

Official Straight Pool Rules

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Straight Pool is more properly called 14.1 Continuous.

Except when clearly contradicted by these additional rules, the General Rules of Pocket Billiards apply.

6.1 OBJECT OF THE GAME

14.1 is a nomination game. The player must nominate a ball and a pocket. The player is awarded one point for every correctly nominated and pocketed ball on a legal stroke, and is allowed to continue a turn until failure to pocket a nominated ball or commits a foul. The player can pocket the first 14 balls, but before continuing a turn by shooting at the 15th (and last remaining) ball on the table, the 14 pocketed balls are racked as before, except with the apex space vacant. The player then attempts to pocket the 15th ball in a manner so that the racked balls are disturbed and he can continue the run. The player who scores the predetermined point total for a game (usually 150 in major tournament play or any agreed upon total in casual play) prior to the opponent, wins the game.

6.2 PLAYERS

2, or 2 teams.

6.3 BALLS USED

Standard set of object balls numbered 1-15, plus the cue ball.

6.4 THE RACK

Standard triangle rack with the apex ball on the foot spot, 1-ball on the racker's right corner, 5-ball on left corner. Other balls are placed at random and must touch their neighbors.

6.5 SCORING

Any ball legally pocketed counts one point for the shooter.

6.6 OPENING BREAK

Starting player must either (1) designate a ball and a pocket into which that ball will be pocketed and accomplish the shot, or (2) cause the cue ball to contact a ball and then a cushion, plus cause two object balls to contact a cushion. Failure to meet at least one of the above requirements is a breaking violation. Offender's score is assessed a 2-point penalty for each breaking violation. In addition, the opponent has the choice of (1) accepting the table in position, or (2) having the balls re-racked and requiring the offending player to repeat the opening break. That choice continues until the opening break is not a breaking violation, or until the opponent accepts the table in position. The three successive fouls rule does not apply to breaking violations. If the starting player scratches on a legal opening break, he is charged with a foul and assessed a one point penalty, which applies toward the "Successive Fouls Penalties". The incoming player is awarded cue ball in hand behind the head string, with object balls in position.

6.7 RULES OF PLAY

1. A legally pocketed ball entitles a shooter to continue at the table until he fails to legally pocket a called ball on a shot. A player may shoot any ball, but before the shot, must designate the called ball and called pocket. Details such as kisses, caroms, combinations or cushions (all of which are legal) need not be indicated. Any additionally pocketed ball(s) on a legal stroke is scored as one point for the shooter.
2. On all shots, a player must cause the cue ball to contact an object ball and then (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a cushion. Failure to meet these requirements is a foul.
3. When the 14th ball of a rack is pocketed, play stops momentarily with the 15th ball remaining in position on the table; the 14 pocketed balls are then racked (with the space at the foot spot vacant in the triangle). Player then continues, normally pocketing the 15th (or "break" ball) in such a manner as to have the cue ball carom into the rack and spread the balls to facilitate the continuance of his run. However, player is not compelled to shoot the 15th ball; he may shoot any ball he desires. See Diagram 22 if the 15th ball is pocketed on the same stroke as the 14th ball.

	Cue ball lies		
15th ball lies	In the Rack	Not in the Rack and not on the Head Spot*	On The Head Spot*
In The Rack	15th ball: foot spot Cue Ball: in	15th ball: head spot	15th ball: center spot

	kitchen	Cue Ball: in position	Cue Ball: in position
Pocketed	15th ball: foot spot Cue Ball: in kitchen	15th ball: foot spot Cue Ball: in position	15th ball: foot spot Cue Ball: in position
Behind Head String, But not on Head Spot	15th ball: in position Cue Ball: head spot		
Not behind Head String, and not in the Rack	15th ball: in position Cue Ball: in kitchen		
On Head Spot	15th ball: in position Cue Ball: center spot		*on spot means to interfere with spotting a ball on the head spot

4. A player may call a safety rather than an object ball (for defensive purposes). Safety play is legal, but must comply with all applicable rules. The player's inning ends when a safety is played, and pocketed balls are not scored. Any object ball pocketed on a called safety is spotted.

