluetooth accessories, whether turned on or not. Hearing aids are permitted.
- b. Use of cell phones, smart phones, pagers, or music devices. Cell phones may be worn on the belt or kept in pockets, but may not be accessed for messages, information or conversations at any time during a match by singles or scotch doubles players, or during your game in team play. You must turn off all audible ringers and other notification tones while on the event floor.

The penalty for the first violation of Rule 1-3-2 during an event is a warning. Each subsequent violation is a foul.

1-4 Cue Requirements

1. Your cues must meet CSI specifications.

2. It is a foul if you shoot with a cue that does not meet CSI specifications. The cue must be removed from play. (AR p.80)

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1-5 Start Time of Match

The start time for your match is the scheduled time or the time the match is announced, whichever is later. If you are not present at the table with your equipment within the time allowed by Tournament Administrators, you lose the match by forfeit. (AR p. 81)

1-6 Playing Without a Referee

When a referee is not available, the Tournament Director or designated event official will fulfill the duties of the referee.

1-7 Beginning and End of Game or Match

1. Your match or game begins when the cue tip strikes the cue ball during any stroke on the break shot. (AR p. 81)

2. Your match or game ends when the game-winning ball is legally pocketed and all balls on the table have stopped moving. After that time, there can be no fouls involving the game on the table for that game. However, unsportsmanlike conduct immediately after a game or match may be penalized by loss of that game or match, or by other penalty at the referee's discretion.

1-8 No Practice Allowed During Match (Tournament Play Only)

1. It is a foul if you practice at any time during your match, including during time-outs and periods of suspended play. "Practice" is defined as any stroke or shot that is not a part of your match, taken on any table at the event venue. (AR p. 81)

2. During a match, if the first offense of a practice foul occurs between games there is no penalty applied, but a warning will be issued. For second and subsequent offenses between games during a match, the offended player:

- a. Is awarded the option to break if it is not their turn to break. If the offended player chooses to take the break, the breaking order for future games is not affected.
- b. Is awarded ball in hand on the first shot after the break if it is their turn to break. The penalty is not applied if there is a foul on the break.

3. In team play, this rule applies to all members of the team that are in the teams line-up, whether or not they are playing at the time and whether or not they are listed on the score sheet of the match in progress. Penalties for fouls in team play:

- a. For violations by a player who is playing a game at the time of the foul: the penalty is applied to that player's table only;
- b. For violations by a player who is not playing a game at the time of the foul: the penalty is applied to all tables assigned to the match. (AR p. 82)

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1-9 Stopping Play

1. You may stop play to request the assistance of a referee if you believe that a foul may occur or has occurred, or if you need information concerning the rules. If you desire to stop play, you must notify your opponent and your opponent must acknowledge your request. If it is your opponent's inning, you must notify them before they are down on the shot. It is a foul if you interrupt your opponent after they are down on a shot. (AR p. 82)

2. If your opponent requests that play be stopped in order to summon a referee or other event official, you must acknowledge and honor that request. After play has stopped, it is a foul if you take any stroke or shot until a referee authorizes you to shoot.

1-10 Suspended Play

Play may be suspended at the referee's discretion. It is a foul if you take any stroke or shot while play is suspended. (AR p.82)

1-11 Time-Out

If time-outs are allowed by event regulations, you may only take a time-out during your inning, or when it is your turn to break. Each player is allowed one time-out per match. Time-outs are limited to five minutes. If you exceed your allotted five minutes, or leave the playing area when not authorized to do so, you will forfeit one game for every two-minute period you fail to return to the match. The two-minute period begins once a referee has determined you are not present when you should be. Time-outs are not allowed in team play during CSI sanctioned tournaments. (AR p. 80, 81)

1-12 Lag for Break

This rule applies if players are required to lag by event regulations.

1. The lag begins with each player having ball in hand behind the head string, one to the left of the long string and one to the right. The balls must be of equal size and weight. The players shoot at approximately the same time toward the foot cushion. The ball must contact the foot cushion. When the balls come to rest, the player whose ball is closest to the head cushion wins the lag. The players will lag again if the lag is a tie, or if one player strikes the ball after the other player's ball has contacted the foot cushion.

2. You lose the lag if your ball:

- a. does not contact the foot cushion;
- b. contacts the foot cushion more than once;
- c. crosses the long string;
- d. contacts a side cushion;
- e. is pocketed or jumped off the table;
- f. comes to rest past the nose of the head cushion (see Diagram 3).

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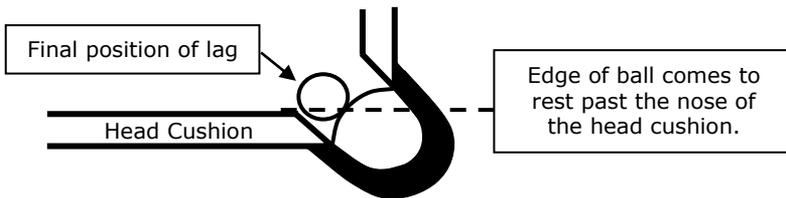


Diagram 3 – Illegal Lag Result

3. The player who wins the lag may either break or require their opponent to break.

1-13 Breaking Subsequent Games of a Match

In matches consisting of multiple games, the Administrative Authority of the event will set the procedure for determining which player or team will break subsequent racks. (AR p. 84)

1-14 Racking Procedures

1. You must rack for yourself when you are breaking. (Exception: 14.1 Continuous)
2. You must rack the balls as tightly as possible. Each ball should touch all balls adjacent to it. (AR p. 78)
3. After you rack the balls, your opponent may inspect the rack but must not touch any ball. If your opponent is not satisfied with the rack, they may require you to re-rack the balls one time. After one re-rack, if both players cannot agree that the rack is suitable for play a referee must be called. The referee will then rack the balls for that game. If the referee racks the balls, the opponent may inspect the rack but must accept the rack as is.
4. You should refrain from tapping balls unless necessary. It is preferable to brush the area of the rack and ensure that the spot attached to the cloth, if any, is in good condition.
5. If the arrangement of the rack does not meet the requirements of the specific game, it will be corrected without penalty. If your opponent's rack does not meet the requirements and you do not notify them before they break, the game will continue with no penalty.

