



PALARONG PAMBANSA SECRETARIAT

Department of Education
Philippine Sports Commission
Department of Interior and Local Government



BILLIARD TECHNICAL GUIDELINES

I. RULING:

The general ruling is anchored on the ruling set by the World Pool Association (WPA) and Palarong Pambansa Guide Book 2017.

<https://wpapool.com/rule-regulations/>, <https://wpapool.com/rules-of-play/>

- A. 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 teammates. 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. A player is allowed to talk to his/her coach.
 6. COACHES and AUDIENCES are not allowed to interfere with referees' decisions.
 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 cell phones, headphones etc. during the match.
 9. A player is given a 40-second shot clock and a 30-second extension per inning. (Conditional)



10. For Unsportsmanlike, 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. Jump cues are allowed to be used both in 9 and 8 ball events.
13. Only the official camera can be used in case of protest.
14. Live streaming/FB live must ask permission from the Palaro management.
15. Use a rack template in 9 balls.

II. **ELIGIBILITY:**

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

III. **COMPOSITION OF CONTINGENT:**

Category	Players	Coaches	Chaperon	Total
Boys	2	1		3
Girls	2	1	1	4
Total	4	2	1	7

IV. **DISQUALIFICATION:**

Unsportsmanlike Conduct

The rules and regulations give the referee and other officials considerable latitude in penalizing unsportsmanlike conduct. Several factors should be considered in such decisions, including previous conduct, previous warnings, how serious the offense is, and information that the players may have been given at the Players' Meeting at the start of the tournament.

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





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- distracting the opponent
- changing the position of the balls in play other than by a shot
- playing a shot by intentionally miscuing
- continuing to play after a foul has been called or play has been suspended
- practicing during a match
- marking the table
- delay of the game
- using equipment inappropriately.
- Drinking and illegal drugs are not allowed during programs regardless of the students' age.
- Profanity and abuse of equipment are not permitted.

In general, a sportsperson is one who can take a loss or defeat without complaint, a victory without gloating, and who treats opponents with fairness, generosity, and courtesy. Sportsmanship is respect for oneself, teammates, coaches, tournament officials, fellow competitors, and property. Sportsmanship also requires maintaining self-control and refusing to be drawn into or encourage physical conflict not otherwise required by proper execution of the sport. All players are obligated to represent themselves, their school, their families, and their communities with the highest level of sportsmanship.

If an infraction of the conduct code is discovered during a match, the participant will be verbally reprimanded by tournament officials. If the participant does not correct the behavior, the match will be forfeited. Further expulsion from the tournament is possible.

V. SPORTS EVENTS/DISCIPLINE:

Disciplines that will be played during the Palarong Pambansa would be **9- ball** and **8- ball** singles.



NINE BALL - Nine balls are 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.



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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.

- After the break, 3 object balls are required to pass the head string. This does not include the cue ball.
- 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 the table would be a legal ball.
- A ball that passes the head string and subsequently pocketed counts as one ball.



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- **“Push out”** shot may only be called after the break. A player must make his intention known to the referee; otherwise, an appropriate penalty be called.
- On a **Push Out**, the cue ball does not have to contact the lowest numbered ball first, or any object ball at all.



EIGHT-BALL - Eight balls are 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.

- **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 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 Opentable / 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.



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(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 a 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 a cue ball in hand behind the head string.

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.

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 game.

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.

VI. CATEGORIES

SECONDARY BOYS and SECONDARY GIRLS



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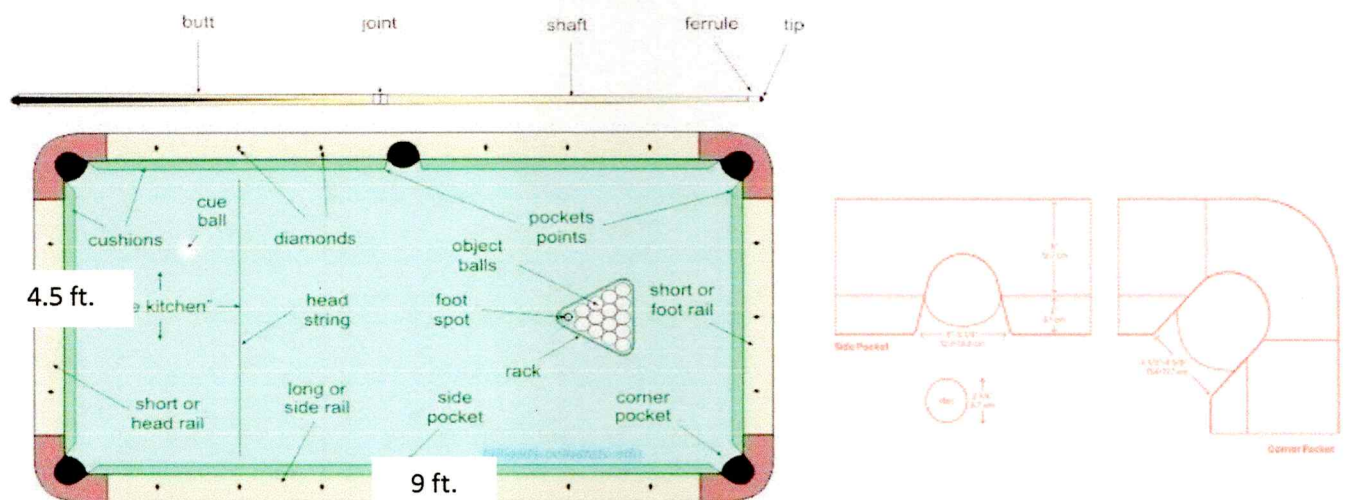
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VII. PLAYING AREAS AND EQUIPMENT

