



1. Summary

Split Rotation is a continuous two-player pocket billiards game played with thirteen striped balls, eight numbered balls, and one cue ball. The recommended table size for this game is 9 feet by 4.5 feet or greater. The shooter may pocket a striped ball at any time, but must pocket the numbered balls in rotation. Players always begin each turn with cue ball in hand and a free shot. Split Rotation is scored similarly to 14.1 (Straight Pool); one point is accumulated for each ball pocketed during a legal called shot. Points are awarded to the opponent for balls illegally sunk (balls are never taken out of pockets) and there are no point penalties for fouls. Split Rotation is continuous in that after twenty (or twenty-one) balls are pocketed, they are re-racked and the shooter continues. The first player to reach a pre-determined score wins the game.

2. Racking Details

Twenty balls are racked into triangles of ten balls each. One triangle is placed with the apex ball on the foot spot (lower pack), and the other triangle is placed with the apex ball on the head spot (upper pack). Numbered ball "one" is placed on the apex of the lower pack, two striped balls in the second row, balls "two" and "three" on the outside and ball "four" in the middle for the third row, and four striped balls in the fourth row. Numbered ball "five" is placed on the apex of the upper pack, two striped balls in the second row, balls "six" and "seven" on the outside and ball "eight" in the middle for the third row, and four striped balls in the fourth row. On the opening break, one striped ball is placed on the center spot.

3. Object Balls

The lowest numbered ball on the table is an object ball. All striped balls on the table are object balls. All other balls are not object balls.

4. Called Pocket

The called pocket is the pocket in which a player intends to sink a ball. It is not required for the player to specify any predicted collisions with rails or other balls.

5. Called Ball

The called ball is the ball that a player intends to sink into the called pocket. Any ball may be called. Striped balls do not have unique markings, and therefore, a player calling a striped ball may sink any striped ball into the called pocket.

6. Miss

A miss is the failure to pocket the called ball in the called pocket.

7. Legal Hit

A legal hit is executed by causing the cue ball to first contact an object ball (any stripe or lowest number) and then causing any ball to be driven into any rail or pocket. Failure to execute a legal hit is a foul.

8. Ball In Hand

A player that has ball in hand may place the cue ball anywhere on the table that is not in direct contact with another ball.

9. Standard Shot

A standard shot requires the player to execute a legal hit and pocket a called ball in a called pocket. If the player scratches, fouls, or misses, then his turn ends.

10. Free Shot

A free shot only requires the player to execute a legal hit. Balls may be called and pocketed during a free shot. The player is not required to call a ball and a pocket, but if he does and misses, then his turn does *not* end. If the player scratches or fouls, his turn ends.

11. Safeties

There are no safeties in Split Rotation. The game is 100% offense-oriented.

12. Opening Break

The player shooting the opening break has ball in hand. After placing the ball, the player must cause the cue ball to first contact the striped ball on the center spot and then sink it into a called pocket. If the player scratches, fouls, fails to first contact the center ball, or fails to pocket the center ball in the called pocket, his turn ends. If the player is successful, then he may continue shooting by executing standard shots until he scratches, fouls, or misses. Turn then passes to the opponent.

13. Playing the Game

All players have ball in hand at the beginning of every turn in the game. After placing the cue ball, the player executes a free shot. If the player does not foul, then he may continue shooting by executing standard shots until he scratches, fouls, or misses. Turn then passes to the opponent.

14. Scoring

If the called ball is pocketed in the called pocket, one point per ball is awarded to the player for all balls sunk during the shot (including balls sunk in other pockets). If the called ball is not pocketed in the called pocket (miss), or the player scratches or fouls, one point per ball is awarded to the opponent for all balls sunk in all pockets during the shot. If no call was made and balls are pocketed, one point per ball is awarded to the opponent for all balls sunk in all pockets during the shot. One point per ball is awarded to the opponent for all balls jumped off of the table during the shot. There is no penalty for committing a foul except for loss of turn.

15. Re-Racking

If there remains only one striped ball left on the table, it is left untouched and the other twenty balls are re-racked. If the remaining striped ball interferes with either the upper or lower pack, then it is spotted on the center spot. The sum of all points scored during the rack should equal 20.

If there remains only one numbered ball on the table, then play continues normally until the ball is pocketed. When no balls remain on the table, twenty balls are re-racked and one striped ball is spotted on the center spot. The sum of all points scored during the rack should equal 21.

The cue ball is left as-is unless it interferes with the re-racking sequence. If the cue ball interferes with the lower pack, then it may be placed anywhere on or behind the foot string. If the cue ball interferes with the upper pack, then it may be placed anywhere on or behind the head string. A legal shot does not require the cue ball to cross a string before contact with another ball (i.e. exempt from WPA rule 6.11). If the cue ball lies on the center spot and a striped ball needs to be spotted there, then the cue ball may be placed anywhere on the table (ball in hand) and normal play resumes.

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