

HEYBALL RULES OF PLAY

CHAPTER I : General Principles

These general principles list the items that are not included in the rules of Heyball, but need to be arranged in the physical truth, including the requirement of dressing, the course of appeal and the schedule of competitions. The content of general principles such as the quantity of game in a round, the order of breaking is different from the former one in every competition. The committee has the right of defining and carrying out these principles according to the general principles before the games. Relatively, the rules of competition need to be carried out strictly in the process of the competition.

1. The Rules of Competition

These rules are not allowed to be changed casually, unless the Organizing Committee approves. A written explanation of the temporary change in the rules should be published before the tournament starts.

2. Dress Code

Player's attire must meet the competition requirements and should be neat and clean. If the players are not sure if their clothing is in accordance with the requirements, they can ask the tournament director for confirmation before the game. Final decision rests with the tournament director on the clothing requirements. If there are any special circumstances such as flight baggage loss, special physical condition and so on, the tournament director may allow the players participating in the competition. Players may be disqualified because of the undesirable dressing. If no dress code is being announced before the game, all players (both males and females) should apply the following dress code by default.

Tops: Plain color shirt (black and white are recommended) with the lower hem bundled in trousers, must wear waistcoat outside the shirt. Bow tie is required.

Trousers: Solid color suit or business formal trousers. Players must not wear jeans.

Shoes: Deep color leather shoes

3. Referee Regulations

3.1 Referee's responsibility:

- (a) The sole judge of the game, to make judgments on anything happened in the game;
- (b) Responsible for enforcing the rules of the game and maintain the competition smoothly;
- (c) The referee shall answer player's questions about the objective facts and the rules of the game;
- (d) While contrary to the principles of fair play happens, the referee has the right to postpone the game, this power also applies to the case of disputes;
- (e) If the rules do not cover the special circumstances during the race, the referee can make judgments under the principles of fair play;
- (f) If required, the referee can tell shooting player whether the round is closed or not.
- (g) Clean any balls on the table in reasonable request; for game has time limitation for shooting, the cleaning ball time will be counted into the player's shooting time.
- (h) To assist the players to take, or put back the rest and other auxiliary equipment when the player signal.

3.2 Referee cannot:

- (a) Answer any questions unrelated to any rules;
- (b) Prompt the shooting players potential fouls;
- (c) Provide suggests and opinions that may affect the game;

3.3 If the referee did not notice a dispute, he can refer to the presence of scorers and other event staff or the audience in the best position to make a ruling.

4. Racking or Tapping of Balls

In Heyball, a triangle or a magic-rack is used to rack the balls. At the beginning of a rack, all balls are placed in the triangle or placed in the holes in the magic-rack and then set at the balls area. The advantages of using a triangle or magic-rack is to save time and make sure the balls are clinging tightly. The equipment to rack the ball is determined by the tournament organizers. Racking balls is the responsibility of the referee, players can not rack the balls on their own, unless the tournament organizers have explicitly requested.

5. Declaration of Frozen Balls

The referee should observe carefully and then announce if the object ball is oppressed to the cushion or if the cue ball is oppressed to the object ball. The players could remind the referee for a declaration of such cases. Players must give the referee enough time to make a ruling. In the time-limited game, the declaration time will not be counted into the shooting player's time. If the referee does not make an announcement, it is considered that there is not a frozen ball.

6. Outside Interference

The referee should avoid competition interference, such as interference from nearby table players or spectators. If necessary, the game could be suspended or postponed. Interference can be from physical or language.

7. Force Majeure

If anything not listed in the rules occur in the game, the referee will make a judgment under the principle of fair competition, if necessary, a game may be moved to other tables with the position of the balls remaining original. If not, the referee could announce the round as an impasse.

8. Coaching

Players are not allowed to accept a coach's or any third party's guidance during the match. Players have the right to request a timeout to get help from the coach, but the coach shall not approach the table. If the referee considers that a coach interferes with or affects the game, he may order the coach to stay away from the table.