1-15 Shot Clock Procedures

1. There is normally no time limit for you to take a shot. However, a referee may implement a shot clock if they judge that you are delaying a match unnecessarily or in an unsportsmanlike manner, or if event officials require that a match proceed at a faster pace. (AR p. 84, 107)
2. You may call a referee if you believe your opponent is deliberately or consistently playing at an abnormally slow pace. If, after a reasonable period of observation, the referee judges that slow play is occurring, they will warn the offending player(s). After

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the warning, if the referee judges that the pace of play remains abnormally slow, they will place the player(s) on a 45-second shot clock.

3. Shot clock procedures are:

- a. The shot clock does not apply to the first shot after the break in any game.
- b. During a player's inning, the shot clock starts when the previous shot ends and runs for 45 seconds or until cue tip to cue ball contact begins the next shot. If a player has ball in hand, the shot clock starts when the player has possession of the cue ball and any spotting of balls or racking is finished.
- c. If they are not already down on the shot when ten seconds remain on the shot clock, the player will receive a ten second warning from the referee (announced as clearly as "ten", loudly enough for the shooter to hear). If the player does not strike the cue ball within ten seconds, it is a foul. (AR p. 85)
- d. If a player is already down on the shot with ten seconds remaining, no announcement is made. The shot clock will pause at ten seconds and the player may exceed the 45-second limit provided they do not stand up off the shot. However, if the player stands up off the shot, the referee will immediately announce "ten", and the shot clock will resume. If the player does not strike the cue ball within ten seconds, it is foul. (AR p. 85)
- e. For timing purposes, "down on the shot" means the player is in a customary shooting position as it relates to their bridge hand and grip of the cue, or, if using a mechanical bridge, the bridge has been placed for the shot and the cue placed in the bridge's groove with the player's grip hand on the cue.
- f. Each player is permitted one 45-second extension per rack. If both players are on the hill, each player is permitted two 45-second extensions. To use an extension, the player must verbally announce "extension" to the referee. The referee will then respond with "extension" or, if the player has no extension remaining, "extension not allowed". For extensions, procedures with ten seconds remaining are the same as for other shots.
- g. The shot clock will pause if play is stopped to summon a referee, and will start again when the referee authorizes the player to shoot. In a game in which a referee is presiding, the shot clock will pause if play must be delayed to allow the referee to take up a position, examine the table, or for any other administrative stoppage. In either case (referee presiding or not), after an administrative stoppage the shot clock may, at the referee's discretion, be reset before authorizing the player to shoot.

1-16 Calling Ball and Pocket (AR p. 74, 82, 85)

Rule 1-16 applies only to games designated by specific game rules as Call Shot games.

1. You must designate the called ball and the called pocket before each shot. You may make the designation verbally or by a clear, unambiguous gesture. You are not required

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to call obvious shots. You are not required to indicate incidental kisses and caroms, or incidental cushion contacts that do not constitute bank shots or kick shots. Not all kisses, caroms and cushion contacts are incidental. If a dispute arises as to whether a shot was obvious based on such contact, the referee is the sole judge. (AR p. 74, 82)

2. You may only call one ball on a shot. If you call more than one ball, or if you use any conditional phrase such as “just in case” concerning possibly pocketing more than one ball, your inning ends after the shot regardless of whether you pocket any ball. Any ball pocketed on such a shot is an illegally pocketed ball. Your opponent accepts the table in position. (10-Ball exception: Rule 4-8, Opponent’s Option, applies.)

3. If you are not certain what shot your opponent is attempting, it is your responsibility to ask. You must ask before your opponent is down on the shot. With the exception of shots defined as not obvious, if you do not ask and a dispute arises as to whether the shot was obvious, the referee is the sole judge.

4. You must always call shots that are defined as not obvious. This rule applies regardless of whether or not your opponent asks about the shot, and regardless of how simple or obvious the shot may appear.

5. When calling shots defined as not obvious, you are only required to designate the called ball and called pocket. If shooting a combination shot, you do not have to say the word “combination”, or state which ball will be struck first or the sequence of balls. When shooting a bank shot or kick shot you do not have to say the word “bank” or “kick” nor specify which cushions will be involved in the shot.

6. When the game winning ball is your legal object ball, if you pocket the ball on a shot defined as not obvious but fail to call the shot: your inning ends, the ball is spotted, and the incoming player must accept the table in position. Exception: Rule 1-16-6 does not apply to 8-Ball. (See Rule 2-10-e.)

7. If you do not call a shot defined as not obvious and you pocket any ball on such a shot, your inning ends. The incoming player accepts the table in position.

8. A shot that was obvious prior to the shot will count for the shooter if the shot inadvertently:

- a. becomes a bank shot because the called ball did not go directly into the called pocket but instead contacted two or more cushions prior to being pocketed in the called pocket, or;
- b. becomes a kick shot because the cue ball initially missed the called ball, contacted one or more cushions, and then pocketed the called ball in the called pocket.

1-17 Calling a Safety

This rule applies to 8-Ball and 14.1 Continuous.

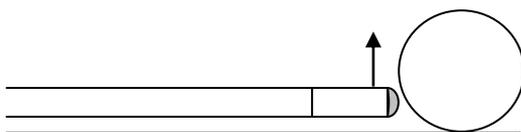
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1. If playing a safety, you must communicate with your opponent in a clear and unambiguous manner. Safeties must be called verbally – gestures are not sufficient, no matter how clear they may appear.

