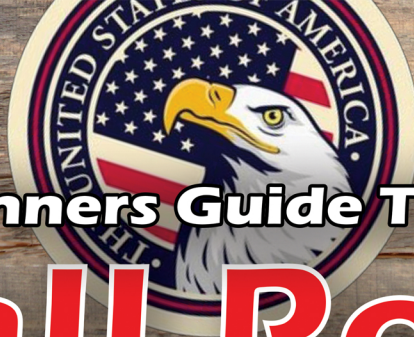




A Beginners Guide To

9 Ball Pool



Object of the game: 9 ball is played with nine object balls, numbered one through nine and a cue ball. On each shot the first ball that the cue ball contacts must be the lowest-numbered ball on the table and an object ball must be driven to a rail. The balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by legally pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table (called Ball In Hand). Players are not required to call any shot

Racking the balls: the object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine ball in the centre of the diamond, and the other balls in random order. The game begins with cue ball in hand behind the head string/spot.

Legal break shot: the rules governing the break shot are the same as for other shots except: a) the breaker must pocket a ball or drive at least four object balls to a rail, b) If the cue ball is pocketed or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand.

In hand: when the cue ball is in hand, the

player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

Continuing play: if the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his inning and shoots until he misses, fouls, or wins.

Fouls: When a player commits a foul, his turn is over and the incoming player is awarded ball in hand; prior to his first shot. (If a ball is pocketed or jumps off the table as a player commits a foul, only the 9 ball is respotted). The game is forfeit after three consecutive fouls.

Bad hit: first object ball contacted is not the lowest numbered ball on the table.

No Rail: no object ball contacts a rail. Ball jumps off table: object ball comes to rest other than on the bed of the table.

End of game: a game starts as soon as the cue ball crosses over the head string on the opening break. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball.

