

Billiards

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY –

Host Communities will decide on the format offered based on available tables and facilities.

8-BALL

Division	Age Category	Number of Participants
Single	55+ Men, Women	One Man, One Woman

SNOOKER

Division	Age Category	Number of Participants
Single	55+ Men, Women	One Man, One Woman

9-BALL

Division	Age Category	Number of Participants
Single	55+ Men, Women	One Man, One Woman

Participants may compete in only one division at Ontario 55+ Summer Games.

Any person not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. If there are extenuating circumstances, exceptions to this may be granted by the Event Convenor.

Competitors are obligated to complete the competition regardless of their record. If a competitor defaults part way through the competition, the results of that competitor will be removed from the standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

8-BALL

1. Play will be Round Robin format, followed by a playoff, if time permits.
2. Each match will consist of the best of three games (Race to 2)
3. The number of tables available and the number of teams entered will determine the number of points per game so that the round robin and playoffs can be completed in the allotted time.

Snooker

1. Play will be Round Robin format, followed by a playoff, if time permits.
2. The number of tables available and the number of teams entered will determine the number of points per game so that the round robin and playoffs can be completed in the allotted time.

9-BALL

1. Play will be Round Robin format, followed by a playoff, if time permits.
2. Each match will consist of the best five games (Race to 3).
3. If there are too few participants, the event coordinator can decide that each match consist of best of 9 games (Race to 5) or best of seven (Race to 4).

D) Determining the Winners

8-BALL

1. In the Round Robin, the winning player in any game will be awarded two(2) tournament points. The losing player will receive zero (0).
2. Placing in the Round Robin will determine seeding for the playoff format.
3. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games,
 - b. If necessary, the points scored for, divided by the points scored against, with the highest quotient winning
 - c. If necessary, then an extra game should be played between the teams that are tied.

Snooker

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2. Placing in the Round Robin will determine seeding for the playoff format.
3. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games,
 - b. If necessary, the points scored for, divided by the points scored against, with the highest quotient winning
 - c. If necessary, then an extra game of 301 should be played between the teams that are tied.

9-BALL

1. In the Round Robin, the winning player in any game will be awarded two(2) tournament points. The losing player will receive zero (0).
2. Placing in the Round Robin will determine seeding for the playoff format.
3. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
 - a. If a two-way tie exists at the end of the round robin, a best of three playoff is to be played. If a three-way tie exists at the end of round-robin play, players will toss coins until one person has the “odd” coin and receives a “bye” in the playoff. The other two players play a best of three playoffs, with the winner of this game going on to play a best of three playoffs against the player who received the “bye”. The winner of this playoff is the overall winner.

E) AWARDS

8-BALL

Gold (2)	Women 55+ - 8-BALL	Men 55+ - 8-BALL
Silver (2)	Women 55+ - 8-BALL	Men 55+ - 8-BALL
Bronze (2)	Women 55+ - 8-BALL	Men 55+ - 8-BALL

Snooker

Gold (2)	Women 55+ - Snooker	Men 55+ - Snooker
Silver (2)	Women 55+ - Snooker	Men 55+ - Snooker
Bronze (2)	Women 55+ - Snooker	Men 55+ - Snooker

9-BALL

Gold (2)	Women 55+ - 8-BALL	Men 55+ - 8-BALL
Silver (2)	Women 55+ - 8-BALL	Men 55+ - 8-BALL
Bronze (2)	Women 55+ - 8-BALL	Men 55+ - 8-BALL

F) RULE SOURCE

Official rules of World Pool-Billiard Association shall apply with the exceptions listed under “Tournament Set-Up” and “Billiards Rules Summary.”

