

Rules of Heyball

CHAPTER I : General Principles

These general principles list the items that are not included in the rules of the Heyball, but need to be agreed upon during actual competitions. including dress code, appeal procedures, and event scheduling. The contents of general principles vary from one event to another, covering aspects like the number of frames in a match and order of the break. The organizing committee has the authority to finalize and enforce these details in accordance with the spirit of the General Regulations prior to the event. Relatively, the competition rules must be strictly adhered to throughout the course of the match.

1. Competition Rules

The competition rules are not allowed to be altered arbitrarily. Unless permission is granted by the event organizing committee, any temporary changes to the rules must be accompanied by a written explanation, which should be announced at the pre-event athletes' meeting.

2. Dress Code

Player's attire must comply with the competition requirements and be neat and clean. If a player is unsure whether their attire meets the requirements, he/she can confirm with the organizing committee before the match. The organizing committee has the final say on dress code. In special circumstances, the organizing committee may allow players whose attire does not meet the requirements to play, such as in cases of lost checked baggage due to flight issues or special physical conditions of the players. Players may be disqualified from the match if their attire does not meet the requirements. If no specific attire requirements are announced prior to the event, the following default attire requirements will apply:

All participating players (regardless of gender) must wear a waistcoat, a solid-colored long-sleeved shirt (black or white is recommended), and a bow tie. The shirt must be tucked into pants. The pants must be black trousers (suit pants or formal business style, jeans are not allowed); shoes must be black leather shoes (solid color).

3. Code of Conduct for Referees

3.1 The referee shall:

- (a) Be the sole arbiter of a match and make judgments on all occurrences during the match;
- (b) Be responsible for enforcing the competition rules and ensuring the smooth progress of the match;
- (c) Answer players' questions regarding objective facts related to the match and the competition rules;
- (d) Have the authority to postpone the match in case of a breach of the principle of fair play (or when a dispute arises);
- (e) Make judgments based on the principle of fair play in cases where the rules do not cover;
- (f) If requested, inform the shooting player of the number of the object ball or whether the table is closed;
- (g) Clean any ball on the table upon reasonable request. In time-limited matches, the time taken by the referee to clean the ball shall be counted towards the player's shot time;
- (h) Assist players in taking or putting back auxiliary equipment such as mechanical bridge upon their request.

3.2 The referee shall not:

- (a) Answer any questions unrelated to the rules;
- (b) Hint to the shooting player about potential fouls on that shot;
- (c) Provide suggests and opinions that could influence the outcome of the match;

3.3 If referee fails to notice a controversial situation, he/she may make judgements after consulting with the scorer, other event staff, recording equipment on site, or spectators in the best viewing position.

4. Racking of Balls

The organizing committee shall decide which equipment to use for racking the balls. When using a triangle rack, the first two rows of three balls each should be tightly racked, and the last three rows should be racked as tightly as possible. If other equipment is used, specific arrangements shall be made separately. Racking the balls is the responsibility of the referee, and players are not allowed to rack the balls themselves unless explicitly required by the organizing committee.

5. Declaration of Frozen Balls

The referee shall carefully observe and announce when the object ball is frozen to the cushion or cue ball. Players may remind the referee to make such announcements if necessary. Players must give the referee sufficient time to make a judgment. In time-limited matches, the time taken by the referee to observe whether the object ball is frozen or not shall not be counted towards the player's shot time. If the referee does not make an announcement, it shall be considered that the ball is not frozen to the cushion or cue ball.

6. Preventing External Interference

The referee shall prevent interference during the match, such as interference from players at adjacent tables or audience. If necessary, the match may be suspended or postponed due to such interference. Interference can be physical or verbal.

7. Force Majeure

Unforeseen situations that are not listed in the rules may arise during the match. In such cases, the referee shall make a judgment based on the principle of fair play. If necessary, a match may be moved to another table, and if the positions of the balls cannot be restored, the referee shall declare the match a stalemate.

8. Coaching

Players are not allowed to receive coaching during the match. If referee considers that a coach is interfering with or affecting the match, he/she may order the coach to stay away from the table.