9. Default Acceptance of the Equipment

After the start of the match, the player has no right to doubt the quality and authority of the equipment provided by the tournament organizer. Relevant objections must be raised before the start of the match.

10. Players' Use of Equipment

The equipment used by the contestants must comply with the equipment regulations of the organizing committee. Generally speaking, players are not allowed to use other new equipment in the match. The equipment mentioned below is legal. If a player has questions about a special purpose of the equipment, he shall ask the organizing committee and get a clear answer before the match.

(a) Cue: Players are allowed to change cues during the match. Players can use internal or external cue extenders to increase the length of cues.

(b) Chalk: players can use chalk to prevent the tip from slipping. Players can use their chalk, but the color of chalk must match the color of table cloth.

(c) Bridge: Players can use more than two kinds of bridges to support the cue at the same time. Players can use their own bridge, but the bridge must meet the regulations or be approved by the referee on duty.

(d) Glove: Players can use gloves to help grip the cue and hand bridge.

(e) Talcum powder: Players are allowed to use talcum powder if the referee considers the dosage is reasonable.

11. Being Late

Players must arrive at the table within the specified time and be ready to start the match. If a player does not appear within the specified time, he shall be punished according to the punishment method agreed before the tournament. If both players are late, they will be punished according to their respective circumstances. For players who are repeatedly late, stricter punishment measures can be adopted by the organizing committee.

12. Order of Break

The organizing committee has the right to decide the order of break. For example, the winner breaks or takes turns.

13. Non-shooting Player

When the shooting player is playing by the table, the non-shooting player shall stay in their designated seat area. When a player needs to leave the competition area during the match (including between racks), he must obtain the permission of the referee. If he leaves the competition area without the permission of the referee, it will be regarded as an act against sportsmanship.

14. Time Limited Shot

Time limited shot is often used in Heyball matches. Before the tournament, the organizing committee will clearly specify the time limit for each match and each shot, the time and frequency of extensions in a match. Usually, the players' shot time is 45 seconds or remade by the organizing committee. There will be a staff member in the match (referee or off-site personnel) or special timing equipment to record the time. Usually, a reminder will be made when there are 10 seconds left, and the countdown will be counted when there are 5 seconds left. Timing begins when all the balls on the table are still and ends when the cue tip makes contact with the cue ball producing a shot. Each player can call an extension in each rack, and the extension is usually 30 seconds; if the shooting player does not shoot within the specified time, it will be regarded as a foul.

15. Timeout Between Racks

In addition to the regulations of the organizing committee, players can apply for timeout under special circumstances.

15.1. The player must inform the referee of his intention before applying for a time out, and confirm that the referee is aware of the fact and obtains the consent of the referee on duty (this regulation can be remade by the organizing committee before the tournament).

15.2. During the timeout, if a player has any improper behavior, he will be deprived of the right to applying for timeout. If the circumstances are serious, he will be punished for violating the sportsmanship.

15.3. The player's application for timeout should be between racks, except under special circumstances. If a contestant is unwell due to special circumstances such as sickness, the organizing committee can adjust the number and time of timeout.

15.4. In case of any situation that affects the fairness and smooth progress of the match, the referee shall take measures to suspend the match immediately until the situation disappears. If this happens during a rack, the referee must ensure that the pattern on the table remains unchanged until the end of the timeout, and the match continues in the order of shooting before the timeout. If the pattern cannot be maintained due to objective reasons, the referee or organizing committee has the right to inform the players that the ongoing rack is invalid at an appropriate time and restart a new rack when the match can proceed smoothly.

15.5. In a time limit match which races to several racks, players can not call for a timeout independently. The organizing committee will set an official timeout according to the

actual situation.

16. Improper Behaviors

Refusing to play a rack, or acting in a manner that is deliberately or persistently inappropriate in the judgment of the referee, including a persistent waste of time and being cautioned or unsportsmanlike in accordance with Article 18 of this chapter, the referee should warn that that he/she will lose the match if he/she does not correct his/her behavior.

