

How To Play

Cut Throat Pool



Set up and the break:

When starting the game, the one-ball, six-ball, and eleven-ball should be placed on the three points of the rack. The one-ball is placed on the top where it is spotted. In cutthroat, the "low" balls are 1-5, the "mid" balls are 6-10 and the "high" balls are 11-15. Each set of five balls is initially unclaimed. The sets are assigned before the break in order of play (the first shooter is 1-5, the second shooter is 6-10, and the third shooter is 11-15). After the break, a player's turn continues so long as he knocks in a ball with each shot. A shooter can even knock in his own ball, allowing him to continue a turn in exchange for the nowweakened position. This circumstance is called "cutting one's own throat". If a player knocks his last ball in (accidentally or purposely) he is out and will remain out until a new game begins.

Fouls:

Scratching, or knocking the cue ball into a pocket. The player selects one of his or her own balls to be pocketed immediately. In the event that a scratch first pockets an opponent's ball, the affected player is permitted to select the ball [belonging to the offender] which is to be removed.

Missing:

The next player is awarded ball hand.

Winning the Game:

The object is to be the last player with at least one ball left on the table. When a player has no balls on the table, he is said to be 'out' and his shot is skipped in the rotation of taking shots.