9. Acceptance of the Equipment

After the match has started, players have no right to question the quality or authority of the equipment provided by the organizer. Any objections must be raised before the match.

10. Players' Use of Equipment

The equipment used by players must comply with the regulations set by the organizing committee. Generally, players are not allowed to use other new types of equipment during the match. The following mentioned equipment is legal. If players have doubts about a specific use of the equipment, they should inquire with the organizing committee before the match and obtain a clear answer.

- (a) Cues: Players are allowed to switch cues during the match and may use built-in or external cue extensions to increase the length of the cue.

(b) Chalk: Players may use chalk to prevent the cue tip from slipping and may bring their own chalk, but the color of the chalk must match the color of the table cloth. If the player's chalk leaves obvious marks on the table that interfere with their shots, the referee may require the player to change the chalk.

(c) Bridges: Players may use more than two types of bridges to support the cue. Players may use their own bridges, but they must comply with the regulations or be approved by the on-duty referee.

(d) Gloves: Players may use gloves to help grip the cue or hand bridge.

(e) Talcum powder: Players are allowed to use talcum powder in reasonable amounts as deemed by the referee.

11. Lateness

Players must arrive at the table and be ready to start the match within the specified match time. If a player fails to appear within the specified time, he/she shall be penalized according to the pre-match agreed-upon penalty measures. If both players are late, they shall be penalized accordingly based on their individual circumstances. For players who are repeatedly late, the organizing committee may impose stricter penalties.

12. Order of Break

Lagging for the first break shot. Then winner of the last rack breaks.

13. Non-shooting Player

When the shooting player is playing by the table, the non-shooting player shall stay in their designated seat area. When a player needs to leave the competition area during the match (including between racks), he/she must obtain the permission of the referee. Leaving the competition area without the referee's permission will be considered unsportsmanlike conduct.

14. Time-limited shot

Time-limited shots are often used in Heyball matches. Before the match, the organizing committee will specify the time limit for each match or for each shot, as well as the duration and number of extensions allowed per rack or match. Typically, players are given 45 seconds per shot, or a different time limit may be set by the organizing committee. During the match, a staff member (referee or off-table official) or a specialized timing device will keep track of the time. Usually, a reminder will be given when 10 seconds remain, and a countdown will start when 5 seconds remain. Timing begins when all balls on the table come are still and ends when the cue tip contacts the cue ball to make a shot. Each player may call for one extension per rack, usually 30 seconds. If the shooting player fails to take a shot within the specified time, it will be considered a foul.

15. Timeout

In addition to the regulations of the organizing committee, players can apply for timeout under special circumstances. The player must inform the referee of his intention before applying for a timeout, and confirm that the referee is aware of the fact and obtains the consent of the referee on duty (This rule may be re-agreed upon by the organizing committee before the event.). During the timeout, if a player has any improper behavior, he/she will be deprived of the right to applying for timeout. In severe cases, he/she may be penalized for unsportsmanlike conduct. The player's application for timeout should be between racks, except under special circumstances. If a player experiences discomfort due to medication or other special reasons, the organizing committee can adjust the number and time of timeout. When a situation arises that affects the fairness and smooth

progress of the match, the referee must immediately suspend the match until the situation is resolved. If the situation occurs during a frame, the referee must ensure that the ball positions on the table remain unchanged until the timeout ends, and the match will continue in the order of play before the timeout. If the pattern cannot be maintained due to objective reasons, the referee or organizing committee has the right to inform the players that the ongoing rack is invalid at an appropriate time and restart a new rack when the match can proceed smoothly. Players are not allowed to take voluntary timeouts during the match. The organizing committee will set official timeouts based on the actual situation. Official timeouts are usually given after every eight racks, with a duration of 5 or 10 minutes depending on the venue conditions. (This rule may be re-agreed upon by the organizing committee before the event.)

16. Misconduct

If a player refuses to play a rack, or if his/her words or actions, in the judgment of the referee, are intentionally or persistently inappropriate, including continuously wasting time and having been warned under Article 18 of this chapter for exhibiting improper behavior, the referee shall warn the player that failure to improve his/her conduct will result in loss of the match.

