

## 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.**