I'm not a robot



World governing body for pool billiardsWorld Pool AssociationSportPoolCategoryCue sportsJurisdictionWorldwideAbbreviationWPAFounded1987(1987)AffiliationWorld Confederation of Billiards SportsHeadquartersGauteng, South AfricaPresidentIshaun SinghOfficial websitewpapool.comThe World Pool Association (WPA) is the international governing body for pool (pocket billiards). It was formed in 1987, and was initially headed by a provisional board of directors consisting of representatives from Australia, the Americas, Africa, and Europe. As of 2023, the WPA president is Ishaun Singh of South Africa. It is an associate of the World Confederation of Billiards Sports (WCBS), the international umbrella organization that encompasses the major cue sports. WPA is headquartered in Gauteng, South Africa.In the late 1970s, Kazuo Fujima of Japan invited various European players to compete in the All Japan Championship. This led to cooperation with Europe, being the first time contacts between Europe and Asian associations had been made. However, most of the efforts were initiated by individuals, and progressed slowly. By the mid-80s, many European players, who had the European Pool Championship as their highest level of competition, have been aware of pool events in the United States and were dissatisfied with the development of the sport in the continent, and wanted to compete at a higher level.In November 1987, at a European Pocket Billiard Federation (EPBF) board meeting in Germany, the idea of a worldwide competition resurfaced. The EPBF board members used their own money to fund a group to create a logo, letterheads and communications with various pool organizations. Kazuo Fujima of Japan replied that Asia was interested in participating.In May 1988, the group's general assembly was held in conjunction alongside the European Pool Championship in Stockholm, Sweden. The group formed a provisional board that consisted of Kazuo Fujima (Japan), Paul Gerni (USA), Jorgen Sandman (Sweden), and Horst Vondenhoff (Germany).[1]In March 1990, the inaugural WPA World Nine-ball Championship was held in Bergheim, Germany. The playing field included 32 men and 16 women in separate divisions, and has since become an annual event.[1]On March 3, 1990, the World Pool-Billiard Association was sanctioned by the general assembly as the international governing body for pool. The acronym WPA was selected so it would not conflict with the existing Women's Professional Billiard Association (WPBA).[1]Membership in the WPA has grown since its inception. In 1991, Australia and New Zealand, under the umbrella of the Australasian Pool Association, became members. In 1999, the organizations associated with Latin America and the Caribbean became members, and in 2000, a substantial portion of the organizations from Africa joined.[1]WPA World Nine-ball ChampionshipWPA World Ten-ball ChampionshipWPA World Eight-ball ChampionshipWPA World Blackball ChampionshipWPA World Artistic Pool ChampionshipWPA World Pyramid ChampionshipWPA World Heyball ChampionshipInternational Heyball Pool Association (IHPA) - (Since 2023)[2][3]International Pyramid Confederation (IPC) - (Since 1998)[4]The WPA members are grouped by six continental/regional confederations, who in turn, consist of members from a country's national federation. The chart and table shows the WPA's members as of September 2022[update]:[5]Map of member countries as of November 2011[update] (July 2008 data also available)In 2022 the Asian Confederation of Billiard Sports (ACBS) replaced the Asian Pocket Billiard Union (APBU) as the WPA continental affiliate for Asia.[6]Organization(and map key color)Member CountriesAll Africa Pool Association (AAPA)[5]AlgeriaCameroonDR CongoEgyptEritreaEswatiniEthiopiaGhanaKenyaLesothoLibyaMalawiMauritiusMoroccoNigeriaZambiaSouth AfricaTanzaniaTunisiaUgandaAsian Confederation of Billiard Sports (ACBS)[5]BangladeshBruneiChinaChinese TaipeiDoha-QatarHong KongIndiaPakistanIndonesiaIranJapanKuwaitLebanonMacauMalaysiaMaldivesPhilippinesSaudi ArabiaSingaporeSouth KoreaSri LankaUnited Arab EmiratesVietnamBilliard Congress of America (BCA)[note 1][5]CanadaUnited StatesPan-American Billiard Confederation (CPB)ArgentinaArubaBoliviaBonaireBrazilChileColombiaCosta RicaCuraaoEcuadorGuatemalaHondurasMexicoNicaraguaPanamaPeruUruguayVenezuelaEuropean Pocket Billiard Federation (EPBF)[5][7]AlbaniaAustriaBelarusBelgiumBosnia and HerzegovinaCroatiaCyprusCzech RepublicDenmarkEstoniaFinlandFranceGeorgiaGermanyGreat BritainGreeceHungaryItalyLatviaLiechtensteinLithuaniaLuxembourgNetherlandsNorth CyprusNorwayUkrainePolandPortugalRomaniaRussiaSerbiaSlovakiaSloveniaSpainSwedenSwitzerlandTurkeyOceania Pocket Billiard Association (OPBA)[5]AustraliaNew ZealandTahitiAs of 2025[update], the WPA board consist of:[8]Ishaun Singh (South Africa), PresidentShane Tyree (North America), Vice PresidentJorgen Sandman (Sweden), Sports DirectorBarry Jenner (Australia), General DirectorMelvin Chia (Malaysia), Technical DirectorKelly Fisher (Great Britain), Women's Players Affairs DirectorViktoriia Nagorna (Ukraine), Parasport Division DirectorLuis Velez Michalon (Ecuador) Board MemberList of professional sports leaguesList of world eight-ball championsList of WPA World Nine-ball champions^ The BCA is a single organization, without separate national US and Canadian federations. It pre-dates, and was a founding member of, the WPA.^ a b c d "WPA History". WPA Pool. Archived from the original on 3 May 2017. Retrieved 16 February 2021.^ "WPA Joins Hands With Joy Billiards to Promote Heyball - News - AZBILLIARDS.COM". 15 December 2023.^ "IHPA".^ "IPC".^ a b c d e f "Continental Members". World Pool-Billiard Association: The Official Website for the World Governing Body of Pool. World Pool-Billiard Association (WPA). Retrieved 10 October 2017.^ "Letter to APBU members Asian Pocket Billiard Union".^ "Members of EPBF". EPBF.com. European Pocket Billiard Federation. 27 July 2020. Retrieved 16 February 2021.^ "WPA Board". WPA Pool. Retrieved 9 September 2022.Official websiteRetrieved from "

9 ball pool has become a favorite pool game type of many people due to its straightforward rules. The game was created in the US and has now spread to many other nations.If you are a fan of billiards, you definitely do not want to miss out on 9 ball pool. In the article, you will easily find all the updated 9 ball pool rules to learn how to play and have a fun and fair competition.People may be more familiar with playing pool using 15 balls: 1 cue ball, seven solid-colored balls, and seven striped balls. However, it is just one popular type of pool game called 8-ball pool.You can find many other pool game types, such as 15-ball pool, straight pool, 4-ball pool, etc.Among all of them, straight pool is the most straightforward pool game since it is relatively easy to play. Players may hit any ball on the table, and no rules indicate a foul on a particular ball. It is an excellent option for beginners.9 ball pool is one type of game in which players play with one cue ball and nine object balls numbered from one to nine. Besides, each step of the game needs to follow a separate set of rules:9 ball pool is a rotational game, meaning players must shoot the balls in numerical order. During each shot, the first ball the cue ball contacts must always be the lowest-numbered ball on the table. Players who successfully pocket any ball on a legal shot continue to play until they miss, commit a foul or successfully pocket the 9 balls to win the game.When a player misses, the next one must start from the spot on the table where the previous shooter left it. However, when a foul happens, the subsequent shooter may begin anywhere on the table with the cue ball in hand. The match finishes when one of the participants has won the required number of games.Racking balls is one of the essential steps in the game. Making a wrong or improper rack will significantly affect your shots.The goal of the 9 ball rack is to stack the object balls as tightly as possible in the shape of a diamond, with the 1 ball at the bottom spot and the 9 ball in the center. The place for the remaining balls should be random.After finishing racking, if the player who makes the break feels that the balls in the rack are not properly contacting one another, they may request a re-rack.After making a proper rack, one of the players has to make a break for the game. Its not controversial to say that the break is the most crucial shot in playing pool because it can affect the rest of the game.Here below are all rules for a legal break shot.Players must break the cue ball from behind the head string.The breaker must start with the 1 ball and pocket one ball or drive at least four numbered balls to the cushion. If the shooter doesnt fulfill one of these two requirements, the balls will be re-racked, and the breaker will break again.It is a foul if the breaking shooter miscues and the cue ball does not contact the racked balls or if the breaker interferes with the cue ball before it contacts the object balls. The next shooter takes over the break while maintaining control of the cue ball behind the head string.When an object ball jumps off the table during a break shot, it is foul, and the next player has the cue ball in hand anywhere on the table.If the player pockets the 9 ball on the break, it is a win if the break shot is legal.After the break, the shooter who executes the next shot may push out to create a better position for the cue ball. On a push-out, the cue ball does not need to contact any cushion or object ball, but all other foul rules still apply. Before taking the shot, the shooter must declare whether they will be playing a push-out. Otherwise, it counts as a regular shot.The 9 ball is the only ball that counts as having been pocketed during a push-out and remains in that position. The next shooter may shoot from the location of the legal push-out or may give the shot back to the pusher.A push-out is not a foul if the player does not break the pool rules. The punishment for an illegal push-out depends on the kind of foul committed. The next player can not play a push-out if the previous player scratches during the break shot.The same as 8 ball pool, 9 ball pool is played with a 6-pocket table. According to 9 ball rules, except for the 9 ball, shooters do not need to call their pockets when shooting. When shooting the 9 ball, shooters must call their intended pocket for other teams or opponents to know.One of two ways to call a pocket is to point with their hand or pool cue or verbally announce the targeted pocket to the opposition or any shooters on the opposing team.It is a win if the shooter places the 9 ball in the allotted pocket.If the shooter pockets the 9 ball somewhere other than the intended pocket, placing the 9-ball there, the incoming player shoots from where the cue ball is lying.If the 9 ball is the lowest number on the table, and the incoming shooter has a cue ball where it lies. The shooter does not reveal to the opponent or opposing team which pocket they intend to shoot the 9 ball into before pocketing it.As long as it is a legal shot, the shooter keeps taking turns at the table even if they miss pocketing the 9 ball in favor of pocketing any other ball.Following 9 ball rules, the game begins right when the cue ball contacts the head string during the initial break. The game ends when a player forfeits it due to a foul or when a legal shot pockets the 9-ball.When a player fouls, he has to give up his turn, and no balls pocketed on the foul shot are respotted except the 9 ball. The next player receives the ball in hand, and before making his first shot, he may put the cue ball in any place on the table. Only record one foul when a player commits many fouls on one shot.In 9 ball pool rules, a foul happens when:The player pockets the white cue ball.The cue ball does not interact with any other balls.Except for the cue ball, no balls go to the pocket or strike a rail.The lower-numbered ball on the pool table is not the first ball that the cue ball strikes.At least four balls fail to contact a rail during the breaking turn (the beginning of the game).The player drives the object ball off the table. The jumped object ball(s) is not respotted, except the 9 ball.The player scratches when hitting the cue ball. In this case, the next player can place the cue ball anywhere they want.A player loses the game if he fouls three times on three consecutive shots without making an intervening legal shot. The three fouls had to happen in the same game. There will be an alert for the player between the second and third fouls.How To Score A 9 Ball?Following are the 9 ball scoring guidelines.The player will get ten points for pocketing the 9-ball on the break.The player who completely clears the table will get ten points.Pocketing the 9 ball in a combination shot is worth nine points.Each ball that goes to the pocket legally after interacting with the current object ball is worth one point.A player loses a turn if they make any balls during a scratch or foul since the rules dont those balls are not counted.Players lose their rounds if they scratch or foul during the interval.Players forfeit their turn at the table if they fail to pocket a ball legally.In general, 9 ball pool is an enjoyable, fast-paced billiards game that is simple to learn. Knowing the most recent 9 ball pool rules will enable you to play pool with full control and establish the game as you see fit while ensuring equal opportunity for everyone.You have to learn all the rules of the game when starting to play 9 ball pool. However, we can simply list the basic 9 ball rules in a few lines below:Continue until you cannot pocket a ball.Be aware of your goal.Go for the ball with the lowest number.Avoid gentle hits.If your opponent fouls, place the ball anywhere.Follow the basic pool rules.The three-point rule in 9 ball means that players must pocket or make the ball contact the head string line on the break shot. For instance, if a player pockets one object ball, at least two other balls must get the head string line. If a player pockets two object balls, at least one other must touch the head string line.If the player still makes a lawful break but fails to meet the above requirements, the incoming player can accept the tables as they are or give the shot back. After receiving the table, the approaching player must play a legal shot. He is not allowed to push out anymore.If the breaker receives the table back, the breaker can play a push-out. If so, the opponent can play the shot or return it. Share copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Eight Ball is a call shot game played with a cue ball and fifteen numbered balls, 1 through 15. One player must pocket balls of the group numbered 1 to 7 (solid colors), while the other player has 9 through 15 (stripes). You can say Eight Ball is more of a thinkers game and demands strategy, whereas Nine Ball is more of a shooters game and demands skill. THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME. TERMS TO KNOW CALL SHOT In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break. RACKING THE BALLS The balls are racked in a triangle at the foot of the table with the 8-Ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner. ALTERNATING BREAK Winner of the lag has the option to break. During individual competition, players will alternate breaking on each subsequent game. JUMP AND MASSE SHOT FOUL While cue ball fouls only is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge). A 'legal jump shot' requires the cue ball to be elevated by striking it downward with the cue stick, without scooping, and any fault during execution can result in penalties such as fouls. LEGAL BREAK SHOT (Defined) To execute a legal break, the breaker (with the cue ball behind the headstring) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. If he fails to make a legal break, it is a foul, and the incoming player has the option of shooting the opening break himself or allowing the offending player to rebreak. SCRATCH ON A LEGAL BREAK If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see 8-BALL POCKETED ON THE BREAK), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string unless he first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball. OBJECT BALLS JUMPED OFF THE TABLE ON THE BREAK While cue ball fouls only is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge). A 'legal jump shot' requires the cue ball to be elevated by striking it downward with the cue stick, without scooping, and any fault during execution can result in penalties such as fouls. 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OBJECT BALLS JUMPED OFF THE TABLE ON THE BREAK If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting. If a ball falls into a pocket after appearing to have stopped, it must be restored to its original position, and gameplay continues without penalty. If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the headstring. OPEN TABLE The table is open when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed. During the break, the cue ball is not required to hit any particular object ball first. CHOICE OF GROUP The choice of stripes or solids is not determined on the break, even if balls are made from only one or both groups. THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is determined only when a player legally pockets a called object ball after the break shot. LEGAL SHOT (Defined) On all shots (except on the break and when the table isopen), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact arail.PLEASE NOTE:It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul. The first object ball contacted by the cue ball must be the lowest-numbered ball remaining on the table in games like nine ball and ten ball. "SAFETY" SHOT For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent. If this is NOT done, and one of the shooters object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed. SCORING A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball. FOUL PENALTY Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to behind the headstring except on opening break). This rule prevents a player from making intentional fouls which would put his opponent at a disadvantage. With "cue ball in hand," the player may use his hand or any part of his cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot. COMBINATION SHOTS Combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination except when the table is open. ILLEGALLY POCKETED BALLS An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed. OBJECT BALLS JUMPED OFF THE TABLE If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order according to General Rules for spotting balls. PLAYING THE 8-Ball When shooting at the 8-ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball. LOSS OF GAME A player loses the game if he commits any of the following infractions: Fouls when pocketing the 8-ball (exception: see 8-ball POCKETED ON THE BREAK). Pockets the 8-ball on the same stroke as the last of his group of balls. Jumps the 8-ball off the table at any time. Pockets the 8-ball in a pocket other than the one designated. Pockets the 8-ball when it is not the legal object ball. Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred. STALEMATED GAME If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges (or if no referee, both players agree) that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may only be used when there are only two object balls and the 8-ball remaining on the table. PLEASE NOTE: Three consecutive fouls by one player is not a loss of game. Skip to content {"themeColor":"#574CD5","iconColor":"#574CD5","showLogo":true,"topBottomPosition":55,"rightLeftPosition":10,"iconSize":"extra-small","iconCustomSize":64,"position":"bottom-left"}Note: These cloth options are available on most pool tables. Other manufacturers (Brunswick, Olhausen, etc.) will have other pool cloth options. Refer to each pool table individually to see specific cloth options and brand names. Table cloth image colors and brightness levels may vary from computer to computer. We optimized these pool table images as best as possible to represent actual cloth colors. Triangle Billiards is not responsible for color variations in cloth. For important facts about cloth, including solutions for cloth that has become loose, see our Cloth Facts page. Deluxe Pool Table Cloth Colors For Your Game room All our tables include deluxe felt pool table cloth in a variety of colors at no extra cost. Make sure that you choose a cloth that goes well with your pool table finish. Image colors and brightness levels may vary from computer to computer.We optimized these pool table cloth images as best as possible to represent actual cloth colors. Triangle Billiards is not responsible for color variations in cloth. Teflon Pool Table Cloth For Your Game Room Similar to deluxe pool table cloth, but bathed in Dupont Teflon. This process creates a fabric more resistant to liquids & stains. 20-ounce blend (75% wool, 25% nylon). Image colors and brightness levels may vary from computer to computer.We optimized these pool table cloth images as best as possible to represent actual cloth colors. Triangle Billiards is not responsible for color variations in cloth. Premium Simonis 860 Pool Table Cloth For Your Game room A 24-ounce professional pool table cloth suitable for all pocket pool and snooker games. Manufactured from combed, worsted wool with a high thread count to assure a smooth, nap-free surface and a true and accurate ball roll. Official pool table cloth of the WPBA, USBA National Championship and ESPN International Tournament of Champions. Allow 2 weeks for special order color delivery. Image colors and brightness levels may vary from computer to computer.We optimized these brand name pool table images as best as possible to represent actual cloth colors. Triangle Billiards is not responsible for color variations in cloth. Brunswick Centennial Cloth For Your Game Room - $450 Upgrade (Available to ship to southern California orders only.) While enjoying a game of billiards with your family or friends, the last thing you want to worry about is spilling a drink on the table and staining the cloth. Brunswick Billiards has recognized this concern and launched its own stain-resistant Centennial Cloth to help protect any billiards table from these mishaps.Centennial Cloth is woven with worsted wool embedded with Stain-Resistant Dupont Teflon Fabric Protector that safeguards the cloth and table from occasional spills. It helps minimize cue ball friction burns (the white spots), keeping the table looking brand new for years to come. Centennial Cloth does not pill or shed, maintaining a clean, sleek, playing table surface.Expert players can be assured optimal speed is achieved in the production of Centennial Cloth through a pressurized vacuum decating process. The process allows the cloth to be thicker, 25 ounces of fabric per square yard versus the standard 19 ounces, while still providing both durability and speed. Centennial Cloth lasts up to 60 percent longer than competitive billiard table cloth, allowing consumers and pool rooms to change their cloth less frequently, saving them time and money.Brunswick Centennial Table Cloth is available in 13 colors to reflect the style of each individual home or billiards room and offers lasting durability, professional performance and refined style that you expect from Brunswick Billiards. Pool table image colors and brightness levels may vary from computer to computer. We optimized these table cloth images as best as possible to represent actual colors. Triangle Billiards is not responsible for color variations in cloth. Here's what our customers have to say about it: "I wanted to follow up our conversation about the table, specifically the Centennial Cloth. I told you that I was very glad you recommended that cloth since it still looks and plays like it did the day I bought it. Everything you said about it, the ease of cleaning, the play and the durability are true. I would say that the table has been used moderately for a home table. In the two years, it would be safe to say there have been at least one thousand games played. I have been faithful covering the table after use, but have not done anything else other than brushing and wiping down with a damp cloth. This is the only cloth I would have on my table. Please feel free to share my recommendations with any customer who is considering a table and wonders what kind of cloth he should buy." Jim Taft - Anaheim, CA Download Article 9-Ball rules and strategies so you can learn to play like a pro Download Article If you want a different variation of pool thats a bit quicker to play, 9-Ball is an exciting game to try out. During a round, players take turns shooting at the lowest-numbered ball on the table until someone hits the 9-ball into a pocket. Keep reading, and well cover the basic rules and strategies to set up a game of 9-Ball and start playing! Aim to hit the lowest-numbered ball first when youre making a shot. Its okay to pocket the balls out of order.Keep making shots until you get a foul or fail to pocket a ball on your turn.Win the game if you hit the 9-ball into a pocket during any legal shot.Pocket the 9-ball to win the game. For each shot, players must shoot the cue ball at the lowest-numbered ball still on the table, but they dont have to be pocketed (or sunk) in numerical order. Players keep taking their turn until they miss or earn a foul. Whoever sinks the 9-ball during a legal shot wins the game![1]Usually, 9-Ball pool is a 1-on-1 game, but you can split into teams and alternate who shoots the ball if you have more people. Advertisement 1Choose the first player by lagging the ball. Lagging is when players compete to hit a ball closest to the head rail at the end of the table. Both players place a ball just behind the head string, which is the line that passes between the second set of diamonds on the side rails and the spot on the table.