17. Penalties for Unsportsmanlike Conduct

The competition rules and general principals provide the organizing committee with appropriate discretion in penalizing unsportsmanlike conduct. The basis for penalties may consider the following aspects: the player's previous behavior, prior warnings, the severity of the conduct, and whether it was emphasized during the pre-event players' meeting. Additionally, the level of the match may also be taken into account, as a top athlete should not only possess superb skills but also demonstrate appropriate behavior.

18. Appeal Rules

If a player needs to appeal, he/she should first communicate with the referee, who will make the most appropriate decision. If the player has any objection to the result, he/she can appeal to the chief referee and then to the organizing committee. In regular events, the decision of the event director (organizing committee) is final. The player needs to pay the appeal fee for each appeal. If the appeal fails, the appeal fee will not be returned, and the specific amount of the appeal fee shall be clearly stated in the event regulations or during the pre-event players' meeting. The same player can only appeal once on the same issue. If he appeals a second time on the same issue, it will be considered unsportsmanlike conduct and subject to appropriate penalties.

1. Player's Responsibilities

Players are responsible for understanding all rules, regulations, and schedules related to the event. While the organizing committee will strive to convey relevant information accurately and promptly to the players, this remains the primary responsibility of the players.

2. Method of Play

Heyball matches use object balls numbered 1 to 15 and a cue ball. If one player chooses the object balls numbered 1 to 7 (solids), the other player must choose the object balls numbered 9 to 15 (stripes). A player wins the rack by first pocketing all of his/her own group of object balls and then legally pocketing the 8-ball.

3. Equipment

(a) Table: inner dimensions is 2540mm x 1260mm(+/-9mm), and the height from the ground to the top of the cushion shall be 800mm to 850mm;

(b) Cues: Not shorter than 101.6cm, and its material and shape shall comply with the standards of the World Heyball Masters;

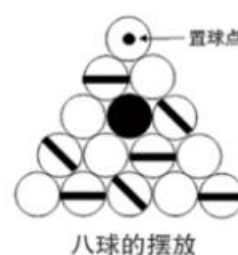
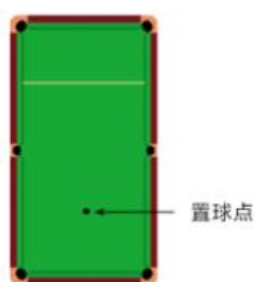
(c) Balls: Diameter 57.15mm(+/-0.05mm), weight 156g-170g;

(d) Foot spot: A point on the longitudinal centerline of the table, 635mm from the top cushion;

(e) Head string: A line parallel to the bottom cushion of the table, 635mm from the bottom cushion, and intersecting the left and right side cushions.

4. Racking Balls

Rack the object balls in a triangle, with the apex ball placed on the "foot spot." The 8-ball should be positioned at the center of the triangle. Place one solid ball and one stripe ball at each end of the base of the triangle, and other solid and stripe balls should be separated as far as possible.



Both players may inspect the rack of the balls to ensure compliance with the rules and may request corrections. When using a triangle rack, the first two rows of three balls must be tightly racked, and the remaining balls should be racked as closely as possible (this rule may be re-agreed upon by the organizing committee before the match).

5. Lag for Break

Lag is the first shot of the match and determines order of break. The player who wins the lag chooses who will break first. The referee will place a ball on each side of the table behind the head string. The two players shoot the balls at approximately the same time, making them to contact the top cushion (the short cushion near the foot spot) and return. The player whose ball comes to rest closer to the bottom cushion (the short cushion near the head string) wins the lag.

An illegal lag or a lag that does not result in a win occurs when a player's ball:

- (a) crosses the longitudinal axis of the table and enters the opponent's area;
- (b) fails to contact the top cushion;
- (c) contacts the top cushion more than once;
- (d) is pocketed or driven off the table;
- (f) contacts the side cushions or rests at the mouth of a corner pocket and has passed nose of the bottom cushion.

