

world nineball tour.

The Official World Nineball Tour Event Rules

World Nineball Tour events are conducted and played according to the Standard Rules and Regulations, with the exceptions of the following:

1. Table and Measurements

Cloth

The official tournament cloth for Matchroom Nineball events is the “Iwan Simonis 860” in the colour “Shark Grey”.

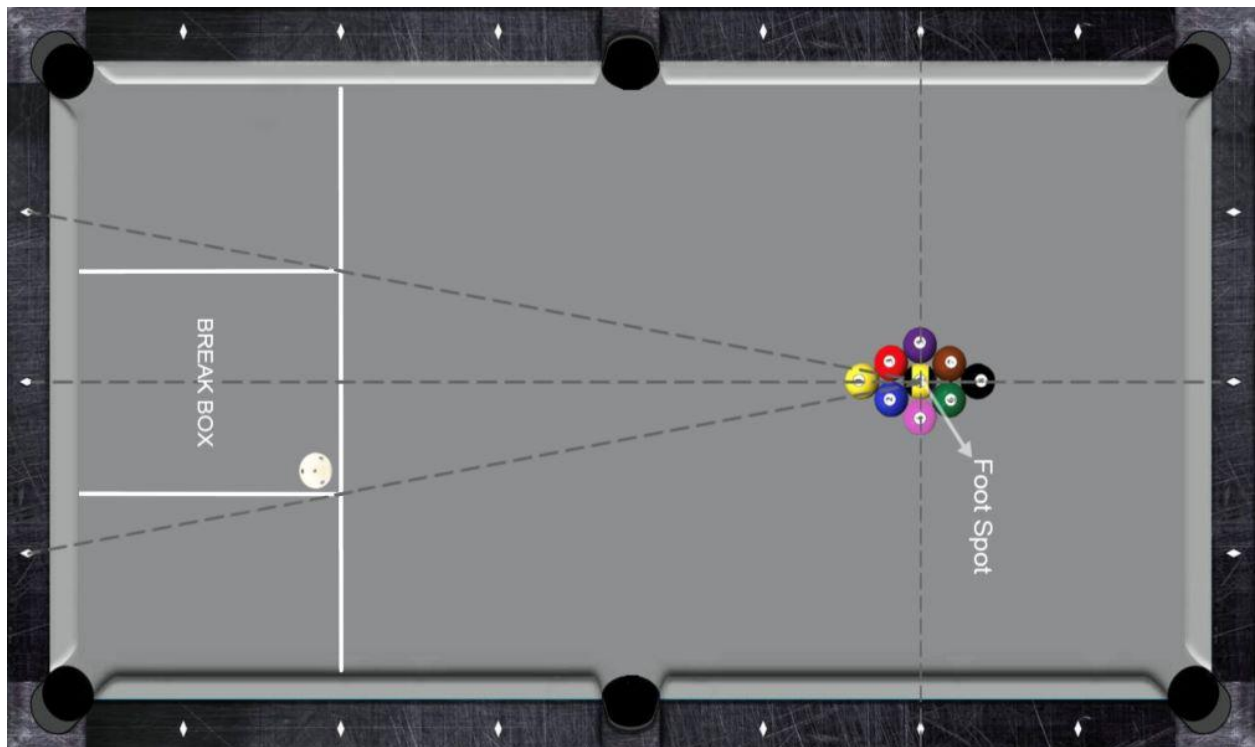
Pocket Openings

Unless otherwise specified by the promoter of the tournament, the pocket openings at Matchroom Nineball events shall have the following measurements:

Corner Pocket Mouth = 4 to 4.25 inches

Side Pocket Mouth = 4.5 to 5 inches

Break Box



All World Nineball Tour events are played with a Break Box.

2. Balls

The official match balls are from the “Aramith Tournament BLACK” set and they comprise the following colours for the object balls:

- 1 ball – yellow
- 2 ball – blue
- 3 ball – red
- 4 ball – pink
- 5 ball – purple
- 6 ball – green
- 7 ball – brown
- 8 ball – black
- 9 ball – black with yellow centered band (stripe)

3. The Rack and Balls

The object balls are racked as tightly as possible in a diamond shape by either an official or a referee, with the one ball at the apex of the diamond and **the nine ball** on the foot spot in the middle of the diamond. The other balls will be placed in the diamond at random. This will be done either using a template or by hand racking depending on the event.

Players are not permitted to inspect the rack.

