**Rules of Chinese Pool**

**(Revised at January 2017)**

Any item in these rules is an integral part of game rule and is applicable to both formal and informal events. The actual Rules of Play may not be altered, unless a specific waiver is issued by CBSA for the individual event. A written explanation of any rules change should be made available at the players' meeting. For those items need to be regulated for the individual event, such as the number of sets in a match and who breaks after the first rack, the management of an event is entitled to define and enforce them for the event. Throughout these rules, words implying the masculine gender shall equally apply to and include the female gender

1. **The Player**
2. **Player's Responsibility**

It is the player's responsibility to be aware of all rules, regulations and schedules applying to competition. While tournament officials will make every reasonable effort to have such information readily available to all players as appropriate, the ultimate responsibility rests with the player.

1. **Dress Code**

Each player's attire must always meet the level of the competition and be clean, proper and in good condition. If an athlete is unsure about the legality of his attire, the athlete should approach the tournament director before the match and ask whether the attire is legal. The tournament director has the final say with regards to the legality of attire. In exceptional circumstances, the director may permit a player to compete in violation of the dress code e.g. when airline luggage has been misplaced or when player has medical problems. A player may be disqualified for dress code violation.

If there is no announcement before the event, the following dress code is assumed.

Men:

Men may wear a regular collared and sleeved shirt or polo shirt of any color. Shirt or polo shirt must be tucked in. Only dark color dress pants allowed. Denim/blue jeans of any color are forbidden. Shoes must be elegant dress shoes that fit in the outfit. Sneakers and sandals are not allowed. Sports shoes made by leather or leather-like material are allowed but are subject to the tournament director's discretion.

Women:

Women may wear a shirt, an elegant top, a dress, a blouse or a polo shirt. Dress pants may be of any color. Denim/blue jeans of any color are forbidden. Female athletes may wear a skirt. Shoes must be elegant dress shoes that fit in the outfit. Sneakers and sandals are not allowed. Sports shoes made by leather or leather-like material are allowed but are subject to the tournament director's discretion.

1. **Coaching**

To keep the consistency of game, it is not permitted for a player to receive advice from a coach during a match. It is up to the tournament management to set additional limits on this. A time out can be used to get coaching help. The coach should not approach the table. If the referee decides that the coach is interfering with or disrupting the match, he may direct the coach to stay away from the match.

1. **Acceptance of Equipment**

After the tournament or a particular match has been started, the player has no right to question the quality or legality of any equipment provided by the Tournament Organizer; any protests must be made beforehand.

1. **Player's Use of Equipment**

The equipment must meet existing CBSA equipment specifications. In general, players are not permitted to introduce novel equipment into the game. The following uses, among others, are considered normal. If the player is uncertain about a particular use of equipment, he should discuss it with the tournament management prior to the start of play. The equipment must be used only for the purpose or in the manner that the equipment was intended.

* 1. Cue stick

The player is permitted to switch between cue sticks during the match, such as break, jump and normal cues. He may use either a built-in extender or an add-on extender to increase the length of the stick.

* 1. Chalk

The player may apply chalk to his tip to prevent miscues, and may use his own chalk, provided its color is compatible with the baize.

* 1. Mechanical Bridges

The player may use two mechanical bridges to support the cue stick during the shot. He is responsible for such way of using two bridges and will be penalized for any foul incurred. He may use his own bridge if it is similar to standard bridges.

* 1. Gloves

The player may use gloves to improve the grip and/or bridge hand function.

* 1. Powder

A player is allowed to use powder in a reasonable amount as determined by the referee.

1. **Late Start**

Players must be at the table and ready to play their assigned match at the appointed match time. If a player is late for his appointed match time, he will be penalized according to the way agreed before the event. If both players are late, they will be penalized individually according to their degrees of violation. A stricter penalty may be imposed for repeat offenders.

1. **Unsportsmanlike Conduct**

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 but not limited to distracting the opponent; changing the position of the balls in play other than a shot; 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; behaving ungentlemanly;

Referees and other officials have 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. In addition, the level of competition may be considered. Among the possible penalties for unsportsmanlike conduct are a warning; a standard-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points. In short, for unsportsmanlike conduct referee should impose a penalty depending on the competition spirit.