Websites

www.wpa-pool.com (World Pool-Billiard Association)
<http://www.snookercanada.ca/> (Snooker Canada)

G) EVENT REQUIREMENTS

- Equipment
1. Sufficient tables appropriate for the division (8-BALL – 4 x 8.) (Snooker – 12 ft. x 6 ft.)
 2. Proper number and size of balls for each table (8-BALL – 15 numbered balls, 1 cue white cue ball) (Snooker– **10 red**, 6 coloured, 1 white cue ball)
 3. 9-BALL:
 - a. Table Size – 4' X 8': In some cases, due to lack of options, 3 ½' x 7' (bar box) or 4 1/2'x 9' may be used.
 - b. Pocket billiards balls-Weight: 5 1/2 to 6 oz. * diameter: 2 1/4"
 - c. Player may bring a maximum of 3 cue sticks to a match.
Width of tip: 14 mm maximum - no minimum
Length of cue: 40 inches minimum – no maximum
Cue tip may not scratch or damage the addressed ball (must be composed of specially processed leather, fibrous or pliable material)

Other Equipment.

The cue ball and balls provided with the table for the tournament will be deemed the official balls. No personal sets of balls may be used,

Players may use the following personal equipment: chalk, gloves, cue extensions, mechanical rests, towels.

Use of powder (baby powder) is prohibited. The use of headphones and other devices are not permitted.

- Facilities
1. The facility should be well lighted and ventilated
 2. The facility should be handicap accessible.

H) OFFICIALS

The OSGA requires a minimum of the following major officials for Ontario 55+ Summer Games:

For District Games, the following are **only a suggestion**. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- a. One (1) Activity Convenor
- b. Scorekeepers

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to host this event.

Billiards Rules Summary

8-BALL

The game is played with a cue ball and fifteen object balls, numbered 1-15: 1-7 (solid colours), 9-15 (stripes) and 8-BALL (black).

One player must pocket balls of solid colours, while the other player the striped ones. The player pocketing his group first and then legally pocketing the 8-BALL wins the game.

1. Determining First Break
Winner of the coin toss has the option to break. The standard format is to alternate break
2. Eight Ball Rack
The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.
3. Break Shot
The following rules apply to the break shot:
 - a. The cue ball begins in hand behind the head string.
 - b. No ball is called, and the cue ball is not required to hit any particular object ball first.
 - c. If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open.
 - d. If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, and the incoming player has the option of
 1. accepting the table in position, or
 2. re-racking and breaking, or
 3. re-racking and allowing the offending player to break again.
 - e. Pocketing the eight ball on a legal break shot is not a foul. If the eight ball is pocketed, the breaker has the option of
 1. re-spotting the eight ball and accepting the balls in position, or
 2. re-breaking.
 - f. If the breaker pockets the eight ball and scratches the opponent has the option of
 1. re-spotting the eight ball and shooting with cue ball in hand behind the head string; or
 2. re-breaking.
 - g. If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the eight ball which is re-spotted); and the incoming player has the option of
 1. accepting the table in position, or
 2. taking cue ball in hand behind the head string.
 - h. If the breaker fouls in any manner not listed above, the following player has the option of
 1. accepting the balls in position, or
 2. taking cue ball in hand behind the head string

4. Open Table / Choosing Groups

Before groups are determined, the table is said to be “open,” and before each shot, the shooter must call his intended ball. If the shooter legally pockets his called ball, the corresponding group becomes his, and his opponent is assigned the other group. If he fails to legally pocket his called ball, the table remains open and play passes to the other player. When the table is “open”, any object ball may be struck first except the eight ball.

5. Continuing Play

The shooter remains at the table as long as he continues to legally pocket called balls, or he wins the rack by pocketing the eight ball.

6. Shots Required to Be Called

On each shot except the break, shots must be called. The eight ball may be called only after the shot on which the shooter’s group has been cleared from the table. The shooter may call “safety” in which case play passes to the opponent at the end of the shot and any object ball pocketed on the safety remains pocketed.

7. Spotting Balls

If the eight ball is pocketed or driven off the table on the break, it will be spotted or the balls will be re-racked. No other object ball is ever spotted.

8. Losing the Rack

The shooter loses if he

- a. fouls when pocketing the eight ball;
- b. pockets the eight ball before his group is cleared;
- c. pockets the eight ball in an uncalled pocket; or
- d. drives the eight ball off the table.

These do not apply to the break shot.

