

International One-Pocket Rules

The official one-pocket rules are published on the One Pocket Website.

Here is the link to the general rules: <https://www.onepocket.org/official-one-pocket-rules/>

The following special rules apply to the International One-Pocket Tournament.

- Double elimination until 8 players remain; then single elimination to conclusion.
- Race to 3 in all rounds.
- Must lag for break. No coin flips.
- The Official One-Pocket rack is the Diamond Triangle Wood Rack.
- Rack your own, opponent may inspect.
- Alternate break.
- Cue ball fouls only.
- 3 Foul Rule applies. Warning must be given when the player on 2 fouls approaches the table.
- No jump cues allowed.
- Must jump with your playing cue only.
- A ball made in the breaker's pocket on the break does not count and results in a re-break.
There are no other options regardless of what else happens on the break shot.
- The "base of the ball" determines its playing legality. A ball 50/50 on the head string is playable.
- Intentional fouls must be performed with a legal stroke. Failure to do so results in an unsportsmanlike conduct penalty at the discretion of the official.
- Both players cannot have a negative score. For example, if the score is player A (-2) and player B (0).
Player B takes a foul. Instead of the score being A (-2) and B (-1), it becomes A (-1) and B (0).
- An immediate loss of game occurs if a player has a negative score of 5 (-5).
- Pocketing a hanging object ball and causing the cue ball or the hanging ball to fly off the table results in a foul.
The object ball stays down and counts, and the opponent has ball in hand behind the head string.

International Big Foot 10-Ball Rules

- Races to 11.
- Single elimination.
- Alternate breaks.
- All ball fouls.
- Not call shot.