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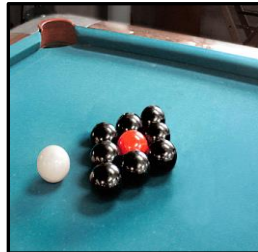
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**Regulation
ScratchBall**



**9-ball
ScratchBall**



**7-ball
ScratchBall**

TERMS

Call Shot: Announcing the table pocket where you plan to sink the object ball.

Counter ball: All balls except the cue ball and the dead ball.

Dead Ball: The off-color ball (the red ball in regulation colors) or the 8-ball with a standard set of pool balls.

Foul: Failure to hit a ball, scratch without hitting a ball or a ball jumping off the table.

Object ball: The first ball hit by the cue ball.

Reset shot: The shot following a scratch.

Scratch: Sink the cue ball into a table pocket.

Stalemate: After 3 sudden deaths and the score is still tied.

Sudden Death: End game to break a tie.

Trickshot: Any shot your opponent or referee qualifies as a trick shot.

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SCRATCHBALL - Official Rules 2009

ScratchBall is a trickshot game. It is fast-paced and exciting. Object of the game is to accumulate points by scratching the cue ball.



ScratchBall: the trickshot billiard game

GENERAL RULES

The object of the game is to pocket the cue ball. Fail to scratch and your inning ends and the next player approaches the billiard table. Scratch & sink counter balls, or the dead ball, to get points. Rack on foot spot. Break behind the line.

SCORING & PLAY

Scratch but do not sink a ball = 0 pts + continue your turn

Scratch & sink counter ball = 5 pts per ball + continue your turn

Scratch & sink dead ball = 10 pts + continue your turn

Scratch & make a trickshot = **double the points made on that shot.**

Fail to scratch = end your turn. Add 1 point for each black ball pocketed.

Fail to scratch but sink dead ball = 0 pts for that turn even if sink black balls.

Foul = subtract 5 pts + end your turn. (Score does not go below 0)

KEY INFORMATION

- After a scratch, reset the cue ball anywhere on the table.
 - The dead ball returns to the foot spot after it is pocketed.
 - Missing all the balls is a foul. The cue ball must hit a ball to continue your turn.
 - If the object ball is the dead ball, failure to scratch ends the turn plus receive 0 points even if you also sunk a counter ball.
 - The game is over when there is only one ball left on the table.
 - -he highest score at the end of the game is the winner.
- RULES THAT APPLY ONLY DURING THE RESET SHOT**
- If the cue ball goes in the same pocket as the object ball that ends your inning and get 0 points.
 - The dead ball cannot be the object ball. If the the dead ball becomes the object ball, your turn ends and lose any points gained during that inning.

SCRATCHBALL SUPPLEMENTAL

TURNS

- When shooting the dead ball, you must scratch the cue ball and pocket the dead ball or your turn ends.
- Committing a foul ends your turn.
- Failure to scratch ends your turn.

CALLING A TRICKSHOT

- Trickshots must be called and clearly defined.
- A trickshot is any shot that your opponent, or referee, agrees is a valid trickshot.
- Definition of a trickshot can vary based on the skill level of the player. It must include a scratch. Your turn ends if not executed successfully.
- A player cannot use the same trickshot more than once during a game.
- Shooting the dead ball on a reset shot or touching the cueball to an object ball is valid on a trickshot.
- Props are optional and must be agreed to by all players or the referee. They cannot disrupt the placement of the balls on the table. Extra balls cannot be placed on the table.

THE DEAD BALL

- If the dead ball or a black ball jumps the rail, they are reset on the foot spot.
- When the dead ball is the object ball, you must scratch and pocket the dead ball. If you scratch without pocketing the dead ball, your turn ends plus you forfeit all points made during that shot.
- If you pocket the dead ball without a scratch, you lose your turn and any other points that were made during that shot.
- If the cue ball is on the foot spot, set the dead ball 2 1/4" behind the cue ball.

RULES DURING THE RESET SHOT

- Points are counted for pocketing the dead ball, and for pocketing the counter in the same pocket as the cue ball, as long as the dead ball or the counter ball is not the object ball.
- When the cue ball is reset on the table, it must be at least 1 ball width, (2 1/4") away from the object ball.

END GAME

The game ends when one ball is left alone on the table or the table is cleared.

SUDDEN DEATH

To break a tie game, you play a game of sudden death.

Reset the table with only the dead ball and the cue ball.

Set the dead ball on the foot spot and shoot the cue ball from behind the head string.

