



BILLIARDS

Technical Guidelines & Ground Rules

I. PARTICIPANTS

The participants for the event shall be students in the secondary private and public schools. They should pass the athletes eligibility based on DepEd. NSAC Guidelines.

II. REGISTRATION OF PLAYERS

- A. Players shall register before the event proper with proper documentation as to confirm the player's identity to the Screening Accreditation Committee.
- B. Players must present their "DELEGATION ID" to the Tournament Manager for verification purposes at the start of each match.

III. PLAYERS REQUIREMENTS

A. Each player shall be required to bring at least one of the following equipment during the event. Lending or borrowing of such equipment is strictly prohibited.

1. Break Cue
2. Cue Stick

B. Each player shall be allowed to bring the following optional equipment. Lending of equipment during the match is prohibited. However, the player can borrow from his/her team mates.

1. Jump Cue
2. Chalk/Gloves
3. Tapper

C. Players Dress Code

BOYS

- Delegation Uniform/Collared Polo (in the absence of delegation uniform)
- Long Pants
- Black shoes with rubber soles/delegation shoes

GIRLS

- Delegation Uniform/Collared Polo (in the absence of delegation uniform)
- Long Pants
- Black shoes with rubber soles/delegation shoes

IV. CODE OF CONDUCT

All athletes must act and behave at all times in the best interests of the sport. An athlete will refrain from making public comments that could be deemed as bringing the sport into disrepute. If an athlete fails to act properly, he/she will be dealt in accordance with the penalties set.

V. MODE OF COMPETITION

Disciplines that will be played during the *Palarong Pambansa* would be **9- ball** and **8- ball** singles. Single elimination or knock-out system is being applied. The match will be race to four (4) for the elimination round, race to five (5) for semi-final and race to six (6) for the championship round. The championship for **Group A** will play against the champion of **Group B** to determine the gold and silver medalists respectively. While the **1st Runner-Up of Group A** will play against **1st Runner-Up of Group B** to determine the bronze medalist in a race to four (4) match for 8/9

balls. The *Palarong Panbansa* Technical Committee reserves the right to increase the number of race depending on the number of participating area. Furthermore, the following are the mode of play to wit:

- a. The players will be group into two (2) – Group A and Group B
- b. Drawing of lots shall be done to determine the groupings; and
- c. A **single elimination or knock-out system** shall have applied in the competition.

VI. RULES OF THE GAME

A. The general ruling is anchored on the ruling set by the World Pool Association and *Palarong Pambansa* Guide Book 2017.

B. The ruling set by the *Palarong Pambansa* Technical Committee will be followed, to wit:

1. A player must bring the necessary equipment including snacks and beverages during the match. Extra equipment and snacks may be allowed i.e. tapper et al. during the break.
2. If the cue tip of the players' cue stick is accidentally broken, the player may borrow from the venue or from his/her team mates. He is not allowed to borrow from the opponent's cue stick.
3. If a player unscrewed his/her cue stick while the opponent takes turn in running the table, the player who unscrewed the cue stick automatically **LOSES THE MATCH.**
4. Verbal communication between the coach and the player is strictly prohibited during the match. Coaches shall keep distance from the playing player.
5. Each player is allowed to take one (1) time-out of FIVE MINUTES (5 minutes) in every match in either 8-ball or 9-ball competition. It is only granted when it is the player's inning or turn to break.
6. COACHES and AUDIENCES are not allowed to interfere with referees' decision.
7. If a player feels that the referee has made an error in judgment, he may ask the referee to reconsider his call or lack of call. However, the referees' decision on judgment calls is final.
8. No bringing of gadgets such as cellphone, headphone and etc. during the match.
9. A player is given 40-second shot clock and a 30-second extension per inning. (Conditional)
10. For slow play, 1st offense warning, 2nd offense loss of rack, 3rd offense loss of the match.
11. Winners' break in both 8-ball and 9-ball events.
12. **Protest Ruling** If a player needs a decision to be taken, the first person to be contacted is the referee. The referee will form his decision by all means that seem suitable to him. If the player wants to protest against that ruling, he may contact the head referee and after that the tournament director. In any regular tournament, the tournament director's decision is binding and final. In the WPA World Championships, there may be a further appeal to the WPA Sports Director, if he is present. A player is allowed to ask for a reconsideration of a factual decision by the referee only one time. If he asks for reconsideration of the same matter a second time, it will be treated as unsportsmanlike conduct.