2. The non-shooting player has responsibilities when a safety is called, and should acknowledge a called safety in a clear and unambiguous manner. If a dispute arises as to whether a safety was called, the referee is the sole judge.

1-18 Legal Stroke

You must use a legal stroke. Any lifting, sideways, or other brushing motion of the cue, such that the force that propels the cue ball does not primarily result from a forward motion of the cue as defined under “Legal Stroke”, is a foul (see Diagram 4).



Without applying a substantial forward stroke motion, the player lifts the cue vertically or moves it sideways or at an angle, propelling the cue ball with a brushing motion.

Diagram 4 – Illegal Stroke

1-19 Legal Shot (AR p. 87)

1. For a shot to be legal, the first ball contacted by the cue ball must be a legal object ball, or a simultaneous hit with a legal and illegal object ball may occur. After that contact:

- a. any object ball must be pocketed, or;
- b. any object ball or the cue ball must contact a cushion.

It is a foul if one of those requirements is not met.

2. If the ball used to meet the cushion contact requirement of Rule 1-19-1-b is declared frozen to a cushion at the beginning of the shot, then that ball must leave the cushion it is frozen to and then:

- a. contact a cushion other than the one to which it was frozen, or;
- b. contact another object ball before it contacts the cushion to which it was frozen.

5-ball frozen to cushion, cue ball at C1.
Cue ball contacts 5-ball at C2, then contacts cushion at C3. 5-ball comes to rest as shown.
No other balls are involved in the shot, neither cue ball nor 5-ball contacts any other cushion or ball.

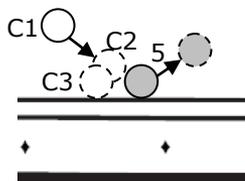


Diagram 5 – Legal Cushion Contact

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3. The shot detailed in Diagram 5 meets the requirements of paragraph 1-19-2 and is legal.
4. An object ball is not considered frozen to a cushion unless it is declared frozen immediately prior to the shot and before the shooter is down on the shot.
5. Contacting a ball frozen to a cushion does not constitute contacting that cushion.

1-20 Cue Ball Frozen to Object Ball or Cushion (AR p. 89)

1. The cue ball is not considered frozen to an object ball or cushion unless it is declared frozen immediately prior to the shot.
2. If the cue ball is frozen to a legal object ball, it is legal to shoot toward the object ball provided you use a legal stroke.
3. If the cue ball is frozen to a cushion, it is legal to shoot the cue ball into the cushion provided you use a legal stroke.
4. Despite the legality of the stroke with respect to the cue ball and frozen ball or cushion, the presence of one or more other object balls or a cushion nearby a frozen cue ball or object ball may create the possibility of a violation of Rule 1-30 involving the cue ball and the nearby ball or cushion.
5. Shooting the cue ball away from an object ball that is frozen to the cue ball does not constitute contacting that object ball.

1-21 Penalties for Fouls

1. If you commit a foul, or otherwise violate the rules, you are penalized according to the General Rules and the specific rules of the game being played.
2. Unless otherwise stated in the General Rules or specific game rules, if you commit a foul or otherwise violate the rules: your inning ends and your opponent receives ball in hand.
3. Some fouls specify a warning for the first offense during a match. However, if you continually commit such fouls from match to match, it may be considered Unsportsmanlike Conduct and the penalties for the first offense of those fouls may be more severe.

1-22 Successive Fouls

This rule applies to 9-Ball, 10-Ball, 14.1 Continuous and One Pocket.

1. You always begin a game with a successive foul count of zero. When you commit a foul, your successive foul count is one (referred to as “on one foul”) and you incur the normal penalty for the foul.

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2. When you are on one foul, if your next shot is legal, your successive foul count resets to zero. If you fail to make a legal shot, your successive foul count is two (referred to as “on two fouls”.) You also incur the normal penalty for the second foul.
3. When you are on two fouls, if your next shot is legal, your successive foul count resets to zero. If you fail to make a legal shot, your successive foul count is three and you incur the penalty indicated by specific game rules. After the penalty, your successive foul count resets to zero.
4. When your opponent is on two fouls: before your opponent shoots, you or a referee must warn them that they are on two fouls, and they must acknowledge the warning. If the warning is not issued and they foul on their next shot:
 - a. it is not considered a third successive foul;
 - b. they incur the normal penalty for a foul, but not the penalty for three successive fouls;
 - c. their foul count remains at two.

1-23 Calling Fouls / Fouls Not Called

1. A foul may only be called by a player playing in the game or by a referee that has been properly called to the table. See Rule 1.41, Coaching, for more information concerning exceptions in team play. (AR p. 89)
2. Any foul not called before the next stroke is taken is considered to have not occurred. The failure to call a foul on any previous shot does not restrict the ability to call a similar foul on any future shot.

1-24 Multiple Fouls

If you commit more than one foul during a shot, only the foul that carries the most severe penalty is enforced. However, unsportsmanlike conduct may be penalized in conjunction with any foul or violation. (AR p. 90)

1-25 One Foot on the Floor

It is a foul if you do not have at least one foot in contact with the floor when the cue tip strikes the cue ball. Footwear must be worn and be normal with regard to size, shape, and manner of wear.

1-26 Balls in Motion

It is a foul if you shoot while any ball on the table is in motion. A spinning ball is in motion.

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1-27 Scratch

It is a foul if you scratch.

1-28 Jumped Balls

It is a foul if you cause any ball to be jumped off the table. (AR p. 90)

1-29 Push Shot

It is a foul if you shoot a push shot.

