



National Veterans Golden Age Games

Nine-Ball

INSTRUCTIONS TO ATHLETES & RULES

Competition numbers must be worn.

1. You may not be assisted or coached in the competition area.
2. Pool tables, pool balls (nine numbered and one cue ball), ball racks, cues and cue chalk will be provided.
3. Competitors may use their own pool cues after inspection and approval by the event official.
4. Nine-ball categories are for ambulatory division only.
5. Competition will be a single elimination tournament.
6. Whenever possible, competitors from the same medical center will not be matched against each other in first round matches.
7. All matches will be the best two out of three games
8. 9-Ball is a rotation game, meaning the balls are shot in numerical order.
9. The game ends at the end of a legal shot which pockets the 9-ball, or when a player forfeits the game as the result of a foul, or after the 10-minute time limit.
10. All games in the ambulatory division will have a 10-minute time limit.
11. Stalling Rule: After one warning by the national official for "taking too long" to shoot the official will place a minute shot clock on any individual previously warned. The individual will then have to take the remaining shots of the game during his/her turn within a minute.
12. Break will be determined by the flip of a coin with the winner of the toss having choice of break, then turns alternate for the second and third games.
13. A foul on the break will result in ball-in-hand anywhere on the table for the breakers opponent.

15. Players will call and keep track of their opponent's fouls.
16. Combination shots are legal and extremely common in 9-Ball. The lowest numbered ball on the table must be hit first.
17. Balls must remain in a pocket to be legal. If a ball goes in a pocket but bounces back onto the playing surface, it is not considered pocketed.
18. The 9-ball is the only ball that can be spotted.
19. If after the 10-minute time limit a winner has not been determined, a "shoot-out" will determine the winner.

The following "shoot-out" rules will apply to determine the winner of the game:

- a. The timer will announce when the time limit has been reached. If a player is taking his/her turn, the timer will wait until the player's turn (not his/her shot) is over before announcing the time limit has been reached.
- b. When the time limit has been reached, the balls will be re-racked and the original breaker of the rack will break again.
- c. They will then take their turn and the scorekeeper will record the number of balls made and the second player will play. If the player does not make a legal shot off of the broken rack, the second player will when then take a turn and their balls will be recorded and the first player would play again.
- d. The winner will be the player who legally makes the most number of balls during his/her turn.
- e. If the 9-ball is legally made at any time during the overtime period by either player the game is over and the player legally making the 9-ball is the winner.

Examples:

- If player A is first to play in the overtime and he/she legally makes the 9-ball during his/her turn, player A wins and the game is over.
- If player A legally makes 3 balls during his/her turn and player B makes only the 9-ball during his/her turn, player B wins.

- If player A legally makes 2 balls during his/her turn and player B makes 1 ball, player A is the winner even if no one legally has made the 9-ball.

20. Fouls (If any of the following fouls are committed, the penalty is ball-in-hand for the incoming player; fouls may be determined before each bracket of play, final decision will be made by lead official)
- a. Only the player can call his/her opponent's foul
 - b. Anytime the cue ball goes in a pocket.
 - c. Failure to hit the correct ball first. (The correct ball is always the lowest numbered ball on the table). The table official will determine "good or bad" hits.
 - d. Failure to hit a rail after contact. Any ball (including the cue ball) must go to a rail AFTER LEGAL contact. A pocketed ball counts as a rail.
 - e. It is a foul to jump a cue ball over another ball by purposely miscuing it up in the air. Accidental miscuing is not a foul unless other rules in this section are violated
 - f. Anytime the cue ball goes on the floor, or otherwise leaves the playing surface
 - g. Receiving illegal aid during your turn at the (coaching from another person) table.
 - h. Causing movement of the cue ball, even accidentally, is a foul.
 - i. If, during the course of a shot, the cue ball does not touch anything.
 - j. Only the player may place the cue ball in a ball-in-hand situation.
21. In order for the "frozen ball" rule to be in effect, the table official must declare the ball frozen and the player should verify
22. Medals will be awarded based on age division.
23. Medals will be awarded to the first, second, and third place finishers, a ribbon will be awarded to 4th place finisher.