

# World Chinese 8-Ball Masters

## Rules for Time-Limited Game (Rev. 2017)

### 1. Time Limit

For each match, the total time is A minutes (The organizing committee will decide if the referee's racking time is taken into account). For each shot, the shot clock is **45 seconds**. Each player is permitted an extension only once per rack, and the extension lasts 30 seconds.

Referee should remind players when:

- (a) The game reaches half time mark;
- (b) there are 5 minutes left;
- (c) there is 1 minute left;
- (d) there are 10 seconds left; and the referee should count down from the last 5 seconds: "5,4,3,2,1" and then the game ends.

Note: The "fast mode" option in the older version rules is abolished.

### 2. The lag and the break shot

Players lag first to determine order of play, and then break by turns. There is a 25-second shot clock for the break shot, with no extensions available.

### 3. A Legal Break Shot

A **male player's** break shot should meet the minimum requirement of "head string being crossed 4 times by numbered balls", which means:

- (1) the head string is crossed (more than half or half of a ball) 4 times by numbered ball or balls (the cue ball is not included); or
- (2) one ball is pocketed and the head string is crossed 3 times; or
- (3) two balls are pocketed and the head string is crossed twice; or
- (4) three balls are pocketed and the head string is crossed once; or
- (5) four or more object balls are pocketed.

\* If a ball crosses the head string and then gets pocketed, it is regarded as having crossed the head string TWICE.

**Female players** and the **players who are under 14 years of age** should meet the minimum requirement of "head string being crossed 3 times".

If the break shot fails to meet this minimum requirement, the situation is regarded as a "loss of chance", 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.

Three accumulated "loss of chances" will be considered as losing the ongoing rack. Soft breaks are not allowed - In the situation that less than four object balls is driven to one or more rails, the shot will be seen as an intentional attempt to slow down the game (It will NOT be regarded as a loss of chance nor an illegal break), and will result in the loss of the ongoing rack.

#### 4. Winning, Losing & Shoot-out

If the match reaches A-minute time point and a shot has been made, it is a legal shot. If the shot is for the 8 ball and the 8 ball is legally pocketed, the shooter wins the rack.

If the match reaches A-minute time point and the score is tied, regardless of whether there are balls on the table or not, it will be considered as deadlock, and the game moves on to the shoot-out.

For the Shoot-out:

- (a) Two players lag first. The player who wins the lag has right to choose who shoots first.
- (b) Players shoot 5 shots by turn. There is a 30-second shot clock for each shot, with no extensions available; each legal shot equals 1 point.
- (c) After 5 rounds, the leading shooter wins the game.
- (d) If the score is tied after 5 rounds then the shoot-out moves to overtime. The leading player wins the game as the rounds go by.
- (e) Balls' position in shoot-out: The 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.

#### 5. Intentional Foul

It is an intentional foul for the cue ball to first contact the other group of balls **on purpose / deliberately**. An intentional foul is regarded as a serious foul. A player's first intentional foul will be judged as losing a rack, and his second intentional foul will result in losing the whole match.

#### 6. Time-Out

There is a 5-minute or 10-minute official time-out after every 8 racks, player who showed himself or herself late will be considered as losing the rack. Except for special circumstances, players are not allowed to call time-out on their own. The time-out will not be counted into the A minutes match time. (The organizing committee has the right to adjust this term before the match.)

## 7. Dispute

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

## 8. Unsportsmanlike Conduct

Unsportsmanlike Conducts include:

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) playing a shot by intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during a match;
- (f) marking the table;
- (g) delay of the game;
- (h) using equipment inappropriately;
- (i) the player admits defeat before his opponent finishes the rack; and
- (j) shoot with only one hand (except for the disabled player).

Players shall be warned the first time he or she performs the above-mentioned behaviors; Players will lose the ongoing rack the second time he or she performs the above-mentioned behaviors; Players will lose the match the third time he or she performs the above-mentioned behaviors, and may be expelled from the tournament.

If the player performs serious inappropriate behavior, such as lack of respect for opponents and referees, the player will be considered as losing the rack or losing the match, and the player will be reported to the committee for penalty and suspension.