9. Standard Fouls

If the shooter commits a foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface.

10. Serious Fouls

The fouls are penalized by the loss of the current rack. For Unsportsmanlike Conduct, the referee will choose a penalty appropriate given the nature of the offense.

11. Stalemate

If a stalemate occurs, the original breaker of the rack will break again.

Snooker

Snooker is played with fifteen object balls that are not numbered and are solid red, six object balls of other colours that are not numbered (called colours) and a cue ball.

The aim of snooker is to pocket the balls legally according to the rules and to score a greater number of points than the opponent.

Point values for object balls: red –1, yellow-2, green-3, brown-4, blue-5, pink-6, black-7.

NOTE: In order to speed up games, only 10 RED balls will be used.

Winner of the coin toss has the option to break. The standard format is to alternate break

1. Opening Break Rules

- a. The game begins with the cue ball in hand in the Half Circle (so the starting player can place the cue ball anywhere inside the Half Circle)
- b. The rules for the opening break are the same as when one of the players gets the right to strike.

2. Rules of Play

- a. A player who gets the right to strike must hit one of the red balls first.
- b. Each shot has to be completed in 60 seconds, otherwise a foul is called
- c. A strike, when the next legal object is a red ball, is legal when
 - i. The white ball is not potted
 - ii. The white ball hits a red ball first
 - iii. Only red balls are potted
 - iv. Otherwise the strike is a foul
- d. The strike on the red ball is legal when:
 - i. If no red ball is potted, then the opposing player is next,
 - ii. The red ball is potted then the player gets as many points as the number of red balls he has potted.
 - iii. The striker's next legal object is a coloured snooker ball.
- e. A strike, when the next legal object is a colour ball, is legal when:
 - i. The white ball is not potted
 - ii. If there are still red balls on the table then one of the coloured balls is hit by the white ball first.
 - iii. There are no more red balls on the table then the coloured ball with the lowest points is hit first.
 - iv. Only the ball that was hit first by the white ball is to be pottedOtherwise the strike is a foul

- f. The strike on the coloured ball is legal when:
 - i. No ball is potted then the opposing player is next.
 - ii. A coloured ball is potted then the player's points increase by the point value of the potted coloured ball. The striker's next legal object is a red ball. If there are no more red balls on the table, the next legal object is the ball with the lowest points.

3. Snooker Foul Rules

A foul is a shot or action by the striker which is against the rules of the game. When a foul is made during a shot, the player's turn is ended and he will receive no points for the foul shot.

- a. If a hit is a foul then the other player gets penalty points:
 - i. 4 points if the white ball is potted.
 - ii. 4 points if time limit is exceeded (60 seconds/shot)
 - iii. If the white hits the wrong ball first, then the value of this ball.
 - iv. If the wrong ball is potted first, then the value of this ball

When a hit results in more fouls, then the opposing player gets the points of foul with the highest value.

Penalty points have a minimal value of 4.

- b. After committing a foul the incoming player may
 - i. Play the ball(s) as they lie.
 - ii. Request to pass the shot and let the offending player play the stroke again (without returning to the original position)

Common fouls are:

- a. failing to hit any other ball with the cue ball
- b. first hitting a ball "not-on" with the cue ball
- c. potting a ball "not-on"
- d. potting the white (in-off)
- e. hitting a ball other than the white with the cue
- f. making a ball land off the table
- g. touching the cue ball with something other than the tip of the cue (except while positioning the cue ball "in-hand"; while "in-hand" the cue ball may be touched by anything *except* the tip of the cue)
- h. playing a "push shot" – a shot where the cue, cue ball and object ball are in simultaneous contact
- i. playing a "jump shot", which is where the cue ball leaves the bed of the table and jumps over a ball (even if touching it in the process) before first hitting another ball
- j. playing a shot with both feet off the ground

4. Game Over Rule

- a. When the only ball left on the table is the black one and
 - i. The black ball is potted by the next legal shot.
 - ii. The next hit is a foul.