If any of the following situations occur, the players shall re-lag:

- (a) one player shoots the ball significantly later than the opponent (the ball shoot by one player has already contacted the top cushion while the other player has not yet taken the shot);
- (b) the referee cannot determine which ball has stopped closer to the bottom cushion; or
- (c) both lags are bad.

6. Break shot

- (a) The break shot must be a forceful one; soft breaks are prohibited. If the referee determines that a player intentionally breaks softly, the first offense will result in a warning, the second in a loss of a rack, the third in a loss of the match;
- (b) An obviously soft break that results in fewer than four object balls contacting the cushions will be considered an intentional foul, resulting in a loss of a rack;
- (c) Intentionally not breaking or miscue will be considered an intentional foul, resulting in a loss of a rack;
- (d) An unintentional soft break that results in fewer than four object balls contacting the cushions allows the opposing player to choose to accept the pattern and continue playing, or to have the balls re-racked and either himself or the breaker to break again, with no ball in hand behind the head string;
- (e) The cue ball must be placed behind the head string, at any position within it. If more than half of the cue ball crosses the head string, the first offense will result in a reminder, and the second offense after the break will result in a foul.
- (f) For a break shot foul, the opposing player may choose a ball in hand behind the head string, or to have the balls re-racked and break himself, or to have the balls re-racked and have the opponent break. (This clause may be adjusted by the organizing committee based on the characteristics of the event.)
- (g) If the 8-ball is pocketed during the break shot without any fouls occurring, the breaker may choose to reset the 8-ball to the foot spot and continue playing, or to break again. If a foul occurs, the opposing player may choose to reset the 8-ball to the foot spot, take a ball in hand behind the head string, or have the balls re-racked and break himself, or have the balls re-racked and have the opponent break.
- (h) If an unintentional miscue during the break shot results in the cue ball not contacting the rack, the opposing player may only choose to break himself or have the breaker break again, with no ball in hand behind the headstring.

7. Re-spotting Balls

When necessary for balls to be re-spotted, the referee will re-spot balls to their original positions to the best of his/her ability. If an obstructing ball prevents this from being done, the ball to be re-spotted shall be placed on the longitudinal axis between the foot spot and top cushion, as close to

the foot spot as possible without touching any other balls. If the entire line between the foot spot and top cushion is covered by other balls, the ball to be re-spotted shall be placed as close to the foot spot as possible on the longitudinal axis of the table. The player must accept the position as determined by the referee.

8. Ball in Hand Behind the Head String

When the player breaking fouls, the opponent may choose to take a ball in hand behind the head string. In this case, the cue ball must be placed behind the head string, (with the center of the cue ball behind the head string), and the player cannot directly shoot at an object ball that is also behind the head string. However, the player may first shoot the cue ball past the head string and then have it return to contact an object ball behind the head string. If all legal object balls are behind the head string, the player may request the referee to re-spot the legal object ball closest to the head string at the foot spot. If two or more legal object balls are equidistant from the head string, the player may specify which ball to re-spot. An object ball that is precisely on the head string can be shot directly.

9. 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. For break shots, placement of the cue ball is restricted to the area behind the head string.

When a player fouls (except for a break shot foul), the opponent may place the cue ball anywhere on the table and shoot in any direction, and may continue to move the cue ball before executing the shot. The player may use the non-tip part of the cue to move the cue ball; touching the cue ball with the tip constitutes a foul.

10. Open Table

An open table refers to a situation in the match where the ownership of the two groups of balls has not yet been determined.

10.1 The table is immediately open after the break shot. When the table is open, a player may legally pocket any object ball except the 8-ball first. However, if the cue ball contacts the 8-ball first, it is a foul. If all solids or stripes are pocketed after the break shot, the table is considered open; the two players can only choose to pocket the remaining group of balls first until the ownership of the group is legally determined and the table is closed.

10.2 When the table is open, any object balls illegally pocketed (except the 8-ball) are not necessary to be taken out.

10.3 The ownership of the ball group is not determined by the break shot. Regardless of whether any balls are pocketed during the break shot, the table is open. The ownership of the ball group is determined by the player who legally pockets a ball from one of the groups first after the break shot, after which the table is closed.