1-30 Double Hit (AR p. 90)

1. It is a foul if your cue tip strikes the cue ball more than once on a single shot.
2. It is a foul if your cue tip is still in contact with the cue ball when the cue ball strikes an object ball. However, such a stroke may be considered legal if the object ball is legal and cue ball strikes it at a very fine angle.

1-31 Simultaneous Hit

(Material moved to Rule 1-19-1. No change in content.)

1-32 Miscues

A miscue is not necessarily a foul. (AR p. 90)

1-33 Disturbed Balls (Cue Ball Fouls Only) (AR p. 91)

1. During a game, it is not a foul if you accidentally touch or move a single stationary object ball with any part of your body, clothing or equipment, unless the disturbed ball has an effect on the outcome of the shot.

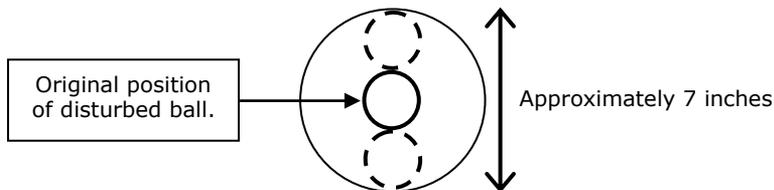


Diagram 6 – Area Originally Occupied by Disturbed Ball

2. "Effect on the outcome of the shot" means that either the disturbed ball contacts any ball set in motion as a result of the shot, or that the base of any ball set in motion as a result of the shot passes through the area originally occupied by the disturbed ball. That area is defined as a circle approximately seven inches in diameter centered on the

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position originally occupied by the disturbed ball (see Diagram 6).

3. If a disturbed ball has no effect on the outcome of the shot, your opponent has the option to leave the disturbed ball where it came to rest or to restore it to its original position before the next shot. If the disturbed ball is to be restored, a referee may restore it, your opponent may restore it, or you may restore it with your opponent's permission. It is a foul if you touch or restore the disturbed ball without your opponent's permission.

4. It is a foul if a disturbed ball has an effect on the outcome of the shot. Your opponent has no restoration option.

5. If you disturb a single object ball and, in the same shot, commit a foul that is not related to the disturbed ball: you are penalized for the foul, and your opponent has the restoration option for the disturbed ball that was not involved in the foul.

6. If a single disturbed ball falls into a pocket with no effect on the outcome of a shot, your opponent has the restoration option. However, if the disturbed ball is designated by specific game rules as the game winning ball, it must be restored. If the game-winning ball is disturbed and falls into a pocket when there is an effect on the outcome of the shot, it is loss of game.

7. It is a foul if:

- a. you disturb the cue ball;
- b. you disturb more than one object ball;
- c. a disturbed ball contacts any other ball;
- d. you disturb a ball that is in motion.

Your opponent has no restoration option. If the game-winning ball is disturbed in conjunction with a violation of (a) through (d) and falls into a pocket, it is loss of game.

1-34 Jump Shots and Massé Shots

1. Jump shots are legal shots. However, it is a foul if you intentionally cause the cue ball to rise off the bed of the table by "digging under" or "scooping" the cue ball with the cue. If such a motion is unintentional, it is considered a miscue, and not a foul in and of itself. (AR p. 90)

2. If you attempt to jump over or massé around an impeding illegal object ball then Rule 1-33, Disturbed Balls, does not apply to the impeding ball for that shot. If the impeding illegal object ball moves during the stroke it is a foul regardless of whether it was moved by your equipment or any part of your body.

1-35 Position of Ball

The position of a ball is determined by its base (see Diagram 7).

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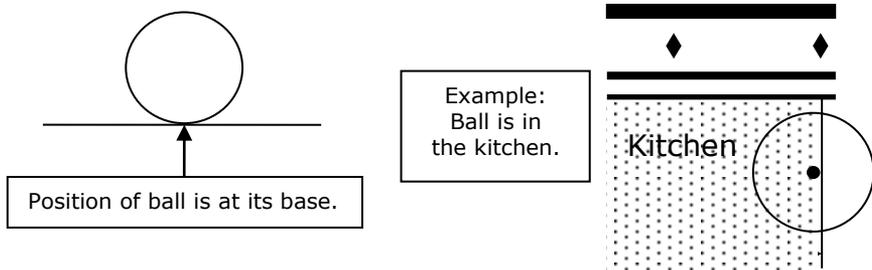


Diagram 7 – Position of Ball

1-36 Shooting with Ball in Hand Behind the Head String (AR p. 95)

1. When you have ball in hand behind the head string, it is a foul if the first ball contacted by the cue ball is behind the head string unless, before contacting that ball, you first shoot the cue ball past the head string and it contacts a cushion at a point below the head string.
2. It is a foul if, before contacting the first object ball, the first cushion contacted by the cue ball is behind the head string.
3. When you have ball in hand behind the head string, it is a foul if you place the ball outside of the kitchen and shoot.

1-37 (Reserved for Future Use)

1-38 Ball in Hand Placement

1. When you have ball in hand, you may use your hand or any part of your cue, including the tip, to position the cue ball. If you use your cue to place the cue ball, any action that would be a legal stroke will be considered a shot, and must meet the requirements of a legal shot or it is a foul. (AR p. 81, 96)
2. Once you have picked up or moved the cue ball to take ball in hand, it remains in hand until it is contacted by the tip on your next stroke. You may place the cue ball, pick it up or move it again, and replace it successive times until you take that stroke. (AR p. 96)
3. Immediately after a foul, when you are picking up or moving the cue ball the first time to take ball in hand (as opposed to placing the cue ball or picking it up again for successive placements before the next shot), the provisions of Rule 1-33-1 apply to touching or disturbing a single object ball with the cue ball or your hand. You may request that a referee pick the cue ball up for you immediately after a foul. (AR p. 96)

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4. When placing or moving the cue ball, it is a foul if you touch or disturb any object ball with the cue ball or your hand that holds the cue ball. Your "hand" is defined as including the wrist up to a point where a wristwatch would normally be worn. Your opponent has no restoration option.

