

# **FLAGHOUSE** Game Rules

# **BILLIARDS (GENERAL)**

\*\*These general rules apply to all pocket billiard games.

## **PLAY AREA AND EQUIPMENT**

Pool Table is usually about 4'W x 8'L x 29"H. The top is covered in a felt-like fabric and has 6 pockets (one in each of the 4 corners, and one at the center of each side rail). Table features:

- Foot rail – cushion at one end of the table
- Foot string – imaginary line halfway between the foot rail and the center point of the table
- Foot spot – point marked at the center of the foot string
- Center spot – point marked at the middle of the table
- Head rail – cushion at the opposite end of the table
- Head string – imaginary line halfway between the head rail and the center point of the table
- Head spot – point marked at the center of the head string
- Long string – the imaginary line down the center length of the table

*Equipment includes:*

- Cue Stick with a leather tip
- Cue Ball – solid ball that is white and unnumbered
- Object Balls – various solid colored balls numbered 1-8; various colored strip balls numbered 9-15
- Rack – used to set up and place object balls at start of game
- Cue Rest – mechanical bridge that supports the cue shaft when hitting
- Chalk – used on the cue tip to prevent the cue from slipping off the call

## **OBJECT OF THE GAME**

A player uses the stick to hit the cue ball against the colored object balls into the pockets.