The player that breaks takes the first shot.

Each player gets only one shot. Reset table after each shot.

After each player has a turn and the tie is not broken, play another game of sudden death.

Commit a foul in sudden death, you lose.

If it is still a tie game after 3 games of sudden death and the game is a stalemate.

OPTIONS:

Tournament options: Scoring is accumulative. The highest score after 3 games wins. The object ball and the cue ball must be a call shot to acquire points. As long as the call shot was successful, unintentional points can be counted.

- Professional ScratchBall may have a specific trickshot requirements. Tournament trickshot points may be based on the level of difficulty for the shot.

9-ball ScratchBall: Played with 9 balls as shown. Rack with apex ball on foot spot.

7-ball ScratchBall: Same ScratchBall rules. 7-ball ScratchBall has a unique look and plays faster. Rack with the apex ball (top black ball) on the foot spot.

Coin op: In coin machines the balls must stay down. Therefore, use a second cue ball as the dead ball.

HINTS

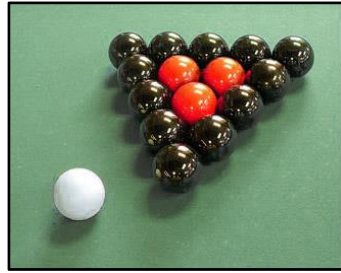
1. Concentrate on sinking the cue ball. Scratch to improve your shot.
2. Keep the counters in play for the highest scoring game.
3. 7' tables with a fast carom felt will create lots of excitement & ball action.
4. Shoot the dead ball when you are behind. You have nothing to lose.
5. On a reset shot the dead ball can be pocketed by the object ball.

OBJECT OF BLOCKBALL

BlockBall is a game of finesse and ball placement. The object of the game is to accumulate points by blocking the pockets on a billiard table without sinking the ball.

PLAY

Rack: Use a standard triangle with the apex black ball on the foot spot and 3 red balls in the center of the rack. Break from behind the head string.



Set ball: When a ball comes within 5/8" of the fall line of a pocket is called a set ball. A successful set ball allows you to continue to play. Failure to set ends your turn. Incoming player has ball in hand.

Block ball: Placing a ball next to the set ball is called the block ball. It stops play on that pocket. The block ball must come within 5/8" of the fall line. If the set ball is pocketed or bumped and moved farther than 5/8" away from the pocket, it is a foul. If the new ball comes within 5/8" of the pocket and removes the set ball, it becomes the new set ball. Points are lost for the foul but gained for the new set ball. A block ball or new set ball allows you to continue to play.

Foul: Lose your turn and lose points.

Scratch: Lose turn. No point loss. A scratch without hitting an object ball is a foul.

Sudden death: Clear all set and block balls. Rack the table with only 3 red balls. Put the apex ball on the foot spot. Lag or flip a coin to break. Break from behind the head string. The first person to make a set shot wins the game and counts the points for the set shot.

Turns: Players take turns shooting the cue ball. A successful set or block ball allows the player to continue his turn. Incoming player has cue ball in hand and can place it anywhere on the table within 1 ball width from a pocket or another ball.

Tie: A tie is broken by a game of Sudden Death.

Teams: When playing teams, a turn consists of a play by each player on the team. Once each player has failed to make a set or block shot the teams turn is over. Team members can set up a shot for their incoming team player. Scoring is the accumulated points by the team

SCORING

| | |
|--------------|--|
| Set | Black Balls: 1 point Red Balls: 2 points |
| Block | 2 Black Balls: 3 points Black and a red ball: 4 points 2 red balls: 5 points |
| Foul | Remove black set ball: -1 point Remove red set ball: -2 points Remove 2 black block balls: -3 points Remove black and red block ball: -4 points Remove 2 red block balls: -5 points Cue ball leaves table: -1 point Cue ball misses all object balls: -1 point |

TERMS

Ball in hand: Incoming player has the cue ball in hand and can place it anywhere on the table to start his turn.

Block: Placing a second ball within 5/8" of the fall line

End game: The game ends when all pockets are blocked or all balls in play are pocketed. This does not include set balls or block balls.

Fall line: The inside edge of the pocket

Foul: Ball leave table, failure to hit an object balls or remove a block or set ball.

Object ball: the ball hit by the cue ball

Scratch: Pocketing of the cue ball

Set: the first ball placed in within 5/8" a fall line

Sudden Death: End game to break a tie.

Stalemate: Ending Sudden Death with a tie.

HINT

To set a ball, bank the object ball off the corner of a pocket.