

JC Billiard's 9 Ball

Youth Tournament Rules

Table of Contents

General.....	2
Game Play.....	3
Coin Toss.....	3
Racking.....	3
Breaking.....	3
After the Break.....	3
Shooting the Wrong Balls.....	3
Combination Shots.....	3
Pocketed Balls.....	4
Balls on the Floor.....	4
Accidentally Moved Balls.....	4
Close Hits.....	5
Marking the Table.....	5
Fouls.....	5
Matches.....	6
Skill Levels.....	6
Points Required to Win.....	6
Scoring.....	6
Winning a Match.....	7
Time Limits.....	7
Tournament Play.....	8

General

These rules are largely based on the APA 9 ball rules. They have been greatly reduced and simplified to accomodate younger players.

All matches will be supervised by an adult. As with the APA rules, common sense must prevail if not covered in these rules.

The main objective of this tournament is to allow younger players to enjoy and learn the game. Players must remain a good sport and be polite at all times. Failure to do so will result in a warning. If issues continue the player will be asked to leave the tournament.

These rules vary from the APA rules in the following situations:

- Lagging – Lagging for the break has been replaced by a coin toss
- Double hits - will not be called
- Accidentally moved balls – no ball in hand if contact with cue ball
- Rail after contact – no ball in hand
- Foot on floor - A stool will be provided. However if a player accidentally fails to keep a foot on the floor, no foul will be called.
- Anywhere the rules refer to the players coach, or when the player's opponent is required to make a call regarding a foul, has been replaced by referee.

9 ball is played with a cue ball and nine object balls numbered 1 through 9. It is a rotation game, meaning the balls are shot in numerical order. The shooter must strike the cue ball into the lowest numbered ball on the table first. The game is over when the 9-ball is legally pocketed. A player retains their turn at the table as long as they strike the lowest numbered ball first, and legally pocket a ball. The shooter need not pocket the lowest numbered ball to continue shooting. For example, the shooter may strike the 1-ball into the 4-ball (a combination shot) thus pocketing the 4-ball and continue their turn at the table. On their next shot, the 1-ball must again be struck first. If the shooter shoots the lowest numbered ball into the 9-ball and pockets the 9-ball, the game is over. In League play, balls 1 through 8 are worth one point each when pocketed and the 9-ball is worth two points.

Game Play

Coin Toss

The start of each match will be decided by a coin toss. One player will flip the coin, the other player will call either heads or tails while the coin is still in the air. The coin must land on the table to count. If the coin does not land on the table or the other player does not call it in the air, the coin toss will be redone. The winner of the toss can choose whether they want to break first or allow their opponent to break.

Racking

All racking will be done by the adult who is supervising the game. This is done to maintain the quality of rack and help speed up game play. The 1 ball must be at the front of the diamond and the 9 in the middle. The remaining balls can be placed in any order.

Breaking

The cue ball must be behind the head string. The 1 ball must be struck first. After the first break, it will be alternating break.

After the Break

If the player breaking did not hit the 1 ball first, their opponent has ball in hand (from anywhere on the table).

If the player breaking scratches on the break, their opponent has ball in hand (from anywhere on the table).

If the player breaking makes the 9 ball on the break, they win the game. However, if the 1 ball was not hit first or they scratch on the break, the 9 ball is spotted and their opponent has ball in hand.

Shooting the Wrong Balls

If a player fails to hit the lowest ball on the table first, their turn is over and their opponent has ball in hand. Any balls made will remain down except for the 9 ball. If the 9 ball is pocketed it will be spotted. No points are given for balls dropped since this is a foul.

Combination Shots

As long as the lowest ball was hit first, all combinations are allowed. This includes pocketing the 9 ball. All balls made during the combination shot count as points for the shooter. After the combination, the lowest numbered ball on the table must be hit first.

Pocketed Balls

Balls must remain in a pocket to be legal. If any ball, including the cue ball, goes in a pocket, but bounces back onto the playing surface, it is not considered pocketed and must be played from where it lies.

NOTE 1: Once a ball has stopped all motion, it cannot move again without outside forces affecting it. Therefore, if a ball which has been hanging in a pocket for more than a few seconds suddenly drops, it is to be placed back on the table where it was originally sitting.

NOTE 2: If two balls become jammed in a pocket and are leaning off the edge of the slate to some degree, they are deemed pocketed. Drop them in the pocket and resume playing unless doing so ends the game.

Balls on the Floor

Object balls that get knocked off the playing surface will be spotted on the foot spot. If the foot spot is taken, the ball will be placed directly behind the foot spot, as close to the foot spot as possible. If two or more balls are knocked on the floor, they are placed in numerical order with the lowest numbered ball closest to the foot spot. Spotted balls are placed frozen to one another.