4. Break Shot

All Players will be required to use a forceful break when participating in World Nineball Tour events. The determination of a forceful break will be at the discretion of the officials at the tournament. If a break is not forceful enough, it could lead to a warning by the referee. A second warning will result in a foul being called and ball in-hand awarded to the opponent.

5. Shot - Clock

If an event has a shot clock in operation, players will have 30 seconds to play their shot. Each player has one 30 second extension available per rack, this can be called at any time within the initial 30 seconds verbally by the player and must be acknowledged by the referee.

The first shot after the Break-Off or after a Push Out, players will have 60 seconds available.

The cue ball can be requested to be cleaned during a rack, but the shot clock IS NOT paused unless the referee deems it necessary.

During a multi-table setup, a timekeeper will alert the player when 10 and 5 seconds are remaining on the Shot Clock. On the TV table there is a sound warning on every second left counting down from 5 seconds to alert the player.

When matches are overseen by an Area Referee, there will be no Shot Clock in operation. However, if a player requests the shot clock, or the Tournament Director feels a match is over-running, a Senior Referee will monitor the game to assess if the shot clock is required on a match.

6. Bathroom Breaks

The World Nineball Tour doesn't use Time-Outs. If a player requires the bathroom or would like to fetch a drink this is allowed, but this should be done between racks. There is no limit to how many times a player can use these breaks, however, it is monitored by officials.

7. Unsporting Conduct

(a) In the event of

- (i) any conduct by a player which in the opinion of an official is wilfully or persistently Unsporting; or
- (ii) any other conduct by a player which otherwise amounts to Unsporting Conduct; or
- (iii) any player refusing to continue the current rack;

An official shall warn the player that in the event of any further Unsporting Conduct the rack will be awarded to their opponent.

(b) If the official has warned the player under (a) above, in the event of any further Unsporting Conduct, the official shall award the rack to their opponent, or, if this happens between rack, the referee shall award the next rack to their opponent, and the official shall warn the player that in the event of any further Unsporting Conduct the game will be awarded to their opponent.

(c) If an official has awarded a rack to a player's opponent, under (b) above, in the event of any further Unsporting Conduct by the player concerned, the official shall award the match to the player's opponent.

8. Late Start

If a player is late to the table at the start of the match, the Tournament Director will instruct an official to award the first rack to their opponent. After 15 minutes a second rack is awarded, followed by a further rack every 5 minutes until the match is over or the player has arrived at the table.

If players are turning up after the Docking Process has been started, they are not entitled to have their usual practice time before the match. They also forfeit the lag and their opponent shall break in rack one.

If a player has forgotten something and requests to leave the arena before the match has started, they must start the match first then request that they may leave the arena. Otherwise, players will be considered as 'not ready to play' and will be docked a rack.

9. Player's Responsibility

It is the responsibility of the players' to be aware of any tournament rules and regulations at any time of an event that they are participating in.

It is the players' responsibility to make sure that the correct score is being applied, either on the scoreboard or by the official announcing the scores. If any player notices that the score is incorrect, they should inform an official at their earliest opportunity.

Players must not smoke, vape or drink alcoholic beverages during their matches and must not use their mobile phones once their match has started. Any breach against this rule will be considered as Unsporting Conduct.

10. Protest Ruling

If the tournament is being played with an Area Referee, players do have the right to ask for a decision making call by such official at all times.

Players do have the right to ask for a second opinion after such a call has been made, the Area Referee will then call over a Senior Referee.

If Table Referees are in charge of the matches, there shall be no right for either player to ask for a second opinion; the referees are in sole charge of the matches and their decision is final.

11. Coaching

Players are allowed to receive Coaching between racks only, but must not leave the arena if it is just for the sole purpose of receiving Coaching.

12. Conceding

In all World Nineball Tour events concessions are not permitted. If a player concedes a rack or a match they will be reported to the Tournament Director for further sanctions.

13. Time Wasting

In the event of either player taking an abnormal amount of time over a selection of a shot, an official shall warn the player that in the event of any further Time Wasting during the match, a Standard Foul will be called.

If an official has awarded a Standard Foul to a player's opponent for Time Wasting, in the event of any further Time Wasting by the player concerned, the official shall, each time thereafter, award a Standard Foul to the player's opponent.

14. Non-Shooter

The Non-Shooter shall avoid standing or moving in the line of sight of the Shooter. They shall sit or stand at a reasonable distance from the table and avoid making any movement or action that may interrupt the concentration of the Shooter.