17. Punishment for Acts Against the Sportsmanship

The punishment for violation of sportsmanship in the rules and general regulations gives the organizing committee appropriate discretionary space. The basis of punishment can consider the following aspects: the player's previous behavior, prior warning, the severity of the behavior, and whether it is emphasized at the pre-event players meeting. In addition, the level of the tournament can also be considered, because in addition to superior skills, proper behaviors are also necessary qualities for an excellent player.

18. Appeal Rules

If a player needs to appeal, he should first communicate with the referee, who will make the most appropriate decision. If the player has any objection to the result, he can appeal to the chief referee and then the organizing committee. In regular tournaments, the decision of the organizing committee is final and decisive. The player needs to pay the appeal fee before each appeal. If the appeal fails, the appeal fee will not be returned, and the specific amount of the appeal fee shall be specified in the event order book or the pre-event players meeting. The same player can only appeal once on the same issue. If he appeals a second time on the same issue, it will be regarded as an act against the sportsmanship and be punished accordingly.

CHAPTER II : RULES OF PLAY FOR HEYBALL

1. Player's Obligations

It is the players' obligation to be in the know with all the rules and regulations of the game. Should there be any changes to the rules and regulations, the Organizing Committee should deliver the latest changes timely. But it is still the main obligation of the player.

2. Method of Play

(a) Heyball is played with 15 object balls from No.1 to No.15 and the cue ball. If one player chooses No.1 to No.7 (solids) then the other player must choose No.9 to No.15 (stripes), and vice versa. The shooter remains at the table as long as he continues to legally pocket his group of balls, and he wins the rack by pocketing the 8 ball.

(b) In the matches *before the top 64 of the Division One Tour*, male players shall give the last object ball handicap to female players and teenager players under 14. Female players and teenager players shall have 3 point break in their break shots. In the matches *after the top 64 of the Division One Tour*, male players shall give the first object ball handicap to female players and teenager players under 14. Female players and teenager players Under the age of 14 shall have 3 point break in their break shots. *In the Super Tour*, male players shall give the first object ball handicap to female players and teenager players under 14. Female players and players under the age of 14 shall have 4 point break in their break shots.

3. Equipment

(a) Table: Internal edge size is 2540 x 1260mm(+/-9mm) height from the ground to the cushion top is 800mm-850mm.

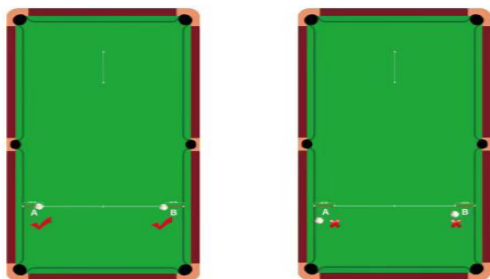
(b) Cues: No less than 101.6cm. The material and shape must be up to the standard of International Heyball Pool Association.

(c) Balls: Diameter 57.15mm(+/-0.05mm), Weight 156g-170g.

(d) Foot spot: 635 mm from the top cushion on longitudinal centre line.

(e) Head string: 635mm from the bottom cushion and parallel to the bottom cushion.

(f) Kitchen: The players are only allowed to place the cue ball within the range from points A or B to the cushion on the head string, which are 16cm away from the cushion (looking down the head string vertically, the edge of the cue ball needs to be pressed and within the head string).



4. Racking Balls

Object balls should be racked as tightly as possible in a triangle, with the apex ball on the foot spot and the 8 ball at the center of the triangle. A solid ball and a stripe ball should be placed on the two lower corners of the triangle. Other solids and stripes should be separated as far as possible, but being racked as tightly as possible. Players can check if the balls are placed right and tightly, and both can ask for a referee's adjustment. (This could be reappointed by the organizing committee before the game).

