

Chinese 8-Ball Regulations:

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TIME LIMITATION

- The total match time is determined by the length of the race (see FORMAT below).
- The Organizing Committee decides if the referee racking time is taken into account.
- For each shot, a player shall make it within 45 seconds. Each player is permitted to call extension only once for 30 seconds.
- Referee should remind players while:
 - (a) When half of the total time has elapsed;
 - (b) When there is 5 minutes left;
 - (c) When there is 1 minute left;
 - (d) When there is 10 seconds left; and the referee should count down from the last 5 second: 5,4,3,2,1 and then the game ends.

BREAKING

- Players must lag to determine order of play, and then break by turns (alternating breaks).
- The time for each shot should be within 25 seconds, no time extension.
- Referees should finish racking within 60 seconds.

LEGAL BREAKING

- When breaking, the male player should be in accordance with the rule of “breaking line is crossed 4 times” (including No.8 but not including cue ball)
- "Breaking line is crossed 4 times" means: the breaking line is crossed (more than half or half of a ball) 4 times by numbered ball or balls (the cue ball is not included); or one ball is potted and the breaking line is crossed three times; or two balls are potted and the breaking line is crossed twice; or three balls are potted and the breaking line is crossed once; or four or more object balls are potted, the balls crossed the breaking line and potted regards as crossed the breaking line twice.
- Female player and the players who is under 14-year-old should be in accordance with the rule of “breaking line is crossed 3 times”.
- If the breaking fails to meet the five conditions, then it will be regarded as a loss of chance.
- If the shot results in a loss of chance, the incoming player has the option of:
 - (a). accepting such position and making shot by himself/herself or by the breaking player;

(b) re-racking and allowing the breaker breaking again or breaking by himself or herself.

- Stipulation:
 - (a) Every three times loss of chance will be considered as losing the rack. The sixth loss of chance will be judged as losing the rack one more time.
 - (b) Breaking softly and less than four object balls touching the cushion, that would be considered intentional foul, and loss of the frame.

WINNING AND LOSING

- When the total match time has elapsed, the player who won more racks is the winner.
- When the total match time has elapsed, the player who pocketed the 8 ball legally wins the current rack, otherwise the opponent will win the rack (neither players win this frame).
- When the total match time has elapsed, players end the game with tie score. It will be considered a deadlock and the game moves to shoot-out.
- The specific method of shoot-out is as follow:
 - (a) Two players lag to determine the breaking order. The player who wins the lag has right to choose who shoot first. Once the order is made, it shall be applied to both shoot-out and overtime
 - (b) Players shoot totally 5 balls by turn, each shooting should be within 25 seconds, no time extension; each valid shot equals to 1 score, and players must call pocket, otherwise the pocketing is invalid.
 - (c) Each player makes 1 shot is 1 round, after 5 rounds, the winner shall be the score leading player
 - (d) If players finished 5 rounds with tie score then the shoot-out moves to overtime (dead mode), the player who makes the legal pocketed first shall be the winner.
 - (e) Balls' position in shoot-out: cue ball is positioned in the head spot, the 8 ball is placed in the middle of the vertical line from foot spot to bottom cushion.

INTENTIONAL FOUL

- The intentional foul is prohibited for the whole game or the player will be considered as losing the rack; if it happens for the second time, the opponent will be considered as winner of the game.
- The intentional foul refers to Penalizing Unsportsmanlike Conduct.

TIME OUT

- There is an official time out after every 8 frames (for 5 or 10 minutes). A player who is late returning, will be considered as losing the frame.
- Without special circumstance, players are not allowed to call time out personally.
- A time out is not counted into the match time. (The Organizing Committee has the right to adjust this term before the match.)

DISPUTE

- If disputes occur during the game, the time of dispute is not counted into the total match time.

PENALIZING UNSPORTSMANLIKE CONDUCT

- The disturbing opponent behavior including: making noise deliberately, moving purposely while opponent is playing, communicating frequently with opponent or audiences.
- Negative competition: giving up or treating game not seriously when opponent in leading position, admitting defeat, delays deliberately, leaving the match area without the permission of the referee, having low self-esteem or other negative acts before the final result comes out.
- Players shall be warned for the first time when he or she has persistent inappropriate behavior that disturb the opponent, performs negatively, for the second time, he or she shall be considered as losing the rack; for the third time, the player will be judged as losing the match and disqualified.
- If very serious inappropriate behavior happens to player, such as lack of respect (and insult) for opponents and referees, the player will be considered as losing the rack (or considered as losing the match), the player shall be reported to the committee for penalty and suspension.

FORMAT

Phase 1

352 - 176

- Race to 7, 80 minutes

Phase 2

192 (176+16) - 96

- Race to 9, 100 minutes
96 - 48
- Race to 11, 120 minutes

Phase 3

64 (48+16) - 32

- Race to 13, 140 minutes

Phase 4

32 - 16

- Race to 15, 160 minutes
16 - 8
- Race to 15, 160 minutes
8 - 4
- Race to 17, 180 minutes
Semi-Final
- Race to 17, 180 minutes
Final
- Race to 19, 200 minutes