[2]Players stand behind the head rail and hit the ball at the same time with their cue so it bounces off of the foot rail at the far end of the table.Whoever hits the ball closest to the head rail gets to break the rack to start the game.If your ball goes into a pocket, hits a side rail, or doesnt reach the foot rail, you lose the lag.If the balls touch each other during the lag, reset them and try again.Flip a coin if youd rather randomly choose a first player.2Rack the balls into a diamond shape. Arrange the balls numbered 19 inside of a diamond rack so the 9-ball is in the center and the 1-ball is at the top point. The other balls can go in any order.[3]Move the rack so the 1-ball is on top of the tables foot spot on the end of the table opposite from the head spot.In some variations or tournaments, you may be required to put the 2-ball on the opposite side of the diamond as the 1-ball.If you dont have a diamond rack, you can still use a standard triangular rack. Just tightly pack the balls into a diamond shape.3Hit the cue ball to break the rack. The first player can set the white cue ball anywhere behind the head string for their first shot. Using their cue, the player must shoot the cue ball so it hits the 1-ball first during the break.[4]A break is only considered legal if it pockets a ball or causes 4 balls to hit the rails. If that doesnt happen, re-rack the balls and try again.If the cue ball goes into a pocket, then re-rack the balls and have the other player break instead.If a player pockets the 9-ball on the break, they immediately win the game.4Do a push-out if you want to reposition the cue ball. Right after a legal break, the player can choose to push-out, meaning they can shoot the cue ball into a new position without having to hit it into another ball or rail. After the push-out, the other player chooses whether to play from the new position or pass their turn. When the player pockets a ball on the break, they get the choice to push-out. If they did not pocket a ball, the next player gets the option to push-out instead.If a ball gets pocketed during a push-out, it stays out for the rest of the game. The only exception is if the 9-ball is pocketed, it gets spotted back onto the foot spot.The push-out rule is optional in friendly games, but it gives the players a little more control over the starting position following the break. Advertisement 1Shoot at the lowest-numbered ball. Every time you take a shot, the cue ball must hit the lowest-numbered ball still on the table before it contacts any other ball. After the shot, at least one ball must hit a rail or go into a pocket for it to be legal.[5]Youre allowed to make a combination shot where you hit the lowest-numbered ball into another ball to pocket it. For example, you may hit the cue ball into the 1-ball so it strikes the 7-ball into a pocket.If the 9-ball gets knocked off the table, place it back on the foot spot, or as close to the foot spot as possible. Any other numbered balls that leave the table illegally stay out of play.2Take another shot if you pocketed a ball. The balls dont have to be pocketed in numerical order as long as you hit the lowest-numbered ball. As long as you sink at least 1 ball during your turn, you can immediately line up another shot.[6]If you pocketed a higher-numbered ball, you still must hit the lowest-numbered ball on your next shot.3End your turn if you miss or earn a foul. If you arent able to pocket a ball, the other player takes their turn playing the cue ball from its current spot. If you make an illegal move and earn a foul, the other player can place the cue ball wherever they want on the table. Common fouls in a game of 9-ball pool include:[7]Hitting the cue ball into a pocket (scratching) or off of the tableHitting the wrong ball firstHitting the rail after making contact with a ballJumping the cue ball over another ballTouching a moving ballNot hitting any balls during your shotIn many tournament games, you immediately lose the match if you get 3 fouls in a row.[8]Accidentally touching a non-moving ball is not a foul, but the other players get to decide whether to leave it in the new position or move it back.4Win the game if you pocket the 9-ball. At any point during the game, if a player pockets the 9-ball and the shot is legal, then they win the game immediately. Because games of 9-ball can end pretty quickly, try playing a best of 3, 5, or 7 for a more competitive match.[9]If the 9-ball is pocketed during a foul, "spot" it back to the foot spot, or as close behind the foot spot as possible. Advertisement 1Position the cue ball by a side rail to sink a wing ball on the break. The wing balls are the 2 balls on the side points of the diamond. If youre breaking, set the cue ball a few inches out from a side rail. Try hitting the closest side of the 1-ball on your shot to send the wing ball toward the corner pocket.[10]If the wing ball went in the pocket, this break usually makes it easy to line up your next shot at the 1-ball.2Determine the contact point on the ball for each shot. Before you make your shot, look for the spot on the ball thats directly opposite from the pocket. Imagine the cue ball lined up behind the target ball so it touches the contact point and aim for that position.[11]This method is sometimes called the ghost ball technique, and it helps ensure you get the correct angle for your shot.3Plan out your next few shots in advance. As youre planning out your shots, look at the positions for the balls with the next lowest number. Plan out what pockets to shoot toward and will give you the best chance of sinking a ball on your turn.[12] Advertisement Add New Question Question If I use the 1 ball to get the 9 ball into the pocket, do I win? Yes, you win as long as the 9 ball is pocketed and your first strike was on the 1 ball. It doesn't matter how many balls you pocket along with 9. Question What is a push-out? It is a shot that balances both players' likelihoods of winning a game. If the breaking player makes a ball but doesn't have position for the lowest-numbered ball, or if the breaking player doesn't make any balls and the incoming player doesn't have position for the lowest-numbered ball, the player may elect to play a push-out shot by hitting the cue ball anywhere on the table. Contacting the lowest-numbered ball or a rail is optional, but standard cue ball rules (no scooping or double hits) still apply. The incoming player after the push-out shot has the option to either play the next shot or pass it back to the opponent. Question Can I use another ball to sink my objective ball in 9 ball pool? Yes. As long as the cue ball touches the lowest number ball on the table first, it does not matter which ball you sink. See more answers Ask a Question Advertisement Thanks Thanks Advertisement This article was co-authored by wikiHow staff writer, Hunter Rising. Hunter Rising is a wikiHow Staff Writer based in Los Angeles. He has more than three years of experience writing for and working with wikiHow. Hunter holds a BFA in Entertainment Design from the University of Wisconsin - Stout and a Minor in English Writing. This article has been viewed 483,620 times. Co-authors: 23 Updated: January 20, 2025 Views:483,620 Categories: Cue Sports Article SummaryX9-ball is a popular game of pool played with 2 players. The objective of the game is to legally sink the 9 ball. Unlike 8-ball, also known as stripes and solids, 9 ball is a type of rotational pool, which means that both players are trying to pocket the same balls in order from 1 to 9. To set the balls up, rack the balls at the foot spot in a diamond shape, with the 1 ball in front and the 9 ball in the middle of the diamond. The rest of the balls should be arranged randomly around the 9. The starting player breaks the rack by shooting at the 1 ball from the kitchen. If they pocket any ball on the break, they continue to shoot. If they dont pocket a ball, the next player shoots. When shooting, the active player must hit the lowest number ball on the table. For example, if they sink the 1 ball on the break, they must make contact with the 2 ball on their next shot. If they sink the 2, they move on to the 3 and so on. However, combination shots are allowed. So, if a player hits the 1 ball and that 1 ball knocks in a higher-numbered ball, they continue shooting. The active player keeps shooting until they fail to legally pocket a ball or they scratch. A scratch occurs if a player fails to hit the lowest-numbered ball available, they sink the cue ball, or they fail to hit a rail or pocket a ball after making first contact with an object ball. When a player scratches, their opponent picks the cue ball up and places it anywhere on the table before taking their next shot. If any player scratches on 3 consecutive turns, they lose. Play continues until a player wins by sinking the 9 ball or by default when the other player scratches 3 times in a row. To learn how to play more competitive 9-ball pool by using the push-out rule, keep reading! PrintSend fan mail to authors Thanks to all authors for creating a page that has been read 483,620 times. "I had some specific questions about the push out and I got the answers here. Although I am not sure if the league I play in uses this set of rules."..." more Share your story The following is a glossary of traditional English-language terms used in the three overarching cue sports disciplines: carom billiards referring to the various carom games played on a billiard table without pockets; pool, which denotes a host of games played on a table with six pockets; and snooker, played on a large pocket table, and which has a sport culture unto itself distinct from pool. There are also games such as English billiards that include aspects of multiple disciplines.The term billiards is sometimes used to refer to all of the cue sports, to a specific class of them, or to specific ones such as English billiards; this article uses the term in its most generic sense unless otherwise noted.The labels "British" and "UK" as applied to entries in this glossary refer to terms originating in the UK and also used in countries that were fairly recently part of the British Empire and/or are part of the Commonwealth of Nations, as opposed to US (and, often, Canadian) terminology. The terms "American" or "US" as applied here refer generally to North American usage. However, due to the predominance of US-originating terminology in most internationally competitive pool (as opposed to snooker), US terms are also common in the pool context in other countries in which English is at least a minority language, and US (and borrowed French) terms predominate in carom billiards. Similarly, British terms predominate in the world of snooker, English billiards, and blackball, regardless of the players' nationalities.The term "blackball" is used in this glossary to refer to both blackball and eight-ball pool as played in the UK, as a shorthand. Blackball was chosen because it is less ambiguous ("eight-ball pool" is too easily confused with the international standardized "eight-ball"), and blackball is globally standardized by an International Olympic Committee-recognized governing body, the World Pool-Billiard Association (WPA); meanwhile, its ancestor, eight-ball pool, is largely a folk game, like North American bar pool, and to the extent that its rules have been codified, they have been done so by competing authorities with different rulesets. (For the same reason, the glossary's information on eight-ball, nine-ball, and ten-ball draws principally on the stable WPA rules, because there are many competing amateur leagues and even professional tours with divergent rules for these games.)Foreign-language terms are generally not within the scope of this list, unless they have become an integral part of billiards terminology in English (e.g. mass), or they are crucial to meaningful discussion of a game not widely known in the English-speaking world.1 ball Also the 1. The object ball numbered 1; in American-style pool ball sets, it is solid yellow. 1-cushionSee the One-cushion billiards main article.2 ball vAlso the 2. The object ball numbered 2; in American-style pool ball sets, it is solid blue. In some American snooker ball sets, the yellow ball is numbered 2, its point value. 1-pocketSee the One-pocket main article for the game.3 ball See the Three-ball main article for the game.Also the 3. The object ball numbered 3; in American-style pool ball sets, it is solid red. In some American snooker ball sets, the green ball is numbered 3, its point value. 3-cushionSee the Three-cushion billiards main article for the game.4 ball See the Four-ball billiards main article for the game.Also the 4. The object ball numbered 4; in American-style pool ball sets, it is solid purple or rarely pink. In some American snooker ball sets, the brown ball is numbered 4, its point value.5 ball Also the 5. The object ball numbered 5; in American-style pool ball sets, it is solid orange. In some American snooker ball sets, the blue ball is numbered 5, its point value. 5-pinsSee the Five-pin billiards main article for the formerly Italian, now internationally standardized game; or Danish pin billiards for the five-pin traditional game of Denmark.6 ball See the Nine-ball Derived games section for the game.Also the 6. The object ball numbered 6; in American-style pool ball sets, it is solid green. The 6 is the money ball (or game ball) in a game of six-ball. It is the last ball that must be pocketed, after the remaining five object balls have been pocketed, or may be pocketed early to win the game so long as the lowest-numbered ball on the table is struck before the 6. In other games, such as eight-ball, the 6 is simply one of the regular object balls. In some American snooker ball sets, the pink ball is numbered 6, its point value.7 ball See the Seven-ball main article for the game.Also the 7. The object ball numbered 7; in American-style pool ball sets, it is solid maroon, brown, or rarely tan. Some variants, for the seven-ball game, are brown with a black or white stripe. The 7 is the money ball (or game ball) in a game of seven-ball. It is the last ball that must be pocketed, after the remaining six object balls have been pocketed, or may be pocketed early to win the game so long as the lowest-numbered ball on the table is struck before the 7. In other games, such as eight-ball, the 7

at scoring would, in this context, not be called "a billiard" by players of such games even if it satisfied the first, more general definition.[23] billiard marker1.A person who records the points for each player during a game;[24]2.A scoreboard.[24] billiards1.In the US, Canada and in many different countries and languages (under various spellings) as well as historically, generally refers to all cue sports;2.Sometimes refers to just carom games as opposed to pool (especially in the US and Canada);3.In British terminology, chiefly refers to the game known in the rest of the world as English billiards.billiards glasses Billiards glassesAlso pool spectacles, snooker specs, etc.Eyeglasses specially made for cue sports, with tall lenses, set unusually high, so that when the head is lowered over the cue stick for aiming, with the nose pointing downward, the eyes can still look through the lenses instead of over them. They are especially popular among snooker players (notably, 1985 World Champion Dennis Taylor).black ball Also the black.1.In snooker, the highest-value colour ball on the table, being worth seven points.[1] It is placed on the black spot.[25] In some snooker ball sets, it is numbered "7" on its surface.2.Chiefly British: The 8 ball in a pool set, applying both to the casino balls typically used in blackball pool as well as the solids-and-stripes used in other pool games, such American-style eight-ball, nine-ball and straight pool.[12] In some casino ball sets, the black ball is actually striped black on white. black spotThe marked spot on a snooker table at which the black ball is placed. On tournament-size tables, it is 12+34 inches (324mm) from the top cushion, on the long string.[25] That is, it is between the top cushion and the pyramid.blank 1.An unfinished bottom half of a two piece cue (the butt section) with the splice completed, but the cue not yet turned on a lathe to produce the final shape, and certain features having not yet been added such as a wrap, joint mechanism, butt cap, bumper and inlays.[26]2.An unsuccessful inning at the table. Also known as a duck egg, goose egg, cipher or naught.[26]blue ball Also the blue(s).1.In snooker, the colour ball worth five points,[1] placed on the blue spot in the centre of the table.[25] In some ball sets, it is numbered "5" on its surface.2.In blackball pool, a common alternate colour for the reds group.[27] blue spotThe marked spot on a snooker table at which the blue ball is placed. Regardless of table size, it is at the lengthwise and widthwise centre of the table (i.e. it is the same as the centre spot.[25] body englishThe useless but common practice of contorting one's body while a shot is in play, usually in the direction one wishes a ball or balls to travel, as if in the vain hope that this will influence the balls' trajectories; the term is considered humorous.[1] See also english.bottle Also shake bottle, pea bottle, pill bottle, tally bottle, kelly bottle.The bottle used in various games to hold numbered peas, it is employed to assign random spots to players in a roster (such as in a tournament), or to assign random balls to players of a game (such as in kelly pool and bottle pool).[1][28][23] bottom 1.Chiefly British: The half of the table from which the break shot is taken. This usage is conceptually opposite that in North America, where this end of the table is called the head. Contrast top. See also baulk.2.Chiefly American: Exactly the opposite of the above the foot end of the table. No longer in common usage.3.Short for bottom spin, i.e. same as screw (British), draw (American). bottom cushion Chiefly British: The cushion on the bottom rail. Also known as the baulk cushion, especially in snooker. Compare head cushion (U.S.); contrast top cushion. bottom rail Chiefly British: The short rail at the bottom of the table. Traditionally this is the rail on which the table manufacturer's logo appears. Also known as the baulk rail, especially in snooker. Compare head rail (U.S.); contrast top rail.bottom spin Also bottomspin, bottom-spin, bottom. Same as back spin, i.e. screw (UK), draw (US). Contrast top spin. See illustration at spin.boucle A type of bridge formed between the thumb and forefinger, creating a loop for the cue to pass through. Principally used in carom billiards, the term is French for 'curled'.[29]break 1.Also break shot or break off, as a noun. Typically describes the first shot in most types of billiards games. In carom games it describes the first point attempt, as shot from an unvarying cue ball and object balls placement; in many pool games it describes the first shot, which is used to separate the object balls that have been racked together;[1]2.A series of consecutive pots by a player during a single inning. Most often applied in snooker and English billiards, e.g., "The player had a break of 89 points."[1][23] (Chiefly British; compare US run.) See also maximum break and century break.break and dish Same as break and run (chiefly British).break and run Also break and run out.Chiefly American: In pool games, when a player breaks the racked object balls, pockets at least one ball on the break, and commences to run out the remaining object balls without the opponent getting a visit at the table. Hyphenated when used as an adjective or compound noun instead of a verbal phrase. See also run the table, rack and run. break ball In straight pool, the last object ball left on a table before the remaining fourteen balls must be racked so the player at the table may continue their run. It is called the "break ball" because it is common for players to try to leave this ball in such a position that they may easily pot it and billiard off of it to break open the rack of fourteen balls and continue their run.break box Diagram showing the break box and its relation to the kitchen area and head stringIn European Pocket Billiard Federation (EPBF) nine-ball, the break box is a zone in the "kitchen" of the head (British: bottom) of the table, from which the break shot must be taken with the cue ball.[30][31] The break box consists of the middle 50% of the kitchen area, delimited latitudinally by the head rail (British: bottom rail) and head string (not the baulk line), and longitudinally by two parallel lines drawn (on the cloth, or more often imaginarily) from the head rail diamonds that are closest to the head corner pockets, out to the head string (see illustration to the right) on either side. This departure from WPA World Standardised Rules defeats the common break-from-the-side-rail technique for pocketing the 9 ball to win the game on the break; while 9 ball breaks are still possible, they are much more difficult under this rule.[30] This EPBF Euro-Tour requirement was added in 2008 to the Europe vs. US all-star team event, the Mosconi Cup, but has not otherwise been seen much by non-Europeans as of 2011.[update] break down one's cue To take one's two-piece cue stick apart. When done before a game's conclusion, it may indicate that the game is conceded.[1] Different leagues have different rules on this matter. bridge Either the player's hand or a mechanical bridge used to support the shaft end of the cue stick during a shot. Also the particular hand formation used for this purpose (there are many).[1][23] bridge hand The hand used by a player as a bridge during a normal shot that does not involve a mechanical bridge. The bridge hand is usually a player's non-dominant hand.[1]brown ball Also the brown.In snooker, the highest-value baulk colour, worth four points.[32] It is placed on the brown spot.[32][25] In some (especially American) snooker ball sets, it is numbered "4" on its surface. brown spot The spot (often not marked) on a snooker table at which the brown ball is placed. Regardless of table size, it is the middle point of the baulk line.[32][19] I.e., it is the same as the baulk spot.[19] The left-to-right order of the green, brown and yellow balls is the subject of the mnemonic phrase "God bless you".[18] bumper The bumper on the bottom of a cue, usually made from rubber, which insulates the butt cap from contact with the floor and greatly reduces noise. The bumper was first patented in 1880.[1] burnish 1.To seal the pores of a wooden cue's shaft by rubbing vigorously with some material. Leather is commonly employed for the task, as is paper money.2.To similarly vigorously rub the edge of a cue tip (especially a new one) to fortify it against mushrooming and ensure that it is perfectly flush with the ferrule.3.To smooth out minor dents in the shaft with a rigid burnisher. burnisher 1.A pad, usually of leather, used to burnish (seal the wood pores of) a cue shaft.2.A rigid tip tool used to finish and harden the sides of a new cue tip.3.A shaft maintenance tool, most commonly a cylindrical glass rod, used for smoothing minor nicks in the shaft. This is sometimes done after swelling the wood at the nick site with some moist application. bushka rings Named after their innovator, legendary cuemaker George Balabushka, bushka rings are decorative bands of material incorporated into pool cues, commonly just above the wrap area, in the form of ebony and ivory blocks, or sometimes other materials, alternating in a checked pattern.[33]business, doing Collusion between matchplay opponents who prearrange the winner of a match on which other people's money is wagered, in order to guarantee a payday.[1] butt The bottom portion of a pool cue which is gripped by a player's hand.[1][23] butt cap A protective cap mounted on the end of the butt of a cue. button A point bead on a scoring string.[34] calcutta A players' auction at a pool tournament. Each player is called and players and spectators bid on the player. The highest bidder(s) pays their bid to the calcutta, and by doing so invest in that player's success. If a player wins or places in the tournament, those who "bought" the player receive a percentage of the total calcutta payout, usually tracking the percentage payout of the tournament prize fund. Typically, players have the option of purchasing half of themselves when the high bid is won by a third party. Like english and scotch doubles, usually not capitalized. call Any instance of a player having to say what they are about to do. For example, in straight pool a player must call the pocket in which a ball is intended to be potted. More formal terms, used in rule books and instructional materials, include designate and nominate. Contrast fish, slop.call-safe Also called-safeApplies specifically to games that enforce "call-pocket/call-safe" rules, which require the player to either call the ball and pocket, or call a safety on every shot. After a legal shot, where a called ball is not pocketed as designated, the incoming player has the option to pass the shot back to the player who missed the called shot. If a player calls "safe", then after a legal shot, the incoming player must accept the next shot, and may not pass the shot back to the player who called "safe".