1. **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. A deposit from the protestor is required for such an appeal and it will be forfeited in case of an adverse final decision. The amount of deposit will be stated on program book or clarified on the player's meeting before event.

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.

1. **The Referee**
2. **The referee shall**
	1. be the sole judge of the match and determine all matters of fact relating to the rules, call fouls and other action;
	2. be responsible for the proper conduct of the game under these rules;
	3. make precise judgment according to the objective fact and clearly convey it to both players;
	4. answer player's inquiries regarding objective data and game rules;
	5. suspend play when conditions do not permit fair play, also when a call or ruling is being disputed;
	6. be free to make a decision in the interests of fair play for any situation not covered adequately by these rules;
	7. tell player the colour or the number of a ball if requested;
	8. clean any ball upon reasonable request;
	9. may assist the player by getting and replacing the ancillary equipment like mechanical bridge.
3. **The referee shall not**
	1. answer any question not authorized in these rules;
	2. give any indication that a player is about to make a foul;
	3. give any advice or opinion on points affecting play;
4. If the referee has failed to notice any incident, he may at his discretion take the evidence of the marker or other officials or spectators best placed for the observation to assist his decision.
5. **Racking of Balls**

In general, magic sheets or triangle racks are used to rack the ball. All object balls are placed to their position by the help of magic sheet or triangle. The type of racking equipment used in a tournament or event is designated by organizing committee. It is the referee's duty to rack the balls. If not specified otherwise by organizer of event, the players shall not rack the balls.

1. **Calling Frozen Balls**

The referee should be careful to inspect and announce the status of any object ball that might be frozen to a cushion and the cue ball when it might be frozen to a ball. The seated player may remind the referee that such a call is necessary. The shooter must allow time for such a determination to be asked for and made, and may ask for the call himself.

1. **Restoring a Position**

In any case a position of balls needs to be amended or repositioned it is solely the referee's duty and responsibility to perform this task. He may form his opinion by any means he considers appropriate at the time. He may consult one or both players on that, however, the particular player's opinion is not binding and his judgment can be amended. Each involved player has the right to dispute the referee's judgment just once, but after that it is the referee's discretion to restore the ball or balls.

1. **Outside Interference**

The referee should ensure that interference is prevented, for example by a spectator or a player on an adjacent table, and may suspend play as needed. Interference may be physical or verbal. No player shall be penalized for the foul caused by outside interference.

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the referee will restore the disturbed balls and play will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

1. **Act of God**

It may be that something unforeseen under these rules will occur during a match. In such a case, the referee will decide how to proceed in a fair manner. For example, it may be necessary to move a rack in progress to a different table, in which case a stalemate may be declared if a position cannot be transferred.

1. **Playing with an "Area" Referee**

It may be that a tournament is being played with "area" referees who are each responsible for several tables and there is no referee constantly at each table. In this case, the players are still expected to observe all the rules of the game. The recommended way to conduct play in this situation is as follows.

The non-shooting player will perform all of the duties of the referee. If, prior to a particular shot, the shooting player feels that his opponent will not be able to properly judge the shot, he should ask the area referee to watch the shot. The non-shooting player may also ask for such attention if he feels that he is unable or is unwilling to rule on the shot. Either player has the power to suspend play until he is satisfied with the way the match is being refereed.

If a dispute arises between two players in an un-refereed match, and the area referee is asked to make a decision without having seen the cause of the dispute, he should be careful to understand the situation as completely as possible. This might include asking trusted witnesses, reviewing video playback, or reenacting the shot. If the area referee is asked to determine whether a foul occurred and there is no evidence of the foul except the claim of one player while the other player claims that there was no foul, then it is assumed that no foul occurred.

1. **Rules of Play**
2. **Mode of Play**

Chinese pool is played with fifteen numbered object balls and the cue ball. If one player chooses the "solid" group (number one through seven) then the opponent is assigned the "stripe" group (number nine through fifteen), and vice versa. The shooter's group of seven balls must all be off the table before he attempts to pocket the eight ball to win the rack.