10.4 When the table is open, if the cue ball legally contacts two balls of different groups simultaneously, and both balls or balls of both groups are pocketed, the player may choose to continue playing with balls of either group. Regardless of whether the next shot results in a pocket, the next player can only choose to play with balls of the other group.

11. Call Your Shot - No Need

There is NO NEED to call your shot / designate a pocket, even for the 8-ball or the shootout. Flukes are allowed.

12. Playing Shots

12.1 Ball Grouping: When the table is open, if the first ball shot or a ball from the same group as the first ball shot is pocketed, the grouping is complete, and those balls become the player's subsequent legal object balls, and the table is closed. After the table is closed, when a player takes a shot, the cue ball must first contact a ball from the chosen group. If all the balls from the player's group have been pocketed, the cue ball must first contact the 8-ball.

12.2 After the cue ball contacts an object ball, if no object ball is pocketed, at least one ball (including the cue ball) must contact a cushion.

12.3 After a player takes a shot, the non-pocketed object balls and the cue ball must remain on the table. If any object ball (excluding the 8-ball) stops outside the table, it is considered a legal disappearance and is not re-spotted on the table.

12.4 During the shot (including before and after the stroke), no part of the shooter's body (including clothing, hair), or equipment (including the cue shaft, bridge, chalk, etc.) except the tip of the cue may touch any ball on the table.

12.5 During a single stroke, the tip of the cue may not touch the cue ball more than once. Penalty for violating this rule: the opponent gets a ball in hand. All fouls must be called before the next shot; otherwise, they are considered not to have occurred.

12.6 Double Hit: If the cue stick touches the cue ball more than once during the shot, it is a foul. If the cue ball is very close to the object ball, and the tip contacts the cue ball, and the cue ball contacts the object ball before the tip leaves the cue ball, the shot is a foul. If the cue ball is very close to the object ball, and the player's stroke only lightly grazes the object ball, the shot is presumed not to have committed the previously mentioned foul.

12.7 Pushing: During the stroke, the cue tip must not be extended to increase the contact distance with the cue ball, forming an obvious push shot, otherwise it is a foul. In other words, the action of the cue tip on the cue ball should be an instantaneous "strike," not a "push" over a period of time.

12.8 During the shot, if either the cue ball or the object ball rolls onto the cushion and returns to the table without touching any object, it is considered a legal shot. However, if it touches any object before returning to the table, or if the ball remains on the cushion, it is considered an illegal shot.

12.9 When a player receives handicap, he/she should remind the referee, and the referee should remove the handicapped object ball before the player continues playing. If the player continues playing before the referee removes the handicapped object ball, it is a foul.

13. Cue Ball Contacting Legal & Illegal Balls Simultaneously

If the cue ball causes a legal object ball and an illegal object ball to move almost simultaneously in an instant, and it is difficult to determine which ball was hit first, the situation is assumed to be that the legal object ball was hit first.

14. Balls Settling

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. This is considered a normal occurrence during the match, unless it results in a ball being pocketed. In such a case, the ball that dropped into the pocket by itself should be re-spotted as

close to its original position as possible. If a ball is pocketed due to moving by itself during a player's shot, and this pocketing affects the outcome of the shot, the referee should restore the table and allow the player to take the shot again. If a ball comes to rest almost motionless or is already motionless at the mouth of a pocket but then falls into the pocket within 3 seconds by itself, the pocketing is considered valid.

15. Frozen Balls

15.1 When the cue ball is frozen to a legal object ball on the table, there is no limit on the direction of the player's shot. If the shot does not make the object ball move directly, it is not considered that the object ball has been hit at the moment. If the object ball moves directly, it is not considered as a double hit, but the action of the shot must be obvious. If it is obviously a push hit, it is a foul.