[35] A call-shot/call-safe nine-ball example: Player A calls the ball-on, the 3 ball in this case, in the corner pocket but misses the shot. The cue ball rolls down table and comes to rest behind the 5 ball leaving no clear path to the 3 ball for the incoming player B. Since player A did not call "safe", incoming player B may elect to pass the shot back to player A (who must shoot).call-shot Also called-shot; call-pocket or called-pocket.Describes any game in which during normal play a player must call the ball to be hit and the intended pocket; "eight-ball is a call-shot game."[23] Sometimes referred to as "call[ed]-pocket", "ball-and-pocket rules", etc., to distinguish it from the common North American bar pool practice of requiring every aspect of shots to be called, such as caroms, kicks, and cushions to be contacted (this is sometimes also ambiguously referred to as "call-shot", but more accurately termed "call-everything" or "call-it-all"). Commonly in bar rules terminology, call-shot indicates how the shot will be made as compared to call-pocket which means simply that the ball must go into that pocket, details unnecessary. Though games with called shots technically require all shots to be called, obvious shots are seldom actually called, though such implied called shots must still be made. See also gentlemen's call. called ball The ball designated by a player to be pocketed on a shot.[23] called pocket The pocket designated by a player to which a ball is to be shot.[23]cannon British/Australian and sometimes Canadian term for carom. Formerly (19th century) sometimes spelled canon.[36]carambole Also carambola.1.The red object ball in carom billiards games. The term is thought to be derived from an orange-coloured, tropical Asian fruit, called a carambola in English, Spanish, and several other languages, in turn from karambal in the Marathi language of India.[1][37]2.A general-purpose term for carom billiards games.3.(Obsolete.) Alternative name for the game of straight rail.4.A carom shot. cardShort for tournament card.[34]carom Not to be confused with the disk-flicking traditional board game carrom, which is sometimes played with a small cue stick.1.Carom came into use in the 1860s and is a shortening of carambola, which was earlier used to describe the red object ball used in many billiards games.[1] In modern usage, the most general meaning of the word refers to any type of strike and rebound,[38] (a carambole) off a cushion or especially a ball.2.More specifically, short for a carom shot, a cannon in British terminology, in which a point is scored in carom billiards games by careening the cue ball into the two object balls.[23]3.In pocket games as a general class, carom or carom shot is sometimes used more loosely, between the above two definitions, to refer to clipping an object ball with the cue ball to attempt to send either or both to desirable locations, not necessarily scoring in the process. In games in which pocketing the cue ball is a goal (e.g. Russian pyramid), carom can refer to sending the cue ball into a pocket after contacting an object ball (called a losing hazard in English billiards, it nevertheless scores points; but it is a foul in snooker, called an in-off, and in pool, called a scratch).4.Short for carom billiards, as in "I do better at carom than at pool." Sometimes pluralized in this sense as caroms. carom billiardsMain article: Carom billiardsOne of the main classes of cue sports, possibly the oldest, and certainly the dominant competitive form until well into the 20th century. It is played on a table without pockets, and scoring is generally done by driving a cue ball into contact with one object ball, then having the cue ball contact one or more cushions before contacting another object ball; however, there are numerous variations, some of which involve additional objects, such as upright pins as targets or hazards. Carom balls are usually larger than pool balls, and most often supplied in sets of three, though some games such as yotsudama require four. Historically the most popular carom games in the modern era were straight rail and cushion caroms, followed by balkline billiards, in turn supplanted by three-cushion billiards which remains a major competitive world sport and is the dominant cue sport in many countries. Some games, such as English billiards, are hybrids between carom and pocket billiards. carpetbagger See lemon and sandbag.carrom Not to be confused with carom billiards.Carrom is a table-top game of India, sometimes played with a small cue stick though more often with the fingers, in which small disks are slid on a game board to knock other disks into pockets cut into the corners of the board. It is ancestral to several other games, including novuss, pichenotte, pitchnut, crokinole, and Chapayev. Its historical relationship to billiards games is unclear. casino ballsA set of pool balls divided into suits (groups) of red and yellow balls (typically unnumbered, aside from the black 8-ball) instead of stripes and solids. Most often used for the game of blackball (British-style eightball pool). catch a strokeSee Stroke, catch a.centre spot Also center spot.The spot (usually unmarked, except in snooker)[25] at the geometric center of the bed of the table.[23] It lies at the intersection of the center string and long string. In snooker, it is more commonly known as the blue spot[25] Uncommonly it is also called the middle spot.centre string Also center string.The (usually unmarked) line bisecting the centers of the two long rails (and of the side [Brit.: centre] pockets if any) and the center spot. It thus runs widthwise (i.e. the short way) across the center of the table. Its intersection with the long string, running lengthwise down the middle of the table, defines the position of the center spot.centre pocket A player with her bridge hand close to the centre pocketIn the UK, one of the two pockets one either side of a pool, snooker or English billiards table halfway up the long rails. They are cut shallower than corner pockets because they have a 180-degree aperture, instead of 90 degrees. Also sometimes called a middle pocket. These terms are not generally used in the US, where side pocket prevails.century Main article: Century breakAlso century break.In snooker, English billiards and other British usage, a break of 100 points or more, which requires potting at least 25 balls consecutively, in snooker, but can be earned via a combination of scoring techniques in English billiards, etc. A century also means scoring 100+ points in a single turn in straight pool. A century of centuries is the achievement of 100 or more century breaks in a career, a feat few players have performed to date. See also double century. chalk A powdered substance placed on a cue's tip to increase its friction and thereby decrease slippage between the tip and cue ball. Cue "chalk" is not chalk (calcium carbonate), but a compound of silica and aluminium oxide. Chalk is sold in compressed, dyed (commonly blue) cubes wrapped on five sides with a paper label, and is applied (properly) in a manner similar to lipstick on the mouth. Chalk is essential to shots involving spin; failure to use it frequently during a game is likely to lead to miscuing.[39] Modern cue chalk was co-invented by pro player William A. Spinks and engineer William Hoskins.[40][41] See also talc, often incorrectly referred to as "hand chalk". chasing one's money The inability of some players to stop gambling once they have lost money because they "have" to get their money back.cheat the pocket To aim at an object ball such that it will enter one side or the other, rather than the center, of a pocket (and possibly striking the facing of the pocket then rebounding into the pocket). This permits the cue ball to strike the object ball at a different contact point than the most obvious one. Cheating the pocket is employed for position play, to allow a ball to pass another partially obscuring the path to the pocket, and to prevent scratches on dead-straight shots in cases where draw is not desirable (or may not be dependable, e.g. because of distance from the pocket or smash-through).[42] The amount of pocket cheatability available varies widely by game, due to equipment differences. Pool has wide and thus very "cheatable" pockets, while snooker and Russian pyramid have pockets barely wide enough to admit a ball and therefore little room for error or for pocket-cheating. check side Also checkside or check. A type of spin imparted to the cue ball to make it rebound off a cushion at a shallower angle than it would if the spin had not been used. Normally played when the natural angle is no good to the player for the next shot.[43] chesney Sometimes known as a "Chesney Allen", a slight indentation in the table's slate which can add behavioral aspects to any ball passing over it. Tables containing a chesney are legal for match play, but are generally avoided by serious and professional players. Chinese snooker A Chinese snooker on the red ballsA situation where the cue ball is directly in front of another ball in the line of the shot such that the player is hampered by it, having to bridge over it awkwardly with the likelihood of a foul looming if the object ball is inadvertently touched.[44] The term is most common in the game of snooker but is also used in US parlance.chuck nurse Known as a rocking cannon in British terminology.A type of nurse used in carom billiards games. With one object ball frozen (British: tight) to a cushion and the second object ball a few inches away from the cushion, the cue ball is gently rebounded off the frozen ball, not moving it, but with just enough speed to meet the other object ball, which rocks in place but does not change position. Developed to thwart the restrictions emplaced by the Parker's box.[45][46] choke To commit errors while shooting, especially at the money ball, due to pressure.[47] See also dog, one-stroke. cinch a ball To play a shot with the stroke and speed that makes it easiest to pocket the object ball, even at the expense of sacrificing position.[8] cinch a pocket To maneuver a ball on a shot so that it will be favorably positioned for later play into a particular pocket, even at the expense of sacrificing position or the inning to achieve that result.[8] cinch position To play a shot using a more difficult application of stroke and speed to achieve a certain desired position for the next shot, even at the expense of or sharply increasing the likelihood of a miss.[8] clean 1.Chiefly British. Describing a pot that goes straight into the pocket without touching either knuckle.2.Chiefly American. Describing a shot in bar pool: the pocketing of an object ball in a manner such that the target object ball does not kiss any other object ball, and is not banked, kicked, caromed, or combo'd in, and without double-kissing, though it may hit the knuckles, and depending upon local bar-rules may be allowed to contact either of the cushions, not just at the knuckle, that run into the target pocket. Usage example: "The 7 in that corner, clean". Usage can be narrower, to indicate clean other than as already specified, e.g. "bank the 7 in that corner, clean".clearance 1.Sufficient space to legally execute a shot, without a foul (fault), e.g. from striking a ball that is not on. Usage examples: "I wonder if I really have clearance for the 8"; "I bet you can't clear the 6 and make that shot." Can apply to any shot situation, including vertically: "a long jump shot that has to clear three balls."2.In snooker and British blackball, the successful potting of all object balls-on in a single frame. A player is said to have "cleared up" or to have "cleared the table". Also, if a snooker player compiles a break consisting of all 15 reds with colours, then the colours in sequence, this is known as a "total clearance". Compare break and run.3.A type of maneuver, the clearance shot or clearing shot, in which the cue ball ball is used to move one or more balls out of the way (directly or some by subsequent impact) then continue on to a desired destination. E.g., in a game of nine-ball, if the 1 and the 7 were clustered together along a cushion with the 9 behind them near a pocket, and the cue ball could strike the 1 full face with a result of the 1 heading off the 7 toward the top rail and the 7 rebounding quickly across the table from the cushion, the cue ball, with top spin could retain enough post-impact momentum to continue forward and pocket the 9 as long as both the 1 and the 7 were cleared out the way first. In a game like eight-ball, a clearance shot might also be used at the end of an inning to move some problem balls that are blocking an otherwise easy run, and leave the cue ball in a safe position, in hopes of having a better layout to work with in the next inning. Tickie shots are among the most common clearance approaches, especially for very short distances of intended cue ball travel past the initial contact. "Clearance" is essentially the opposite of "gather", though the latter term is largely confined to carom billiards. cling Phenomenon in which two balls, (usually the cue ball and an object ball) have some foreign material typically often residual cue-tip chalk or dirt picked up from unbrushed cloth between the balls at the point of contact, resulting in the struck object ball being thrown offline from the expected trajectory, and often also affecting the post-impact behavior of the cue ball. Cling is an exaggerated form of throw, caused by momentary but unusually gripping friction imparted by the chalk or other residue. Also known as skid, or in the UK, kick (sense 2). A typical precaution against cling is to ask for the cue ball and/or object ball to be cleaned by the referee in order to remove chalk that is already on the ball prior to the shot; and (including in non-refereed games) players cleaning the cue ball personally after gaining ball-in-hand. The table cloth can also be brushed between matches. When conditions seem ripe for clings (e.g. visibly dirty balls) some skilled players resort to pre-emptively using (and compensating for) gearing outside english, a general anti-throw technique. However, no precaution can ward against cling resulting from chalk transferred from the cue tip to the cue ball during a single shot. Coincidental cling can therefore cause unpredictable play and occasionally lead to rudimentary shots being missed at even the highest levels of the game.[48][49] "Cling" (and derived words like "clung", "clinger", "clinging", etc.) may be used as a mass noun, less commonly as a count noun, as a verb, and rarely as an adjective ("cling is annoying", "two clings in one frame", "they clung", "unintentional cling shot", respectively). See kick for snooker-specific notes. See also dead ball, sense 2. closed bridgeAlso loop bridge.A bridge formed by the hand where a finger (normally the index finger) is curved over the cue stick and the other fingers are spread on the cloth providing solid support for the cue stick's direction. A closed bridge is less common in snooker play than in other games.[50] Compare Open bridge. cloth The baize cloth covering the tables playing surface and rails, usually made from wool or a wool-nylon blend. In use since the 15th century, cloth is traditionally green-coloured, chosen for its evocation of grass. Sometimes cloth is improperly referred to as "felt." The properties of the cloth used to cover a table, as well as environmental conditions that can affect itnotably humidity, the degree it has been stretched when installed, and its level of cleannesshave a profound effect on play.[51] See also fast.cloth speed Same as table speed. cluster Two or more object balls that are touching or are close together. Rarer uses of the term include the intended action of a gather shot, and a run of points.[51]cocked-hat double A term applied especially in snooker for a type of double off three cushions, e.g. around the baulk colours and into a centre pocket. Such a shot is very difficult to make and would not normally be played as anything more than a shot for nothing.collar The protector of the joint of the cue on the joint end of the butt and shaft (i.e., the butt collar and shaft collar respectively). Most modern cues use collars of steel and/or other materials, but carom billiards cues usually have a collarless wood-on-wood joint,[52] as do "sneaky petes".collision-induced side spin Side spin imparted to an object ball by the friction from the hit of the cue ball during a cut shot.collision-induced throw Same as cut-induced throw.colour ball A complete set of snooker balls with 15 red balls, six coloured balls and a cue ballAlso coloured ball(s), colour(s); American spelling color sometimes also used.1. In snooker, any of the object balls that are not reds. A colour ball must be potted after each red in the continuation of a break, and are re-spotted until the reds run out, after which the colours must be potted in their order:yellow (2 points);green (3 points);brown (4 points);blue (5 points);pink (6 points);black (7 points).Although the full term includes "ball" after the colour, they are most commonly referred to with the omission of "ball", just stating the colour (e.g. "he's taken five blacks with reds so far").2. In blackball, a generic, collective term for the red and yellow groups of object balls, corresponding to the (originally American, but used much more widely today) solids and stripes, respectively.[12]combinationsAlso combination shot, combo.Any shot in which the cue ball contacts an object ball, which in turn hits one or more additional object balls (which in turn may hit yet further object balls) to send the last-hit object ball to an intended place, usually a pocket.[23] In the UK this is often referred to as a plant. concessionIn snooker, when a player offers the frame to their opponent, even though balls remain on the table. An accepted concession formally concludes a frame, although the opponent reserves the right not to accept the concession, in which case the frame will continue. A player typically concedes a frame when they require snookers. Conceding a frame before the snookers required stage is regarded as unsporting conduct that will incur a warning from the referee. If the player has already been warned, they will be penalised the following frame.point of contact1. Also point of contact.The point on each of two balls at which they touch at the moment of impact.[23]2. The point on the cue ball at which the cue tip hits it on the shooting stroke. If this point is not dead-center on the ball, spin will be imparted to the ball. containing safetyA type of safety shot in the middle of a safety exchange that is not intended to put the opponent in a difficult situation regarding their next safety, but rather played so as to not leave an easy pot on. A typical example in snooker, which sees the most shots of this kind, is a slow roll-up into the pack.corner-hooked When the corner lip of a pocket blocks the path of the cue ball from contacting an intended object ball. Interchangeable with "tittie-hooked".[23] corner pocketAny of the four pockets in each corner of a pool or snooker table. They have 90-degree apertures and as such are cut deeper than center pockets, which have 180-degree apertures.count 1. A successful shot or score; more common in carom games.[23]2. The running score during a game inning where multiple successive points have been made.[23] coupSee running a coup. cotgrave Similar to fluke whereby a shot is played with seemingly no aim to a pot or snooker but ends up with the desired outcome.counter rack Also counting rack, counter ball rack,[53] etc.Same as scoring rack. cradle cannon A type of nurse shot used in English billiards in which two coloured balls are positioned on either side of the mouth of a snooker table pocket but not touching and, thus placed, can be successively contacted and scored off over and over by the cue ball without moving them. The cradle cannon's first known use was by Walter Lovejoy in 1907. The unofficial record using the shot is held by Tom Reece who in 1907, over the course of a month, scored 499,135 points using the cradle cannon before stopping without missing. This feat prompted the Billiards Association to outlaw the shot. The official record is held by William Cook with 42,746 points scored.[54] Compare anchor nurse. creep Deviation of a ball from its initial direction of travel. Often the result of a poor-quality table and may be an artifact of the cloth, the bed, a ball with uneven weight distribution, or simply the floor the table stands on being uneven. It should not be confused with the nap of the cloth. cribbage A set of paired balls in the game of cribbage pool that have a combined number value of 15. For example, the 8 ball and the 7 ball added together equal 15 and thus constitute one cribbage if pocketed in succession.[55] cross A "cross rake" restAlso cross rake or jigger. A type of rest, with a straight shaft and "x"-shaped head for resting the cue upon. cross-corner A bank shot that rebounds off a cushion into a corner pocket across the table.[23] cross double A British term describing a bank shot in which the cue ball crosses the future path of the object ball. Such shots are usually played into a center pocket because there is the danger of a double-kiss if played to a corner pocket. cross-side A bank shot that rebounds off a cushion and into a side pocket.[23] crotchThe corner formed by the rails on a carom billiards table. In modern straight rail rules, only three counts may be made while both object balls are inside the boundaries of the crotch before one ball must be driven away. The boundaries of each of the four crotch areas are measured by drawing a line from the first diamond on the end rail to the second diamond on the long rail.[23]Crucible curse Main article: Crucible curseThe phenomenon that (as of 2019)[update] no first-time winner of the World Snooker Championship has successfully defended the title the following year since it moved to the Crucible Theatre in 1977. cue1.Noun: Also cue stick. A stick, usually around 55 to 60 inches in length with a tip made of a material such as leather on the end and sometimes with a joint in the middle, which is used to propel billiard balls. Lightweight, shorter cues are sometimes also used in billiards-related disc games, including novuss and some forms of carrom, crokinole/croquignole, and pichenotte/pitchnut.Main article: Cue stick2.Noun: Sometimes "cue" is short for cue ball.3.Verb: Same as stroke, definition 1 cue action Chiefly British: The posture and timing used by players on their shots, often indicative of how they play in their shot selection. A fast, natural player would tend to be more aggressive whereas a less naturally gifted player might have a slow action and tend to be more conservative on the table. It is widely thought that better snooker players get lower to the table with their chins on the cue, have a straight back leg, their elbow hinging in line with the shot, and a straight follow-through after the cue ball has been struck.[citation needed]cue ball Also cue-ball, cueball.The ball in almost any cue sport, typically white in colour, that a player strikes with a cue stick.[23] Sometimes referred to as the "white ball", "whitey" or "the rock".[56] In Russian pyramid, the cue ball is usually red, but any ball can be used as a cue ball, with the exception of the dynamic pyramid variant. For more information, see the billiard ball main article. cue ball control See position play. cue holder 1.A portable device for holding cues upright and at the ready for immediate use. The most common types are either weighted and placed on a table top, with semicircular cut-outs into which cues may lean, or clamping varieties that firmly affix to a table and which have clips or holes into which cues are placed for added security.2.Same as cue stand.3.Same as wall rack. cue power A chiefly British term describing the amount of control a player can retain when playing shots with heavy spin and great pace; "it took tremendous cue power to get onto the 2 ball having been relatively straight on the 1".cue rack 1.Same as cue stand.2.Same as wall rack.cue stand A piece of stand-alone or "island" furniture designed to store cue sticks and sometimes other accessories such as the mechanical bridge (rest), balls, chalk, etc., when not in use. Contrast wall rack.cue stick Also cue-stick, cuestick.Same as cue.Main article: Cue stick cue tipFurther information: Cue stick TipsA formed tip, usually made of leather, that is affixed to the end of the cue stick that comes into contact with the cue ball.[23] curve shotSame as semi-mass. Compare swerve shot. cueistA player of cue sports.cushion The elastic bumpers mounted on all rails of a billiards table, usually made from rubber or synthetic rubber, off which the balls rebound.[23] Before the advent of vulcanized rubber manufacturing in the mid-19th century, cushions of early billiard tables were often simply cloth stuffed with straw, cotton, or other fibers; they were not very elastic, but simply quieter than bare wooden boards. The existence of cushions and rails dates to the era of outdoor ground billiards, the courts for which were often bounded by short wicker or wood fences, sometimes padded. For specific modern cushion parts, see: facing, knuckle, and nose.cut-induced throw Throw (object-ball deflection away from the tangent line path of the object ball), induced by ball-against-ball "sliding" friction on all cut shots to at least some degree.[57][58] Sometimes more vaguely referred to as collision-induced throw. One of several types of throw; see throw for details. cut shotTechnically, any shot that is not a center-to-center hit, but almost always employed when describing a shot that has more than a slight degree of angle.