NO shot (including the shooting of the 8 ball) is required to be called in Chinese Pool.

1. **Equipment**
	1. Table

The playing area within the cushion faces shall measure 2540 x 1270mm with a tolerance on both dimensions of +/-9mm. The height of table from the floor to the top of the cushion rail shall be from 800mm to 850mm.

* 1. Cue

A cue shall be not less than 1016mm in length with shape and form must be of a design approved by CBSA.

* 1. Ball

The ball shall each have a diameter of 57.15mm with a tolerance of +/-0.05mm. They shall be of equal weight from 156g to 170g.

* 1. The Spot

On the center longitudinal line, 635mm from a point perpendicularly below the face of the top cushion.

* 1. Head String

A straight line drawn 635mm from the face of bottom cushion and parallel to it, both sides meet the 2 side cushions.

* 1. Area behind the head string

The area between the bottom cushion and the head string.

1. **Ball Racking**

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.

Both players are entitled to check if the racking is conforming to the rule and ask the referee to rectify.

1. **Lagging**

The lag is the first shot of the match and determines order of play. The player who wins the lag chooses who will shoot first.

The referee will place a ball on each side of the table behind the head string and near the head string. The players will shoot at about the same time to make each ball contact the top cushion (the short cushion near the spot) with the goal of returning the ball closer to the bottom cushion (the short cushion near the head string) than the opponent.

A lag shot is bad and cannot win if the shooter's ball:

(a) comes into opponent's half;

(b) doesn't contact the top cushion or contact the top cushion more than once;

(c) is pocketed or driven off the table;

(d) touches the side cushion;

(e) rests within the corner pocket and pass the nose of bottom cushion.

The players will lag again if:

(a) a player's ball is struck after the other ball has touched the top cushion;

(b) the referee cannot determine which ball has stopped closer to the bottom cushion;

(c) both lags are bad.

1. **Break Shot**
	1. Legal Break

The cue ball begins in hand behind the head string. Cue ball is not required to hit any particular object ball first. If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open. 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.

* 1. If it's an illegal beak as described in 5.1, the opponent has the option of:

(a) re-racking and breaking; or

(b) re-racking and letting the offending player to break again; In this case, the offender shall be warned by the referee that the second time illegal break in this rack will result in the rack being awarded to his opponent; or

(c) accepting the table in position and shooting with cue ball in hand.

* 1. If any ball is driven off the table by the break shot, it’s a foul and the incoming player continues the play with cue ball in hand behind the head string. When the shooter has the cue ball in hand behind the head string and all the legal object balls are behind the head string, he may request the legal object ball nearest the head string to be spotted. If two or more balls are equal distance from the head string, the shooter may designate which of the equidistant balls is to be spotted. An object ball that rests exactly on the head string is playable.
	2. If the eight ball is pocketed by the break shot, it shall be re-spotted; the breaker continues the play. If the eight ball is pocketed by the break shot with any other foul occurs, it shall be re-spotted, the opponent has the option of:

(a) accepting the table in position and continuing the play; or

(b) taking cue ball in hand behind the head string.

* 1. If any other foul occurs during the break shot, the incoming player continues the play with cue ball in hand behind the head string.
1. **Subsequent Break Shot**

For deciding who will break in racks after the first, the tournament management has the right to choose an appropriate procedure. For example, the winner may break, or the players break alternatively.

1. **Open Table/Choosing Groups**
	1. The table is said to be "open" before the groups are determined.
	2. The table is open after the break shot. When the table is "open", if player first hit the solid ball but ONLY stripe ball pocketed, or vice versa, play passes to the other player, and the table remains "open".
	3. When the table is "open", any object ball may be struck first except the eight ball. It's a foul to hit the eight ball first when the table is "open".
	4. When the table is "open", any object ball not legally pocketed remains off the table.
	5. The table remains open after the open break, no matter how many object balls are pocketed by the breaker. The groups can only be decided when player legally pocketed the object ball after the break shot.
2. **Wrong Group**

If the groups have been determined and the player mistakenly shoots at a ball of the opponent's group, the foul must be called before he takes his next shot. Upon recognition by either player or the referee that the groups have been reversed, the rack will be halted and will be replayed with the original player executing the break shot.

