

University of Nebraska-Lincoln
Campus Recreation

9 Ball Pool Rules

Except when clearly contradicted by these additional rules, the General Rules of Pocket Billiards apply.

BALLS USED: Object balls 1-9, plus cue ball

THE RACK: "Diamond" rack (rows 1-2-3-2-1) with the 1 ball on the foot spot and the 9 ball in the diamond's center; other balls may be placed entirely at random.

OBJECT OF GAME: To legally pocket the 9 ball.

OPENING BREAK: The starting player must cause the cue ball's first contact to be with the one ball and (1) make an open break; or (2) legally pocket an object ball. If he fails to do so, incoming player has choice of (1) cue ball in hand behind the head string and object balls in position, or (2) having the balls reracked and shooting the opening break shot himself.

RULES OF PLAY:

1. A legal shot requires that the cue ball's first contact be with the lowest numbered ball on the table. A player must then (1) pocket a ball, or (2) cause the cue ball or any object ball to contact a cushion. Failure to meet these requirements is a foul.
2. A legally pocketed ball entitles a shooter to remain at the table until he fails to pocket a ball on a legal shot.
3. When a player legally pockets a ball, he must shoot again. He/she may not call a safety and spot a pocketed object ball.
4. When the 9-ball is pocketed on any legal shot, it is a win and the game is over.
5. It is a loss of game if a player commits three successive fouls .
6. There will be a one (1) minute time limit on all shots.
7. The winner of the match will be the first player to win two of three games.

ILLEGALLY POCKETED BALLS: All spotted. (Common Option, coin-operated play: None spotted except the game ball).

JUMPED OBJECT BALLS: All stay pocketed; no penalty if a legal shot is executed at the same time (except 9-ball).

CUE BALL AFTER JUMP OR SCRATCH: Incoming player has cue ball in hand, anywhere on table.

PENALTY FOR FOULS: The incoming player is awarded cue ball in hand.

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