5. Lagging for the Break

The lag is the first shot of the match and determines order of play. The player who wins the lag chooses who will shoot first.

The referee will place a ball on each side of the table behind the head string and near the head string. After the referee's call, the players will shoot at about the same time to make each ball contact the foot cushion with the goal of returning the ball closer to the head cushion than the opponent.

A lag shot is lost if the shooter's ball:

- (a) crosses the long string;
- (b) contacts the foot cushion other than once;
- (c) is pocketed or driven off the table;
- (d) touches the side cushion; or
- (e) the ball rests within the corner pocket and past the nose of the head cushion.

The players will lag again if:

- (a) a player's ball is struck after the other ball has touched the foot cushion;
- (b) the referee cannot determine which ball has stopped closer to the head cushion; or
- (c) both lags are bad.

6. Break shot

The following rules apply to the break shot:

(a) The break area is adjusted to the area near two points A and B (as shown in the figure), which are 16cm from the two ends of the head string. Players are only allowed to place the cue ball in the break area from points A and B to the cushion on the head string (looking down the head string vertically, the edge of the cue ball needs to be pressed and within the head string), or it will be considered a foul.

(c) A male player's break shot should meet the minimum requirement of "head string being crossed 4 times by numbered balls", which means:

- (1) the head string is crossed (more than half or half of a ball) 4 times by numbered ball or balls (the cue ball is not included); or
- (2) one ball is pocketed and the head string is crossed 3 times; or
- (3) two balls are pocketed and the head string is crossed twice; or
- (4) three balls are pocketed and the head string is crossed once; or
- (5) four or more object balls are pocketed.

** If a ball crosses the head string and then gets pocketed, it is regarded as having crossed the head string TWICE.*

Female players and the players who are under 14 years of age should meet the minimum requirement of "head string being crossed 3 times".

If the break shot fails to meet this minimum requirement, the situation is regarded as a "illegal break", and the incoming player has the option of:

- (1) accepting the table in position and continue to play by himself or the opponent, or
- (2) re-racking and breaking by himself or the opponent.
- (3) the incoming player has 45 seconds to select continue to play or re-rack, and there's no extension.

The following rules are adopted:

(a) Three accumulated "loss of chances" will be considered as losing the ongoing rack.

(b) *Soft breaks* are not allowed - In the situation that less than four object balls is driven to one or more rails, the shot will be seen as an intentional attempt to slow down the game (It will NOT be regarded as a loss of chance nor an illegal break), and will result in the loss of the ongoing rack.

(c) Deliberate *refusal of executing a break shot or deliberate miscue* on the break shot

will be regarded as an intentional foul which results in a loss of rack.

(d) When a fouled break shot occurs, which is an *unintentional soft break* resulting in less than 4 object balls being driven to the rails, the incoming player can choose to accept the table in position and continue to play or re-rack and break by himself or his opponent. At this time, there is no ball-in-hand behind the head string.

(e) Cue ball should be placed in the break area within the range from points A or B to the cushion on the head string. Players are only allowed to break in the range of from point A or B to the cushion (looking down the head string vertically, the edge of the cue ball needs to be pressed and within the head string). If half of the cue ball crosses the head string, the player will receive a reminder on the first time. It will result in a foul thereafter.

(d) *Pocketing the eight ball on a legal break shot is not a foul.* If the eight ball is pocketed, the breaker has the option of (1) re-spotting the eight ball and accepting the balls in position, or (2) re-breaking.

(e) If the breaker *pockets the eight ball and scratches*, it is a foul; the opponent has the option of (1) re-spotting the eight ball and shooting with cue ball in hand behind the head string; or (2) re-breaking.

7. Restoring a Position

When necessary for balls to be restored or cleaned, the referee will restore disturbed balls to their original positions to the best of his ability. If there is an obstacle ball that makes the action impossible to perform, the restored ball should be placed on the longitudinal axis between the foot spot and the top cushion as close as possible to foot spot without touching other balls. If the line between the foot spot and the top cushion is covered by other balls, the restored ball should be placed on the longitudinal axis of the table as close as possible to the foot spot. The players must accept the referee's judgment as to placement.