13. **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, which will count as part of a three-foul sequence if applicable; 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; and
- (h) using equipment inappropriately.

VII. EIGHT BALL

6.1 Eight ball is played with fifteen numbered object balls and the cue ball. The shooter's group of seven balls (one through seven or nine through fifteen) must all be off the table before he attempts to pocket the eight ball to win. Shots are called.

6.2 At least three (3) object balls must be driven or contacted to any rails.

6.3 **Break Shot**, the following rules apply to the break shot:

- (a) The cue ball begins in hand behind the head string.
- (b) No ball is called, and the cue ball is not required to hit any particular object ball first.
- (c) If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open. (See 3.4 Open Table / Choosing Groups.)
- (d) If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, 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.
- (e) 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.
- (f) If the breaker pockets the eight ball and scratches (see definition 8.6 Scratch), 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.

- (g) If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the eight ball which is re-spotted); and the incoming player has the option of
 - (1) accepting the table in position, or
 - (2) taking cue ball in hand behind the head string.

- (h) If the breaker fouls in any manner not listed above, the following player has the option of
 - (1) accepting the balls in position, or
 - (2) taking cue ball in hand behind the head string.

6.4 Shots Required to Be Called On each shot except the break, shots must be called as explained in 1.6 Standard Call Shot. The eight ball may be called only after the shot on which the shooter's group has been cleared from the table.

6.5 **Standard Call Shot**

In games in which the shooter is required to call shots, the intended ball and pocket must be indicated for each shot. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. Only one ball may be called on each shot. For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, he may ask for a call. In call shot games, the shooter may choose to call "safety" instead of a ball and pocket, and then play passes to the opponent at the end of the shot. Whether balls are being spotted after safeties depends on the rules of the particular game.

6.6 Using Jump Cue is not allowed.

6.7 Losing the Rack

The shooter loses if he

- (a) fouls when pocketing the eight ball;
- (b) pockets the eight ball before his group is cleared;
- (c) pockets the eight ball in an uncalled pocket; or
- (d) drives the eight ball off the table. These do not apply to the break shot.

(See 3.3 Break Shot.)

VIII. NINE BALL

7.1 Nine ball is played with nine object balls numbered one through nine and the cue ball. The balls are played in ascending numerical order. The player legally pocketing the nine ball wins the rack.

7.2 **THE THREE POINT BREAK RULE**

(1) On the break shot, a minimum of three object balls must either be pocketed, or touch the head string line, or a combination of both. For example, if one object ball is pocketed, then at least two object balls must touch the head string line; or if two object balls are pocketed, then at least one object ball must touch the head string line. To touch the head string line means that the edge of the object ball must reach (break) the string line.

(2) If a player fails to meet the requirements in (1), but otherwise makes a legal break, the incoming player has the choice to accept the tables as is, or hand the shot back to his opponent.

(3) In accepting the table as is, the incoming player is not permitted to play a “push-out”, he must play a legal shot to the ball on.

(4) If the table is handed back to the breaker, the breaker is permitted to play a push-out. If so, his opponent will then have the choice to either play the shot, or hand it back.

(5) If a player fails to meet the requirements of (1), but otherwise makes a legal break and pockets the 9 ball, the 9 ball is reposted before the next shot is played. The three-point rule must be present on all WPA ranking 9-ball events, together with tapping or ball rack. After the break, 3 object balls are required to pass the head string. This does not include the cue ball.

7.3 Balls are not required to come to rest the head string so a ball that strikes a rail and returns across the head string back down table would a legal ball.

7.4 A ball that passes the head string and subsequently pocketed count as one ball.

7.5 **“Push out”** shot may only be called after the break. A player must make his intention known to the referee, otherwise appropriate penalty be called.

