

## **OFFICIAL 9-BALL RULES**

**It is each player's responsibility to follow these rules.  
Players are always required to conduct themselves as professionals.  
Unsportsmanlike conduct may be subject to penalties.**

### **I. Format**

**Double Elimination, then Single Elimination for final 32 players.  
Alternate Breaks. Race to 10. Finals: Race to 13**

### **II. Racking**

**The Accu-Rack is the only authorized rack. The Official Racker will rack the 1-Ball in front and the 9-Ball on the spot. All other balls will be randomly placed. Players are not permitted to inspect the rack at any time.**

**The Accu-Rack may be removed after the break if both players agree to do so. After it's removed, the Accu-Rack cannot be placed on the rail. Upon request, at any time during the match, the Referee may be called upon to assist in removing the Accu-Rack, but it is the Referee's decision as to whether the Accu-Rack can or cannot be safely removed.**

### **III. Breaking**

**Players must lag for the opening break.**

**Players must break from the designated break box, which is 9" to the left and 9" to the right of the head spot. A legal break requires a minimum combination of 3 object balls either touching the head string line or being pocketed, or pocketing 2 object balls without any balls touching the head string. To "touch the head string line" means that the edge of the object ball must reach (break) the string line.**

**A non-conforming break is not a foul. The incoming player has the option to either accept the table in position, or require his opponent to shoot from that position. Neither player may push out after a non-conforming break. Pocketing the 9-Ball on a legal break in any pocket wins the game immediately.**

**Pocketing the 9-Ball on a non-conforming break requires that the 9-Ball be re-spotted immediately.**

### **IV. Fouls**

**The "all ball fouls" rule applies.**

**This tournament is being played with "area" Referees; each Referee may be responsible for several tables simultaneously (except on the Accu-Stats TV Arena Table).**

**Generally, the non-shooting player acts as the referee. However, either player may ask the area Referee to watch a shot or to clarify a rule. The Referee's decision is final once summoned to the table, either before or after a shot has been taken.**

**Three consecutive fouls is an automatic loss of game. A clear audible warning of “on 2 fouls” must be given to the incoming player as he approaches the table.**

**V. Dress Code**

**Dress-type shirt (with or without a collar) or a dress-type sweater.**

**Dress slacks; no sweatpants, warm-up pants, jogging pants, cargo pants, or jeans. Dark shoes or dark-colored tennis or walking-type shoes; no white or light-colored soles; no sandals, slippers or open-toed shoes.**

**No headphones, earphones, earplugs, iPod, Bluetooth devices, hats, caps, or headgear.**

**Hearing aids are permitted.**

**Note: Any dress code exception to the above requires a medical doctor’s note and must be approved by the Tournament Director prior to the Tournament.**

**VI. Cell phones and personal Electronic Devices**

**Players must turn off (use the airplane mode) cell phones and all personal electronic devices during the entire match.**

**Smoking and the use of E-cigarettes are not allowed anywhere in the tournament rooms.**

**VII. Forfeit Time**

**Both players must be in the tournament room at their scheduled match time, even if their scheduled match table is currently in use.**

**Forfeit time is 15 minutes after the scheduled match time, or when the table becomes available, whichever is later.**

**If a player is not present at his table a few minutes after the starting time, his opponent must notify the Referee. Only the Tournament Director can declare a forfeit.**

**VIII. Time-Outs**

**Each player may take one 5-minute time-out period per match. The Referee must be notified when a time-out is being taken. A time-out may only be taken during your inning or if you are breaking. Smoking and the use of E-cigarettes is prohibited during any time-out.**

**IX. Slow Play**

**Referees will monitor the pace of play on all tables.**

**Referees will issue a speed-up warning after 1 hour if the pace is not satisfactory. Approximately 10 games should be completed after 1 hour. If the pace remains unsatisfactory, the Referee may implement a 40-second shot clock, with one extension per player per game.**

**X. Concession Penalty**

**Concessions are not permitted at any time. The penalty for a concession is the loss of the conceded game, and a one game deduction from the offending player’s score.**

**XI. Cues and Bridges**

**Jump cues are allowed. The jump cue must have a minimum length of 40 inches. Cue extenders are allowed. Players may use their own bridge, provided it is legal in all aspects.**

**XII. Ball Cleaning**

**Once a game is in progress, only the Referee, upon request, is permitted to clean any ball. The shot clock will continue to run during ball cleanings.**

## **OFFICIAL ONE-POCKET RULES**

**For a complete read of the general One-Pocket rules, go to [onepocket.org/files/rules.pdf](http://onepocket.org/files/rules.pdf).**

**For the record, the following rules apply at this event:**

- **32-player field**
- **Double elimination, then Single elimination for final 8 players.**
- **Race to 3**
- **Lag for the break**
- **Alternate breaks**
- **Rack Your Own**
- **A Ball on the Break does not count. Breaker will rebreak.**
- **Base of Ball behind the headstring**
- **No Jump Cues**
- **Cue Ball Fouls Only**
- **3-Foul Rule applies**
- **Both players cannot have a negative score.**
  - **For instance, let's say the score is -2 to 0 and the player with 0 takes a foul. Because both players cannot have a negative score, we add 1 to the -2 score instead of subtracting 1 from the 0 score. The new score will be -1 to 0. This system was used at this year's Derby City Classic.**