1. **Shot**
	1. After the shot, the first object ball struck must be the ball belongs to his group when table is closed, or be the eight ball when his group balls are all cleared from the table.
	2. If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail.
	3. A ball is considered driven off the table if it comes to rest other than on the playing surface but is not pocketed. Any object ball be driven off won't be put back to the table in this rack. It is a foul to drive any ball off the table.
	4. During the shot (before and after the stroke), the striker should not touch any ball on the table by any object, except for the cue tip when making a normal tip-to-ball forward stroke.
	5. If the cue-tip contacts the cue ball more than once on a shot, the shot is a foul.
2. **Split Hits**

If the cue ball strikes a legal object ball and a non-legal object ball at approximately the same instant, and it cannot be determined which ball was hit first, it will be assumed that the legal target was struck first.

1. **Shot Clock**

Before the tournament, the organizing committee should clearly specify the length of shot clock, and the length and frequency of extension on a rack or a match basis. There will be an official timekeeper (the referee or other official) or specialized time-keeping device for the duration of the match. Normally there will be a warning when 10 seconds remain. The shot clock will be started when all balls come to rest, including spinning balls, or when the previous player leaves the table. The shot clock will end when the cue tip strikes the cue ball to initiate a stroke or when the player calls extension. If a player runs out of time, it will be a foul.

1. **Remaining in Player's Chair**

The non-shooting player should remain in his designated chair while his opponent is at the table. Should a player need to leave the playing area during matches (including intervals between racks), he must request and receive permission from the referee. Should a player leave the playing area without the permission of the referee, it will be treated like unsportsmanlike conduct.

1. **Touching Ball/Frozen Ball**
	1. If the cue ball is touching an object ball at the start of shot, it is legal to shoot towards or partly into the ball. The touched object ball must move after the shot and the action of strike should be obvious.
	2. A ball touching the rail at the start of a shot (said to be “frozen” to the rail) is NOT considered driven to that rail unless it leaves the rail and return. For a legal shot in such condition, please refer to 9.2.

If any rule above is infringed, the opponent player will be awarded playing from the cue ball in hand.

1. **Jump Shot**
	1. A jump shot is one in which the cue ball is made to go over an intervening obstacle such as an object ball or part of the cushion to hit the legal object ball.
	2. Only the top half of the cue ball can be hit by cue tip when playing a legal jump shot.

If the jump shot is illegal, the opponent player will be awarded playing from the cue ball in hand.

1. **Driven to a Rail**

A ball is said to be driven to a rail if it is not touching that rail and then touches that rail. A ball touching a rail at the start of a shot (said to be “frozen” to the rail) is not considered driven to that rail unless it leaves the rail and returns. A ball that is pocketed or driven off the table is also considered to have been driven to a rail. A ball is assumed not to be frozen to any rail unless it is declared frozen by the referee, the shooter, or the opponent.

1. **Ball Pocketed**
	1. A ball near the brink of a pocket partly supported by another ball is considered pocketed if removal of the supporting ball would cause the ball to fall into the pocket.
	2. An object ball that rebounds from a pocket back onto the playing surface is not a pocketed ball.
	3. If the cue ball contacts an already pocketed ball, the cue ball will be considered pocketed whether it rebounds from the pocket or not.
2. **Clearing Pocket**
	1. The referee will remove pocketed object balls from full or nearly full pockets, but it is the shooter's responsibility to see that this duty is performed. Although the task of clearing pockets of balls lies within the referee's description of duties, the ultimate responsibility for any occurrence of fouls as a result of such misadministration always rests with the shooter.
	2. If the referee is absent, for example in the case of an area referee, the shooter may perform this duty himself, providing he makes his intention clear and obvious to the opponent.
3. **Spotting Balls**

If it is necessary to put back the ball, the referee shall make best endeavor to put the ball to the place where it should be placed. If there is any interfering ball, ball should be placed on the long axis of the table as close as possible to the spot, between the spot and the top cushion, without moving any interfering ball. If other balls block the long axis between the spot and top cushion at all, the ball is spotted below the spot, on the long axis, and as close as possible to the spot. The player must accept the referee's decision.