[23]"D", the A semicircle with an 11+12-inch (291mm) radius, drawn behind a snooker table's baulk line, centred on the middle of the line, and resembling the upper case letter "D" in shape. The "D" is also used in English billiards and sometimes also in blackball and other pool games played on British-style tables.[23] The size of the "D" is typically scaled down on smaller tables. dart strokeA short and loose stroke performed in a manner similar to the way one throws a dart; usually employed for a jump shot. See also nip draw.dead When two or more object balls are frozen or nearly frozen to each other, such that cue-ball contact with one object ball, without the necessity of great accuracy, will almost certainly pocket an intended object ball in the cluster. The most common form of dead arrangements are the dead combination or dead combo (a combination shot in which contact with the first object ball will pocket another one), and the dead kiss, in which contact with the first object ball will pocket it off of another one. See also wired. dead cushionSame as dead rail.[8] dead ball1.Short for dead ball shot.2.A ball that has been used for some time, with a dirty surface, as opposed to a slick new (or highly polished used) ball.[34] A spinning dead ball will transfer more spin to other balls it comes into contact with, and not be as fast on the cloth. Even cut shot angles may be affected because of the cling or skid (British: kick) effect, and professional players often ask a referee to clean a ball, mid-game.[citation needed] Others may actually be more used to dead balls and prefer them.[34] dead ball shotSame as kill shot.[23]dead frame In snooker, a frame played after the result of the match has already been determined, e.g. "Lindrum crossed the winning line at 7638 on the second Thursday, ending at 9449 ahead after the completion of the dead frames.";[59] "Rea showed his best form... to win the final 'dead' frame".[60] dead railA cushion that has either lost a degree of elastic resiliency or is not firmly attached to the wooden rail; or a rail that is not firmly bolted to the table frame. In all three cases, the result is that balls rebound from the cushion with less energy than is normal. dead strokeWhen a player is playing flawlessly, just "cannot miss" and the game seems effortless. deadweightDescribing a pot played at such a pace as to just reach the pocket and drop in without hitting the back.deciding frame Also decider or deciding rack. The frame that decides the winner of a match when two opponents are tied (at a draw) on an equal number of frames, with just one remaining. The total number of frames in a match is set at an odd number to allow the final frame to act as a tie-breaker a decider in the event of the match reaching this frame. deflection1.Displacement of the cue ball's path away from the parallel line formed by the cue stick's direction of travel; occurs every time english (side spin) is employed. The degree of deflection increases as the amount of english applied increases. It is also called squirt, typically in the United States, or cue-ball deflection. The physics of the squirt or deflection phenomenon has been analyzed in other contexts, such as with ice-hockey pucks.[61][62]2.Also object-ball deflection: same as throw.deliberate foul Also deliberate fault. A shot, especially common in straight pool and in some variants of blackball (but not WEPF/EPA rules[12]), in which a player intentionally commits a foul with the object in mind of either leaving the opponent with little chance of running out or simply to avoid shooting where no good shot is presented and to do anything else would give the opponent an advantage. It is often referred to in straight pool as a "back scratch." designateSame as call. (Formal.) developTo move a ball (usually deliberately) from a safe position, e.g. close to the middle of a cushion or in a cluster, so that it becomes pottable.diamond 1.A manufacturer's sample board showing various styles of diamond inlays for billiard tablesOne of a number of identical markings, usually inlaid into the surface above the rail cushions, used as target or reference points. Three equally spaced diamonds are normally between each pocket on a pool table. On a carom table, the pockets themselves are replaced by additional diamonds. Diamonds get their name from the shape of the markings traditionally used; though many today are round, square, etc., these rail markings are still referred to as "diamonds". They are also referred to as sights, especially in British English. (See also diamond system.)2.Racking up a game of seven-ball using the diamond rack more commonly used for nine-ball, but sideways. The 1 ball is about to be placed on the foot spot to complete the rack.A particular shape of ball rack, in the form of a parallelogram ("diamond shape"), used for racking games of nine-ball and seven-ball, though the triangle rack can also be used for the former, and hexagonal racks also exist for the latter. (See also triangle.) diamond systemAny system for banking or kicking balls off multiple rails which uses table diamonds as aiming references. dirty comboA combination in 8-ball or blackball that involves balls of differing groups discipline1.A cue sports game (such as eight-ball, three-cushion billiards, 18.2 ballkline, etc.), especially as a professional or serious amateur specialization: "He was a World Champion in three billiards disciplines."2.An artistic pool term for a category of trick shots; artistic pool is divided into eight disciplines, and APTSA tournaments present both discipline-specific and all-around awards.[63] dishSame as run out (chiefly British). See also break and dish. divotAn indentation in the cloth of the table, especially at the foot spot where the apex ball is often tapped into secure position during racking. In extreme cases, the indentation may actually be in the slate bed of the table, from excessive tapping over many years, and can cause unexpected table rolls. A racking template is used to intentionally create minor divots for all of the balls in a rack.dog Also dog it.1.A widespread term in US parlance describing missing a relatively easy shotoften in the face of pressure. Can be used in many forms: "I dogged the shot"; "I hope he dogs it"; "I'm such a dog."[8][64] See also choke, one-stroke.2.Same as slop shot (chiefly Southern US, colloquial). dotsIn chiefly UK parlance, the non-striped ball group of a fifteen ball set that are numbered 1 through 7 and have a solid colour scheme. Compare solids, reds, low, small, little, spots, unders; contrast stripes. doubleSame as bank shot (chiefly British).double century Also double-century break.In English billiards, a break of 200299 points (i.e. double a century).[65] Larger multi-centuries are regularly achieved. Rare in amateur play, triple centuries are routine (and quadruples not uncommon) at World Professional Billiards Championships; 2007 winner Mike Russell shot four triples in the final round alone, while of sixteen competitors, three shot quadruple centuries (one once, one twice, and Russell three times). Quintuple centuries are rare even at the professional level, with only the 494 shot by nine-time world champion Russell (who has more such titles than any other player in history as of 2007) coming close in that event.[66] As of 2007,[update] Peter Gilchrist holds the world record, with a tredecuple century of 1346 consecutive points.[67] double cheeseburger, theSame as hill, hill. double-eliminationMain article: Double-elimination tournamentAlso double elimination.A tournament format in which a player must lose two matches in order to be eliminated.[23] Contrast single-elimination. double hitAn illegal shot (foul) in which the cue stick's tip contacts the cue ball twice during a single stroke. Double hits often occur when a player shoots the cue ball when it is very close to an object ball or cushion, because it is difficult to move the cue stick away quickly enough after the cue ball rebounds off the cushion or object ball.[1][23] double kissA situation in which two moving balls strike each other. Often happens when a ball strikes a second ball that is close to a rail, and it rebounds back into the first ball; usually but not always unintended.[8][64] double shimmedA pool table where two shims have been placed on the sides of each pocket (in the jaws beneath the cloth), making the pockets "tighter" (smaller). Such tables are "tougher" than unshimmed or single-shimmed tables. double the railSometimes called a snake shot. A carom billiards shot, common in three-cushion billiards, where the cue ball is shot with reverse english at a relatively shallow angle down the rail, and spins backwards off the adjacent rail back into the first rail.[23] double the pocketTo intentionally rebound the cue ball off both of the pocket points to achieve position.[8] doublesA form of team play in which two players compete against another team of two players in any given frame or match. In a doubles game, the first player from the breaking team is the only one who shoots during the opening inning, with control of the table passing to a member of the opposing team at the end of that inning, then upon the end of the opponent's inning to the doubles partner of the original player, and next to the second opponent, play proceeding in this doubly alternating manner until concluded. Also pairs (chiefly British). Contrast scotch doubles. down-tableToward the foot of the table. drag shotA shot played slowly and with heavy draw and follow-through so that the cue ball can be struck firmly but with a lot of the pace taken out, allowing more control than just a gentle tap that would travel as far. Also called "Drag Draw". draw1.Also known as back spin, a type of spin applied to the cue ball by hitting it below its equator, causing it to spin backwards even as it slides forward on the cloth. Back spin slows the cue ball down, reduces its travel, and narrows both the carom angle after contact with an object ball, and angle of reflection off a cushion. There are several variant terms for this, including "bottom" and "bottom spin" in the US and "screw" in the UK. Draw is thought to be the first spin technique understood by billiards players prior to the introduction of leather tips, and was in use by the 1790s.[1] See illustration at spin.2.The schedule of fixtures in a tournament. draw shotA shot in which the cue ball is struck below its equator with sufficient draw to make it reverse direction at the moment of contact with an object ball because it is still back-spinning.[1] When the object and cue balls are lined up square, the reversal will be directly backwards, while on a cut shot, the effect will alter the carom angle. It can also refer to any shot to which draw is applied, as in "draw it off the foot rail just to the left of the center diamond". See illustration at spin. drill1.A set practice routine;2.To beat badly; "I drilled my opponent."3.In British terminology, a bank shot. drop pocketsNetted or cupped pockets that do not return the balls to the foot end of the table by means of a gutter system or sloped surface beneath. Instead, they must instead be retrieved manually.[23] dry breakA break shot in pool on which zero object balls are potted. duck1.(noun): Derived from "sitting duck", usually referring to an object ball sitting close to a pocket or so positioned that is virtually impossible to miss. Same as hanger (US, colloquial), sitter (UK).2.(verb): To intentionally play a safety. dumpTo intentionally lose a game, e.g. to disguise one's actual playing ability.[15] An extreme form of sandbagging. See also hustle. See also Match fixing for the synonym "tank", used in sports more generally. dump shotA type of containing safety shot in sn

scoring. Formerly, a large number of different games made use of the two types of hazards as point scorers or losers in various ways (thus their suggestive names). The term ultimately derives from holes or pockets in the table to be avoided, in very early forms of billiards.[81]2.In golf billiards, an area of the table (sometimes marked) that a player will be penalized for entering if their ball does not leave. Derives from the use of the term in the outdoor game of golf.[82] head Chiefly American: The half of the table from which the break shot is taken. This usage is conceptually opposite that in British English, where this end of the table is called the bottom. Contrast foot. See also kitchen. head cushion Chiefly American: The cushion on the head rail. Compare bottom cushion; contrast foot cushion. head rail Chiefly American: The short rail at the head of the table. Traditionally this is the rail on which the table manufacturer's logo appears. Compare bottom rail, baulk rail; contrast foot rail, top rail. head spot The intersection of the head string and long string, which is usually not marked on a table with a spot decal or other mark, unlike the foot spot, though some pool halls mark both spots so that racking can be done at either end of the table, and wear on the cloth from racking and breaking is more evenly distributed.[23] Compare baulk spot. head string A line, sometimes imaginary (especially in American pool), sometimes drawn on the cloth, that runs horizontally across the table from the second diamond (from the head rail) on one long rail to the corresponding second diamond on the other long rail.[23] In most pool games, the opening break shot must be performed with the center (base) of the cue ball behind the head string (i.e. between the head string and head rail). The head string intersects the long string at the head spot, and delimits the kitchen (and, in European nine-ball, the outer boundary of the break box). The head string's position is always determined by the diamonds, in contrast to the similar but different baulk line, the position of which is determined by measurement from the bottom cushion (head cushion).heads upSame as straight up. heartThe strength of a player's will to win; the ability to overcome pressure; "he showed a lot of heart in making that comeback." high1.Also highs, high balls, high ones. In eight-ball and related games, to be shooting the striped suit (group) of balls (9 through 15); "you're high balls" or "I've got the highs" ("you're high" is rare, because of the "intoxication" ambiguity). Compare stripes, yellows, big ones, overs; contrast low.2.With follow, as in "I shot that high left", meaning "I shot that with follow and with left english". Derives from the fact that one must aim above the cue ball's equator, i.e. "high" on the ball, to impart follow. "With" is optional (e.g. "I shot that with high left" or "I shot that high left"). Contrast low.3.In snooker, same as "above", as in "she'll want to finish high on the black to allow position on the red".4.With run (UK: break), a lengthy series of successful shots; see high run, high break.high break UK: Essentially the same as high run, but applied to snooker and by extension to pool, especially blackball pool: A break (series of successful pots) running into large numbers for that player's skill level.high run Also (rarely) high-run, hi-run, highrun, etc.A series of successful shots (a run) that is lengthy for the player's skill level. The exact implication is dependent upon context, e.g. "my high run at three-cushion is 15", "Jones had the highest run of the tournament", "that was a pretty high run you just did", etc. Used congratulatorily, it may be phrased "good run", "great run", "nice run", etc. See also high break. hill See on the hill, hill-hill.hill-hill The point in match play where both players (or teams) need only one more game (frame) victory to win the match or race.[83][84] See also on the hill, rubber match. hit and hopeA shot in which the player is relying on luck for a favorable outcome, because no better shot seems to exist. Compare hail Mary, and smash and pray.ho Also ho ball(s).An exhortatory cry to a ball or balls to slow down or come to a stop, often made when overshooting position with the cue ball.[85]hold the spot In snooker, to leave the cue ball ball on the spot of a colour ball after potting it. This is usually performed where re-spotting of the colour ball would cause positional problems for the player, such as blocking available pots on one or more red balls.hook 1.Same as snooker (verb)[86]2.Same as hook rest.hook rest Also the hook.In snooker, a type of mechanical bridge that has only since the 2010s been endorsed by the WPBSA to allow its use in major tournament play. It is a normal rest with the head in line with the shaft, but the last foot or so of the shaft is curved. This allows players to position the curved end around an obstructing ball that would have otherwise left them hampered on the cue ball and in need of a spider or swan with extensions, which would have less control.horn Same as knuckle. By analogy to animal horns, not the musical instruments. hot seat Position at the end of the winner bracket in a double-elimination tournament, waiting to face the winner of the loser's bracket in the finals. house1.The venue in which the game is being played, e.g. a snooker hall, pool bar, etc.2.The kitchen or baulk area of a Russian billiards table; from Russian: , romanized:doma, lit.'house'. house cue Usually a one-piece cue freely available for use by patrons in bars/pubs and pool halls. house man A pool room employee who plays with a good degree of skill. house rack A pejorative term for an improper rack in which the balls are not properly in contact with their neighbors, often resulting in a poor spread on the break. house rules The rules played in a particular venue not necessarily in comportment with official rules, or with common local bar pool custom. hug the rail Describes a ball rolling along a rail in contact or near contact with it, or making multiple successive contacts with the rail.[1][87] See velcro. hustle Main article: HustlingTo play for money and lull a victim into thinking they can win, prompting them to accept higher and higher stakes, until beating them and walking off with more money than they would have been willing to bet had they been beaten soundly in the beginning. The terms hustler, for one who hustles, and hustling, describing the act, are just as common if not more so than this verb form. See also sandbag, on the lemonade, lemonade stroke, shark, dump. illegal As in many other sports, "illegal" means causing or likely to cause a foul (the opposite being legal). (See legal for specific examples of usage.) in-hand 1.Shortening of ball-in-hand.2.In snooker, the ability to place the cue ball anywhere inside the boundaries of the D. This occurs at the start of a frame, and after the cue ball has been potted or forced off the table. inning A player's (or doubles team's) turn at the table, usually ending with a failure to score a point or to pocket a ball, depending on the game, a foul, a safety or with a win.[23] In some games, such as five-pins and killer, a player's inning is always limited to one shot, regardless of the intent and result of the shot. Usually synonymous with visit, except in scotch doubles format. The term is sometimes used to mean both players'/teams' visits combined, e.g. when referring to the inning in which a memorable shot occurred. in-off (Chiefly British.) In snooker, English billiards, and blackball/eight-ball pool, an instance where the cue ball has been potted (pocketed) after contacting an object ball. It is a fault (foul) in most games.[23] In English billiards it is a common method of scoring. There is no equivalent (current) American term for this specific means of pocketing the white ball. Compare losing hazard, scratch. in-or-over shot (Chiefly British.) In a snookers required situation in snooker, a shot played by the player defending the lead, where they play the object ball in such a way as to try to slowly pot (pocket) it, so that if it misses, at least it is over the pocket and difficult to obtain the required snooker from. inside english (Chiefly U.S.) Side spin (english) placed on the same side of the cue ball as the direction in which the object ball is being cut (left-hand english when cutting a ball to the left, and vice versa).[1] In addition to affecting cue ball position, inside english can increase throw. in sight (Chiefly British) Said of an object ball that can easily be reached by the cue ball, or of a pocket that can easily be reached by a selected object ball, usually directly (i.e. without intervening kick, bank, carom, kiss or combination shots). Compare see. in stroke Cueing and timing the balls well; in good form, where pocketing (potting), safety and clarity of thinking seem to come easily.[88] A player who had not been doing well but then suddenly picks up (as happens during the course of many matches) may be said to catch a stroke.[clarification needed] See also stroke. insurance ball A ball that is easily made from many positions on the table but which is left untouched while the rack is played, so that in the event the player gets out of position, the shooter has an insurance shot. Typically an insurance ball will be in or near the jaws of a pocket.intentional foul Also intentional fault; same as deliberate foul. in the ballsIn snooker, a phrase used to describe a situation in which the player has an easy pot and where in general the balls are in a position to go on to make a sizeable break. Compare set up (sense 4). in the chairin a two-person game, the non-shooting player is referred to as being "in the chair". This terminology likely originates from the fact that many high level billiards events require the non-shooting player to sit in a designated chair while their opponent is at the table.[89] in the money In a tournament, to place high enough to receive a payout. E.g., in a tournament that pays from 1st down to 5th places, to be at least 5th place is to be in the money.[8] in turn When a particular ball is given as a handicap in nine-ball, designating that ball in turn means that it must be made in rotation, when it is the lowest numerical ball remaining on the table, and cannot be made to garner a win earlier in the game by way of a combination, carom or any other shot. For example, if a player is spotted the 8 ball, they only win by making that ball after balls 1 through 7 have been cleared from the table. The phrase is not common in the U.S.Irish linen Linen made from flax, and produced in Ireland, which is often used to wrap the gripping area of the butt of a cue.Further information: Irish linen jack up 1.To elevate the back of the cue on a shot.2.In gambling, to "jack up a bet" means to increase the stakes. jail When a player is on the receiving end of a devastating safety where it is very difficult, or near impossible, to make a legal hit on an object ball.[90] jam up Adjectival expression for a player's deadly game; "watch out, she plays jam up."[84][91] jawed ballA ball that fails to drop into a pocket after bouncing back and forth between the jaws of a pocket.[23]jaws The inside walls of a pocket,[23] from the facings to the drop hole.jennyChiefly Australian: Same as a force follow shot. jiggerSame as cross. joint The interlocking connection between the butt and shaft ends of a two-piece cue stick.[23] Usually connects via means of a steel or wooden pin, and may be protected by a collar of metal or some other material, or may connect wood-on-wood.[52] joint protectors Plugs that screw into the joint when a two-piece cue is broken down to keep foreign objects and moisture from contacting the joint mechanism.jump Also jump shot.Any shot where the cue ball is intentionally jumped into the air to clear an obstacle[23] (usually an object ball, even in games with non-ball objects, e.g. bottle pool). Jump shots must be performed by hitting the cue ball into the table's surface so that it rebounds off the cloth; scooping under the cue ball to fling it into the air is deemed a foul by all authoritative rules sources. A legal jump shot works by compressing the cue ball slightly against the slate under the cloth, causing it to spring upward when the downward pressure of the cue is released. Some billiard halls and even entire leagues prohibit all jump (and usually also mass) shots, out of fears of damage to the equipment, especially the cloth. Specialized jump cues exist to better facilitate jump shots; they are usually shorter and lighter, and with harder tips, than normal cues. Jump shots that go through or into objects rather than over them are common in trick shot (artistic pool and artistic billiards) competition.jump cue Also jump stick.[8]A cue dedicated to jumping balls; usually shorter and lighter than a playing cue and having a wider, harder tip. jump draw A rare and very difficult trick jump shot that turns into a draw shot upon landing. Requires precise application of spin in addition to the precise application of ball pressure to effectuate the jump. Jump draws are fairly often seen in professional trick shot competition.jump massA rare and extremely difficult trick jump shot that turns into a mass upon landing. Requires very precise application of spin in addition to the precise application of ball pressure to effectuate the jump.[34] key ball The object ball involved in a key shot.[8] key shot 1.A shot or ball that allows a player to obtain shape on another ball hard to play position to.