1-39 Marking the Table

It is a foul if you intentionally mark the table in any way to assist you in executing any shot or future shot. Marking includes the deliberate placement of chalk or any other object at a specific point on a rail or cushion to aid the alignment of a shot, or placing any mark on any part of the table. The foul occurs at the moment you mark the table, regardless of whether you remove the mark or whether a shot is taken.

1-40 Deliberate Foul

During a game, it is a deliberate foul if you commit any of the following acts, whether shooting or not. In addition to the penalties under the General Rules and specific game rules, you incur additional penalties if indicated, and upon the first violation you will receive a mandatory warning that second and subsequent violations of the same subsection during the match will be penalized by loss of game. (Exception: see Rule 6.17 for penalties in 14.1 Continuous.)

- a. Deflecting cue ball on a break shot: After a stroke on a break shot, including a miscue, it is a deliberate foul if you intentionally touch or deflect the cue ball. The break is illegal, regardless of whether the cue ball contacts the rack, or whether specific game rules for break shots are met. Your opponent may either re-rack and break or require you to re-rack and break again. (Exception: no re-rack in 9-Ball or 10-ball.)
- b. Cue ball: It is a deliberate foul if you intentionally:
 - 1) strike, move or deflect the cue ball with anything other than your cue tip (except when you have ball in hand);
 - 2) pick up or contact the cue ball while it or any other ball is in motion;
 - 3) end your inning by picking up the cue ball, or by refusing to shoot (AR p. 97);
 - 4) cause the cue ball to move by contacting or moving any part of the table in any way. (AR p. 97)
- c. Object balls: It is a deliberate foul if you intentionally stop or deflect any object ball that is in motion, or intentionally move any stationary object ball that is in play, by any method other than a legal shot, including by intentionally contacting or moving any part of the table in any way. (AR p. 91)

Penalties First violation of (c): your opponent may have the object ball restored (if it was stationary), pocketed or left in its position after the foul. However, it is loss of game if it is the game-winning ball, if any deflected object ball contacts any other ball, or if more than one ball is moved.

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- d. Placing hand in pocket: It is a deliberate foul if you catch any ball that is falling into a pocket, or place your hand into a pocket while any ball in play is in motion near that pocket. (AR p. 97)

First violation of (d): if the cue ball, ball in hand. If an object ball, your opponent may have the ball placed along the lip of the pocket, pocketed, or left in position. However, it is loss of game if the ball involved is the game winning ball. (8-Ball exception for first violation: if the 8-ball is involved and it is the break shot, it is not loss of game).

1-41 Coaching

1. During your match, it is a foul if you ask for, or intentionally receive, assistance in planning or executing any shot.
2. It is a foul if you receive unsolicited assistance from a spectator associated with you (e.g., spouse/partner, relative, teammate). “Assistance” includes being alerted to an opponent’s foul.
3. If you are not aware of an opponent’s foul, and you are alerted to the foul by unsolicited information from a spectator not associated with you, the foul is not enforceable but you do not incur any additional penalty.

Exception: In scotch doubles or team play, a violation of Rule 1.8, No Practice Allowed During Match, may be called on any member of the opponent’s team by any member of the offended team, regardless of whether they or the offending player are at the table or involved in a game. Other modifications of Rule 1-41 concerning team or doubles play may be made by the Administrative Authority.

4. Any spectator not associated with you who offers any significant unsolicited assistance to you, whether verbal or non-verbal, will be warned against further interruptions or removed from the area.
5. The Administrative Authority of the event may modify this rule for team or doubles play. (AR p. 97)

1-42 Non-Shooting Player Requirement

1. It is unsportsmanlike conduct if you intentionally distract your opponent or interfere with their play. (AR p. 82, 98, 99)
2. The non-shooting player has an obligation to pay attention to the game on the table, which includes clearly and unambiguously acknowledging called shots and safeties. In the event of a dispute over whether a shot or safety was properly called, the referee is the sole judge.
3. If asked, the non-shooting player must provide information to you concerning the game on the table (e.g., who has which group in 8-Ball, or whether they committed a foul, etc.).

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If, as the non-shooting player, you do provide information to your opponent, you must do so in good faith and, to the best of your ability, provide correct information. The non-shooting player is not protected by Rule 1-1-2 from giving incorrect information, and may incur penalties by giving incorrect information. (AR p. 98)

1-43 Concession of Game

1. You must not concede any game at any time for any reason. "Concede" means that, as a result of any verbal or non-verbal action, you lead your opponent to believe that you are awarding them the game before its normal conclusion on the table. Before a game has ended, you must refrain from making any statements such as "good game", etc., or any other verbal inference that the game is over or that your opponent is certain or likely to win. You must also refrain from any similar non-verbal action, such as putting away your cue or accessory items, beginning to mark a score sheet, changing clothes, retrieving or juggling coins or tokens, etc. Whether or not you have conceded a game is determined solely by the referee's judgment.