5. A player may not catch, touch or in any way interfere with a ball as it travels toward a pocket or the rack area on a shot (to include catching a ball as it enters a pocket by having a hand in the ball as it enters a pocket by having a hand in the pocket). Doing so is a special "deliberate foul" and is penalized one point for the foul and an additional 15 point penalty, for a total of 16 points. The incoming player then has choice of (1) accepting the table in position with the cue ball in hand behind the head string, or (2) having all 15 balls re-racked and requiring the offending player to shoot under the requirements of the opening break.

6. If the 15th (un-pocketed) ball of a rack and/or the cue ball interferes with the triangle being lowered straight down into position for racking, refer to the diagram, which indicates the proper manner of relocating balls. (The gray boxes are those situations in which there is no interference, both balls remain in position.)

7. When a player has the cue ball in hand behind the head string (as after a scratch) and all the object balls are behind the head string, the object ball nearest the head string may be spotted upon request. If two or more balls are an equal distance

from the head string, the player may designate which of the equidistant balls is to be spotted.

6.8 ILLEGALLY POCKETED BALLS

All spotted. No penalty.

6.9 OBJECT BALLS JUMPED OFF THE TABLE

The stroke is a foul. Any jumped ball(s) is spotted after the balls come to rest.

6.10 CUE BALL AFTER JUMPING OFF TABLE/SCRATCH

Incoming player has cue ball in hand behind the head string, unless the provision of Rule of Play 6.7.2, 6.7.5 or 6.12 (below) apply to the offender's foul and dictate alternate choices or procedures.

6.11 PENALTIES FOR FOULS

One point deducted for each foul. Note: penalties are more severe for deliberate fouls (Rule of Play 6.7.5) and third "Successive Fouls" (6.12 below). Incoming player accepts cue ball in position unless foul was a jumped cue ball, pocket scratch, deliberate foul (Rule of Play 6.7.5) or third successive foul.

6.12 SUCCESSIVE FOUL PENALTIES

When a player commits a foul, penalization is one point (or more as appropriate) and a notation is made and posted by the scorer that the player is "on a foul". The player remains "on a foul" until the next shot attempt, at which time the foul may be removed by successfully pocketing a called ball, or completing a legal safety. If failing to meet these requirements on the next turn at the table, the player is penalized one point. The notation is changed to "on two fouls". If he fails to meet the requirements of successfully pocketing a called ball or completing a legal safety on the third consecutive turn at the table, penalization is one point and an additional penalty of 15 points is assessed (a total of 18 points for three consecutive fouls equals -18 points). The commission of a third successive foul automatically clears the offender's record of fouls. "The incoming player has the choice of 1). accepting the balls in position, or 2). having all 15 balls re-racked and requiring the offending player to shoot under the requirements of the opening break. Rules for the opening break apply." It should be emphasized that successive fouls must be committed in successive turns (or playing attempts), not merely in successive innings. For example, if a player ends inning six with a foul, steps to the table for inning seven and fouls (he is "on two fouls"), and then starts inning eight with a legally pocketed ball before scratching on his second shot attempt of the inning, he has not committed three successive fouls, even though there were fouls in three successive innings. As soon as he legally pocketed the ball to start inning eight, he cleared the two fouls. He is, of course, "on one foul" when he plays the first stroke attempt of inning nine.

6.13 SCORING NOTE

The deduction of penalty points can result in negative scores. A running score can read "minus one", "minus two", "minus 15", etc. (A player can win a game with a score of 150

while the opponent has scored but two fouls. The final score would read 150 to -2.) If a player fouls on a shot that has not pocketed a ball, the point penalty is deducted from his score at the end of the previous inning. If a player fouls and pockets a ball on the same shot, that ball is spotted (not scored) and the point penalty is deducted from his score at the end of the previous inning.

6.14 STALEMATE

If the referee decides that neither player is attempting to win from the current position, he will announce his decision, and each player will have three more turns at the table. Then, if the referee still feels that there is no progress towards a conclusion, he will declare a stalemate and the original breaker at the start of the game must execute a new break shot.