[8]2.A shot or ball that is the "key" to running out.3.The 14th object ball in a rack of straight pool that, when proper position is achieved on, allows easy position play, in turn, on the last (15th) object ball for an intergame break shot. kick 1.Short for kick shot. Also used as a verb, "to kick [at]" (US).2.Same as cling (US) and skid. Chiefly British: Exaggerated deflection of ball trajectories on impact, generally due to cue chalk stuck on one of the balls. Kick is the bane of snooker players, even at top professional levels, and is why they so frequently ask a referee to clean a ball. Because of the comparatively light weight of snooker balls, and much smaller margins of error due to tight pocket sizes on a very large table, the throw effect of a kick can cause a seemingly easy snooker shot to miss widely. Even if the kick was mostly vertical, due to screw (bottom spin) or follow (top spin) rather than side spin, and the shot was potted, a kick often results in balls visibly jumping upon impact, resulting in a great loss of cue ball momentum, which can wreck the shot's position play and leave the player with poor options. On even medium-distance shots, however, an outright miss is more likely.[92] Noun, verb, and rare adjective usage as per "cling". (See cling for less snooker-specific notes.) kick shot A shot in which the cue ball is driven to one or more rail or cushions before reaching its intended targetusually an object ball.[23] Often shortened to "kick" in North American usage, though this word by itself has a very different meaning in British usage (see entry above, sense 2).kill shot Also kill.[23]A shot intended to slow down or "kill" the cue ball's speed as much as possible after contact with an object ball; usually a shot with draw, often combined with inside english. Also known as a dead ball shot.kiss An instance of contact between balls, usually used in the context of describing an object ball contacting another object ball (e.g. "the 2 ball kissed off the 12 ball"), or in snooker the cue ball making contact with some object ball after the initial contact with a ball on. If the player's intention was to cause two object balls to kiss (e.g. to pocket a shot ball by ricocheting it off a stationary one), it is often called a kiss shot.[23] Compare double kiss; contrast carom.kiss shot A shot in which the object is to pocket (pot) an object ball by striking it with the cue ball and then having the object ball ricochet off another object ball into a pocket.[23] kitchen The area on the table behind the head string.[23] The origin of the term has been the subject of some speculation but the best explanation known is that in the 1800s, many homes did not have room for both a billiard table and a dining room table. The solution was a billiards table that had a cover converting it into a dining table. Kept in the dining room, play on such a table was often restricted by the size of the room, so it would be placed so that the head rail would face the connected kitchen door, thus affording a player room for the backswing without hitting a wall. A player was therefore either half or sometimes fully (literally) "in the kitchen" when breaking the balls.[1] See also baulk.knuckle One of two jutting points or curves of the noses of the cushions on either side of each pocket where cushion and pocket meet, forming the jaw of the pocket. The knuckles are the intersection of the outer edge of the cushions, parallel to the rail, and the pocket facing. The knuckles are protrusive and comparatively sharp on a pool table, the facings of which can be used like a basketball backboard to rebound a ball into a pocket. On billiard tables for snooker, English billiards and various other games, the knuckles are rounded, and thwart the backboard effect. The curvature of snooker and English billiards knuckles are determined by pocket templates produced by the World Professional Billiards and Snooker Association.[25] Russian pyramid tables also have pointed knuckles, but the facings are angled inward, so the knuckles cannot be used as a backboard. The knuckle is also known as a point, horn or titty, depending on area and the company one keeps. See illustration at the facing entry.ladies' aid Also lady's aid.A denigrating term for the mechanical bridge.[93]lag Also the lag (noun), lagging, lag for the break, and lagging for the break.To determine the order of play, players (representing only themselves, or sometimes teams) each near simultaneously shoot a ball from the kitchen (or in British games, from the baulk line) to the end rail and back toward the bottom rail. Whichever shooter's ball comes to rest closest to the bottom rail gets to choose who breaks.[93] It is permissible but not required for the lagged ball to touch or rebound off the bottom rail, but not to touch the side rails. Lagging is usually a two-party activity, though there are games such as cutthroat in which three players might lag. In the case of a tie, the tying shooters re-lag. The lag is most often used in tournament play or other competitions.In hard-break games like nine-ball and eight-ball the winner of the lag would normally take the break, while in soft-break games like straight pool would likely require the loser of the lag to break, since breaking would be a disadvantage. See also string-off.last-pocket Also last pocket.A common rule in informal bar pool, especially bar/pub eight-ball, in which the money ball must be pocketed (potted) in the same pocket as the shooter's last object ball (each player may be said to eventually "own" a pocket, for the duration of the game, in which their 8 ball shot must be played if they have already run out their suit). The variant is not extremely common in the United States or the UK, but is near-universal in much of Latin America (where two cue ball scratches are permitted when attempting the 8 ball shot and count as simple fouls, with only a third scratch constituting a loss of game). Last pocket is also common in North Africa. Last-pocket rules require careful position play, and frequently result in bank and kick shots with the 8 ball. league An organization that promotes competitive, usually team, amateur cue sports, most commonly pool, especially eight-ball and nine-ball, although there are also well-established snooker leagues. Some leagues, many of which are decades old, are entirely local and either informal or incorporated, and may use their own local rules or may have adopted more widely published rulesets, such as those of the WPA. Other leagues are organized on a multi-regional or even international level, and may be non-profit or for-profit enterprises, usually with their own fine-tuned rule books. Despite differences, the largest leagues are increasingly converging toward the WPA rules, with the exception of the APA/CPA, which retains rules much closer to US-style bar pool. At least four major pool leagues hold international championships in Las Vegas, Nevada annually (APA/CPA, BCAPL, VNEA and ACS/CCS). Some leagues also offer one-on-one tournaments, scotch doubles events, artistic pool competition, and other non-team activities. (See Category:Cue sports leagues for a listing of articles on various leagues.) leave The cue ball's position after a shot. "Good" or "bad" in reference to a leave describe respectively and advantageous or disadvantageous position for the next shot, or to leave an incoming opponent safe.[88][23] See also position play; compare position, shape. legal As in many other sports, "legal" means not causing or likely to cause a foul (the opposite being illegal). A legal hit is one in which the requirements for a non-foul hit are met (e.g., in nine-ball, the lowest-numbered ball on the table was hit by the cue ball first, and at least one object ball was pocketed, or any ball reached a cushion, after the hit on the first object ball.). A legal shot is one in which no foul of any kind was involved (e.g. there was not a double hit by the cue, the player's bridge hand did not move a ball, etc.). A legal stroke is one in which the cue stroke obeyed the rules (e.g. the shooter did not perform an illegal jump shot by scooping under the cue ball with the cue tip). A legal ball is a ball-on, an object ball at which it is permissible for the player to shoot. And so on. The term can be used in many ways consistent with these examples ("legal pocket" in one-pocket, "legal equipment" under tournament specifications, etc.). left Short for left english (side), i.e. spin imparted to the cue ball by stroking it to the lefthand side of its vertical axis. Contrast right. lemonA player is said to be a "lemon", "lemon man", or "playing on the lemon" when they intentionally play below their true ability in order to attract more gambling action and win more money. Players who fall for the ruse would be less likely to gamble with the lemon if they showed their full ability at all times. lemonade stroke An intentionally amateurish stroke to disguise one's ability to play. Compare on the lemonade. let out To allow an opponent to stop playing a set for money in exchange for something. If a player is winning a set by a wide margin, with $100 on the line, the player could say, "I'll let you out now for $75." This is usually meant to save pride.little Also littles, little ones, little balls.In eight-ball, to be shooting the solid suit (group) of balls (1 through 7); "you're little, remember", "you're the little balls" or "I've got the littles". Compare small, solids, reds, low, spots, dots, unders; contrast big. lock A game that basically cannot be lost based on disparity of skill levels; "this game is a lock for him." lock artist Someone talented at making lock games. lock up The act of playing a devastating safety that leaves the opponent in a situation where it is very difficult, or near impossible, to make a legal hit on an object ball.[86] See also jail. long bank A cross-corner bank shot from one end of the table to the other (i.e. across the center string). Long banks are considerably more difficult, because of the smaller margin for error due to distance and angle widening, than cross-side banks and short cross-corner banks from the same end of the table. long doubleChiefly British: bank shot played up and down the longer length of the table off a short rail and into a corner pocket, as opposed to the more common bank across the short length into a center pocket or corner.long potIn snooker, a pot into any of the corner pockets where the cue ball had started in the opposite lengthwise half of the table. In other words, a pot in which the cue ball or object ball crosses an imaginary line joining the middle pockets. long railSame as side rail.[23] long string An imaginary line dividing the table into two equal halves lengthwise. It intersects the head string, center string and foot string at the head spot, center spot and foot spot, respectively.[94][23] look backTo enter the loser bracket in a double elimination tournament, or otherwise slip in standing in other tournament formats (i.e., to lose a game/frame/round/match, but still remain in the competition).loop bridge Same as closed bridge.losing hazard Also loser, largely obsolete. A shot in which the cue ball is potted after caroming off another ball.[23][95] In snooker and most pool games doing this would be a fault (foul), but the move will score points in many games in which hazards (as such) apply, such as English billiards, or in the final or game point in Cowboy pool. The term derives from this hazard costing the player points in early forms of billiards.[96] Compare in-off, scratch. Contrast winning hazard. low 1.Also lows, low balls, low ones. In eight-ball, to be shooting the solid suit (group) of balls (1 through 7); "you're low, remember", "you're low balls" or "I've got the lows." Compare solids, reds, little, spots, dots, unders; contrast high.2.With draw, as in "I shot that low left", meaning "I shot that with draw and with left english". Derives from the fact that one must aim below the cue ball's equator, i.e. "low" on the ball, to impart draw. Contrast high. mace The forerunner of the cue was the mace, an implement similar to a light-weight golf club, with a foot that was generally used to shove rather than strike the cue ball.[97] When the ball was frozen against a rail cushion, use of the mace was difficult (the foot would not fit under the edge of the cushion to strike the ball squarely), and by 1670 experienced players often used the tail or butt end of the mace instead. machine gun shot 1.In snooker, a trick shot that involves lining up a number of balls, for example along the baulk line, then, after striking the cue ball toward a corner pocket, hitting the other balls directly with the cue stick into that pocket before the cue ball reaches it.[98]2.In pool, a trick shot where a number of object balls are placed in a row to form a line, sometimes near a cushion, or in a line and the cue ball is shot into the balls so as to reverberate between them while traveling and hit each one of the object balls in series, issuing a machine gun-like sound.[99] magnetic cue ball A cue ball that, due to embedded iron content, is responsive enough to a strong magnet that a modern coin-operated bar table with a magnetic ball-return mechanism can distinguish and separate the cue ball from the object balls. Magnetic cue balls are usually the same standard size as the object balls in the set, and near regulation weight, typically 0.5 to 1 ounce (1428g) heavier than the object balls. As such they do not suffer the playability problems of either excessively dense, ceramic "rock" or notable oversized "grapefruit" cue balls, and demonstrate only minimal smash-through. Magnetic balls are standard equipment in some leagues, including the VNEA. Magnetics come in three construction types of iron embedded in the same phenolic resin or other modern, resilient plastic that the object balls are made of: a solid metal core (prone to being off-center and not rolling true); small metal bars distributed around the interior of the ball (the most common, and less prone but not immune to balance defects); and tiny metal filings throughout the material (the most consistent, only made by one manufacturer, and expensive). mark 1.The target of a scam or hustle;[100]2.A foolish person in a pool room;3.To indicate where something is to be done. To "mark the pocket" means to indicate which pocket you intend to sink an object ball. Contrast fish.massAn extreme mass shot by William A. Spinks during an 1893 exhibition game against Jacob Schaefer Sr. Starting from bottom left, his cue ball swerves into and caroms off one object ball, then due to its extreme spin rebounds into the cushion four times before finally rolling away for a perfect, scoring hit on the other object ball. And Spinks lost this game.Main article: Cue sports techniques Mass shotAlso mass shot. A steep curve or complete reversal of cue ball direction without the necessity of any rail or object ball being struck, due to extreme spin imparted to the cue ball by a steeply elevated cue.[23] Its invention is credited to Franois Mingaud. Compare semi-mass. master breakBreaking and going on to win the game in one visit. match 1.The overall competition between two players, two pairs of players or two teams of players, usually consisting of a predetermined number of frames[12] or games (sometimes organized into rounds). There are also specialized match formats where the game number is not predetermined; see race and ahead race for examples.2.To agree to rise to a higher wager, as in "$100? Yeah, I'll match that" (i.e., basically equivalent to "call a raise" in poker). match ball The ball required to guarantee victory in a match. Sometimes used figuratively to mean the last difficult ball required (chiefly British and usually used in multi-frame matches, particularly snooker).match play Also matchplay, match-play.1.Chiefly British: Competitive play in matches with standings consequences, such as local snooker league competition or the World Snooker Championship, as opposed to practice, playing with friends at the pub, or hustling pool for money.2.Chiefly American: Same as one-on-one as applied to league play. (Definition appears to have been introduced by USA Pool League misapplying the term "match" to what is otherwise termed a "race".)[101] maximum break Main article: Maximum breakAlso simply maximum.In snooker, the highest break attainable with the balls that are racked; usually 147 points starting by potting fifteen reds, in combination with blacks, and clearing the colours. Also called a 147 (one-four-seven). In six-red snooker, the maximum break is only 75 points, due to fewer red balls and thus fewer black-scoring opportunities. See also total clearance. mechanical bridge A special stick with a grooved, slotted or otherwise supportive end attachment that helps guide the cue stick a stand-in for the bridge hand. It is usually used only when the shot cannot be comfortably reached with a hand bridge. In American English, often shortened to bridge or called a bridge stick;[23] the term rake is also common.An entire class of different mechanical bridges exist for snooker, called rests (see that entry for details), also commonly used in blackball and English billiards.Mechanical bridges have many derogatory nicknames, such as "ladies' aid", "crutch", "granny stick", and "sissy stick", because of the perception by many amateur players that they are evidence of weak playing skills or technique (the opposite is actually true).[55]Small mechanical bridges, that stand on the table surface instead of being mounted on sticks, exist for disabled players who do not have or cannot use both hands or arms. merry widow Jargon term for a type of cue stick that has a plain forearm, without the tapered "points" that are a common feature of standard cue sticks. middle pocket Same as centre pocket. middle spot Same as center spot; uncommon. miscue A stroke in which the cue's tip glances or slips off the cue ball not effectively transferring the intended force.[23] Usually the result is a bungled shot. Common causes include a lack of chalk on the cue tip, a poorly groomed cue tip and not stroking straight through the cue ball, e.g. because of steering. Sometimes played intentionally to avoid a double hit when the cue ball is very close to an object ball or cushion. Also the distinctive metallic sound made when a miscue occurs. miss In snooker, a referee calls a miss when a player fouls by failing to hit the ball on and the referee decides that the player has not made a good enough attempt to hit the ball. The miss rule gives the opponent the option to have the referee replace the balls to their original positions and make the player take the shot again. A miss usually occurs when a player makes an unsuccessful attempt at escaping from a snooker. It is a controversial rule aimed at formally discouraging deliberate fouls. In professional snooker, a referee will almost always call a miss on any foul where the player misses the ball on, regardless of how close the player comes to hitting it. If a player is called for a miss three times in a single visit while not snookered, they forfeit the frame; to avoid this, players almost always play an easy hit on their third attempt, even if it is likely to leave a chance for the opponent. missable Describing a difficult pot: "the awkward cueing makes this shot missable." modern eraIn professional snooker, the modern era is the period from 1969 to the present day. The BBC launched its Pot Black series in 1969 and the World Snooker Championship reverted to a knockout tournament format in the same year. The modern era has seen increasing professionalisation of the sport, more television and media coverage, greater numbers of tournaments, and higher prize money.money added Said of a tournament in which the pot of money to pay out to the winner(s) contains sponsor monies in addition to competitor entry fees. Often used as an adjective: "a money-added event". See also added.money ball Name for the ball that when legally pocketed, wins the game, or any ball that when made results in a payday such as a "way" in the game of Chicago. If a money ball is illegally pocketed, it usually results in a loss of game, or a foul.money game A game (often actually a race) the outcome of which is the subject of gambling by the players and/or by stakehorses. Participants may use the phrase "this is a money game" to indicate to others that they take the contest more seriously than a casual game and, e.g., are unwilling to make sportsmanlike compromises or do not appreciate distractions. A clear illustration of the latter is in the "two brothers and a stranger" hustling scene in the film The Color of Money.money, in the See in the money.money table The table reserved for money games or, by extension, the best table in the house. This table is typically of better quality and regularly maintained, and may have pockets that are unusually tight. Money tables in popular venues may be outright reserved for major action.mushroom Also mushroomed tip.Leather of the cue tip overhanging the ferrule because of compression from innumerable repeated impacts against the cue ball without proper maintenance of the tip. It must be trimmed off, or it will cause miscues and inaccuracies, as it is not backed by the solid ferrule and thus will compress much more than the tip should on impact.[102] See also burnish.mushroom trimmer Also mushroom shaver, mushroom cutter.A sharp-bladed tip tool used to trim the mushroomed portion off a cue tip and restore it to its proper shape. nap A directional pile created by the short fuzzy ends of fibers on the surface of cloth projecting upward from the lie and which create a favorable and unfavorable direction for rolling balls.[1] The convention in most billiards games in which directional nap cloth is used is to brush the cloth along the table in the same direction of the nap, usually from the end that a player breaks. In snooker and UK eight-ball especially, this creates the effect of creep in the direction of the nap, the most-affected shot being a slow roll into a center pocket against the nap. It is commonly referred to in the fuller term "nap of the cloth." When nap is used in relation to woven cloths that have no directional pile, such as those typically used in the U.S. for pool tables, the term simply refers to the fuzziness of the cloth.[103] natural 1.Noun: In pool, a natural is an easy shot requiring no side spin (english).2.Adjective: In pool, a shot is said to be natural if it does not require adjustments, such as a cut angle, side spin, or unusual force. A natural bank shot, for example, is one in which simply shooting straight into the object ball at medium speed and with no spin will send the object ball directly into the target pocket on the other side of the table.3.In three cushion billiards, the easiest type of shot, in which the second object ball is advantageously placed in a corner.[23] See also big ball.nine-ball 1.Main article: Nine-ball.The dominant professional pool game. It is a rotation game, in which the lowest-numbered object ball must be hit first (though balls may be pocketed in any order, such as with a carom shot or combination shot). The game ends when the 9 ball is legally pocketed, either as the last remaining object ball, or early as long as the lowest-numbered ball was struck first.2. The spelled-out name of the 9 ball. nip drawA short, jabbed draw stroke usually employed so as to not commit a foul (i.e. due to following through to a double hit) when the cue ball is very near to the target object ball.[23] nitSomeone who wants too high a handicap or refuses to wager any money on a relatively fair match; a general pool room pejorative moniker. Probably derived from "nitwit". nominateSame as call. (Formal.)nose The furthest-protruding edge of the face of the cushion over the bed of the table. The dimensions of the playing area are thus defined by the measurements lengthwise and widthwise between the cushion noses (though specifications may simply refer to the cushion face for short in that context).[25] The height of the nose from the bed determines the cushion profile. The corners (sharp on pool tables, rounded on snooker tables) formed by the nose at the entrance to the pockets are called the knuckles, points, or titties. The difference between the noses and the knuckles of the cushions is that the former run the entire length of the cusion, while the latter are the points or curves formed where the cushion meets the pocket. The edge of cushion on the inside of the pocket jaws is the facing.nurse Also nurse shot, nursery shot, nursery cannon.In carom billiards games, when all the balls are kept near each other and a cushion so that with very soft shots the balls can be "nursed" down a rail, allowing multiple successful shots that effectively replicate the same ball setup so that the nurse shots can be continued almost indefinitely, unless a limit is imposed by the rules.Excessive use of nurse shots in straight rail by players skilled enough to set them up and pull them off repeatedly at will is what led to the development of the balkline and one-cushion game variations, and repetitive shot limitation rules in English billiards.[104]object ballDepending on context:1.Any ball that may be legally struck by the cue ball (i.e., any ball-on);2.Any ball other than the cue ball.Usage notes: When speaking very generally, any ball other than the cue ball is an object ball. In narrower contexts, this may not be the case. For example, when playing eight-ball, one might not think of the 8 ball as an object ball unless shooting for the 8. offenseThe aspect of gameplay concerned with scoring rather than safety.[105] on a stringUsed when describing perfect play; a metaphoric reference to puppetry:1.pool: See Having the cue ball on a string.2.Carom billiards: Order may be inverted: "as if the balls had strings on them".[34] on the hillDescribes a player who needs only one more game win to be victorious in the match.[83][84] See also hill, hill.on the lemonade Also on the lemon, laying down the lemon.Disguising the level of one's ability to play; also known as sandbagging or hustling (though the latter has a broader meaning).