2. If you concede a game, in addition to losing that game you will receive a mandatory warning against further concessions. A second violation results in the loss of the conceded game and an additional deduction of one game from your score (if you have zero games, your score would be "minus one game") and a final mandatory warning. A third violation results in loss of match. In team play, any member of the team may commit the second or third violations. (AR p. 98)

3. In the absence of any act by your opponent judged to be a concession under Rule 1-43-1, you must not assume that your opponent has conceded the game. If you disturb the position of the table in such a situation, then you are charged with a concession violation. (AR p. 98)

4. If you disturb the position of the table in an act that presumes the game is over before it is actually over, such as gathering balls together to rack the next game, you lose the game. (AR p. 98)

1-44 Concession of Match

When your opponent is on the hill, if you make a motion to unscrew your playing cue during your opponent's inning you lose the match. (AR p. 99)

1-45 Unsportsmanlike Conduct (AR p. 99)

1. You must not commit any act that is unsportsmanlike in nature. This includes, but is not limited to: actions that are embarrassing, disruptive, or detrimental to other players, spectators, referees, event officials, or the sport in general, or any act that makes a travesty of the game. Offering to gamble with opponents or spectators during your match is specifically defined as unsportsmanlike conduct.

2. You are responsible for your actions at all times while you are present at the event

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venue, whether playing or not.

3. You may be penalized for unsportsmanlike conduct with or without warning. Penalties for unsportsmanlike conduct are at the discretion of the referee or other designated event officials, and may vary based upon the referee's or event official's judgment of the severity and nature of the unsportsmanlike act. A player's pattern of behavior from prior events may also be considered.

4. A foul with a specified progression of penalties may have a more serious penalty applied early in the progression if it is committed willfully or in an unsportsmanlike manner, or if it is committed intentionally in consecutive matches.

5. Unsportsmanlike conduct warnings and penalties carry forward and are cumulative during the entire event.

6. Disqualification from any CSI event for unsportsmanlike conduct will result in forfeiture of any prize money, trophy, or award won by that player or team. In addition, any championship recognition will not be entered in the official records of the event.

1-46 Spotting Balls

1. Balls to be spotted are placed on the long string with the number facing up. A single ball is placed on the foot spot. If more than one ball is to be spotted, they are placed on the long string in ascending numerical order, beginning on the foot spot and moving toward the foot of the table (see Diagram 8).

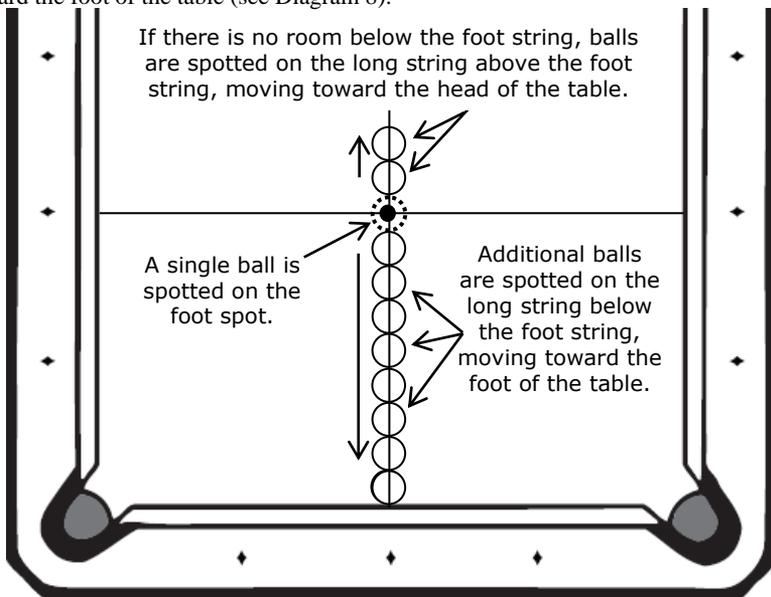


Diagram 8 – Spotting Balls

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2. If other balls interfere with spotting, the ball(s) to be spotted will be placed on the long string below the foot spot, but as close as possible to the foot spot, without moving the interfering balls. If there is no space available on the long string below the foot spot, they will be placed on the long string above the foot spot, but as close as possible to the foot spot, without moving the interfering balls (see Diagram 9).

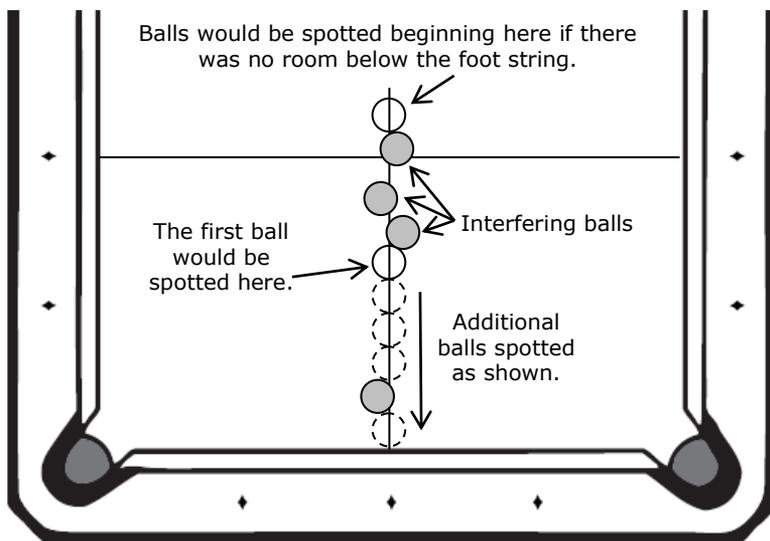


Diagram 9 – Spotting Balls with Interfering Balls

3. Whenever possible, spotted balls will be placed frozen to interfering object balls or other spotted balls. If the cue ball is the interfering ball, the spotted ball will be placed as closely as possible to the cue ball without being frozen to it. (AR p. 101)

1-47 Jawed Balls

If balls are wedged in the mouth of a pocket, a referee will inspect them and judge whether, if they were free to fall directly downward, the balls would come to rest on the bed of the table or in the pocket. The referee will then place the balls in the positions as judged and play will continue.