5. Breaking a Tie

- a. If the score is tied after the final black is potted, the black is "respotted" and the cue ball put "in hand". The referee will then toss a coin, with the player winning the toss choosing who will take first strike at the black. Play then continues normally until the black is potted or another frame-ending situation occurs.

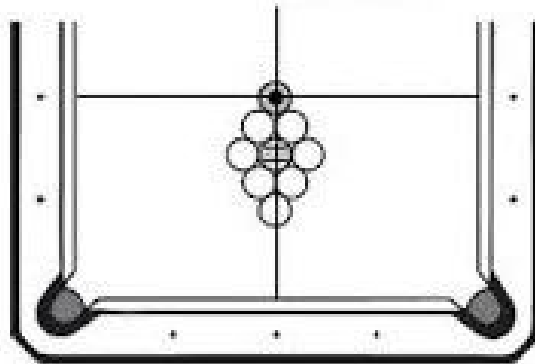
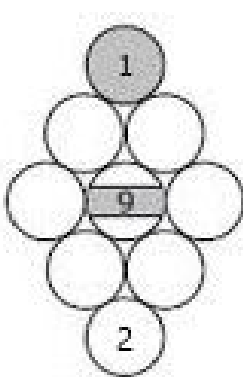
9-BALL

Order of Break

The lag is the first shot of the match and determines order of play unless both players agree to a coin toss instead. The winner of the lag or coin toss has the option to break, or give the break to the opponent. Players will use alternate breaks from there on.

Nine Ball Rack

The object balls are racked as tightly as possible in a diamond shape, with the one ball at the apex of the diamond and on the foot spot and the nine ball in the middle of the diamond. The other balls will be placed in the diamond shaped without purposeful or intentional pattern.



Legal Break Shot

- A. When breaking, the player must hit the top ball (1) in the rack.
- B. (Defined) To execute a legal break, the breaker (with cue ball behind the head string) must either:
 - 1. Pocket a ball or
 - 2. If no ball is pocketed, at least four object balls must be driven to one or more rails, or the shot is a foul
- C. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of:
 - 1. Accepting the table in position and shooting, or
 - 2. Having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

Scratch on a Legal Break

- a. The balls pocketed remain pocketed (Exception, the 9-ball)
- b. It is a foul,
- c. The table is open.

Note: The incoming player has cue ball in hand anywhere on the table.

Second Shot of the Rack – Push Out

If no foul is committed on the break shot, the shooter may choose to play a “push out” as his shot. He must make his intention known to the other player, and then rules for Wrong Ball First and No Rail after Contact are suspended for the shot. If no foul is committed on a push out, the other player chooses who will shoot next.

Continuing Play

The player must always shoot the lowest remaining numbered ball on the table. It is not necessary to call the ball or the pocket. If the shooter legally pockets any ball on a shot, he continues at the table for the next shot. If he legally pockets the nine-ball on any shot (except a push out), he wins the rack. If the shooter fails to pocket a ball or fouls, play passes to the other player, and if no foul was committed, the incoming player must play the cue ball from the position left by the other player.

Spotting Balls

If the nine ball is pocketed on a foul or push out, or driven off the table, it is spotted. No other object ball is ever spotted.

Standard Fouls

If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface. The following are standard fouls at nine ball:

1. Cue Ball Scratch or off the Table
2. Wrong Ball First The first object ball contacted by the cue ball on each shot must be the lowest numbered ball remaining on the table
3. No rail was hit after contact
4. The player had both feet off the floor
5. A ball was driven off the table
6. Player double hit the cue ball or frozen ball.
7. Push shot: It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.
8. Touching or moving the cue ball while addressing the ball is a foul. Accidentally moving a still object ball on the table is not a foul. However the opposing player has the option of returning the ball to its original position or leaving it in the new position.
9. Shooting while balls are still moving or picking/touching up a ball before it stops moving are fouls
10. Unsportsmanlike conduct.

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 impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge)

Three Consecutive Foul Rule

This rule will not apply in OSGA55+ tournaments.

Coaching

Coaching and time outs for coaching are not allowed