



## TAP...9-Ball Format

**\*Match Race:** All matches are a race to your Handicap + (1). Example: H/C-6 playing H/C-5 is a 7-6 race.

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**\*The shooter DOES NOT have to call the 9-Ball.** Any slop shots are marked as completions. This includes two balls made on the same shot.

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**\*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.

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**\*When breaking:** must contact the (1)-Ball first & at least (4) balls must contact a rail or be pocketed. Any ball driven off the table stays down (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, except the 9-Ball, which is always spotted. Spotted balls DO NOT get marked as MOB.

*9-Ball on the break is a win.*

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**\*Object ball off the table during the game:** Ball is pocketed and play passes to the opponent with ball in hand...unless it is the 9-Ball, which is spotted.

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**\*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 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.

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**\*Shooting the 9-Ball:** If the 9-Ball is pocketed and the shooter fouls, it is spotted. Spotted balls are NOT counted as completions.

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**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 not 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.

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**Coaching:** One time out per game per player. Handicap (2) players get unlimited coaching assistance within the 45-second shot clock.

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**\* 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.