



9-BALL BILLIARDS

GENERAL RULES

This tournament follows the World 9-ball Tour Rules with some local adjustments. All participants are expected to be familiar with the following:

Game Format

- Golden Break: Pocketing the 9-ball on the break wins the rack.
- Winners Break: The player who wins the previous rack breaks the next.
- Race to 7: First player to win 7 racks wins the match.
- Single Elimination: One loss results in elimination from the tournament.

Table & Equipment

- Cloth: "Iwan Simonis 860" in Shark Grey is the official cloth.
- Pockets:
 - Corner: 4" to 4.25"
 - Side: 4.5" to 5"
- Break Box: Players must break within the designated break box (see image).

Balls

Official balls used are Aramith Tournament BLACK:

- 1 (Yellow), 2 (Blue), 3 (Red), 4 (Pink), 5 (Purple)
- 6 (Green), 7 (Brown), 8 (Black), 9 (Black with yellow band)

Rack Setup

Balls must be racked tightly in a diamond formation:

- 1-ball at the apex
- 9-ball at the center on the foot spot
- Remaining balls placed randomly
- Racks may be set by template or manually by the referee.
- Players are not allowed to inspect the rack.



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Break Shot

- Breaks must be forceful. Weak breaks may receive a warning.
- A second infraction results in a foul and ball-in-hand to the opponent.

Shot Clock (if in use)

- 30 seconds per shot
- One 30-second extension per rack
- 60 seconds for the first shot after a break or push-out
- Cue ball cleaning doesn't pause the clock unless approved by the referee
- Warnings at 10 and 5 seconds; buzzer countdown on TV tables
- Shot clock is optional unless requested or deemed necessary

Breaks During Match

- No formal time-outs.
- Bathroom or refreshment breaks must occur between racks and are monitored.

Unsporting Conduct

- Includes disruptive behaviour, refusal to play, or poor sportsmanship.
- Step-by-step penalties:
 - Warning
 - Rack awarded to the opponent
 - Match awarded to opponent

Late Arrival

- First rack forfeited immediately if late.
- After 15 minutes, the second rack is forfeited; one rack forfeited every 5 mins thereafter.
- Late arrivals lose warm-up time and lag. Opponent breaks first.
- Leaving the arena before starting is considered unready and penalised.



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Protests & Referee Decisions

- Players may request a second opinion only if supervised by an Area Referee.
- Table Referee rulings are final with no appeals.

Coaching

- Permitted only between racks
- Players must stay inside the arena unless leaving for other purposes

Conceding

- Players are not allowed to concede a rack or match.
- Doing so may lead to disciplinary actions.

Time Wasting

- Deliberate delays result in a Standard Foul.
- Repeated offences lead to additional fouls.

Non-Shooter Etiquette

- Must remain clear of the shooter's line of sight.
- Avoid movement or distractions around the table.

FEES & REGISTRATION

- \$40/Player

Online Registration: <https://form.jotform.com/251036722524046>