

American Poolplayers Association - Quick Reference

RACKING

The 8 ball must be placed in the center and a solid and striped ball must be in each bottom corner; the remaining balls should be placed randomly and the balls must be racked tightly.

The rack must be placed with the head ball on the foot.

BREAKING

The cue ball must be placed and struck from behind the headstring.

The rack must be struck before a foul can occur.

The cue ball cannot hit the rail before sticking the rack.

If the rack is struck and the break is not legal, balls are re-racked and re-broken by the same player.

If the rack is struck and the break is not legal and results in a scratch, balls are re-racked and broken by the opposite player.

At least four balls must contact the rails or one ball pocketed, otherwise it is the opposing player's turn and ball in hand.

Scratching or fouling on the break will be re-racked and broken by the opposing player.

AFTER THE BREAK

A foul on the break results in ball in hand but only behind the headstring and shots must be at balls outside the kitchen, the table is open.

No balls pocketed; player's turn is over.

One ball is made; that category of the pocketed ball is now player's set of object balls, player continues.

At least one of each balls is made; player chooses object balls they will play. If player pockets one of each on the second shot, table is still open to player. If player's second shot fails to pocket chosen object ball, table is open to opponent, opponent's turn.

Pocketing a chosen object ball determines when the table is closed and which player has which numeric category of balls, even if pocketing the ball results in a scratch.

Table is open and any ball is pocketed, table remains open and player continues.

Table is open and a legal shot is made; that category of pocketed ball is now player's set of object balls.

FOULS (Ball In Hand)

Pocketing the cue ball (scratch).

Cue ball leaves the playing surface.

Cue ball fails to contact any other balls.

Cue ball does not contact an object ball first.

Cue ball touches another ball while being placed on the playing surface.

Someone other than the player places the cue ball on the playing surface.

Moving the cue ball other than with a legal stroke, whether purposefully or accidentally.

Purposely miscuing the cue ball or "scooping" the cue ball to jump another ball.

Failure to make any ball hit a rail after contact (pocketing a ball is considered hitting a rail).

Failure to drive a ball to the rail when the cue ball has been deemed "frozen" to the rail.

Striking the cue ball twice in a stroke (double-hit).

Prolonged cue stick contact with the cue ball (push).

CALLING SHOTS

The 8 ball is the only shot when a player is required to mark/call the pocket which is the intended target.

A legal shot is one that doesn't result in a foul, and any legal shot that results in any of player's object balls being pocketed results in player continuing the turn. It is irrelevant what happens between a player making a legal shot and what balls are hit afterward and which actual ball is pocketed and in which pocket as long as at least one of player's balls is pocketed at the end of the shot. "Your ball, any pocket."

BALLS ON THE FLOOR

Only a cue ball knocked onto the floor results in a foul.

Knocking the 8 ball to the floor results in a loss of game.

Object balls knocked to the floor are spotted on the foot, or if not possible, then in line with and behind the foot, as close as possible. Ball is spotted after player fails to pocket an object ball or has pocketed all remaining object balls. Player continues if an object ball was pocketed.

WINNING

The first player to legally pocket all of their object balls, then pocketing the 8 ball on a separate shot, or the player pockets the 8 ball on the break without scratching.

LOSING

Failing to pocket all object balls and the 8 ball before the opponent.

Pocketing the 8 ball before pocketing all object balls.

Pocketing the 8 ball in the same shot the remaining object ball is pocketed.

Scratching while shooting the 8 ball (unless using variant rules, usually being in ball in hand for the opponent).

Pocketing the 8 ball in a pocket other than one marked/called by the player.

The 8 ball leaves the playing surface (e.g. hits the floor) during a break.

Pocketing the 8 ball on the break and scratching.

NOTES

An unintentional miscue is a legal shot if the first ball contacted is player's object ball; intentional miscues like scooping, are fouls.

A legal jump shot is made by striking the cue ball above its equator.

An "Open Table" means a player can shoot any combination involving a stripe and a solid, whichever is made is the player's category of ball.