

## 9th Annual State Nine Ball Tournament

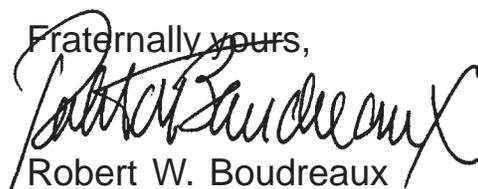
November 8, 2014 - Fast Eddie's Billiards - Lafayette

Enclosed are the rules and entry form for the 9th Annual State Nine Ball Tournament. Please note, all participants will enter directly into the State Tournament by submitting their entry form to the K.C. State Office, P.O. Box 51166, Lafayette, LA 70505-1166.

These rules apply to the State Tournament only. State Tournament play is under Billiard Congress of America rules, and will be a USSSA Sanctioned Event. Tournament play will be in Singles only.

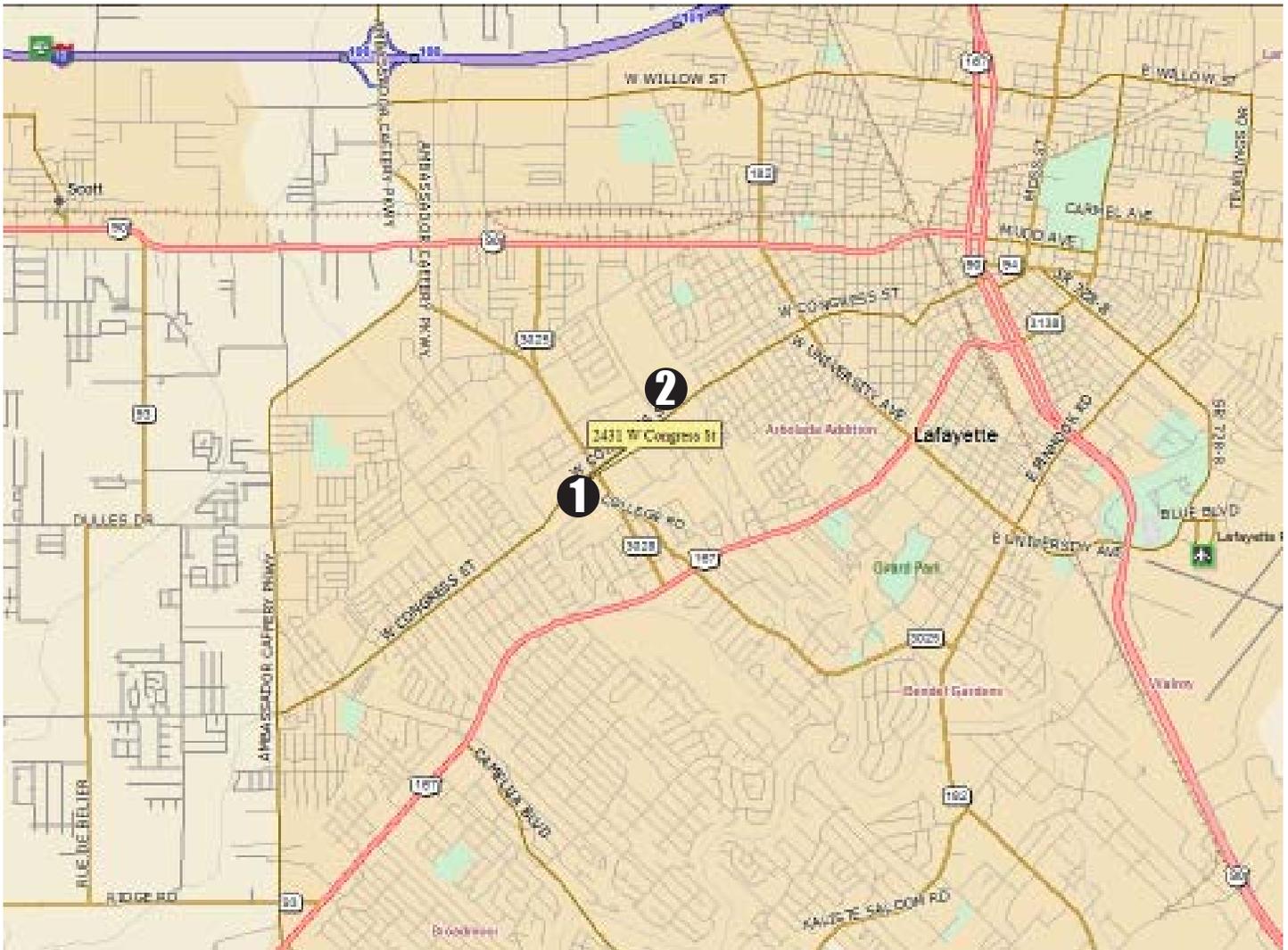
This will be a double elimination tournament. Registration will be Saturday morning from 9:00am to 10:00am at Fast Eddie's Billiards, 2431 West Congress, Lafayette, and competition will begin at 10:00am on Saturday.