8. Cue Ball in Hand Behind the Head String

When the breaker fouls, the opponent gets ball in hand behind the head string. When the cue ball is in hand behind the head string, and the first ball the cue ball contacts is also behind the head string, the shot is a foul unless the cue ball crosses the head string before that contact. The cue ball must either cross the head string or contact a ball in front of or on the head string or the shot is a foul, and will result in cue ball in hand for the following player.

When the shooter has the cue ball in hand behind the head string and all the legal object balls are behind the head string, he may request the legal object ball nearest the head string to be spotted. If two or more balls are equal distance from the head string, the shooter may designate which of the equi-distant balls is to be spotted. An object ball that rests exactly on the head string is playable.

9. Cue Ball in Hand

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface and may continue to move the cue ball until he executes a shot. Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. For break shots, placement of the cue ball is restricted to the area behind the head string.

10. Open Table

The open table means the ownership of the solid balls or stripe balls were not decided. Before groups are determined, the table is said to be "open", If the shooter legally pockets his ball, the corresponding group becomes his, and his opponent is assigned the other group. If he fails to legally pocket his ball, the table remains open and play passes to the other player. When the table is "open", any object ball may be struck first except the eight ball.

Under the rare circumstances that all solids (or stripes) are pocketed after the break shot,

it is regarded as an open table; two players can only play for the remaining group, and when the ownership of the group is confirmed, the table is closed.

11. Call Your Shot - No Need

There is NO NEED to call your shot / designate a pocket, even for the 8 ball or the shootout. Flukes are allowed.

Attention: The shooter may NO LONGER call "safety" in which case play passes to the opponent at the end of the shot and any object ball pocketed on the safety remains pocketed.

12. When shooting

12.1 Determining Groups

Before groups are determined, the table is said to be "open", if the shooter legally pockets the first-hit ball or ball(s) of the same group as the first-hit ball, then the table is closed, and the selected group becomes his group. The shooter remains at the table as long as he continues to legally pocket his group of balls, and he wins the rack by pocketing the 8 ball.

12.2 If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul.

12.3 After a shot, the cue ball and the balls not pocketed must be on the table. If any object ball (excluding 8ball) stops outside the table, it will be deemed as reasonable disappearance and will not be restored on the table.

12.4 The shooter is responsible for the equipment he controls at the table during his shot (before and after shot), such as chalk, bridges, clothing, his hair, parts of his body, and the cue ball when it is in hand, that may be involved in such fouls.

12.5 Double hit

If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is assumed not to violate the rule, even though the tip is arguably still on the cue ball when ball-ball contact is made.

12.6 Push shot

It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

12.7 All the foul behaviors should be judged before the next hitting, or will be treated as no foul happens.

13. Cue Ball Contacting Legal & Illegal Balls Simultaneously

After a stroke, if the cue ball caused both the legal and illegal balls to move at almost the same time, and the referee cannot judge which ball was first touched, then it will be considered the legal ball being touched first.

14. Balls Settling

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. Unless this causes a ball to fall into a pocket, it is considered a normal hazard of play, and the ball will not be moved back. If a ball falls into a pocket as the result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the referee will restore the position and the shot will be replayed. The shooter is not penalized for shooting while a ball is settling.

15. Frozen Balls

15.1 When the cue ball is frozen to a legal object ball on the table, there is no limit on the direction of the player's shot. If the shot does not make the target ball move directly, it is

not considered that the object ball has been hit at the moment. If the object ball moves directly, it is not considered as a double hit, but the action of the shot must be obvious. If it is obviously a double hit, it is a foul.

15.2 When the object ball is frozen to the rail, then it's a legal shot if only:

- (a) after the cue ball contacts the object ball, the object ball hits a second rail, or
- (b) there are other balls contacting the rails, or
- (c) a ball or more balls are pocketed.

