

# world nineball tour.

## The Official World Nineball Tour Shot Clock Rules

- A **30-second Shot Clock** will be in operation.
- The Shot Clock will start when the last moving ball comes to rest and the Official is satisfied that the previous turn has finished, or asked for the Shot Clock to be started.
- Each side is allowed **one 30-second extension per rack**. This can be called at any time within the initial 30-seconds verbally (!) by the Shooter and must be acknowledged by the Official. The number of available extensions will be visualised in the arena.
- **After the break-off shot**, the Shooter can take a maximum of **60 seconds**. The Shot Clock will start after all balls have come to rest AND the template rack has been removed, or after the Official made the decision that the rack cannot be removed.
- **After a Push Out** has been played, the incoming side can take a maximum of **60 seconds**. If the Push Out is handed back, the side that played the Push Out is allowed 30 seconds.
- If there are no Shot Clock sound warnings in the arena, the **Official will alert Players when 10 and 5 seconds are remaining** on the Shot Clock.
- The Shot Clock will be stopped, when the Shooter strikes the cue-ball.
- Failure to play a shot in the allocated time will result in a Standard Foul.
- The Official can stop the Shot Clock, if they deem to necessary (e.g. outside influences).
- **In a non-refereed match** the Shot Clock will be PAUSED upon reasonable request from either Player for an Official to overwatch a shot. When the Official is in position, the Shot Clock will RESUME. The Official may make the decision to RESET the Shot Clock to 30 seconds at their discretion.
- In a refereed match, the cue-ball can be requested to be cleaned, but the Shot Clock IS NOT automatically paused.