1-48 Non-Player Interference

If balls move because of the action of a non-player or other influence beyond the control of the players, a referee will restore the balls as nearly as possible to their original positions and play will continue. If the interference occurs during a shot and has an

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effect on the outcome of the shot, the shooter shoots again after the restoration. In either case, if the referee judges that restoration is not possible, the game will be replayed with the player who broke the game breaking again. Balls moved under such circumstances do not meet the definition of disturbed balls and Rule 1-33 does not apply. (AR p. 101)

1-49 Balls Settling or Moving

1. If a ball settles or otherwise moves by itself, it will remain in the position it assumed and play continues. It is not a foul if a ball settles or otherwise moves by itself as you are shooting. If a ball that you are shooting at settles while you are shooting but does not fall into a pocket, the result of the shot stands.

2. If a ball that is frozen to the cue ball moves as the cue ball leaves its original position on a shot, whether or not it was moved by the cue ball or settled on its own is determined solely by the referee's judgment.

3. If a ball is hanging on the lip of a pocket and falls into that pocket by itself after being stationary for five seconds or longer, it will be replaced as closely as possible to the position it was in prior to falling. The five-second count does not begin until all balls in play have stopped moving. Whether the shooter remains at the table does not affect the five-second period.

4. If a hanging ball drops into a pocket by itself while balls are in motion during a shot, the ruling depends on the ensuing action of the balls:

- a. If no ball passes through the area originally occupied by the hanging ball, it is restored and play will continue.
- b. If the cue ball, before contacting another ball, passes through the area originally occupied by the hanging ball and, without contacting any other balls, either scratches or remains on the table, both the cue ball and the object ball are restored to their prior positions and you shoot again. (AR p. 101)
- c. If the shot is legal and any ball passes through the area originally occupied by the hanging ball, including the cue ball with or without scratching, and any other balls are contacted by such a ball at any point during the shot, a referee will attempt to restore the position prior to the shot and you shoot again. If restoration is not possible, the game will be replayed with the player who broke the game breaking again. (AR p. 101)
- d. If the shot is illegal because the cue ball first contacts an illegal object ball before it or any other ball passes through the area originally occupied by the hanging ball, it is a foul. The incoming player accepts the object balls in position. If the hanging ball is designated by specific game rules as the game winning ball it must be restored, otherwise it is not restored.

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RULES SECTION 2

8-BALL

2-1 The Game

8-Ball is a call shot game played with a cue ball and fifteen object balls numbered 1 through 15. Each player or team has a group of seven balls: the solid colored balls numbered 1 through 7, or the striped balls numbered 9 through 15. The 8-ball is the game winning ball. The object of the game is to pocket your entire group of balls and then legally pocket the 8-ball. The game is played by two players or two teams.

2-2 8-Ball Rack

The balls are racked as follows (see Figure 2-1):

- in a triangle with the apex ball on the foot spot (AR p. 84);
- the rows behind the apex are parallel to the foot string;
- the 8-ball is in the middle of the row of three balls;
- the remaining balls are placed at random, except that the ball at each rear corner of the rack must be of a different group from the other rear corner (the left/right orientation those two balls does not matter). (AR p. 102)

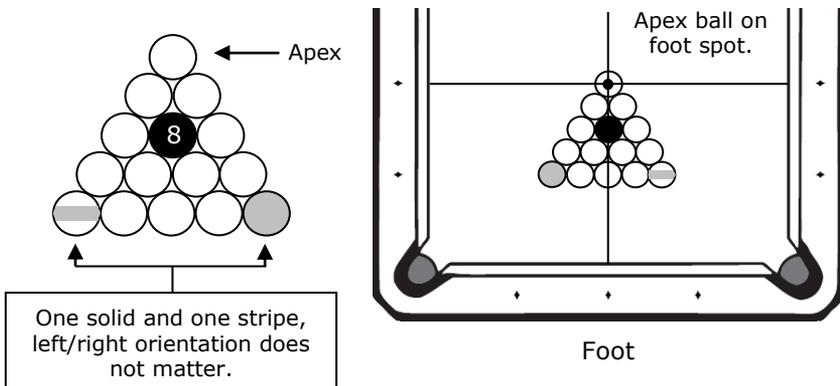


Figure 2-1

2-3 Break Requirements

1. You begin the break with ball in hand behind the head string. The break is not a called shot, and you may not call a ball or a safety on the break. There is no requirement for the cue ball to contact any particular ball first. You must legally pocket a ball or cause at least four object balls to contact one or more cushions or it is an illegal break. If you legally pocket a ball, you continue to shoot. If you do not legally pocket a ball or you commit a foul, your inning ends. (AR p. 102)

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2. If you intend to break softly, you must notify your opponent and allow them the opportunity to call a referee to watch your break. If you fail to notify your opponent you will receive a mandatory warning on the first offense. Second and subsequent offenses are fouls.

3. If your break is illegal, with or without a foul, your inning ends. Your opponent may:

- a. re-rack the balls and break;
- b. require you to re-rack the balls and break again;

The game cannot continue until there is a legal break. If your opponent's break is illegal and there is also a foul, the illegal break takes precedence and you must choose either option (a) or (b) above.

4. If you foul on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed object balls remain pocketed. Your opponent receives ball in hand anywhere on the table.

5. In all cases on the break, jumped object balls other than the 8-ball are not returned to the table except in the case of a re-rack. If the 8-ball is jumped it is spotted.

2-4 8-Ball Pocketed on the Break (AR p. 102)

1. If you pocket the 8-ball on the break and do not foul, you may:

- a. have the 8-ball spotted and accept the table in position;
- b. re-rack the balls and break again.

2. If you pocket the 8-ball on the break and foul, your inning ends. Your opponent may:

- a. have the 8-ball spotted and take ball in hand anywhere on the table;
- b. re-rack the balls and break.

