

1. **THE FLIP-** Players will flip to determine who will break first. Players will alternate breaks. **Break your own rack**
2. **THE BREAK-** What's a WIN/LOSS, LEGAL BREAK and a FOUL
 - 2.1. While racking, once the rack is removed, a player is NOT allowed to touch the balls with their hands.
 - 2.2. If the 9 ball is pocketed, anywhere but the bottom 2 wings on the break without scratching it is a WIN. If the 9 ball is pocketed in the bottom 2 wings, the 9 ball is spotted, and the breaking player continues their turn. If the 9 ball is pocketed on the break and the breaking player scratches or the cue is shot off the table, the 9 ball will be spotted and the incoming player has ball in hand
 - 2.3. LEGAL BREAK- if a ball is pocketed then the break is LEGAL. If a ball isn't pocketed then 4 balls must hit the rails to be considered a LEGAL BREAK. If 4 balls don't hit the rails, the opponent has the option to
 - 1) Shoot the table as it lies
 - 2) Ask for a re-rack and get the break
 - 2.4. A scratch on the break is a foul and results in ball in hand anywhere on the table for the opponent.
 - 2.5. If a miscue occurs, the cue ball is raked into a pocket or scratches without making contact with the rack, the game has not begun and the shooter may break again. Once the cue ball has hit the rack see Section 2.2.
 - 2.6. PUSH OUT- a push out is allowed on the first shot immediately following the break. The shooter must declare a PUSH and your opponent must acknowledge that the PUSH is being played. The incoming player has the option to 1) Take the shot 2) Pass the shot back
3. **FOULS-**The following are FOULS that may occur during a match that result in ball in hand to the incoming player
 - 3.1. ALL SCRATCHES: pocketing the cue ball or knocking it off the table or knocking any object ball off the table
 - 3.2. Failure to make legal contact with the lowest numbered ball on the table
 - 3.3. Failure to make contact with the object ball and then have any ball hit a rail after contact, if the object ball is not pocketed
 - 3.4. Touching any ball with the cue ball or the hand the cue ball is in while placing the cue on the table during ball in hand
 - 3.5. Moving any object ball that interferes with the path of the cue ball or moving three or more object balls
 - 3.6. Shooting straight into a ball that is frozen to the cue. The shooter must shoot away from the ball at a minimum of 45° angle for the shot to be considered legal
 - 3.7. If the object ball is frozen to a rail, the cue must contact the ball then hit a rail or the object ball must leave the rail and re-hit that rail or another rail or be pocketed to be considered a legal shot
4. **GENERAL-**
 - 4.1. Any ball hanging in a pocket for more than a few seconds and then dropping must be placed back on the table where it was before it fell
 - 4.2. If any object balls are moved by players sticks, clothing or body parts the opposing player has the option to
 - 1) leave the ball where it lies OR 2) move it back to where they believe it was prior to the foul
 - 4.3. If a player breaks down a cue, whether it's a break stick or shooting cue, at any time before the end of a match it will result in LOSS OF GAME. If you need to change your shaft you must notify your opponent prior to breaking down your cue
 - 4.4. Jump shots are legal during match play only and they must be performed with the *players' full regular cue*. **No jump cues allowed.** Masse shots are also allowed during match play. **NO PRACTICING OF JUMP SHOTS OR MASSE'S ARE ALLOWED**
 - 4.5. If a match is taking too long and it appears that it may not finish within the allowable time frame, the TOURNAMENT DIRECTOR may require sudden death play. Most shots should be taken within **1 minute**. Anyone found to be intentionally SLOW PLAYING will be penalized and could result in loss of MATCH, ROUND or DISQUALIFICATION. If after 3 innings no position improvements have been made, a **Stale Mate** will be called and the game will be re-racked with the same player breaking.

Statewide Billiards has the final authority to determine rulings on player handicaps and game rules. All players are reminded that good sportsmanship and consideration of other players is mandatory. If any player is determined by Statewide Billiards to be sandbagging intentionally to play in events at a lower skill level it is at their discretion to force that player to forfeit play without refund of any entry or greens fees. Any player considered a detriment to the event or other players will be asked to leave without refund of any entry or greens fees