1. **Driven off the Table**
	1. A ball is considered driven off the table if it comes to rest other than on the playing surface but is not pocketed.
	2. A ball is also considered driven off the table if it would have been driven off the table except for striking an object such as a light fixture, piece of chalk or a player which causes it to return to the table.
	3. A ball that contacts the top of the rail is not considered to have been driven off the table if it returns to the playing surface or enters a pocket.
2. **Balls Settling**

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. Unless this causes a ball to fall into a pocket, it is considered a normal hazard of play, and the ball will not be moved back. If a ball falls into a pocket as the result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the referee will restore the position and the shot will be replayed. The shooter is not penalized for shooting while a ball is settling.

1. **Fouls**

If the shooter commits a foul, the opponent player will be awarded playing from the cue ball in hand.

The following are standard fouls:

(a) Cue ball scratches or off the table;

(b) Wrong ball first;

(c) Play when there is any ball on the table still moving or spinning;

(d) No foot on the floor;

(e) Ball driven off the table;

(f) Touched ball;

(g) Double hit;

(h) Push shot;

If a foul is not called before the next shot begins, the foul is assumed not to have happened.

1. **Cue Ball in Hand**

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface and may continue to move the cue ball until he executes a shot. Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion.

1. **Shooting the Eight Ball**

If any foul occurs or cue ball scratches when shooting at the eight ball, the shooter doesn't considered losing the rack as long as the eight ball is NOT pocketed or NOT driven off the table, the opponent has the cue ball in hand and continue.

1. **Concession**

Player may only concede during his inning. A concession can be made for the rack or for the match. The opponent has the right to accept or refuse the concession, which becomes null and void if the opponent chooses to play on.

1. **Time Out**
	1. Unless specified otherwise by the tournament organizer, each player is allowed to take one time out of five minutes during matches played over 9 racks. To exercise the right to a time out the player must:

(a) inform the referee of his intention and;

(b) make sure the referee is aware of the fact and marks it on the score sheet and;

(c) make sure the referee marks the table for suspended play.

* 1. If a player involves himself in an action other than standard match-playing activities and leaves the playing area without the permission from the referee, he will be considered exercising his time out and no further time out will be allowed.
	2. The player taking the time out should remember that his actions must be within the spirit of the game and if he acts otherwise, he is subject to a penalty under the Unsportsmanlike Conduct.
	3. Time out is taken between racks (except in special circumstances). If a player is suffering from a medical condition, the tournament director may choose to adjust the number and the length of time outs.
	4. The referee will suspend the play promptly when conditions do not permit fair play, until such conditions disappears. If this happened during one rack, referee has to keep the balls on the table intact. The play will resumes with the previous order maintained. If the table condition cannot be maintained due to objective reasons, referee or the organizer shall inform the player and nullify this rack, a new rack will be played when everything is ready. The same player shall again make the break shot.
1. **Stalemate**

If the referee thinks a position of stalemate exists, or is being approached, he shall offer the players the immediate option of re-starting the rack. If any player objects, the referee shall allow play to continue with the proviso that the situation must change within a stated period, usually after three more strokes to each side but at the referee's discretion. If the situation remains basically unchanged after the stated period has expired, the referee shall re-rack all balls as for the start of a rack. And:

(a) The original breaker of the rack will break again;

(b) The same established order of play been maintained.

1. **Losing the Rack**

The shooter loses the rack if:

(a) he fouls when pocketing the eight ball (except for the break shot);

(b) the last ball of his group and the eight ball are pocketed in the same shot.

(c) he drives the eight ball off the table (except for the break shot);

(d) he pockets the eight ball before his group is cleared.

(e) The shooter shall, to the best of his ability, endeavour to hit the legal object ball. If the referee considers that this rule is infringed, he shall call foul and warn the shooter that same foul again in this rack will result in the rack being awarded to his opponent.