Violation will result in a foul.

16. Jump Shot

A jump shot is one in which the cue ball is made to go over an intervening obstacle such as an object ball or part of the cushion. When making a jump shot, the player can only shoot more than 1/2 of the sphere of the cue ball with the tip. If there is a foul, the opponent gets a ball-in-hand.

17. Fouls

If the shooter commits a foul, the opponent gets a cue ball in hand. The following are standard fouls in Heyball:

- (a) The cue ball is scratched or off the table;
- (b) The cue ball hit wrong group of balls first;
- (c) Begin a shot while any ball in play is moving or spinning;
- (d) The shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball;
- (e) The object ball is driven off the table;
- (f) Touch the balls illegally;
- (g) Double hit;
- (h) Push shot - It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots;
- (i) Bad play from behind the head string;
- (j) Shoot with only one hand;
- (k) Place auxiliary equipment such as external cue extenders to shoot the ball on the table
- (l) Mobile devices such as mobile phones make a noise, and the first time will be considered as a foul, and loss of the ongoing rack thereafter.

18. Intentional Fouls

It is an INTENTIONAL foul for the cue ball to first contact the other group of balls on purpose / deliberately. Intentional fouls are regarded as a serious foul. A player's first intentional foul will be judged as losing a rack, and his second intentional foul will result in losing the whole match.

19. Ball Group Confusion

After the table is closed, if a player wrongly hits the other group balls, the foul must be pronounced before his next shot. When any player or a referee realizes that the groups are wrongly played, the rack should stop at once, and re-rack.

20. Loss of rack

The shooter loses if he/she:

- (a) pockets the 8 ball and fouls;
- (b) pockets the 8 ball on his last shot before the 8 ball;
- (c) drives the 8 ball off the table;
- (d) pockets the 8 ball before his group is cleared;
- (e) As long as the 8 ball stays on the table, there can only be fouls. However, if the 8 ball is driven off the table, it will be loss of rack.

21. Stalemate

If the referee observes that no progress is being made towards a conclusion, he will announce his decision, and each player will have three more turns at the table. Then, if the referee determines that there is still no progress, he will declare a stalemate. If both players agree, they may accept the stalemate without taking their three additional turns. If a stalemate occurs, the original breaker will break again. At same time:

- (a) The original breaking player shall continue to break;
- (b) The original shooting order shall not change;
- (c) The illegal break of the rack will not be recorded.

22. Outside Interference

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the referee will restore the disturbed balls and play will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

23. Abstention

Players can make voluntary abstention only in his turn. Abstention could be designed to a rack or the game. When it is not the player's turn to shoot, his abstention will be regarded as a violation of sportsmanship.

24. Unsportsmanlike Conduct

The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible are a warning; a standard-foul penalty; a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points.

Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. It includes

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) playing a shot by intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during a match;
- (f) marking the table;
- (g) delay of the game;
- (h) using equipment inappropriately; and
- (i) the player admits defeat before his opponent finishes the rack.
- (j) Improper words and feeds(including speaking rudely, knock on the table, throw the cue, et.)

The Organizing Committee owns the right of final interpretation of this rule. This version of the rules referred to the WPA Rules of American 8-ball, 9-ball, 10-ball and the draft rules of CBSA, sought the opinions from professionals and amateurs, pool halls owners, tournament operators, referees and fans. The purpose is to improve the game's fairness, fluency and ornamental values, and to help the game integrate into the global community. We will continue to perfect the rules with the development of this sport. We wish to receive suggestions, understanding and support from everyone.

Rules for Time-Limited Game

1. Time Limit

For each match, the total time is A minutes (The organizing committee will decide if the referee's racking time is taken into account). For each shot, the shot clock is 45 seconds. Each player is permitted an extension only once per rack, and the extension lasts 30 seconds.