[106][107] Compare lemonade stroke.on the snap As a result of the opening break shot (the "snap"), usually said of winning by pocketing the money ball ("won on the snap", "got it on the snap", etc.) Employed most commonly in the game of nine-ball where pocketing the 9 ball at any time in the game on a legal stroke, including the break shot, is a win.[1][108] Sometimes used alone as an exclamation or exhortation, "On the snap!"[15] See also golden break. on the wireSee games on the wire.one-on-one 1.Competition between an individual player and an individual opponent, as opposed to team play, scotch doubles, and other multi-player variants.2.A team play format in which an individual player from the home team plays a race against an individual player from the visiting team, and then is finished for that match.[101] (Same as match play, definition 2.) Several large leagues use this format, including APA/CPA and USAPL. (Contrast round robin.)one-pocket Main article: One-pocket.One of the most challenging pool games, in which each player is designated a specific corner pocket on the foot rail, and can only score by pocketing the object balls into it. The game (played to a set number of points) typically involves a higher proportion of challenging shots than other games, especially bank shots and kicks.one-stroke To shoot without taking enough warm-up strokes to properly aim and feel out the stroke and speed to be applied. One-stroking is a common symptom of nervousness and is a source of missed shots and failed position.[8] See also choke, dog. open1.In eight-ball, when all object balls are balls-on for either player. See open table.2.A description of a break shot in which the rack (pack) is spread apart well. See also the open break requirement in some games' rules, including eight-ball and nine-ball3.In carom billiards, descriptive of play in which the balls are not gathered. See open play.4.A description of a layout of balls that, because it is so spread out, makes it easy for a good player to run out and win, due to lack of problematic clustered balls. open breakA requirement under some pool rulesets that either an object ball be pocketed, or at least four object balls be driven to contact the cushions, on the opening break shot.[23] Contrast soft break. open bridgeA bridge formed by the hand where no finger loops over the shaft of the cue. Typically, the cue stick is channeled by a "v"-shaped groove formed by the thumb and the base of the index finger. open playA description of play in carom billiards games in which the balls remain widely separated rather than gathered, requiring much more skill to score points and making nurse shots effectively impossible, and making for a more interesting game for onlookers.[34] Most skilled players try to gather the balls as quickly as possible to increase their chances of continuing to score in a long run. open tableIn eight-ball and related games, describes the situation in which neither player has yet claimed a suit (group) of balls. Often shortened to simply open: "Is it still an open table?" "Yes, it's open." orange ballIn Snooker plus, an additional colour ball worth eight points.orange crush, theThe 5 out (meaning the player getting the handicap can win by making the 5, 6, 7, 8 or 9 balls). out1.A specific ball number followed by "out" refers to a handicap in nine-ball or other rotation games where the "spot" is all balls from that designated number to the money ball. To illustrate, the 6-out in a nine-ball game would allow the player getting weight to win by legally pocketing the 6, 7, 8 or 9 balls.2.Short for run out, especially as a noun: "That was a nice out." outside englishSide spin on a cue ball on the opposite side of the direction of the cut angle to be played (right-hand english when cutting an object ball to the left, and vice versa). In addition to affecting cue ball position, outside english can be used to decrease throw. overcutHitting the object ball with too large of a cut angle; hitting the object ball too thin. It is a well-known maxim that overcutting is preferable to undercutting in many situations, as it more often leaves the table in a disadvantageous position on the miss than does an undercut. See also professional side of the pocket. oversSame as stripes, in New Zealand.[109] Compare yellows, high, big ones; contrast unders. pack1.In snooker, the bunch of reds that are typically left below the pink spot in the early stages of a frame, not including those reds that have been released into pottable positions.2.A cluster of balls.[110]3.Same as package. packageSuccessive games won without the opponent getting to the table; a five-pack would be a package of five games. pairsSame as doubles (chiefly British).[111] paper cutSame as feather (US) or snick (UK) (US, colloquial). parking the cue ball1.Having the cue ball stop at or near the center of the table on a forceful break shot (the breaking ideal in many games such as nine-ball);2.Having the cue ball stop precisely where intended.peasAlso pills, tally balls and shake balls.Small, round markers typically numbered 1 through 16, which are placed in a bottle for various random assignment purposes, such as in a tournament roster, to assign order of play in a multiplayer game, or to assign particular balls to players in games such as kelly pool.[1][23] penalty points1.In snooker, points awarded to an opponent following a foul.[112] pendulum cannon1.In English billiards, a cannon made when the object balls are about two or three inches apart; parallel to, and close to a cushion. The object balls remain nearly stationary, and the player can then play a shot that reverses the striking order of the cue ball against to object balls.[112] percentageSee play the percentages.[8] Used by itself often with "low" and "high": "that's a low-percentage shot for me", "I should really take the high-percentage one". pillsSame as peas.[23]pin1.A bolt-threaded protrusion inside the joint of the cue, usually protruding from the butt and screwing into the shaft rather than vice versa. Most modern cues make use of metal pins and collars, but carom billiards cues usually have a wooden pin, and a collarless wood-on-wood joint.[52]2.Same as skittle.pink ballAlso the pink.In snooker, the second-highest value colour ball, being worth six points.[113] It is placed on the pink spot.[113][19] In some (especially American) snooker ball sets, it is numbered "6" on its surface. pink spotThe marked spot on a snooker table at which the pink ball is placed. Regardless of table size, it is exactly midway between the centre spot (blue spot) and the face (nose) of the top cushion.[113][19] Also known as the pyramid spot (sense 2).[114][19] piquAlso piquet.Either a mass shot with no english (sidespin), or a shot in which the cue stick is steeply angled, but not held quite as near-vertically as it is in full mass.[115][110] placeTo reach a certain position in a tournament. "I placed 17th." "She will probably place in the money this time." plain ballIn snooker, hitting the cue ball in the center, without any spin. plantChiefly British. Same as combination shot.[23] play the percentagesUsing knowledge of the game and one's own abilities and limitations to choose the manner of shooting and the particular shot from an array presented, that has a degree of likelihood of success. This often requires a player to forego a shot that if made would be very advantageous but does not have a high likelihood of success, in favor of a safety or less advantageous shot that is more realistically achievable.[8]playing area Also playing surface.The area of the table on which the balls roll, i.e. the table surface exclusive of the rails and the tops of the cushions. The playing surface is defined by the measurements lengthwise and widthwise between the cushion noses (though specifications may simply refer to the cushion faces for short in that context).[25] Artistic pool and other forms of trick shots sometimes call for shots to go beyond the bounds of the playing surface, e.g. a jump shot off the table into a boot on the floor, in Mike Massey's classic "boot shot". The playing surface is what is used, not the entire table, when describing the approximate size of billiard tables of all kinds (e.g. "an 84foot pool table").pocket1.(noun) An opening in a billiards table, cut partly into the bed and partly into the rails and their cushions, into which balls are shot (pocketed or potted). Pockets may drop into a leather or cloth net, a solid cup, or a ball-return mechanism. The jaws of the pocket have a cushion facing; the knuckle or point is where this facing meets (in a pointed or curved fashion) the cushion that bounds the playing surface of the table.Billiards-style pockets also feature in some distantly related tabletop games like carrom, novuss, pichenotte, pitchnut, air hockey, and the historical bagatelle family of games. Historically related to the holes in golf, the basic concept of a ball-capturing target or hazard is a feature of many other games, including pinball, cornhole, skeeball, and (in an elevated fashion) basketball.2.(verb) To send a ball into a pocket, usually intentionally.p

score of 12 to 6".scoreboard 2017 Paul Hunter Women's Classic Finalists Reanne Evans and Ng On-yee pose in front of the scoreboard.Also score-board, score board.A usually wall-mounted device for keeping score between two or more players in point-based games or in races. The most common type, mostly used for snooker and straight pool, consists of two or more pointers sliding on board-mounted rails to indicate 1s and 10s marked on the board. Some carom billiards clubs provide digital scoreboards for each table. Other scoring methods include wall-mounted scoring racks, in-rail scoring wheels, and over-table scoring strings.scorekeeper Also score-keeper, score keeper. Person who keeps score for others while they play. A designated scorekeeper is common in league play (often the team captain, or a player who is simply not playing at that moment) and in professional tournaments. A scorekeeper may also be used in high-stakes money games, as depicted in the film The Hustler.scorer 1.Same as scorekeeper.2.A scoring device, i.e. a scoreboard, scoring rack, scoring string, and/or set of scoring wheels.scoring rack Also score rack.A wall-mounted, usually wooden rack with several numbered shelves to hold each player's pocketed balls, used for keeping score between players of games in which points are awarded by the numerical values on the balls. Scoring racks remain common in places where rotation and related games are popular, e.g. Mexico, but are rare where these games have mostly died out. Also known as a counter rack. Sometimes ambiguously called a wall rack or ball rack.scoring string Also score string or (ambiguously) string.Same as wire, sense 1.scoring wheels Also score wheels.Rotating wheels numbered 09 mounted into a rail of the Billiard table, and used for keeping score between two or more players in point-based games or in races. They are typically a pair of wheels, representing 10s and 1s, for at least two players. Such wheels are sometimes also used to create wall-mounted scoreboards.scratch Pocketing of the cue ball, in pool games. In most games, a scratch is a type of foul.[23] "Scratch" is sometimes used less precisely to refer to all types of fouls. See also in-off and, more generally, foul. screwSame as draw (chiefly British). scufferAn abrasive tip tool used as a grinder to roughen the cue tip to better hold chalk after it has become hardened and smooth from repeated impacts with the cue ball. Tappers serve the same purpose, but are used differently. Similar to a shaper, but shallower and less rough. seeTo be able to clearly see a path to a pocket or object ball without any other obstacle interfering, usually as a straight shot: "The 3 ball is hanging in the pocket, but I can't see it because the 9 ball is in my way." seedingThe placement of player(s) automatically in a tournament where some have to qualify, or automatic placement in later rounds.[23] sell outTo bungle a shot in a manner that leaves the table in a fortuitous position for the opponent.[120] Contrast sell the farm. sell the farmTo bungle a shot in a manner that leaves the table in such a fortuitous position for the opponent that there is a strong likelihood of losing the game or match.[8] Contrast sell out.semi-mass Main article: Cue sports techniques Semi-mass Also semi-mass shot. A moderate curve imparted to the path of the cue ball by an elevated hit with use of english (side); or a shot using this technique. Also known as a curve (US) or swerve (UK) shot. Compare mass.session1.Principally US: One or more sets, usually in the context of gambling. See also ahead race (a.k.a. ahead session) for a more specialized usage.2.Principally British: Any of a group of pre-determined frames played in a match too long to be completed within a single day's play. A best-of-19-frame match, for example, is generally played with two "sessions", the first composed of nine frames, the second of ten. This term is generally used only in the context of professional snooker, as matches at the amateur level are rarely played over more than nine frames. Longer matches can be split into three or four sessions. session to sparePrincipally British: In snooker, if a player wins a match without the need for the final session to be played, then they are said to have won the match "with a session to spare". For example, if a player wins a best-of-25-frames match split into three sessions (two sessions of eight frames and one of nine) by a margin of say, 13 frames to 3, the match will be completed after the first two sessions, with no need to play the third. setA predetermined number of games, usually played for a specified sum of money. Contrast race (a predetermined number of wins). Informally, sets may refer to gambling more generally, as in "I've been playing sets all day", even when the format is actually races or single games.set up Usually set-up in non-verb form, sometimes setup in noun form particularly.1.(Of a player or referee) to place the balls (and other items, if applicable, such as skittles) properly for the beginning of a game: "In eight-ball, properly setting up requires that the rear corners of the rack not have two stripes or two solids but one of each." For most games this is in a racked pattern, but the term is applicable more broadly than "rack", e.g. in carom billiards and in games like bottle pool. Contrast layout.2.(Of the game equipment) arranged properly for the beginning of a game: "set up and waiting for the break", "an improper set-up"3.(Of a player, passively and specifically) to have good shape to be in a favorable position for making a shot or other desired play ("is set-up on the 9", "could be set-up for the corner-pocket after this shot")4.(Of a player, passively, generally, and chiefly US) to be in a favorable position for, and with a layout conductive to, a long run (UK: break) or complete run-out: "a crucial miss that left their opponent really set-up"; compare (chiefly British) "in the balls"5.(Of a player, actively) to use position play to move one or more specific balls to specific locations with a specific goal in mind, usually pocketing (potting) a specific ball or getting an easy out, but possibly a safety, nurse or trap shot; in short, to get shape: "She set up on the 9-ball with a careful draw shot." The meaning can be inverted to indicate poor play on the part of the other player: "Oops, I just set you up for an easy win when I missed like that."6.(Of a table layout) comparatively easy to completely run out, e.g. because of a lack of clusters or blocking balls: "looks like a nice set-up for a quick out", "this table's totally set up for you"7.(Of cue ball position more specifically): having good shape comparatively easy to use to some advantage, such as continuing a run (UK: break) or playing safe: "The cue ball's set up for an easy side pocket shot."8.(Of a shot or strategy) the result of position play (careful or reckless): "Playing the 6 off the 8 was a great set-up to win", "That follow shot was a terrible set-up for the 6-ball."9.(Of a hustler) to successfully convince a fish that one is not a very skilled player and that gambling on a game will be a good idea: "That guy totally set me up and took me for $200." Such a hustle is a setup or set-up.seven-ball 1.Main article: Seven-ball.A variation of nine-ball but played with only seven balls, and the 7 ball as the game ball or "money ball". An additional difference from nine-ball-style rules is that the 7 must be pocketed in a specific side of the table (each player being assigned one at the beginning of the game). Some custom 7 balls are manufactured for this game, using a black- or white-striped maroon ball instead of a solid maroon one. The game had notable professional play on ESPN's televised tournament series Sudden Death Seven-ball, 20002005.2. The spelled-out name of the 7 ball. sewerA pocket; usually used in disgust when describing a scratch (e.g., "the cue ball's gone down the sewer"). shaftThe upper portion of a cue which slides on a player's bridge hand and upon which the tip of the cue is mounted at its terminus.[23] It also applies to the main, unsegmented body of a mechanical bridge. shapeSame as position. "She got good shape for the next shot". See also position play, leave. shaperA highly abrasive tip tool used to shape an unreasonably flat new cue tip, or a misshapen old one, into a more usable, consistently curved profile, most commonly the curvature of a nickel or dime (or equivalently sized non-US/Canadian coin) for larger and smaller pool tips, respectively. Similar to a scuffer, but deeper and rougher.shark Also pool shark, poolshark (US); sharp, pool sharp (British)1.Verb: To perform some act or make some utterance with the intent to distract, irritate or intimidate the opponent so that they do not perform well, miss a shot, etc.[8] Most league and tournament rules forbid blatant sharking, as a form of unsportsmanlike conduct, but it is very common in bar pool.2.Noun: Another term for hustler.[8]3.Noun: A very good player. This usage is common among non-players who often intend it as a compliment and are not aware of its derogatory senses (above).[8] sharpChiefly British: Same as shark (senses 1, 2). The term appears in lyrics from The Mikado (1884) in relation to billiards, and developed from sharper (in use by at least 1681, but now obsolete) meaning "hustler" but not specific to billiards.[136] See also card sharp for more etymological details and sources. short rackAny pool game that uses a rack composed of less than 15 balls.[23] short railWhen playing a shot, the two rails nearest to the pocket on a standard pool, billiards or snooker table. Compare end rail; contrast side rail/long rail.shortstop Also short stop, short-stop.A second-tier professional who is not (yet) ready for World Championship competition.[2][137] It can also be applied by extension to a player who is one of the best in a region but not quite good enough to consistently beat serious road players and tournament pros. The term was borrowed from baseball. shotVerb form: to shoot.The use of the cue to perform or attempt to perform a particular motion of balls on the table, such as to pocket (pot) an object ball, to achieve a successful carom (cannon), or to play a safety.shot for nothing Also shot to nothing. A predominantly British term for a shot in which a player attempts a difficult pot but with safety in mind, so that in the event of missing the pot it is likely that the opponent will not make a meaningful contribution, and will probably have to reply with a safety. The meaning refers to lack of risk, i.e. at no cost to the player ("for nothing" or coming "to nothing"). Compare two-way shot.shot program Also (chiefly British) shot programme.The enumerated trick shots that must be performed in the fields of artistic billiards (70 pre-determined shots) and artistic pool (56 tricks in eight "disciplines").[63] sideChiefly British: Short for side spin. In Canadian usage, the term is sometimes used as a verb, "to side". side pocketOne of the two pockets one either side of a pool table halfway up the long rails. They are cut shallower than corner pockets because they have a 180-degree aperture, instead of 90 degrees. In the UK the term centre pocket or middle pocket are preferred. side railEither of the two longer rails of a billiards table, bisected by a center pocket and bounded at both ends by a corner pocket. Also called a long rail.side spin Also sidespin, side-spin, side. Spin placed on the cue ball when hit with the cue tip to the left or right of the ball's center; usually called english in American usage. See english, in its narrower definition, for details on the effects of side spin. See illustration at spin.sight Chiefly British; same as diamond.single-elimination Main article: Single elimination tournamentAlso single elimination. A tournament format in which a player is out of the tournament after a single match loss.[23] Contrast double-elimination. single table formatAlso single table set-up.In the final stages of a tournament, primarily snooker events, where other tables are removed, to use one single table for the final, or later rounds of the tournament.Some events, such as the Snooker Shoot Out, are played throughout using a single table format. sinkSame as pocket (sense 2). sink-in shotAny shot that intentionally accounts for the elasticity of the cushions to allow a ball to bank past an otherwise blocking ball. The moving ball will sink in to the cushion very near the blocking ball giving it sufficient space to get past it or kiss off the back side of it. sitterChiefly British: Same as duck, and stemming from the same obvious etymology.six-ball 1.Main article: Nine-ball Derived games.A variation of nine-ball but played with only six balls, and the 6 ball as the game ball or "money ball". Six-ball has no notable professional competition.2. The spelled-out name of the 6 ball. skidBritish: Same as cling, and kick, sense 2. Noun, verb and rare adjective usage as per "cling".skittleAn upright object resembling a miniature bowling pin, cone or obelisk. Skittles, as employed in billiards games, have been so-called since at least 1634.[1] One standardized size, for the game five-pins, is 25mm (1 in.) tall, with 7mm (0.28 in.) round bases,[138] though larger variants have long existed for other games such as Danish pin billiards. Depending upon the game there may be one skittle, or several, and they may be targets to hit (often via a carom) or obstacles to avoid, usually the former. They are also sometimes called pins, though that term can be ambiguous. Because of the increasing international popularity of the game five-pins, which originated in Italy, they are sometimes also known by their Italian name, birillo (plural birilli), even in English. Skittles are also used as obstacles in some artistic billiards shots. Flat, thin rectangular skittles, like large plastic dominoes, approximately 6in. tall by 3in. wide, and placed upright like obelisks on the table in specific spots, are used as targets or hazards (mostly the latter) in the now-rare and principally Australian games devil's pool (ten white and two black pins)[139] and victory billiards (one black pin, also featured in several scenes of the 1992 sci-fi/pool film Hard Knuckle).[140] Skittles as used in billiards games date to ground billiards (13th century or earlier) played with a mace, and hand-thrown games of bowls from at least the same era using the same equipment. Ball games using a recognizable form of skittle are known from as early as ca. 3300 BCE in Ancient Egypt.[141] skunkDuring a set if the opponent does not win a single game, they are said to have been skunked. slateThe heavy, finely milled rock (slate) that forms the bed of the table, beneath the cloth. Major slate suppliers for the billiards industry are Italy, Brazil and China. Some cheaper tables, and novelty tables designed for outdoor use, do not use genuine slate beds, but artificial materials such as plastic-coated particleboard (some brands include Slatron and Permaslate), or medium-density fiberboard.[142][143]slide Also, sliding ball (when used in gerund form).Describes a cue ball sliding on the cloth without any top spin or back spin on it.[8] slip strokeA stroking technique in which a player releases their gripping hand briefly and re-grasps the cue farther back on the butt just before hitting the cue ball.[144] Cowboy Jimmy Moore was a well-known practitioner of the slip stroke. slop1.Also slop shot. A luck shot. Compare fish and fluke; contrast mark (sense 3) and call.2.Also sloppy. Descriptive of any game where the rules have been varied to allow luck shots not normally allowed or where no foul rules apply. slop pocketsPocket openings that are significantly wider than are typical and thus allow shots hit with a poor degree of accuracy to be made that would not be pocketed on a table with more exacting pocket dimensions.[121] slow1.Describes a billiard table with loosely woven, dirty, too-new or worn-out cloth (baize), upon which the balls move slower and shorter distances.[51] See table speed for more information.2.Producing dull, sluggish action; said of cushions or of the balls, in addition to the above, cloth-related definition.