Fraternally yours,

  
Robert W. Boudreaux  
State Office Administrator



**Plan  
Promote  
Participate**



### Tournament Site

- ① Fast Eddie's Billiards, 2431 West Congress, Lafayette
- ② Hilton Garden Inn, 2350 West Congress, 337.291.1977  
No Block Established. Reserve on your own.





# 9th Annual State Nine Ball Tournament

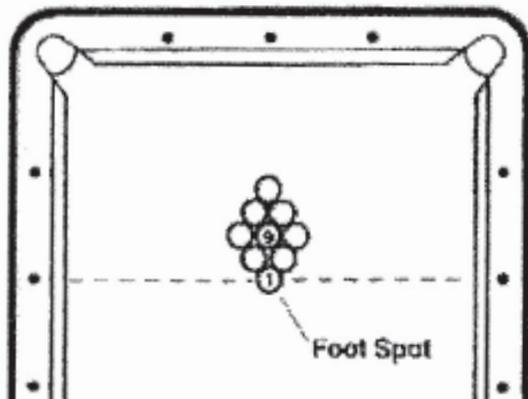
Saturday, November 8, 2014  
Fast Eddie's Billiards, Lafayette

## GENERAL RULES

All Tournament play shall be under the rules of the Billiard Congress of America; however, where those rules are in variance from the KC Tournament rules, the KC tournament rules shall apply.

## TOURNAMENT RULES

- I. All entries must be members in good standing of the KC Council they represent. Entries will participate as singles. Entries per KC Council are unlimited. Entries will be required to show current KC membership card and drivers license at registration. Participants will enter directly into the State Tournament.
- II. State tournament entry fee is **\$20** per man and fees **MUST ACCOMPANY ENTRY BLANK** to STATE OFFICE. The State Tournament will be a USSSA Sanctioned Event.
- III. Play will begin Saturday morning at 10:00am. and will conclude Saturday evening.
- IV. **CASH PRIZES** will be awarded to 1st, 2nd and 3rd place winners. Any state tourney disputes will be decided by tournament chairman in consultation with State Council Activity Director and shall not be appealable.
- V. Play shall be "double elimination" competition.
- VI. Deadline to **RECEIVE** entries is Tuesday, November 4  
Brackets will **NOT** be mailed in advance. Game times will be issued at check in.
- VII. Table Fee Rules: All tables feature open play. There will be no charge for each game.



### **Diamond Shaped Rack**

1-Ball must be on the foot spot.

9-Ball must be in the center of the rack.

continued on reverse side

# Playing Rules

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

## 5.1 OBJECT OF THE GAME

Nine-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until missing, committing a foul, or winning the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot. A match ends when one of the players has won the required number of games.

## 5.2 RACKING THE BALLS

The object balls are racked in a diamond shape; with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

## 5.3 ORDER OF BREAK

Winner of the lag has the option to break. In 9-Ball, the winner of each game breaks in the next, unless otherwise specified by the tournament organizer. The following are common options that may be designated by tournament officials in advance.

- (a) Players alternate break.
- (b) Loser breaks
- (c) Player trailing in game count breaks the next game.

## 5.4 LEGAL BREAK SHOT

The rules governing the break shot are the same as for other shots except:

1. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail.
2. If the cue is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
3. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted).

## 5.5 CONTINUING PLAY

On the shot immediately following a legal break, the shooter may play a "push out." (See Rule 5.6). If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins an inning and shoots until missing committing a foul, or winning. The game ends when the 9-ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.

## 5.6 PUSH OUT

The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce the intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except the 9-ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule (except rules 5.8 and 5.9) is violated. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.

## 5.7 FOULS

When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are re-spotted (exception: if a pocketed ball is the 9-ball, it is re-spotted). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

## 5.8 BAD HIT

If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is foul.

## 5.9 NO RAIL

If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball on is a foul.

## 5.10 IN HAND

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. The player may continue to adjust the position of the cue ball until shooting.

## 5.11 OBJECT BALLS JUMPED OFF THE TABLE

An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted) and play continues.

## 5.12 JUMP AND MASSE' SHOT FOUL

If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve or masse' the cue ball over or around an impending numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

## 5.13 THREE CONSECUTIVE FOULS

If a player fouls three consecutive times on three successive shots without making an intervening legal shot, the game is lost. The three fouls must occur in one game. The warning must be given between the second and third fouls. A player's inning begins when it is legal to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

## 5.14 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 the rack a stalemate and the original breaker of the rack will break again.

## 5.15 END OF GAME

On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip. The 1-ball must be legally contacted on the break shot. 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.



# 9th Annual State Nine Ball Tournament

Saturday, November 8, 2014  
Fast Eddie's Billiards, Lafayette

## State Nine Ball Entry Form

(One Form per Entry)

Name: \_\_\_\_\_ Council Number: \_\_\_\_\_

Knights of Columbus Membership Number: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Residence Phone: ( \_\_\_\_\_ ) \_\_\_\_\_

E-Mail Address: \_\_\_\_\_

Please complete form and submit with \$20 Entry Fee to:  
Louisiana State Council, Knights of Columbus,  
P.O. Box 51166, Lafayette, LA 70505-1166.  
Deadline for Entries: Tuesday, November 4.