<https://wpapool.com/equipment-specifications/>



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 Sticks
3. Jump Cue
4. Chalk/Gloves
5. Tapper
6. Cue extension

B. **Players Dress Code**

BOYS



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

GIRLS

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

VIII. OFFICIALS and FUNCTIONS:

Officiating Officials in the Palarong Pambansa must be a Deped National Accredited passer, and one selected NSA representative.

Officiating Officials in the Regional Meet down to the lower meet must be a regular Deped employee.

25 Officiating Officials needed for six (6) Billiard tables and three (3) for each table in 136 Games and a minimum of seven (7) racks per game.




Function of 3 Referee for each table

1. Referee
2. Scorer
3. 2nd Referee

Officiating Officials for Palarong Pambansa

Officiating Officials	Number
Tournament Manager	1
Asst. Tournament Manager	1
Tournament Secretary	1
Head Referee	1
Game Controller/Pairing Director	1



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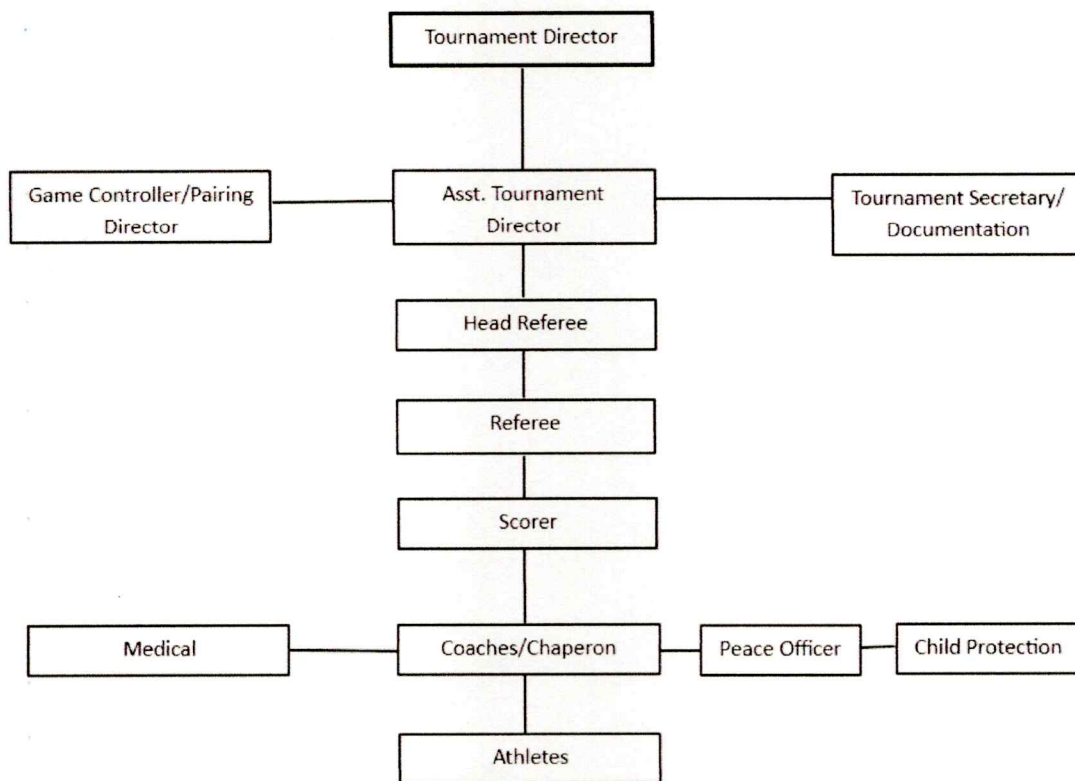
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Recorder	1
Tournament Documentation	1
Referee	18
Total	25

IX. ORGANIZATIONAL STRUCTURE



DUTIES AND RESPONSIBILITIES

Tournament Manager – The role of the Tournament Manager is to ensure that rules are strictly observed. Supervise the progress of the tournament. Enforce any decisions made to resolve disputes. Conduct refresher courses and solidarity with Officials and Coaches.

Asst. Tournament Manager – Secure all equipment ready for the event. Help TM facilitate the event.