7.6 On a **Push Out**, the cue ball does not have to contact the lowest numbered ball first, or any object ball at all; no ball has to contact a cushion.

**SINGLE ELIMINATION 34 PLAYERS DOUBLE BRACKET
8 BALL BOYS**

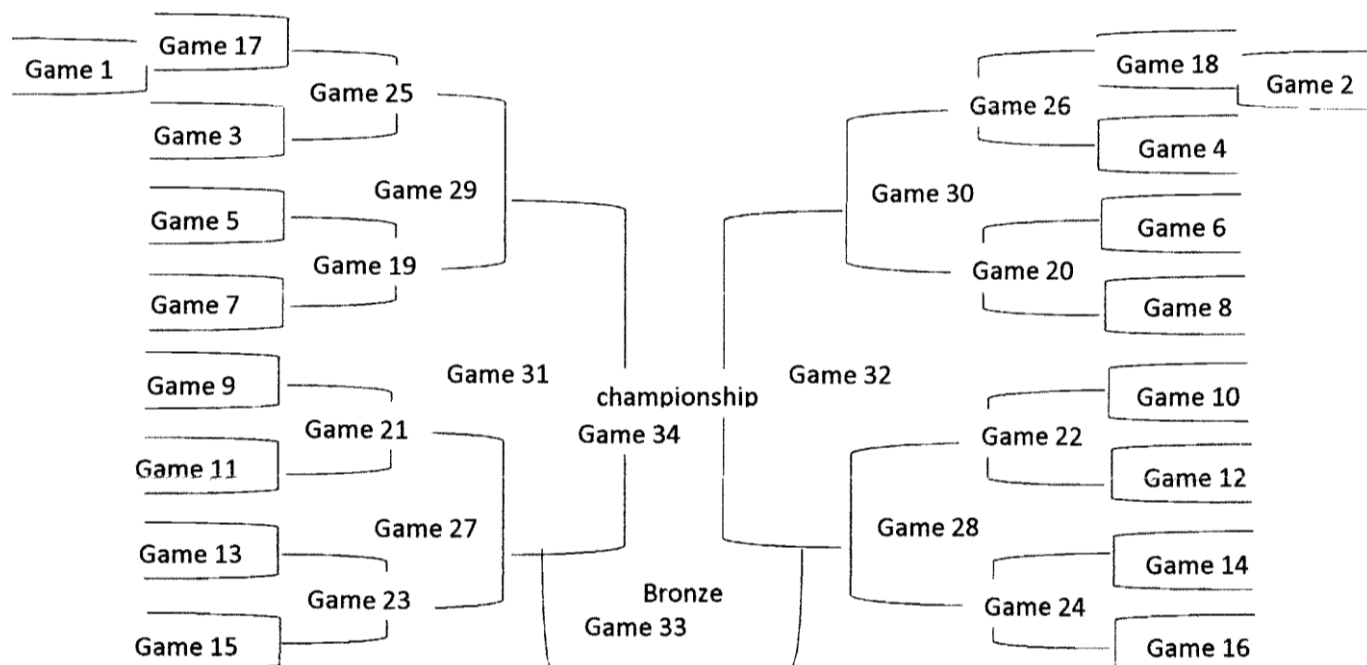


SINGLE ELIMINATION 34 PLAYERS DOUBLE BRACKET

A

9 BA GIRLS

B



SCHEDULE OF GAMES

Day 1

8:00 AM - 4:30 PM

Short Program
Game proper (**8 Balls** Boys and Girls)
Game 1 – Game 36

Day 2

8:00 AM – 4:30 PM

Game 37 – Game 64

Day 3

8:00 AM – 10:00 AM

Game 65 – Game 68 (Championship Games
in 8 Ball Boys and Girls)

1:00 PM – 4:30 PM

(**9 Balls** Boys and Girls)