[71]3.Unusually rejecting of balls; said of pockets; see pocket speed (sense 1) for more information."Fast" is the direct opposite of "slow" in all of these usages.small Also smalls, small ones, small balls.In eight-ball, to be shooting the solid suit (group) of balls (1 through 7); "you're the small one" or "I've got the smalls". Compare little, solids, reds, low, spots, dots, unders; contrast big. smash and prayA variant of hit and hope, but played with unnecessary force, in hopes that the undesirable ball layout on the table is sufficiently re-arranged by careening balls that something good will result for the shooter (even if it is simply a bad leave for the incoming player). smash-throughThe effect of shooting regulation-weight object balls with an old-fashioned over-weight bar table cue ball, such that the cue ball moves forward to occupy (sometimes only temporarily), or go beyond, the original position of the object ball, even on a draw or stop shot, because the mass of the cue ball exceeds that of the object ball. Players who understand smash-through well can use it intentionally for position play, such as to nudge other object balls nearby the target ball. Smash-through also makes it dangerous in bar pool (when equipped with such a cue ball) to pocket straight-on ducks with a stop shot instead of by cheating the pocket because of the likelihood of scratching the cue ball.[16] snapSame as break, sense 1.[8][15] See also on the snap.sneaky Pete A two-piece cue constructed to resemble a house cue, with a near-invisible wood-to-wood joint.[145] The subterfuge often enables a hustler to temporarily fool unsuspecting fish into thinking that they are an unskilled banger with no regard for finesse or equipment quality. Many league players also use cheap but solid sneaky petes as their break cues. snickA British term for a pot that requires very fine contact between cue ball and object ball. See also feather. snooker1.Playing the brown ball, the player is snookered behind the black ball.(noun) The game of snooker.2.(verb) To leave the opponent (accidentally or by means of a safety) so that a certain shot on a preferred object ball cannot be played directly in a straight line by normal cueing. It most commonly means that the object ball cannot be hit easily, because it is hidden by another ball or, more rarely, the knuckle of a pocket (see corner-hooked). It can also refer to the potting angle or another significant point of contact on the object ball, blocking an otherwise more straightforward shot, even if an edge can be seen. A common related adjective describing a player in this situation is snookered.[20] Also known as "to hook", for which the corresponding adjective "hooked" is also common. See also free ball.3.(noun) An instance of this situation (e.g. "she's put him in a difficult snooker"). A player can choose a range of shots to get out of a snooker; usually a kick shot will be implemented but semi-masss are often preferred, and in games where it is not a foul, jump shots may be employed that often yield good results for skilled players. "Snooker" is used loosely (when used at all; "hook" is favored) in the US, but has very specific definitions and subtypes (such as the total snooker) in blackball.[12] See also safe.snooker spectacles Also snooker specs, snooker glasses.Same as billiards glasses. snookers requiredA stage in a frame of snooker where the points difference between the players exceeds the maximum number of points remaining on the table. The trailing player may either concede the frame at this stage or attempt to overcome the points deficit by securing penalty points from fouls, typically by placing the leading player in snookers. The number of snookers required is usually calculated as the number of four-point penalties thatin addition to the maximum points remaining on the tablewould enable the trailing player to win the frame outright or tie the scores and force a re-spotted black. E.g., a player who trails by 42 points with 35 points remaining is said to "require two snookers" because two four-point fouls, in addition to the remaining 35 points, would enable that player to win the frame by one point. If the blue or pink is the lowest-valued ball remaining on the table, the number of snookers required is calculated in terms of five- or six-point penalties respectively. A free ball can also help a trailing player overcome a points deficit. When a player can at best tie with the points remaining on the table, the referee will no longer apply the miss rule should either player fail to escape from a snooker. The miss rule still applies at the snookers required stage if a player misses a ball while not snookered. soft breakA break shot in which the rack (pack) is disturbed as little as possible within the bounds of a legal shot, in order to force the opponent to have to break it up further. A soft break is desirable in some games, such as straight pool, in which breaking is a disadvantage; and forbidden by the open break rules of other games such as nine-ball and eight-ball.solids Also solid, solid ones, solid balls.The non-striped ball suit (group) of a fifteen ball set that are numbered 1 through 7 and have a solid colour scheme (i.e., not including the 8 ball). As in, "I'm solid", or "you've got the solids". Compare lows, smalls, littles, reds, spots, dots, unders; contrast stripes. special averageAbbreviation: SA. In carom billiards, the number that indicates the relation between the points and innings (points innings = SA) a player has made in a single match. E. g. 40 points in 10 innings is a SA of 4.000. Higher numbers indicate better players. See also general average. speed1.A player's skill level (subjectively) or numerical handicap (objectively).[8][107]2.Rapidity with which a ball, especially the cue ball is rolling on the table. See also pocket speed (sense 2), speed control.3.Same as pocket speed (sense 1).4.Same as table speed (cloth speed). speed controlThe use of the correct amount of cue ball speed in position play to achieve proper shape for a subsequent shot.[146]speed-induced throw Throw (object-ball deflection away from the tangent line path of the object ball), induced by ball-against-ball friction being increased by a slow-speed shot prolonging the short length of time the two balls are in contact. A faster, harder shot can be used to avoid this effect, as it reduces the contact time and also reduces the object-ball friction on the cloth so that side spin it has picked up from the impact has less wheel-like, path-curving effect. Speed-induced throw can also be countered to some extent with top spin (follow) or bottom spin (draw), which help resist the object ball's inclination to pick up side-spin that will alter its path (cut-induced throw).[57][58] See throw for more details.spider Using a "spider" rest to raise the cue stick over an obstructing blue ballAlso spider rest. A type of rest, similar to a common American-style rake bridge but with longer legs supporting the head so that the cue is higher and can reach over and around an obstructing ball to reach the cue ball.[20] See also swan. spinBasic cue tip contact points on the cue ball to impart various forms of spin; top spin is also known as follow, side spin as english, and bottom spin as back spin, draw, or screw.Rotational motion applied to a ball, especially to the cue ball by the tip of the cue, although if the cue ball is itself rotating it will impart (opposite) spin (in a lesser amount) to a contacted object ball. Types of spin include top spin, bottom or back spin (also known as draw or screw), and left and right side spin, all with widely differing and vital effects. Collectively, they are often referred to in American English as "english", though the term is often reserved for side spin only. The popular introduction of controlled spin in billiards is credited to Franois Mingaud. See also mass.spin-induced throw Also english-induced throw: Throw (object-ball deflection away from the tangent line path of the object ball), induced by ball-against-ball friction being increased by side spin (english) cue ball that is in the same direction as the natural throw angle of the object ball, which also induced a small amount of rolling curve to the path of that object ball.[57][58] (Technically, an intermediary spinning object ball can also induce some throw on the final object ball, though an intentionally spun cue ball can have more much side spin and thus a more noticeable effect.) Application of precise opposite spin (gearing outside english) can counter this effect along with that of cut-induced throw. See throw for more details.split 1.Also split shot and split hit. In pool, a type of shot in which two object balls are initially contacted by the cue ball simultaneously or so close to simultaneously as for the difference to be indistinguishable to the eye.[23] In most sets of rules it is a foul if the split is one in which one of the object balls is a (or the only) legal target (ball-on) and the other is not; however, such a split is commonly considered a legal shot in informal bar pool in many areas if it is called as a split and does appear to strike the balls simultaneously.2.In pool, the degree to which racked balls move apart upon impact by the cue ball as a result of a break shot.3.In snooker, a shot sending the cue ball into the pack of red balls and separating them (after potting the ball-on). At least one split is usually necessary in each frame, since the original triangle of reds does not allow any balls to be potted reliably.spot (noun) 1.spot, a: In pool games such as nine-ball, a specific handicap given (e.g., "what spot will you give me?").2.spot, a: In snooker, any of the six designated points on the table on which a colour ball is replaced after it has left the playing surface (usually after it has been potted).3.spot, a: An (often unmarked) point on the table, at the intersection of two strings. See foot spot, head spot, center spot for examples.4.spots: Alternate name for a table's diamonds (sights).[147]5.spot, the: Also spot ball, spotted ball, the spot. In carom billiards and English billiards, the second player's cue ball, which for the shooting player is another object ball along with the red. Contrast the white ball, the starting player's cue ball.[34]6.spots: Also spot balls, spotted balls, the spots. Chiefly British. In a numbered pool ball set, the group of seven balls, other than the black, that are a solid colour with the number on the ball inside a small white spot on the otherwise solid-coloured surface. Also referred to as solids; chiefly American colloquialisms are lows, littles and smalls, while alternative British terms include dots and unders. Contrast stripes.7.spot, the: Short for black spot.[25]spot (verb) 1.In pool, return an illegally pocketed object ball to the table by placement on the foot spot or as near to it as possible without moving other balls (in ways that may differ from ruleset to ruleset).[23]2.In snooker, to return a colour ball to its designated spot on the table. Also called re-spot.3.In nine-ball, the giving of a handicap to the opponent where they can also win by making a ball or balls other than the 9 ball (e.g. "she spotted me the seven ball").4.In eight-ball, one-pocket and straight pool, the giving of a handicap to the opponent where they have to make fewer balls than their opponent does.5.In some variants of pool, to place the cue ball on the head spot or as near to it as possible inside the kitchen/baulk, after the opponent has scratched. spot boyIn English billiards, a person appointed to re-spot the red ball after it has been potted.[148] spot shotThe situation arising in many pool games where a ball is spotted to the table's foot spot or some other specific location and the cue ball must be shot from the kitchen or the "D". There are diamond system aiming techniques for pocketing such shots without scratching the cue ball into a pocket.[149]spot stroke Also spot-stroke, spot hazard. A form of nurse shot in English billiards, in which the red ball which must be spotted to a specific location after each time it is potted, prior to the next shot being taken is potted in such a way as to leave the cue ball in position to repeat the same shot, permitting a skilled player to rack up many points in a single break of these shots in one visit.[149] squeeze shotAny shot in which the cue ball or an object ball has to squeeze by (just miss with almost no margin for error) another ball or balls in order to reach its intended target.[147][clarification needed] squirtSame as cue-ball deflection.[8] Squirt has also been applied metaphorically in sports journalism and the gaming press to describe the escape of a ball or puck from player control.[150][151] However, it remains primarily a cue-sports technical term, and does not appear to be frequently used as jargon in football, hockey, or other sports. stake1.(noun) A player's wager in a money game. Contrast pot, definition 3.2.(verb) To provide part or all of a player's stake for a gambling session in which one is not a player,[1] i.e. to be a stakehorse for the player. Same as back. stakehorseOne who stakes (monetarily backs) a gambling player; a.k.a. backer.[1] "Stakehorse" can also be used as a verb.[15]stall 1.To intentionally hide one's "speed" (skill); "he's on the stall."[152]2.To intentionally play slowly so as to irritate one's opponent. This form of sharking has been eliminated from many tournaments with a shot clock, and from many leagues with time-limit rules. stanceA shooter's body position and posture during a shot.[153][23] See also cue action. stay shotIn the UK, a long-distance shot played to pot a ball close to a pocket with heavy top spin, so that when the cue ball hits the cushion it bounces off but then stops due to the counteraction of the spin. It is not common in competitive play, being more of an exhibition shot. steeringThe lamentable practice of not following through with the cue straight, but veering off in the direction of the shot's travel or the side english is applied, away from the proper aiming line; a common source of missed shots. stickSame as cue. stop shotAny shot where the cue ball stops immediately after hitting an object ball.[23] Generally requires a full hit.[154]straight eight Also straight eight-ball.Same as bar pool. Not to be confused with the games of straight pool or straight rail. straight upTo play even; without a handicap. Also called heads up. strike rateIn snooker, the average number of frames per century for a given player. string1.A (usually unmarked) line running across the table between one diamond and its corresponding diamond on the opposite rail. See also head string, foot string, long string for examples.2.Same as scoring string, a.k.a. wire sense 2. Can be used as a verb, as in "string that point for me, will you?"3.A successive series of wins, e.g. of games or frames in a match or race.4.Chiefly British; same as lag.5.A metaphor for precise control, as in Having the cue ball on a string.string-off Also string off. Obsolete:Same as string, sense 4, and lag.[34]stripes Also striped ones, striped balls.The ball suit (group) of a fifteen ball set that are numbered 9 through 15 and have a wide coloured bar around the middle. Compare bigs, highs, yellows, overs; contrast solids. stroke1.The motion of the cue stick and the player's arm on a shot;[153]2.The strength, fluidity and finesse of a player's shooting technique; "she has a good stroke."3.See In stroke: A combination of finesse, good judgement, accuracy and confidence. stroke, catch aTo suddenly be in stroke after poor prior play; "she caught a stroke." stroke, to be inSee In stroke. stun run-throughA shot played with stun, but not quite enough to completely stop the cue ball, allowing for a little follow. It is played so that a follow shot can be controlled more reliably, with a firmer strike than for a slow roll. It is widely considered[weaselwords] as one of the most difficult shots in the game to master, but an excellent weapon in a player's armory once it has been. stun shotA shot where the cue ball has no top spin or back spin on it when it impacts an object ball, and "stuns" out along the tangent line. Commonly shortened to just "stun." sucker shotA shot that only a novice or fool would take. Usually because it is a guaranteed scratch or other foul, or because it has a low percentage of being pocketed and is likely to leave the opponent in good position. suitA (principally American) term in eight-ball for either of the set of seven balls (stripes or solids) that must be cleared before sinking the 8 ball. Borrowed from card games. Generally used in the generic, especially in rulesets or articles, rather than colloquially by players. See also group for the British equivalent. surgeonA player skilled at very thin cut shots, and shots in which a ball must pass cleanly through a very narrow space (such as the cue ball between two of the opponent's object balls with barely enough room) to avoid a foul and/or to pocket a ball.[155] Such shots may be referred to as "surgery", "surgical shots", "surgical cuts", etc. (chiefly US, colloquial). See also feather (US) or snick (UK).swan Using a "swan" rest to raise the cue stick over obstructing ballsAlso swan rest. A type of rest, similar to a spider in that the head is raised by longer supporting legs, but instead of a selection of grooves on the top for the cue to rest in there is only one, on the end of an overhanging neck, so that a player can get to the cue ball more easily if the path is blocked by two or more obstructing balls. Also known as the goose neck.[12] sweatersThose who are stakehorsing a match or have side bets on it and are "sweating the action",[84] i.e. nervous about its outcome. swerveAn unintentional and often barely perceptible curve imparted to the path of the cue ball from the use of english without a level cue. Not to be confused with a swerve shot. swerve shotSame as semi-mass. Compare curve shot. table clothSame as cloth. table rollA flaw in the table, such as lack of leveling, loose cloth at the fall of a pocket, a divot in the bed, etc., that causes a ball, especially a slow-moving one, to not roll or settle as expected.table run See run the table.table scratch 1.Failure to hit any legal object ball at all with the cue ball. In most sets of rules, this is a foul like any other. However, in some variants of bar pool a table scratch while shooting for the 8 ball is a loss of game where other more minor fouls might not be, as is scratching on the 8 ball (neither result in a loss of game in professional and most amateur league rules).2.By way of drift from the above definition, the term is also applied by many league players to the foul in more standardized rules of failing to drive a (any) ball to a cushion, or to pocket a legal object ball, after the cue ball's initial contact with an object ball.3.Uncommonly, and by way of entirely different derivation ("scratch off the table"), it can also mean knocking the cue ball (or more loosely, any ball) completely off the table.table speed Subjective assessment of the rapidity with which balls move on the billiard table's cloth (baize). Balls roll faster and farther on "fast" tables with tightly woven, broken-in, clean cloth as they experience less friction than with "slow" cloth that is dirty or is fuzzy because of a loose weave and cheap material or because it is wearing out. The terms may be used comparatively, as in "this is a really fast table", or "I don't like cloth this slow". Fast cloth can make draw (screw) shots somewhat less effective, as there is less purchase for the cue ball's back spin. On the other hand, slide and stop shots are easier on fast cloth because it is so comparatively smooth.[51] Sometimes called cloth speed.talc Also hand talc.White talcum powder placed on a player's bridge hand to reduce moisture so that a cue's shaft can slide more easily. Many establishments do not provide it as too many recreational players will use far more than is necessary and transfer it all over the table's surface, the floor, furniture, etc. Venues that do provide it usually do so in the form of compressed cones about 6 inches tall. Some serious players bring their own, in a bottle or a porous bag that can be patted on the bridge hand. Many players prefer a pool glove. Talc is frequently mistakenly referred to as "hand chalk", despite not being made of chalk. tangent lineThe imaginary line drawn perpendicular to the impact line between the cue ball and an object ball. The cue ball will travel along this line after impact with an object ball if it has no vertical spin on it (is sliding) at the moment of impact on a non-center-to-center collision. See also stun shot and ghost ball. tankTo purposefully lose games in order to gain a better draft selection or to be more competitive in the future. This is usually performed when a team is out of or unlikely to take part in a league's postseason. taperThe profile of the shaft of the cue as it increases in diameter from the tip to the joint. A "fast" or "slow" taper refers to how quickly the diameter increases. A "pro" taper describes a shaft that tapers rapidly from the joint size to the tip size so as to provide a long, untapered stroking area. tapperA tip tool with fine, sharp points used to roughen the cue tip to better hold chalk after it has become hardened and smooth from repeated impacts with the cue ball. Tappers are firmly tapped on or pressed against the tip. Scuffers serve the same purpose, but are used differently. template1.See pocket template.2.See racking template.3.See training template.ten-ball 1.Main article: Ten-ballAn outgrowth of nine-ball to make a more challenging game, it is a rotation game played with ten object balls and with the 10 ball as the game ball or "money ball". It is played by most of the same rules as nine-ball (especially that the lowest-numbered object ball remaining on the table must always be struck first by the cue ball), but differs (in the WPA standardized rules) in that shots must be called.2.The spelled-out name of the 10 ball. thinSee overcut.three-ball 1.Main article: Three-ballAn amateur multi-player (and often gambling) game, played with three object balls, racked either in a triangle or a straight line toward the end rail from the foot spot. The game is played by each player trying to pocket all three balls (the same player remaining at the table until this is done) in as few shots as possible and without incurring any fouls. Luck plays a more significant role in this game than usual, due to the possibility of pocketing two or even all three balls on the break shot.2.The spelled-out name of the 3 ball.three-foul rule The three-foul rule describes a situation in which a player is assessed a defined penalty after committing a third successive foul. The exact penalty, its prerequisites and whether it is in place at all, vary depending on the games. In nine-ball and straight pool, a player must be the told they are on two fouls in order to transgress the rule, and if violated, results in a loss of game for in former, and a special point penalty of a loss of fifteen points (plus one for the foul itself) in the latter together with the ability to require the violator to rerack and rebreak. In WEPF eight-ball, it is a loss of game if a player commits a third foul while shooting at the black. In snooker, three successive fouls from a non-snookered position result in forfeiting the frame. Repeat fouls from a snookered position are quite common Dave Harold holds the record in a competitive match, missing the same shot 14 successive times. throwThe normal phenomenon, present to some degree on all cut shots, whereby the object ball is pushed in a direction slight off the pure "ghost ball" contact angle between the two balls. Throw is caused by the friction imparted from the first, moving ball sliding or rotating against the second, stationary ball.[23] Same as object-ball deflection. While throw is most easily observed between the cue ball and an object ball, it also happens between two or more object balls, which is one of the factors that makes combination shots challenging.The amount of this deflection of an object ball from its expected path is increased by several things, including by dirty or pitted balls that briefly grip each other more, by a thick cut-shot angle that provides for extended friction between the balls (cut-induced throw), by slow ball-contact speed (speed-induced throw) for the same reason, by stun shots for the same reason, and by the object ball being impacted by a ball that is rapidly side-spinning (spin- or english-induced throw), which causes the object ball to roll in a curve more toward that throw direction. Throw is reduced by higher-speed impact, by draw or follow (bottom or top spin), and by side-spin counter to the direction of the natural throw. Skilled players thus often shoot cut shots with a small amount of outside english gearing outside English to neutralize the cut-induced throw that widens the shot away from the tangent line, though other techniques may be required instead or in combination with that, depending on the desired cue-ball position at the end of the shot.[57][58] tickieA shot in which the cue ball is driven first to one or more rails, then hits an object ball and kisses back to the last rail contacted. It is a common shot in carom games, but can be applied to such an instance in any relevant cue sport. In pool, it is most often used as a form of short-distance clearance shot. tied upDescribing a ball that is safe because it is in close proximity to one or more other balls, and would need to be developed before it becomes pottable. tight1.Describing a situation where a pot is made more difficult, either by a pocket being partially blocked by another ball so that not all of it is available, or the cue ball path to the object ball's potting angle involves going past another ball very closely.2.Describing pockets that are themselves narrower than average, making for a more challenging table.3.Chiefly British: A resting ball that is in actual contact with a cushion is said to be "tight" to that cushion. The chiefly American term "frozen" means the same thing, except that it can also apply to a ball in contact with one or more other balls rather than with a cushion. time shotAny shot in which the cue ball moves another ball to a different position and then rebounds off one or more rails to contact the object ball again (normally in an attempt to pocket it or score a billiard).