



TAP...9-Ball Format

- 1) **Match Race:** All matches are a race to your Handicap. Ex: H/C-6 playing H/C-5 is a 6-5 race.
- 2) The shooter **DOES** have to call and mark the pocket for the 9-Ball including “Ride the 9” shots. If the 9 goes in the wrong pocket, it is spotted and play passes to your opponent.
- 3) Any slop shots are marked as “Dead Balls”. If two balls are made on the same shot, one is a Complete, the other a “Dead Ball”.
- 4) When shooting a combination shot, the shooter must identify the ball they are intending to pocket and the specific pocket. If the ball goes in that pocket, it is recorded as a “Completion”. If it goes into a different pocket it is recorded as a “Dead Ball”. In **EITHER** case, shooter continues shooting.
- 5) Technically, a specific pocket should be identified for every shot to maintain accurate scoring; however, that is usually pretty obvious once the first few balls have been pocketed. The purpose of recording the balls this way is to improve the accuracy of each player’s handicap rating. Even though slop still counts, the “Dead Ball” category separates skill shots from slop shots.
- 6) **Racking:** The 1-Ball must be the first ball in the rack and the 9-Ball must be in the center of the rack. Loser racks.
- 7) **When breaking:** The Player must contact the (1)-Ball first & at least (4) balls must contact a rail or a ball must be pocketed. Any balls driven off the table stays down (Dead Balls) (except the 9-Ball, which is always spotted). The breaking player must pocket a ball to continue shooting. If the cue ball is driven off the table or pocketed, any pocketed balls or balls off the table stay down, (Dead Balls) except the 9-Ball, which is always spotted. Spotted balls **DO NOT** get marked as MOB. *9-Ball on the break is a win.*
- 8) **Object ball off the table during the game:** Ball is pocketed; recorded as a “Dead Ball” and play passes to the opponent *with ball in hand*...unless it is the 9-Ball, which is spotted.
- 9) **Push Out:** This only applies after the break. The cue ball or any other ball is **NOT** required to contact a rail, nor is the shooter required to contact the lowest numbered ball. A push shot is marked as a defense. Any balls pocketed on a push out stay down (Dead Ball) with the exception of the 9-Ball...which is spotted. The opponent has the option to shoot or pass the shot back to the player who executed the push out. Scratching the cue ball on a Push Out is a ball in hand foul.

- 10) **Shooting the 9-Ball:** If the 9-Ball is pocketed and the shooter fouls, it is spotted. Spotted balls are NOT counted as completions.
- 11) **Defensive shots** should be marked when the shooter is clearly shooting defense. This is a judgment call in many cases. Trying to hit the object ball when you can’t see it should be considered a defense shot because slop counts in 9-Ball. If a ball is pocketed on a defense shot, the player must continue shooting.
- 12) **Coaching:** Two time outs per game, per player. Handicap (2) players get unlimited coaching assistance within the 45-second shot clock.
- 13) **Ball-In Hand Foul:** You must contact your object ball (lowest numbered ball on the table) first and then pocket a ball “or” drive any ball to a rail; otherwise it is a ball-in-hand foul to your opponent.