Game 1- Game 36

Day 4

8:00 AM – 4:30 PM

Game 37- Game 64

Day 5

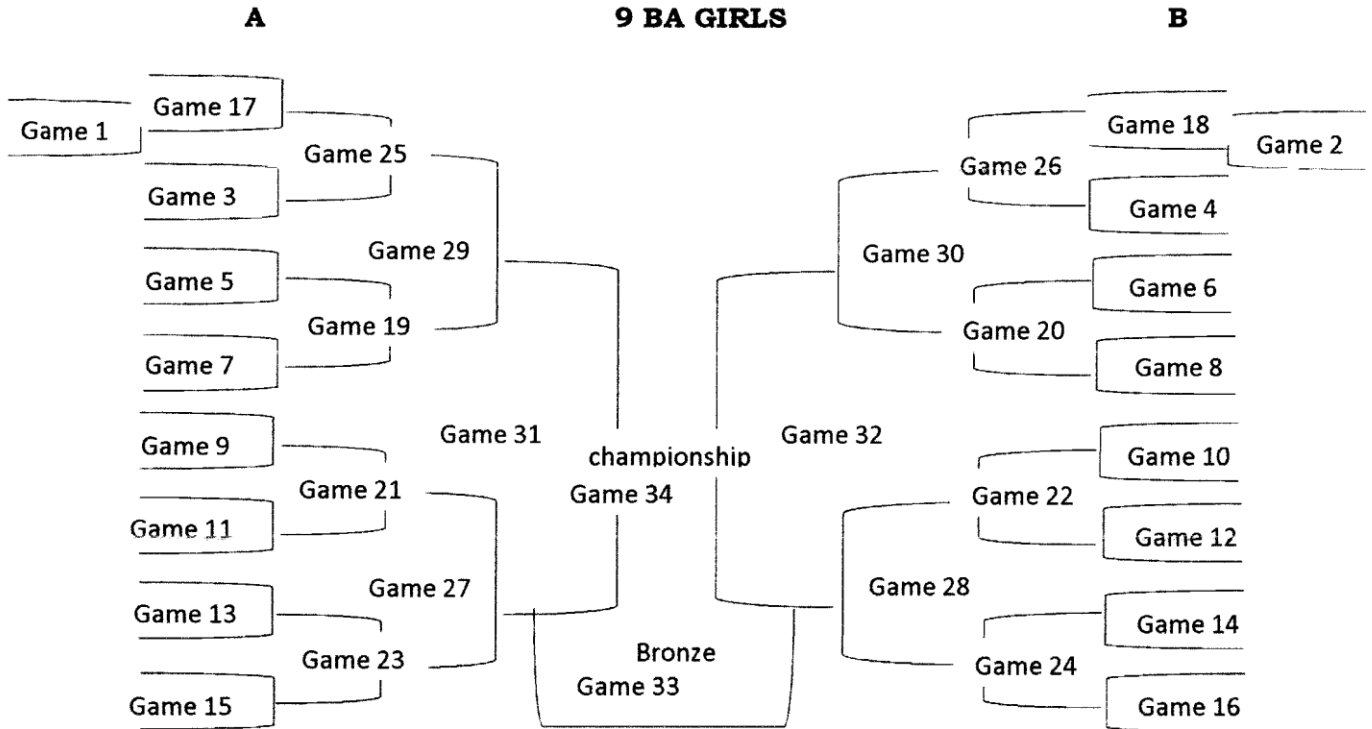
8:00 AM – 12:00 NN

Game 65 - Game 68 (Championship Games
in 9 Balls)

1:30 PM – 3:00 PM

Awarding of Medals

**SINGLE ELIMINATION 34 PLAYERS DOUBLE BRACKET
9 BA GIRLS**



SCHEDULE OF GAMES

Day 1	8:00 AM - 4:30 PM	Short Program Game proper (8 Balls Boys and Girls) Game 1 - Game 36
Day 2	8:00 AM - 4:30 PM	Game 37 - Game 64
Day 3	8:00 AM - 10:00 AM 1:00 PM - 4:30 PM	Game 65 - Game 68 (Championship Games in 8 Ball Boys and Girls) (9 Balls Boys and Girls) Game 1- Game 36
Day 4	8:00 AM - 4:30 PM	Game 37- Game 64
Day 5	8:00 AM - 12:00 NN 1:30 PM - 3:00 PM	Game 65 - Game 68 (Championship Games in 9 Balls) Awarding of Medals