Balls that get knocked off the playing surface will be immediately spotted on the foot spot. If the shooting player pocketed at least one ball, their turn continues.

The 9-ball is spotted:

- a) Anytime it is knocked off the table other than when it is pocketed.
- b) Anytime it is pocketed and the shooter scratches or otherwise fouls.

Accidentally Moved Balls

Accidentally moved balls must be replaced, unless any of the accidentally moved balls make contact with the cue ball. If accidentally moved balls make contact with the cue ball, no balls get replaced.

- If the accidental movement occurs between shots, the ball must be replaced by the referee before the shot is taken.
- If the accidental movement occurs during a shot, all balls accidentally moved must be replaced by the referee after the shot is over and all balls have stopped rolling.

NOTE: An object ball that is in motion and makes accidental contact with a bridge, cue stick, pocket marker, etc. is not replaced. If, during the course of the shot, another ball stops in the position previously occupied by the accidentally moved ball, the referee must place the accidentally moved ball, in a fair manner, as close as possible to its original position.

Close Hits

The referee will watch all shots. In the event that a foul occurs, the referee will call the foul. Both shooters must accept the referee's call whether they agree or not.

Marking the Table

No one is allowed to mark the cloth in any way, including, but not limited to, using chalk to draw a line or wetting a finger to dampen the cloth. Teams may be subject to sportsmanship violations for marking the cloth. It is permissible to set a piece of chalk on the hard surface of the rail.

Fouls

If any of the following fouls are committed, the penalty is ball-in-hand for the opposing player. Make certain you have ball-in-hand before you touch the cue ball by confirming it with the referee. Ball-in-hand is the advantage given to a player when their opponent scratches or otherwise fouls, whereupon the player may place the cue ball anywhere on the playing surface.

Even after having addressed the cue ball a player may, if not satisfied with the placement, make further adjustments with their hand, cue stick or any other reasonable piece of equipment. Only the referee may officially call a foul, although anyone may suggest to the referee that a foul should be called.

NOTE: A foul that is not called when it occurs cannot be called once the next shot has been taken.

These are the only fouls resulting in ball-in-hand. All other violations are sportsmanship violations. The ball-in-hand fouls are:

- a) If the cue ball goes in a pocket, on the floor, or otherwise ends up off the playing surface.
- b) Failure to hit the correct ball first.
- c) Intentionally scooping the cue ball over another ball.
- d) Receiving advice regarding game strategy from a fellow player, other than your designated coach, during a time-out.
- e) Touching or causing the cue ball to move, outside of a ball-in-hand situation.
- f) Altering the course of a moving cue ball.
- g) Anytime the cue ball makes contact with an accidentally moved ball.
- h) The cue ball does not touch any object ball during the course of a shot.

Matches

Skill Levels

The skill level system has been kept very close to that of the APA. Since these rules were created to support tournament play for children and not track the players ability or assign a handicap, the APA skill level has been modified. Instead of a Skill Level as in the APA, we are using a Points-to-win system based on age. The Points-to-win is *roughly* the childs age multiplied by 1.25.

Whenever possible, opponents will be kept as close to the same age.

NOTE: There may be situations where a player is known to have an ability higher than that of an average player of the same age. In these cases, an additional handicap may be assigned. A JC Billiard's official and the child's parent(s) will discuss the situation and agree on a reasonable handicap. If an agreement cannot be reached, the child will still be allowed to compete. However, they will not qualify for medals or other prizes.

Points Required to Win

Players Age	Points to Win
6	7
7	9
8	10
9	11
10	13
11	14
12	15
13	16
14	18
15	19
16	20

Scoring

Each ball made by a player, 1 – 8, is worth 1 point. The 9 ball is worth 2 points.

Winning a Match

Each match is a race to the Points-to-Win described above.

For example, if two 6 year olds are playing, it is a race to 7 points.

If a 6 year old and a 7 year old are playing, the 6 year old needs 7 points and the 7 year old needs 9 points. The first player to reach their required points wins the match.

If time permits, the referee may allow the game to continue until the end of the rack. Otherwise the match will end as-soon-as one player reaches the required points.

Time Limits

All matches will have a 25 minute time limit. If a player is in the middle of a run at the 25 minute mark, they will be allowed to finish their run. At the end of 25 minutes, whichever player is closest to the required points will be the winner.

Tournament Play

All players must be signed up by the designated time. No late enteries will be allowed since brackets must be created and are not easily changed. The format is as follows:

- All tournaments will be single elimination.
- Matches will be created keeping the opponents ages as close as possible.
- The youngest players will go first.
- Tournament play will continue until a winner is decided.
- In the event there is not enough time to finish the tournament, play will continue on another day. The day and venue will be announced at least 5 days in advance. We will *try* to make sure the time and place works for all remaining participants.