

POOL BARN LIVE

OFFICIAL 9-BALL RULES

These rules apply to ALL Pool Barn Live streamed and recorded 9-Ball matches.

1. RACK

- Nine balls are racked in a diamond.
- The **1-ball is placed at the front of the rack on the foot spot** and the **9-ball is placed in the center**.
- All other balls are placed randomly. The rack must be tight.

2. THE BREAK

- The cue ball begins behind the head string (in the kitchen).
- The breaker must contact the **1-ball first**.
- A legal break requires at least one object ball to be pocketed **or** at least four object balls to contact a rail.
- If any object ball is legally pocketed, the breaker continues shooting.
- A **cue-ball scratch on the break** gives the incoming player **cue-ball-in-hand anywhere on the table**.
- If the break is illegal, the incoming player may either take **cue-ball-in-hand anywhere on the table** or **rerack the balls and take the break**.

3. 9-BALL ON THE BREAK

- **Pocketing the 9-ball on a legal break wins the game.**
- If the 9-ball is pocketed on the break and the cue ball scratches, the 9-ball is spotted and the incoming player receives **cue-ball-in-hand anywhere on the table**.
- The 9-ball must be pocketed as part of an otherwise legal break to win.

4. ORDER OF PLAY

- The **lowest-numbered ball remaining on the table must always be contacted first**.
- The lowest-numbered ball does not have to be the ball that is pocketed.
- Combinations, caroms, banks, kicks and other legal shots are allowed.
- **No ball or pocket has to be called.**
- If the lowest-numbered ball is contacted first and the shot is otherwise legal, **any legally pocketed ball counts**.
- A player continues shooting as long as a ball is legally pocketed.

5. WINNING THE GAME

- A player wins by **legally pocketing the 9-ball**.
- The 9-ball and pocket do **not** have to be called, and the route does not matter.
- The 9-ball may be pocketed by a combination, carom, bank, kick or other legal shot.
- As long as the **lowest-numbered ball is contacted first** and no foul occurs, a pocketed 9-ball **wins the game**.
- A legally pocketed 9-ball on the break also wins the game.

6. LEGAL SHOT

- The cue ball must contact the **lowest-numbered ball on the table first**.
- After that contact, an object ball must be pocketed **or** the cue ball or any object ball must contact a rail.
- If neither occurs, it is a foul.

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7. FOULS

- Fouls include: scratching the cue ball; knocking the cue ball off the table; failing to contact the lowest-numbered ball first; failing to pocket a ball or drive a ball to a rail after legal contact; double-hitting or pushing the cue ball; shooting while balls from the previous shot are still moving; or any other foul identified in these PBL rules.

- **Penalty: The incoming player receives cue-ball-in-hand anywhere on the table.**

- This penalty also applies to a **scratch on the opening break**.

8. PUSH OUT

- Immediately following a legal break, the player taking the first shot may declare a **PUSH OUT**.

- The push out must be clearly announced before the shot.

- During a push out, the cue ball does not have to contact the lowest-numbered ball and no ball is required to contact a rail.

- If the 9-ball is pocketed during a push out, it is **spotted** and does not win the game.

- After the push out, the opponent chooses either to **accept the table and shoot** or **give the shot back to the player who pushed out**.

- A cue-ball scratch during a push out is a foul and results in cue-ball-in-hand anywhere on the table.

9. ACCIDENTALLY MOVED OBJECT BALLS

- PBL 9-Ball uses **cue-ball fouls only**.

- If a player accidentally touches or moves an object ball, the player must **immediately notify the opponent**.

- The opponent decides whether to **leave the ball where it is or restore it to its original position**.

- The shooter may not move the ball back without the opponent's approval.

- Accidentally moving an object ball and properly notifying the opponent is **not automatically a foul**.

- **Intentionally moving an object ball without notifying the opponent is a foul.**

- If an accidentally moved ball **interferes with a ball in motion**, it is a foul.

- If a ball in motion **crosses the path previously occupied by the moved ball**, it is a foul.

- When either interference situation occurs, play stops and the incoming player receives **cue-ball-in-hand anywhere on the table**.

10. BALLS OFF THE TABLE

- Knocking an object ball off the table is a foul.

- Object balls knocked off the table remain down **except the 9-ball**, which is spotted.

- The incoming player receives **cue-ball-in-hand anywhere on the table**.

11. THREE-FOUL RULE

- There is **no three-consecutive-foul loss rule in PBL 9-Ball**.

- A player does not automatically lose the game for committing three consecutive fouls.

12. SPORTSMANSHIP & RULINGS

- Players must not intentionally distract, interfere with or obstruct an opponent.

- If a shot or rule is disputed, **stop play before the next shot is taken**.

- Either player may request an official ruling before a questionable shot.

- **The PBL official/referee's ruling is final for the match.**