15.2 When an object ball is frozen to a cushion, before it is struck, "if the table has not completed a legal cushion contact," the object ball must leave the cushion after being struck and then contact a cushion again, or have another ball (including the cue ball) contact a cushion, or have a ball pocketed. Penalty for violating this rule: the opponent gets a ball in hand.

16. Jump Shot

16.1 A player may strike the cue ball to jump over other object balls and legally hit an object ball from their own group.

16.2 When jumping the cue ball, the player must strike the cue ball on upper half of its surface with the tip of the cue.

Penalty for violating the above rule: the opponent gets a ball in hand.

16.3 If the player strikes the cue ball on lower half of its surface, or the cue ball jumps due to a miscue or other reasons, if it jumps over obstacle balls, it is considered an illegal jump shot. If it does not jump over an obstacle ball and legally hits an object ball from his/her own group, it is considered a legal shot.

17. Fouls

If a player commits a foul, the opponent gets a ball in hand. The following are general fouls in matches:

- (a) The cue ball is scratched or off the table;
- (b) The cue ball first contacts an illegal object ball;
- (c) Striking the cue ball when any ball on the table has not completely come to rest;
- (d) Both feet of the player leave the ground simultaneously at the moment of striking the ball;
- (e) An object ball comes to rest off the table;
- (f) Illegally touching the balls;
- (g) Double hit;
- (h) Push shot - It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots;
- (i) Bad play behind the head string;
- (j) Shoot with only one hand;
- (k) Place auxiliary equipment such as external cue extenders or bridges to shoot the ball on the table;
- (l) Mobile devices such as mobile phones make a noise, and the first time will be considered as a foul, and loss of the ongoing rack thereafter.

18. Intentional Fouls

Intentional fouls are considered unsportsmanlike conduct. If a player intentionally fouls during a

match, he/she will lose the ongoing rack for the first offense and the entire match for the second offense.

19. Ball Group Confusion

After the table is closed, if a player wrongly hits the other group balls, the foul must be pronounced before the next shot. When any player or a referee realizes that the groups are wrongly played, the rack should stop at once, and re-rack.

20. Loss of Rack

The player loses if he/she:

- (a) Pockets the 8-ball while committing a foul (except during the break shot);
- (b) Pockets the 8 ball on his last shot before the 8 ball;
- (c) Drives the 8 ball off the table;
- (d) Pockets the 8 ball before his group is cleared
- (e) As long as the 8 ball stays on the table, there can only be fouls. However, if the 8 ball is not on the table, it will be loss of a rack.

21. Stalemate

If the referee judges that a stalemate has occurred or is likely to occur, he/she should propose that the players re-rack and break. However, if any player refuses, the referee will allow the rack to continue for a period of time. Generally, the referee will allow each player to take three more shots or make another decision based on their judgment. If the stalemate is still not broken after that, the referee will declare a stalemate and re-rack the balls to restart the rack, with the following conditions:

- (a) The original breaking player will break again;
- (b) The original shooting order will remain unchanged.

22. 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 re-played. If the interference had no effect on the shot, the referee will restore the disturbed balls and match will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

23. Concession

For a rack or a match, players are prohibited from conceding a ball to their opponent or forfeiting. Such behavior is considered unsportsmanlike conduct.

24. Unsportsmanlike Conduct

Generally, the penalties for unsportsmanlike conduct can be adjusted by the referee based on their judgment of the player's fouls. These penalties can range from a warning, a standard foul penalty, losing the rack, round, or match, disqualification from the event, or possible forfeiture of rankings, medals, prize money, and ranking points, etc. In short, for unsportsmanlike conduct, the referee should make a judgment that aligns with the spirit of the event. Unsportsmanlike conduct refers to any intentional act that tarnishes the spirit of sportsmanship, undermines, or alters the principles of fair play. This includes:

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) intentionally miscuing;

- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during the match;
- (f) marking the table;
- (g) intentionally delaying the match;
- (h) improperly using equipment;
- (i) conceding a ball to the opponent;
- (j) inappropriate behavior (swearing, knocking on the table, throwing the cue, etc.).