3. If the 8-ball is pocketed on the break, and it is not noticed until after another shot has been taken, the game will be replayed with the player who broke the game breaking again.

2-5 Table Open After the Break

The table is always open on the shot after the break and remains open until groups are established. When the table is open, all object balls except the 8-ball are legal object balls. For combination shots, a ball of one group may be contacted first to pocket a ball of the other group. The 8-ball may be part of such a combination if it is not the first ball contacted by the cue ball.

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2-6 Establishing Groups

1. Groups are established when the first object ball is legally pocketed on a shot after the break. The player legally pocketing the first ball is assigned that group, and the opponent is assigned the other group. You cannot establish a group on a safety. (AR p. 102)
2. If all balls of either group are pocketed on the break or illegally pocketed before groups are established, either player may legally shoot the 8-ball during their inning. You win the game if you legally pocket the 8-ball on such a shot.
3. Once they are established, groups can never change for the remainder of that game. If a player shoots the wrong group and no foul is called before the next shot and the player continues to shoot at that group, or if at any time during the game it is discovered by either player or a referee that the players are shooting the wrong groups, the game will be replayed with the player who broke the game breaking again. If a game has ended and then the players realize they shot the wrong groups, the game is not replayed and the result stands.

2-7 Continuing Play

1. Once groups are established, play continues with each player having their group as legal object balls. Balls in your opponents' group and the 8-ball are illegal object balls. When it is your inning, you continue to shoot as long as you legally pocket a ball on each shot. Object balls pocketed in addition to the called ball remain pocketed. Your inning ends if you do not legally pocket a ball.
2. Jumped object balls and illegally pocketed balls are not returned to the table but do count in favor of the player with that group.

2-8 Safety Play

Prior to any shot except the break, you may declare a safety. On a safety, your inning ends after the shot regardless of whether you pocket any ball. If you do not declare a safety and you pocket a ball on an obvious shot, your inning continues and you must shoot again. A safety must meet the requirements of Rule 1.19, Legal Shot, or it is a foul. (AR p. 77, 103)

2-9 Shooting the 8-Ball

1. The 8-ball becomes your legal object ball on your first shot after there are no balls of your group on the table. The player who legally pockets the 8-ball wins the game. (AR p. 103)
2. With the exception of the provisions of Rule 2.10, it is not loss of game if you foul when shooting the 8-ball but do not pocket the 8-ball. Your opponent receives ball in hand.

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2-10 Loss of Game

You lose the game if:

- a. you illegally pocket the 8-ball; (AR p. 103)
- b. you jump the 8-ball off the table on any shot other than the break;
- c. you pocket the 8-ball on the same shot as the last ball of your group;
- d. you violate any General Rule that requires loss of game as a penalty;
- e. you pocket the 8-ball on a shot defined as not obvious that you do not call (Rule 1-16-6 does not apply to 8-Ball);
- f. you commit a foul under Rule 1-33-4 or 1-33-7 and the 8-ball falls into a pocket.

2-11 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 on that shot, or that the game is not progressing because the position of the table has not significantly changed through three consecutive innings by each player, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again. (AR p. 104)

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RULES SECTION 3

9-BALL

3-1 The Game

9-Ball is played with a cue ball and nine object balls numbered 1 through 9. You shoot the balls in ascending numerical order, 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):

- a. in a diamond shape with the 1-ball as the apex ball on the foot spot (AR p. 84);
- b. the rows behind the apex are parallel to the foot string;
- c. the 9-ball is in the middle of the rack;
- d. the remaining balls are placed at random.

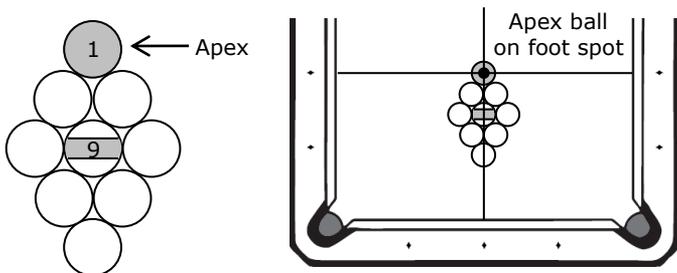


Figure 3-1

3-3 Break Requirements

1. You begin the break with ball in hand behind the head string. The cue ball must contact the 1-ball before any other ball or cushion or it is a foul. You must either legally pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.

2. Jumped object balls other than the 9-ball are not returned to the table. If the 9-ball is jumped, it is spotted.

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

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3-4 Push-out After the Break

1. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:
 - a. you must notify your opponent before the shot and your opponent must acknowledge your intention;
 - b. the cue ball does not have to contact the lowest numbered ball first, or any object ball at all;
 - c. no ball has to contact a cushion
 - d. all other rules and fouls still apply.
2. Any object balls except the 9-ball that are pocketed on a push-out remain pocketed. If the 9-ball is pocketed it is spotted.
3. After a push-out without a foul, your opponent may:
 - a. accept the table in position and shoot;
 - b. require you to shoot again with the table in position.

If you push-out and foul, your opponent receives ball in hand.

3-5 Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows:
 - a. the lowest numbered ball on the table must be the first object ball contacted by the cue ball or it is a foul;
 - b. if you legally pocket any ball your inning must continue;
 - c. the 9-ball is spotted if it is illegally pocketed or if it is jumped (AR p. 103);
 - d. other jumped object balls and illegally pocketed balls are not returned to the table.
2. When it is your inning, you must continue to shoot as long as you legally pocket a ball on each shot. Your inning ends if you do not legally pocket a ball.
3. The game is won by the player who legally pockets the 9-ball.

3-6 Three Successive Fouls

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

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3-7 Stalemate

If a referee judges that the game is not progressing because the position of the table has not significantly changed through three consecutive innings by each player, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again. (AR p. 103)