League Straight Pool Rules

The objective of this league is to offer good competition to everyone. Individual standings and schedules shall be posted weekly at Fiddlestix plus on the internet.

The game is Straight pool. Standard BCA rules apply. The league shall consist of one-man teams with a 100-percent handicap system. For those players who do not have an established handicap, they will begin the season with a '125' average and their average shall be adjusted weekly based on their scores.

For the first week of league play, each player's average shall be based on his starting average. A player's starting average is generally his or her ending average from a prior league with minor adjustments to account for the difficulty level of that league. The league may also estimate a player's starting average if one has not been previously established. The players average after three weeks shall be based on his actual average. Until such time, the players average is computed based on his starting average and actual average, with more emphasis placed on his actual average until three weeks have been played. The league reserves the right to adjust starting averages for unestablished players (up or down) as their ability becomes apparent. For this handicapping system to have merit, the league secretary must be informed in any case where a player's starting average appears to be too high or low.

Handicaps are established based on the difference between the two players' averages. The following illustrates the handicap system:

- **Player A averages 110 (average score)**
- **Player B averages 80 (average score)**
- **$110 - 80 = 30$**
- **Player A starts at 0; player B starts at 30**
- **Both players play to 125**

Rule Change - A player whose average exceeds 125 shall play to 125. However, for purposes of average computation, the players' average shall be used for balls pocketed in a win or actual balls pocketed in a loss:

Example 1:

- **Player A Average: 133**
- **Player B Average: 100 - Player B is handicapped 33 balls**
- **Player A wins $125 - 105$**
- **Player A receives 15.5 points and 133 balls pocketed.. Player B receives 10.5 points and 72 balls pocketed.**

Example 2:

- **Player A Average: 133**
- **Player B Average: 100 - Player B is handicapped 33 balls**
- **Player B wins $125 - 120$**
- **Player B receives 15.5 points and 92 balls pocketed. Player A receives 12.0 points and 120 balls pocketed.**

League officers reserve the right to adjust the players average (up or down) in the best interests of the league when necessary. Balls pocketed for purposes of determining a tie breaker, is ACTUAL BALLS POCKETED.

A roster, with names and telephone numbers, plus a schedule shall be prepared and posted on the internet and the Fiddlestix bulletin board by the second week of the season. In addition, each players' average and

handicap (if any) shall be computed on a weekly basis. League night shall consist of one game to 125. Each player shall earn one (1) point for every ten balls pocketed. Handicapped points are considered balls pocketed. The winner shall earn an additional three (3) points. Points shall be tabulated and a standings sheet shall be prepared by the league secretary for the following week along with updated averages and handicaps. Handicapped balls are included in determining points earned but not for purposes of computing averages. The person with the most points accumulated at the end of the league season shall win the league. The tie breaker for standings is based on:

Actual Balls Pocketed (Without Handicap)

Fewest Points Lost

If you are unable to play, you should call your opponent prior to league play and reschedule the match. Handicaps for make-up games is based on what the computed handicap was at the time the players were originally scheduled to play. If both players agree, they can use a handicap based on their current averages. Any player who doesn't arrive for a scheduled match or arrives after 7:30 p.m. without calling beforehand forfeits the match. However, in the spirit of league play, consideration should be given to allow for emergencies, unforeseen problems, etc. Any problem in scheduling makeup games should be referred to a league officer as soon as possible.

Two forfeits in a row may result in automatic disqualification from the league and loss of prize money. All breaks will be limited to a maximum of ten minutes and reasonable discretion must be used as to when they are taken. Violation of this rule may result in loss of the respective set. All players must mark their own score to avoid confusion.

All matches shall be played on the Diamond tables unless both players mutually agree to play on another table. However, runs shall only be recorded if the game is played on a Diamond. Players must lag to determine who breaks. Coin flipping is permitted if both players agree.

Gambling is not permitted. League players are not permitted to bring their own food or drink into Fiddlestix.