The final interpretation of these rules belongs to the Organizing Committee of JOY Heyball Masters. This version of the rules draws from the WPA American Eight-Ball, Nine-Ball, and Ten-Ball rules, as well as the CBSA Heyball rules draft, and has solicited opinions from professional athletes, semi-professional athletes, pool hall representatives, referee representatives, and a wide range of billiards enthusiasts from all walks of life. The purpose of revising the rules is to better promote the development of Heyball, enhance the aesthetic appeal, fluency, fairness, and competitiveness of Heyball tournaments, and enable this sport to reach the international stage more quickly. We will continue to gradually improve the rules as the sport develops. We hope to receive everyone's suggestions, understanding, and support.

Organizing Committee of JOY Heyball Masters.

7 March 2025

RULES FOR TIME-LIMITED MATCHES

1. Time Limit

For each match, the total time is A minutes (The organizing committee will decide if the referee's racking time is taken into account). For each shot, the shot clock is 45 seconds. Each player is permitted an extension only once per rack, and the extension lasts 30 seconds.

Referee should remind players when:

- (a) The match reaches half time mark;
- (b) there are 5 minutes left;
- (c) there is 1 minute left;
- (d) there are 10 seconds left; and the referee should count down from the last 5 seconds: "5,4,3,2,1" and then the match ends.

2. The lag and the break shot

Players lag first to determine order of break. Then winner of the last rack breaks. There is a 30-second shot clock for the break shot, with no extensions available.

3. Legal Break Shot

Same as Rule 6 of Chapter II: Break Shot

4. Winning, Losing & Shootout

If the match reaches A-minute time point and a shot has been made, it is a legal shot. If the shot is for the 8-ball and the 8-ball is legally pocketed, the shooter wins the rack. If the 8-ball is illegally pocketed, the opponent wins the rack. If the 8-ball is not pocketed, the rack is treated as a stalemate (no points awarded to either side).

If the match reaches A-minute time point, the last rack happens to end, the player with more scores is declared the winner. If the match reaches A-minute time point, the score is tied, and there were balls remaining on the table, the rack is treated as a stalemate. And the match moves on to the shootout.

For the Shoot-out:

- (a) Two players lag first. The player who wins the lag has right to choose who shoots first.
- (b) Players take 5 shots by turn. There is a 30-second shot clock for each shot, with no extensions available; each legal shot equals 1 point.
- (c) After 5 rounds, the leading shooter wins the game.
- (d) If the score is tied after 5 rounds, then the shootout moves to sudden death.
- (e) Balls' position in shoot-out: The cue ball is positioned on the head spot, the 8-ball is placed on the foot spot. (The organizing committee has the right to adjust this term before the match.)

5. Intentional Foul

Intentional foul are prohibited. A player's first intentional foul will be judged as losing a rack, and the second intentional foul will result in losing the match.

6. Time-Out

There is a 5-minute or 10-minute official time-out after every 8 racks, player who showed himself or herself late will be considered as losing the rack. Except for special circumstances, players are not allowed to call time-out on their own. The time-out will not be counted into the A minutes match time. (The organizing committee has the right to adjust this term before the match.)

7. Dispute

If disputes occur during the game, the time of dispute is not counted into the match time.

8. Unsportsmanlike Conduct

Interfering with the opponent includes: intentionally making noise while the opponent is taking a shot, performing distracting actions in front of the player taking the shot, engaging in excessive communication with the opponent or spectators during the match, and other such behaviors.

Negative play includes: giving up the match or not taking it seriously when the opponent is leading in score, conceding a ball to the opponent, intentionally delaying the match, leaving the playing area without the referee's permission, conceding defeat before the opponent has pocketed all of their own balls, and other such behaviors.

If a player is suspected of interfering with the opponent, engaging in negative play, or other such behaviors, they will receive a warning for the first offense, lose a rack for the second offense, and lose the entire match or be disqualified from the current event for the third offense. If the player performs serious inappropriate behavior, such as lack of respect (even insult) for opponents and referees, the player will be considered as losing the rack or the match, and the player will be reported to the committee for penalty and suspension (for details, refer to the article 24 of standard rules).