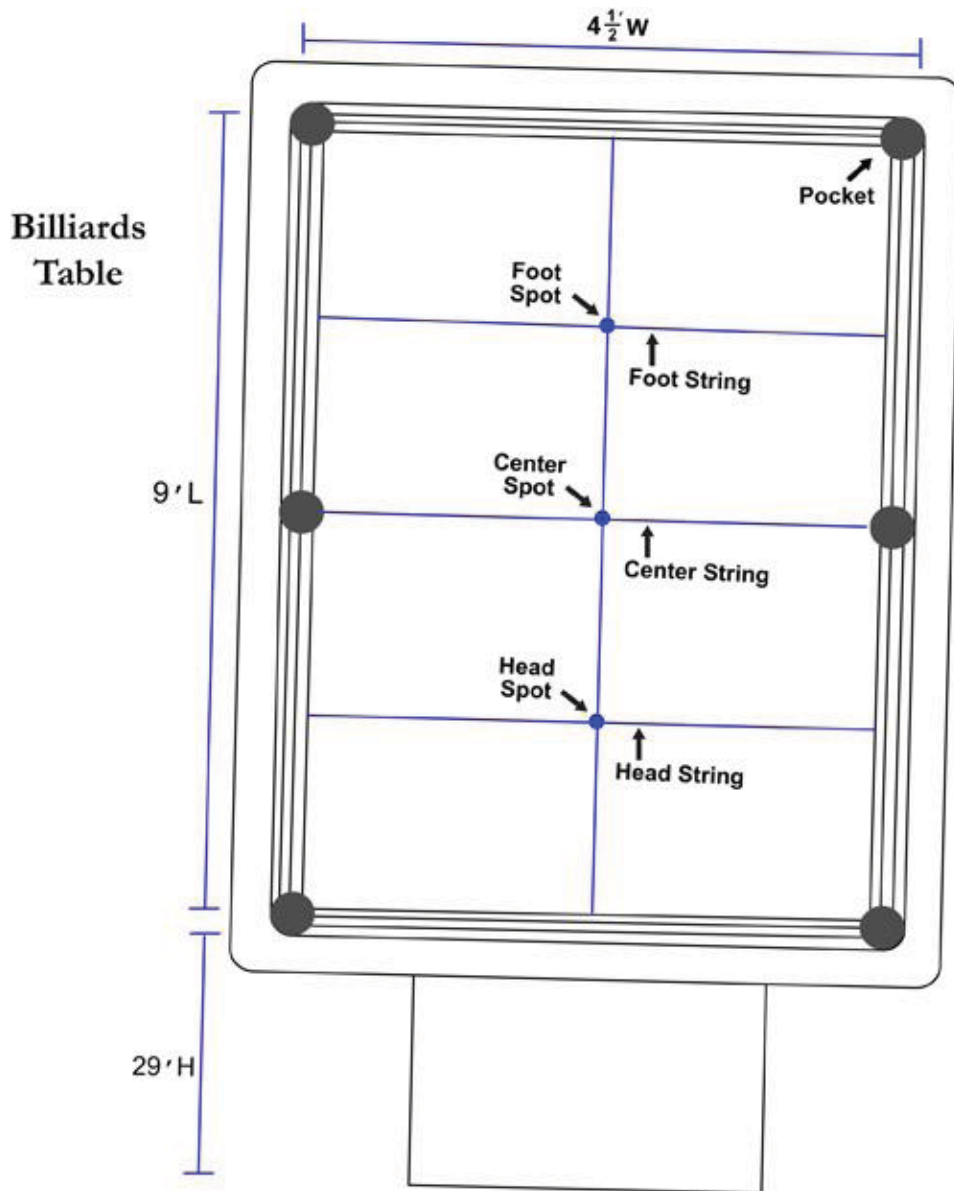
## **GENERAL RULES FOR ALL GAMES**

Games are played individuals or pairs. The opening shot (break) is decided through lags. Each player shoots the cue ball from behind the head string to rebound off the foot rail; the ball may not touch the side rails. The player whose ball comes to rest nearest to the head rail can make the break or play after the opponent.

Object balls are arranged using the rack. The cue ball is placed anywhere between the head string and the head rail at the start of play.

A stroke starts when the shooter hits the cue ball with the tip of the cue and lasts until all balls stop rolling.

The first player hits the cue ball from behind the head string to the cluster of object balls. The cue ball may go straight to an object ball or touch one or more rails first. A legal break requires that an object ball be pocketed (hit into a pocket) or bounce off of a rail. If the break is illegal, the opponent may play the balls as they are, or ask the shooter to repeat the break.



Each player's turn is an inning and lasts as long as a player pockets balls or until a foul (playing violation) occurs. Innings alternate between players. If no foul occurs, the next player plays balls as they lie.

Shooter must call the number of the ball that he/she wants to pocket for a score. If the called ball drops, any other balls pocketed from the same shot also count. If the called ball is not pocketed, any balls dropped do not count and are spotted (replaced on the table).

A ball is *in hand* when it has to be set on the table to resume play.

Any ball that bounces back onto the table from a pocket does not count and is played from where it is. If it rolls above a rail and then returns, it is also played from where it is on the table.

It is also possible that the called ball may *jump* (lands somewhere other than the playing surface or in a pocket). In this case, the inning is over and the ball is spotted.

**Ball(s) must be spotted when pocketed when:**

- The cue ball is also pocketed
- The cue ball did not first hit the called object ball
- The ball(s) were knocked off the playing surface

A single ball is spotted on the foot spot. If more balls must be spotted, they are to be placed one behind the other, beginning with the lowest number, on the long string line between the foot spot and the foot rail.

An object ball is frozen if it is against a rail or touching the cue ball. The shooter must hit the frozen ball with the cue ball and pocket the frozen ball or move it to another rail or make the cue ball or another object touch a rail. It is a foul if none of these things are done.



**24/7 Online Ordering!**

Order FlagHouse products online 24/7! View our latest products, not yet in our catalogs! Create wish lists! Online specials! Hot Buys! Expanded content!  
<http://www.FlagHouse.com>  
<http://www.FlagHouse.ca>

**FlagHouse Exclusive Online Specials!**

FlagHouse Hot Buys! View our latest online product specials - this pricing is not available in our catalogs! Limited quantities, so get them while they are HOT!  
<http://www.FlagHouse.com/HotBuys>  
<http://www.FlagHouse.ca/HotBuys>

*Do you have an idea for a brand new product or a new game idea? We would be happy to speak with you - contact us at <http://www.FlagHouse.com/NewIdeas>*

*Please direct your questions or concerns regarding this product to the appropriate office listed below between the hours of 8AM-6PM Eastern Time*

**In the US:** FlagHouse, 601 FlagHouse Drive, Hasbrouck Heights, New Jersey 07604-3116 Phone 800.793.7900 201.288.7600 Fax 800.793.7922

**In Canada:** FlagHouse Canada, 235 Yorkland Blvd., Suite 105, North York, Ontario M2J 4Y8 Phone 800.265.6900 416.495.8262 Fax 800.265.6922

**International Customers:** FlagHouse, 601 FlagHouse Drive, Hasbrouck Heights, New Jersey, 07604-3116 USA Phone 201.288.7600 Fax 201.288.7887