



4. Breaking.

4.1 Breaking Options (see article 2, chapter 2)

4.2 Legal Breaking.

The rule of "head string is crossed 3 times" is adopted: the head string is crossed (more than half or half of a ball) 3 times by numbered ball or balls.

The following conditions considered as legal breaking:

1. One ball is pocketed and head string is crossed twice.
2. Two ball is pocketed and head string is crossed once.
3. More than two balls are pocketed.

If the shot result in an illegal break, it will be considered as loss of chance, the incoming player has the option of:

- 1, accepting table in position and making shot
- 2, allowing the breaker continues the shot (whether ball pocketed or not)
- 3, re-racking and allowing the breaker breaking again or making breaking by himself or herself.

Three times of loss of chance will be considered as losing the rack. (referee should remind the player when the second time loss of chance)

4.3 If any foul is founded in the breaking, opponent can refer to clause 2, article 4, and chapter 3.to make choice.

4.4 The No.8 pot while breaking

- (a) If there's no other fouls, then the breaker win.(Golden Black 8)
- (b) If fouls occurred, the No.8 should be put back, then opponent get backline ball in hand or restart the round. (This could be bargained by the organizing committee before the game)

5. Opening situation.

The opening situation means the ownership of the solid balls strip balls were not decided.

5.1 The table become open after breaking, while opening, all of the object balls are legal, players can hit any balls except No.8. If the No.8 was first touched, that will be a foul.

5.2 All the illegal pot balls needn't to be put back (except No.8) while the table was opening.

5.3 The ownership of each kind of balls were not determined by breaking, no matter pot or not, the table were still open after breaking, the ownership of the balls were determined by a legal shot and pot ,then the table close.

6. Designate the pockets

In the game with the rule of designate pockets, (designate the ball to hit, and which object ball to pot) player should tell the referee or opponent which object ball to hit and which pocket to pot. As for the process is insignificant such as how many times touching the cushion, or if touched any other balls during the process.

In the following condition that the player should call pocket, (1) if the first hitting ball is the planned pocketed object ball, and the object ball is pocketed with touching other balls or banking. (2) If the first hitting ball is not the planned pocketed ball, the player should designate the ball and call the pocket. If the player fails to call pocket in the above two situation, the pocket is illegal, the opponent shall shoot or be judged as losing the rack (when hitting the 8 ball). For other situation, there is no need to call pocket. This rule also applied for the 8 ball (there is no necessary to call pocket if the 8 ball pocketed without involving above 2 situation)

7 Hitting

7.1 Player hitting after the table closed, right group of balls (solid or strip) must be first touched, if all his balls were in the pockets, the No.8 should be first touched.

7.2 If no ball pot, one ball at least should touch the cushion AFTER hitting. (Including the cue ball)

7.3 After potting, balls not potted must be on the table. Any object balls (except No.8) left the table would be reasonable disappear, and needn't to be put back.

7.4 In the process of hitting, only the cue top is allowed to touch the ball. Others such as clothes, hair, rest, chalk and equipment cannot touch the balls on the table.

7.5 In one hitting, the cue top can touch the cue ball only once.

Any of the above infringement happens, the opponent will get ball in hand. All the foul behaviors should be judged before the next hitting, or will be treated no foul appears.

8 .Appressed Ball

8.1 When the cue ball and the object ball were appressed, the hitting should make the object ball move, there is no limit to the direction of the hitting, but the hitting action must be clear.

8.2 When the object ball and the cushion were appressed, after the cue ball hit the object ball, the object ball should touch the cushion again, or other balls (including the cue ball) touch the cushion, or pot.

The punishment of violating rules above: the opponent get ball in hand.

9. Jump Ball.

9.1 Players can hit the cue ball to make it bounce over the illegal object balls to hit the legal balls.

9.2 While bouncing, player can only hit the 1/2 above of the spherical surface area.

The punishment of violating rules above: the opponent get ball in hand.

10. Fouls

If one player has a foul, the opponent get a chance ball in hand.

Here are the general fouls:

- (a). The cue ball pot or leave the table.
- (b). the cue ball touch the illegal balls first.
- (c). Hitting while balls were not fully stopped.
- (d). both feet leave the ground while hitting.
- (e). the object ball leave away from the table.
- (f). Touch the balls illegally.
- (g). Double hit
- (h). push the cue ball by the cue.
- (i). Illegal hitting backline.

11, Intentional fouls

Intentional fouls would be regarded as a violation of the spirit of sports behavior.

In a game, player first has intentional foul will be judged as losing a rack, second time, lose the game.

12. Ball Group Confused.

After the table closed, if a player wrongly hit the other group ball, the foul must be pronounced before his next hitting. When any player or a referee conscious of the ball group were wrongly changed, the round should be stop at once, and restart.

13. Lost.

- (a). If players violate each of the following rules ,lose the round.
- (b) Fouls occur while potting the No.8.
- (c) Potted the No.8 while potting the last object ball.
- (d) Hit the No.8 and made it away from the table.
- (e) The No.8 potted in unspecified pocket.
- (f) Pot the No.8 before finish potting all the object ball of his group.
- (g) As long as the 8 ball stay on the table, even if the foul occurs or the cue ball potted will not lose games.

14. Deadlock

If the referee judged deadlock happen or maybe will happen, he should suggest restart the round, if player refuse, the referee will allow the game continue, generally the referee will do finally judge after three hitting of each player. If the deadlock continue the referee will announce the round deadlock, and restart the round, and at the same time:

- (a) The original player break again.
- (b) The original shot order do not change.

15. Safely shooting.

When players want to do safety shot, he should first clearly signal and get repeat from the referee .no matter whether the object ball pot or not, player lose the turn.