Referee should remind players when:

- (a) The game reaches half time mark;
- (b) there are 5 minutes left;
- (c) there is 1 minute left;
- (d) there are 10 seconds left; and the referee should count down from the last 5 seconds: "5,4,3,2,1" and then the game ends.

2. The lag and the break shot

Players lag first to determine order of play, and then break by turns. There is a 30-second shot clock for the break shot, with no extensions available.

3. A Legal Break Shot

A male player's break shot should meet the minimum requirement of "head string being crossed 4 times by numbered balls", which means:

- (1) the head string is crossed (more than half or half of a ball) 4 times by numbered ball or balls (the cue ball is not included); or
- (2) one ball is pocketed and the head string is crossed 3 times; or
- (3) two balls are pocketed and the head string is crossed twice; or
- (4) three balls are pocketed and the head string is crossed once; or
- (5) four or more object balls are pocketed.

* If a ball crosses the head string and then gets pocketed, it is regarded as having crossed the head string TWICE.

Female players and the players who are under 14 years of age should meet the minimum requirement of "head string being crossed 3 times".

If the break shot fails to meet this minimum requirement, the situation is regarded as a "loss of chance", and the incoming player has the option of:

- (1) accepting the table in position, or
- (2) re-racking and breaking, or
- (3) re-racking and allowing the offending player to break again.

Three accumulated "loss of chances" will be considered as losing the ongoing rack.

Soft breaks are not allowed - In the situation that less than four object balls is driven to one or more rails, the shot will be seen as an intentional attempt to slow down the game (It will NOT be regarded as a loss of chance nor an illegal break), and will result in the loss of the ongoing rack.

4. Winning, Losing & Shoot-out

If the match reaches A-minute time point and a shot has been made, it is a legal shot. If the shot is for the 8 ball and the 8 ball is legally pocketed, the shooter wins the rack.

If the match reaches A-minute time point and the score is tied, regardless of whether there are balls on the table or not, it will be considered as deadlock, and the game moves on to the shoot-out.

For the Shoot-out:

- (a) Two players lag first. The player who wins the lag has right to choose who shoots first.
- (b) Players shoot 5 shots by turn. There is a 30-second shot clock for each shot, with no extensions available; each legal shot equals 1 point.
- (c) After 5 rounds, the leading shooter wins the game.
- (d) If the score is tied after 5 rounds then the shoot-out moves to overtime. The leading player wins the game as the rounds go by.
- (e) Balls' position in shoot-out: The cue ball is positioned in the head spot, the 8 ball is placed in the middle of the vertical line from foot spot to bottom cushion.

5. Intentional Foul

It is an intentional foul for the cue ball to first contact the other group of balls on purpose / deliberately. An intentional foul is regarded as a serious foul. A player's first intentional foul will be judged as losing a rack, and his second intentional foul will result in losing the whole match.

6. Time-Out

There is a 5-minute or 10-minute official time-out after every 8 racks, player who showed himself or herself late will be considered as losing the rack. Except for special circumstances, players are not allowed to call time-out on their own. The time-out will not be counted into the A minutes match time. (The organizing committee has the right to adjust this term before the match.)

7. Dispute

If disputes occur during the game, the time of dispute is not counted into the match time.

8. Unsportsmanlike Conduct

Unsportsmanlike Conducts include:

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) playing a shot by intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during a match;
- (f) marking the table;
- (g) delay of the game;
- (h) using equipment inappropriately;
- (i) the player admits defeat before his opponent finishes the rack; and
- (j) shoot with only one hand (except for the disabled player).

Players shall be warned the first time he or she performs the above-mentioned behaviors; Players will lose the ongoing rack the second time he or she performs the above-mentioned behaviors; Players will lose the match the third time he or she performs the above-mentioned behaviors, and may be expelled from the tournament.

If the player performs serious inappropriate behavior, such as lack of respect (even insult) for opponents and referees, the player will be considered as losing the rack or losing the match, and the player will be reported to the committee for penalty and suspension (for details, refer to the article 24 of standard rules).