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Tournament Secretary- Process all documents needed by all officials.

Head Referee – Manages and assists the referee. Help referees settle disputes.

Referee – Conduct and Manage the games.

Game Controller/Pairing Director – Assign referee to designated match. Prepare a schedule of matches. Records all winners and loser's players with a signature. Post the game results.

Scorer – Assist to the referee by recording all the balls pocketed, fouls committed by players, shot clock operator, and take video if necessary.

Tournament Documentation – Write narrative report of each day. Take photographs and videos. In-charge of the opening and closing program.

Coaches/Chaperon – Assist players needs for the events. Instruct players about the proper conduct during the game.

Athletes – Know the rules and Regulations of the game.

Medical – Must be present in every event, Take action in case there are players who need medical help and advice.

Child Protection – Present in all events.




Peace Officer – Present in all events.

X. PROTEST, PENALTIES AND SANCTIONS

Protest Ruling (WPA)

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.



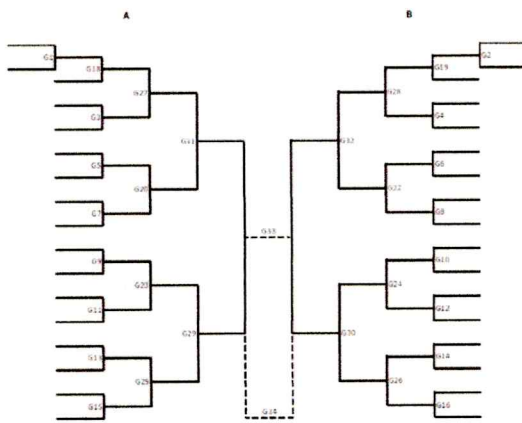
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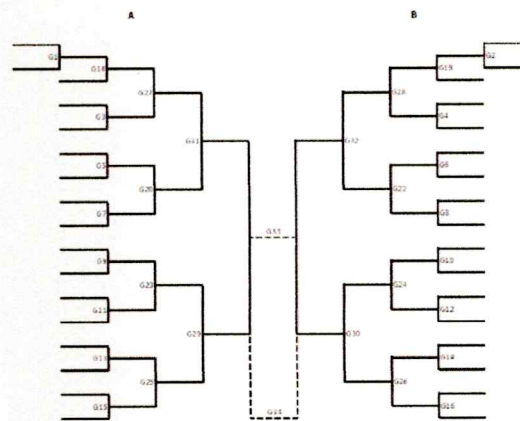
XI. CONDUCT OF COMPETITION

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.

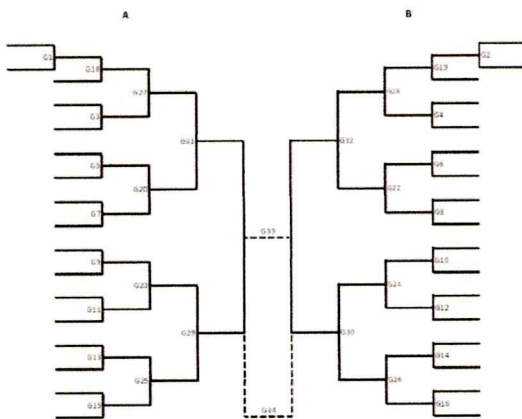
8- BALLS BOYS



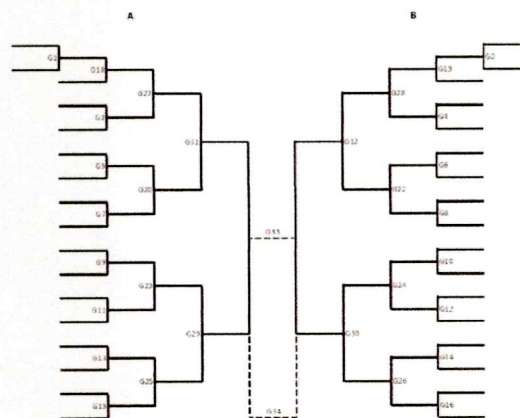
8- BALLS GIRLS



9- BALLS BOYS



9- BALLS GIRLS





SCHEDULE OF BILLIARD GAMES

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DAY 1	8:00 am	OPENING PROGRAM GAME PROPER 8 BALL BOYS AND GIRLS GAME 1 - GAME 20
	4:30 pm	GAME 21- GAME 40
DAY 2	8:00 am	GAME PROPER 8 BALL BOYS AND GAME 41- GAME 60
	4:30 pm	GAME 61- GAME 68
DAY 3	8:00 am	GAME PROPER 9 BALL BOYS AND GIRLS GAME 1- GAME 20
	4:30 pm	GAME 21- GAME 40
DAY 4	8:00 am	GAME PROPER 8 BALL BOYS AND GAME 41- GAME 60
	4:30 pm	GAME 61- GAME 68
DAY 5	8:00 am	CHAMPIONSHIP
	12:00 pm	AWARDING CEREMONY