

# Rules of Chinese 9-Ball

## Chapter I: General Principles

These general principles list the items that are not included in the rules of the Chinese 9-Ball, but need to be arranged in the physical truth, including dress code, the course of appeal and format. The content of general principles such as the number of racks of the match, 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 event.

### 1. Rules of Competition

Special case of competition rules is not allowed to be changed casually, unless the Organizing Committee approves. An explanation of the temporary change in the rules should be published before the players' meeting.

### 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.

## Chapter II: Rules of Chinese 9-Ball

### 1. Scoring

A cue ball and object balls numbered 1-9 are used in the match. Regular 9-ball rules are used. The scoring is determined by Break-and-run, Table-run, and Victory. In each rack, 6 points are awarded for Break-and-run, 4 points are awarded for Table-run, 2 points are awarded for victory. Once a player commits a foul, the opponent will be awarded 1 point.

Note: Female players receive one-ball handicap in the match, that is to say, they need to pocket the 8-ball to finish a rack.

Break-and-run: The breaker completes a break-and-run

Table-run: The following conditions count as Table-run:

- a. When a ball is made in the break, and the breaker makes a combination shot on the 9-ball during his inning;
- b. When no ball is made on the break, any incoming player runs out the table (excluding a combination shot at the 9-ball);
- c. Making a golden break;

Victory: Any other form of winning the rack is regarded as a victory

Fouls: Once a player commits a foul, the opponent will be awarded 1 point. A total of three fouls in a rack will be regarded as the loss of ongoing rack.

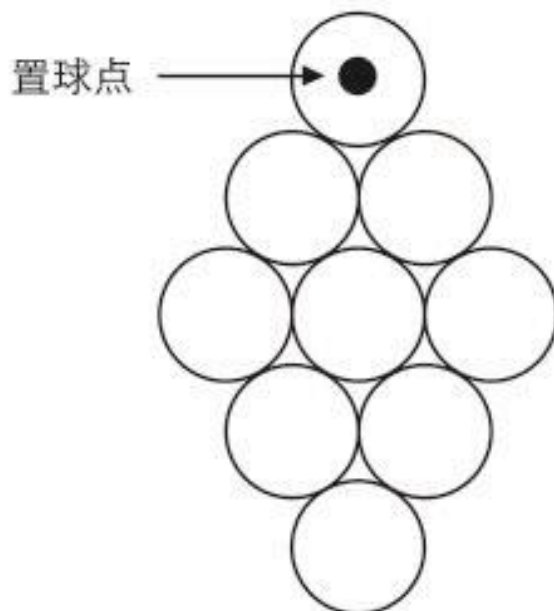
Note: Intentional foul is prohibited in the match. For the first intentional foul, 4 points will be awarded to the opponent, and the foul player will lose the ongoing rack. For the second intentional foul, it will be regarded as the loss of the match.

## 2. Order of Break Shot

Winner breaks.

## 3. Racking the Balls

The object balls are placed in a diamond shape. The 1-ball is placed on the footspot, 9-ball in the middle and 2-ball at the bottom. Other balls are racked randomly.



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.

## 4. Legal break

A legal break must meet the following requirements:

- The cue ball is a ball-in-hand and places behind the bulk line;
- The cue ball strikes the 1-ball first;

c. If no ball is made on the break, at least four object balls shall contact the cushion once or more times.

#### 5. 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 the sportsmanship.

#### 6. After break shot

If a player pockets an object ball after a legal break, he will continue to play until win the rack. If a player does not legally pocket any ball, the opponent will start shooting from the position where the cue ball is located. If a player commits a foul, the opponent will shoot with a ball-in-hand.

#### 7. Fouls

If the shooter commits a foul, the opponent gets a cue ball in hand and make a combination shot at the 9-ball.

The following are the fouls in the match:

- (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) Shoot before balls on the table are completely stationary;
- (j) Put cues on the table;
- (k) Violation the order of shooting;
- (l) Shoot overtime;
- (m) Improper behaviors;
- (n) Player A plays safety, and Player B fails to escape legally.

Note: For a detailed explanation of the above terms, please refer to the Rules of Heyball.

#### 8. Resetting ball

If the 9-ball is illegally pocketed or driven off the table, the 9-ball will be resetted at the foot spot. Other object balls will not be resetted in any situation.