[23] timingThe ease with which a player generates cue power, due to well-timed acceleration of the cue at the appropriate point in a shot. tipSame as cue tip. tip clampA small clamping tip tool used to firmly hold and apply pressure to a replacement cue tip until the glue holding the tip to the ferrule has fully dried.tip tool Also tiptool, tip-tool.Any of a class of maintenance tools for cue tips, including shapers, scuffers, mushroom trimmers, tappers, burnishers and tip clamps. Road, league and tournament players often carry an array of tip tools in their cases. The term is not applied to cue chalk.titty Also tittie; plural titties.Same as knuckle. By analogy to the human breast.titty-hooked Also tittie-hooked.Same as corner-hooked. tonIn snooker, same as century. top1.Chiefly British: The half of the table in which the object balls are racked (in games that use racked balls). This usage is conceptually opposite that in North America, where this end of the table is called the foot. In snooker, this is where the reds are racked, nearest the black spot; this is the area in which most of the game is usually played. Contrast bottom.2.Chiefly American: Exactly the opposite of the British usage above the head end of the table. No longer in common usage.3.Short for top spin, i.e. same as follow. top cushionChiefly British: The cushion on the top rail. Compare foot cushion (U.S.); contrast bottom cushion. top-of-the-table playThis technique involves all three balls being grouped in close proximity at the top end of the table and scoring with a succession of short-range pots and cannons. A typical starting point is with the red placed on its spot, object white on or near the centreline somewhere between the spot and the top cushion, and the cueball posed nearby to pot the red or make a gentle cannon. If the pot, then it should be played so as to leave the cueball in a good position for the next shot. If the cannon, then the purpose is to disturb the object white as little as possible and finish clear to pot the red that has been left near the corner pocket. Then in potting the red the cueball must again be left in a good position for the next shot, and so on. This form of play makes it possible to compile really big breaks in relatively short time. top railChiefly British: The rail at the Top of the table. Compare foot rail (U.S.); contrast Bottom rail.top spin Also topspin, top-spin, top.Same as follow. Contrast bottom spin, back spin. See illustration at spin. total clearanceA term used in snooker for the potting of all the balls that are racked at the beginning of the frame in a single break (run). The minimum total clearance affords 72 points (barring multiple reds being potted on a single stroke), in the pattern of red then yellow repeatedly until all reds are potted, then all of the colour balls. The maximum break is 147 (barring a foul by the opponent immediately before the break began). total snookerIn blackball,[12] a situation where the player cannot see any of the balls she/he wants to hit due to obstruction by other balls or the knuckle of a pocket. The player must call "total snooker" to the referee, which allows a dispensation to the player from having to hit a cushion after contacting the object ball, which is otherwise a foul. touching ballTouching ball with red ballIn snooker, the situation in which the cue ball is resting in contact with an object ball. If the object ball is a ball that may legally be hit, then it is allowable to simply hit away from it and it counts as having hit it in the shot. If that ball moves, then a push shot must have occurred, in which case it is a foul. This rule is sometimes applied to British pool as well as snooker. In American-style pool, and in carom billiards, a less stringent definition of a push shot applies; see frozen. tournament cardJargon for a tournament chart, showing which players are playing against whom and what the results are. Often shortened to card. trebleSame as triple. treble centurySame as triple century. training templateTraining templateA thin sheet of rigid material in the size and shape of a physical ball rack (e.g. a diamond for nine-ball), with holes drilled though it, which is used to make permanent divots in the cloth of the table, one at a time for each ball in the racking pattern, by placing the template on the table, and then a ball in one of the holes in the template by tapping it sharply from above to create the cloth indentation. The holes are spaced slightly closer than the regulation ball width of 212inch (57.15mm) apart, so that when the balls settle partially into their divots, the outer sides of these indentations create ball-on-ball pressure, pushing the balls together tightly. The purpose of the template is to do away with using a physical rack, with racking instead being performed simply by placing the balls into position, and the divots aligning them into the tightest possible formation automatically. This prevents accidental loose racks, and also thwarts the possibility of cheating by manipulating the ball positions while racking. The European Pocket Billiard Federation (EPBF, Europe's WPA affiliate organization) has adopted this racking technique for its professional Euro-Tour event series.[156] See also racking template, pocket template. triangleRacking up a game of cribbage pool using the triangle rack, with the 15 ball in the middle, no two corner balls adding up to 15, and the apex ball on the foot spot1.A rack in the form of an equilateral triangle. There are different sizes of triangles for racking different games (which use different ball sizes and numbers of balls),[23] including the fifteen ball racks for snooker and various pool games such as eight-ball and blackball. A larger tri

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A newer version of this source is available: 2022 ed.Retrieved from " INTRODUCTIONUPA Rules are consistent nationwide and are designed to produce fair, orderly, and challenging league night play for all members. The UPA does not recognize, nor allow, variation(s), documents or local bylaw(s) of any kind.1.0 OBJECT OF THE GAMEThe object of 9-ball is to win by legally pocketing the 9-ball.The cue ball must strike the lowest numbered ball first for a legal hit to occur. After the lowest ball is struck, either the cue ball or any numbered ball may hit the 9-ball into any pocket for the win. If the shooting player pockets the lowest numbered ball or any other numbered ball after a legal hit, the shooting player continues. If no ball is pocketed, either the cue ball or any numbered ball must touch a rail after the cue ball contacts the lowest numbered ball for the shot to be legal.NOTE: If the 9-ball is pocketed illegally, then it is to be spotted on the foot spot with the incoming player having ball in hand.2.0 LAG FOR BREAKThe player with the lowest Speed (Rating) shall break first with an alternating break format thereafter. In the event that two players with equal Speeds play, a Lag for Break shall determine who breaks first with an alternating break format thereafter. Winner of lag is the player whose ball is closer to head of the rail.2.1 How to Rack The balls are racked in a diamond shape with the 1-ball on the foot spot at the top of the diamond, the 9-ball in the center of the diamond, the 2-ball at the bottom of the diamond, and the rest of the balls randomly dispersed throughout the rack.NOTE: Tables may have flaws that do not allow for acceptable racks directly upon the foot spot. In these cases, players are allowed to rack within a dimes radius of the direct foot spot to achieve a desired rack. Touching or positioning of balls after the rack has been removed is never permitted (exception magic rack) Player must re-rack if this occurs (see 8.5, Ball Tapping).2.2 Rack Your Own When there is no official available, each breaking player shall be responsible for providing themselves a legal and solid rack.3.0 LEGAL BREAK SHOTFor the break shot to be legal, the breaker (with the base of the cue ball placed anywhere behind the head string) must either pocket a number ball or drive at least three (3) number balls to one or more rails. If the breaker fails to make the legal break requirement, the balls will be re-racked and the opponent shall have the option of breaking, or requesting the offending player to break again.NOTE: If the cue ball is touched by the cue tip and does not meet the legal break requirement, it is considered an illegal break.A Legal Break with a Foul committed:If the breaker makes a legal break, however, commits a foul on the legal break the game is to continue with the opponent having ball in hand.Break fouls include the following:If the 1-ball was not struck first.If the cue ball is pocketed or driven off the table.If any numbered ball leaves the table or comes to rest on top of a rail.NOTE: A foul on a legal break counts toward the three fouls in the Three Consecutive Fouls loss of game rule (see 8.2).4.0 9-BALL POCKETED ON THE BREAKLegally pocketing the 9-ball on the break wins the game for the breaker.5.0 PUSH OUTOnly on the shot immediately following the break, the shooting player may elect to call a Push. On a Push Out, (roll-out) the shooter is required to hit the cue ball, but the cue ball is not required to touch another ball or a rail. The shooting player must declare their intention to push either to his opponent or to the referee, or the shot is considered a normal shot. Any ball pocketed on a Push stays down except the 9-ball, which would be spotted on the foot spot immediately following the Push. Following a legal Push shot, the incoming player has the option to take the shot from the new position(s) or to pass the shot back to the player who Pushed Out. No matter who shoots next, on the shot immediately following the Push Out, the normal course of play continues.6.0 CONTINUING PLAYOn the shot immediately following a legal break and/or a Push Out, the shooting player must contact the lowest numbered ball on the table or it is a foul. The player continues to shoot until they miss, foul, or win. If the player misses or fouls, the other player begins the inning and shoots until missing, committing a foul, or winning. The game ends when the 9-Ball is pocketed on a legal shot or game is forfeited by either player.7.0 BALL IN HAND FOUL PENALTIESWhen a player commits a ball in hand foul, they must relinquish their turn at the table. The incoming player may now place the cue ball anywhere on the table to start their inning. If a player commits more than one foul on one shot, only one foul will be called.7.1 Cue Ball Fouls Onlya) Touching the cue ball: Hitting the cue ball and any other ball simultaneously, or previously is a foul. Touching or causing even the slightest movement of the cue ball (other than a normal shot), even accidentally, is a foul. A player may use the ferrule or shaft of the cue to position the cue ball when a cue ball in hand is in play. Using the tip is a foul, and ball in hand will be given to the other player.b) Touching a moving object ball: Touching a moving object ball or allowing a moving ball to hit a foreign object is a ball in hand foul. If the accidental movement of a ball(s) results in the disturbed ball(s) being struck by any moving balls in play, it results in a ball in hand foul.c) Touching a still object ball: Any still object ball moved can only be moved back to its original position with the permission of the opponent. The opponent may exercise the option of keeping disturbed ball(s) in new position if they so choose. Only after receiving consent from the opponent, the player who has committed the error may move the disturbed object ball(s) back to original position. If the player who has committed the infraction touches any of the disturbed balls without consent of the opponent, it will result in a ball in hand foul to the opponent.NOTE: If the 9-ball was pocketed by a players hand or cue, it is a ball in hand foul to the opponent, and the opponent has the option of placing the 9-ball back to its original position or having it placed on the foot spot. Opponent shall continue with ball in hand.7.2 ScratchPocketing the cue ball or driving it off the table is a ball in hand foul.7.3 Bad HitIf the first object ball contacted by the cue ball is not the lowest numbered ball in the remaining order, it is a ball in hand foul.7.4 No RailIf after the cue ball strikes a legal ball and neither the cue ball nor any other ball hits a rail or is pocketed, it is a ball in hand foul. A Frozen (touching) object ball to the rail does not meet this requirement by virtue of it not hitting a rail.NOTE: Players are encouraged to mutually acknowledge when the object ball is Frozen (touching) to the rail.7.5 Balls Off the TableCausing any ball to come to rest off the pool table is a foul and any such ball(s) are pocketed. This includes any accidental movement of a ball which results in a ball falling into a pocket. The ball accidentally pocketed is not brought back into play, and the incoming player has ball in hand. If a player knocks a ball off the table and the ball returns to the playing surface after hitting a person or an object, it is a foul (the ball remains on surface). If no object or person was contacted, then normal rules of play apply once the ball returns to the playing surface.NOTE: If a player removes the 9-ball from the playing surface, it results in a foul and the 9-ball is placed on the foot spot.7.6 Foot on the FloorFailure to have at least one foot touching the floor at the moment the cue tip strikes the cue ball is a ball in hand foul.7.7 Jump ShotAny miscue on a jump shot is a ball in hand foul. A legal jump shot must be executed by stroking down through the cue ball (no scooping or miscues).7.8 Moving BallShooting while any ball is moving is a ball in hand foul.7.9 Double HitIf the cue tip strikes the cue ball twice on the same stroke, it is a ball in hand foul. In order to avoid a double hit, the cue ball must be struck at a minimum of a 45 angle whenever in contact with or riskily close (1/2 inch or closer) to the intended object ball.NOTE: Calling a referee to watch the hit is always preferable. The referee shall assume that a foul has been committed if the 45 rule was not utilized by the shooter.7.10 Head StringThe base of the cue ball must be behind the head string on the break or it is a ball in hand foul.7.11 Ball in Hand Placement To touch an object ball, in any way, while placing the cue ball is a ball in hand foul.7.12 InterferenceWhile the shooting player is at the table, the non-shooting player (including teammates), cannot disturb, make noises, move around, cause distraction (shark) in any way. All players must conduct themselves in a respectful manner consistent with that of a professional, or it may result in an Official Warning by a UPA representative or tournament official followed by the calling of a foul (ball in hand) for interference.NOTE: It is understood that the match is between the two players and teammates are not permitted to instruct unless called upon by the shooting player for a Rules Clarification or Time Out (see 8.6, Coaching Assistance).7.13 Marking the Table Marking the table in any way that could provide a player with an advantage in executing a shot is a foul, unless the mark is removed to the satisfaction of the opponent or referee prior to shooting.7.14 Playing Out of TurnIf/when a player shoots out of turn and it is brought to the attention of the offending shooter, the rightful player is to return to the table and continue without any penalties/fouls. It is the responsibility of both players to assume control of the table on their proper inning.8.0 LOSS OF GAME8.1 Opponent WinsThe opponent legally pockets the 9-ball.8.2 Three Consecutive FoulsIf a shooter commits a foul three times in a row without making an intervening legal shot, the result is a loss of game. The three consecutive fouls must occur in the same game. After the 2nd foul has been committed, the opponent must verbally warn the shooter that they have committed their 2nd foul. A 3rd foul will result in a loss of game.NOTE: If the shooter is not warned after the 2nd foul and commits a 3rd, it will not be a loss of game. The opponent must again warn the shooter that the next foul committed will result in a loss of game.8.3 Conceding a GameAny concession of game, for any reason, is considered a loss for the offending player.8.4 Concession of a MatchUnscrewing any cues during the last game, putting on a jacket, leaving the room, or undertaking any other actions which would indicate that the match is over, is considered a forfeiture of the match (consult UPA representative or tournament official).8.5 Ball TappingTapping balls is not permitted. After an Official Warning by a UPA representative or tournament official has been granted to the offender, the penalty for ball tapping shall be the loss of the current game. Only tournament officials may tap in balls when warranted.8.6 Coaching AssistanceDuring their inning and only once per game, only the shooting player may call a Time Out that shall last no more than a two (2) minute period. During this time the player may receive instruction from an available teammate. Otherwise a player who receives advice (anytime) shall grant a ball in hand foul to the opponent. And on the second (2nd) infraction shall grant the current game in favor of the opponent by a forfeit.Calling a Time Out: When the shooting player calls a Time Out they are to select an available team member to immediately assist them without conferring with other parties.8.7 ForfeitsPlayers are allotted fifteen (15) minutes to begin their match, or the match is considered forfeited.NOTE: Once a match is scheduled to start and a fifteen (15) minute count is desired, the opponent is to notify a tournament official, or UPA representative for an official count.9.0 GENERAL POOL RULES9.1 Shot ClockShot Clock implementation is at the sole discretion of the UPA, its representatives or tournament officials. When a shot clock is utilized it shall be used for both players competing in the following manner:Each shooting player is allotted one (1) minute per shot, or a ball in hand foul shall be granted to the opponent. The shot clock begins when all balls come to rest. The time keeper (designated by UPA) shall call out Ten Seconds once the fifty (50) second mark has been reached, unless the shooter is down on the shot in preparation to shoot. Once one (1) minute has been reached on the shot clock, the shooter must either be stroking or have shot. If the shooter rises (gets off the shot) without execution after the one (1) minute mark has been reached, it shall result in a ball in hand foul to the opponent.9.2 Split HitsIf the cue ball strikes a legal object ball and a non-legal object ball at about the same instant and it cannot be clearly determined which ball was hit first, the judgment will go in favor of the shooter.9.3 Ball Rebounds from PocketBalls must remain in a pocket to count as pocketed. If a ball goes into a pocket and bounces back on to the playing surface, it is not considered pocketed. If it is the 9-ball, it is not a win. If it is the cue ball, it is not a scratch. Clearing pockets which are full or nearly full of balls is the responsibility of the shooting player.9.4 Hanging BallIf any ball hangs in a pocket and drops within 5 seconds after coming to complete rest, the ball is considered to be pocketed. If a hanging ball drops in the pocket after being at rest for more than 5 seconds, the ball is returned to the original position on the edge, and the incoming player may begin. Both players will have the opportunity to argue their case. The referees decision is final.9.5 Suspended BallsIf one or more balls become suspended in a pocket beyond the edge of the slate because it is partially supported by other pocketed balls, it is considered pocketed if the removal of the supporting ball(s) would cause the supported/suspended ball(s) to fall into the pocket. Tournament officials are the sole judges of whether this rule applies to any situation.9.6 Settling Into PlaceA ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the cloth or table slate. Unless this causes a ball to fall into a pocket, it is considered a normal hazard of play and will not be moved back. If a ball falls into a pocket as a result of such settling, it is replaced as close as possible to its original position on the lip of the pocket. If a ball falls into a pocket during or just prior to a shot and it has an effect on the shot, the referee will restore the ball to its original position and the shot will be replayed. Players are not penalized for shooting while a ball is settling.9.7 Jump ShotsIt is legal to cause the cue ball to leave the surface of the table by elevating the butt of the cue and, with a downward stroke, forcing the cue ball to rise off the playing surface. For the shot to be legal only the cue tip may touch the cue ballthe shot must not be scooped by the ferrule or shaft. Any miscue on a jump shot is a ball in hand foul. A legal jump cue must be at least 40 inches in length and constructed in typical cue fashion.NOTE: Standard jump cues are accepted, including phenolic tips. However, cues that are not typical in appearance must be accepted and approved by the UPA.9.8 Use of Equipment Only equipment generally accepted throughout the industry in professional events is permitted. However, using said equipment in a non-customary manner is never allowed and constitutes a foul. It is the responsibility of the shooting player to know what the intended use of each piece of equipment is: the bridge, jump cues, extensions, etc.NOTE: The use of headphones and other devices are not permitted. The use of racks and balls not provided by the venue must be agreed upon by both players.10.0 TOURNAMENT DIRECTOR/REFEREES10.1 Player ResponsibilityIt is the responsibility of each member to be aware of all rules, regulations, and schedules relating to competition. Tournament officials will make every reasonable effort to make the information readily available to all players; however, the ultimate responsibility rests with each individual player. There is no recourse if a player does not obtain correct or complete information.NOTE: Players may always call for rule clarifications during league play. This is not considered a Time Out.10.2 RefereesThe League Operator (or representatives) will perform the duties of a referee in the event that referees are busy or not utilized. If the Tournament Director, their assistants, or a referee cannot be found within a reasonable time frame, a spectator may sub as an official referee when agreed upon by both players and in accordance with UPA rules.10.3 Playing Without a RefereeWhen a referee or tournament official is not available, the players in the match will be responsible for racking balls, watching/calling fouls (including on themselves), and insuring adherence to UPA rules of competition. Both players may agree on an audience member (familiar with UPA rules) to stand in and perform any duty of a tournament official.10.4 Questionable ShotIf there is a shot that could be a questionable hit or foul, the seated player is responsible for calling for a tournament official or agreed upon third (3rd) party to watch the hit before the opponent shoots. Once notified, the player at the table must then wait for an official to watch the shot. Likewise, if a player is uncertain whether some rule has been broken, they are responsible for seeking immediate clarification from league officials or the rulebook before play continues. After play continues, it is unlikely that a problem can be remedied.NOTE: If a tournament official or third (3rd) party was not utilized, the call shall be left to the shooter without further discussion.10.5 Scoring Calling your shots is strictly for the purpose of (scoring) as 9-ball is not a call pocket game. Players are encouraged to score their own matches to ensure accuracy, however a third (3rd) party is permitted. The scorer is charged to accurately record what actually took place on the pool table and may clarify with the shooter what the intention was whenever needed. A player always has the right to consult the Scorecard with the scorekeeper. Any disagreements shall be determined by a UPA representative.NOTE: If it is believed a player is purposely calling a pocket, however actually playing a safe, then a safety (S) shall be recorded.10.6 Advice vs. Rules ClarificationThe referee must never give advice nor offer an opinion on points of play. Only when asked for clarification of a rule will the referee then explain that specific rule. Any incorrect statement made by the referee will not protect a player from enforcement of the actual rule. When asked, the referee must tell either player the score, whether the cue ball is frozen to an object ball or rail, etc. If the referee sees that a foul is about to be committed by either player, he must say nothing until after the foul, since any warning before the foul would constitute advice from the referee.10.7 Prompting Official WarningsIf either player has the opinion that the referee is failing to issue a mandatory Official Warning, they may remind the referee that such a warning is necessary.10.8 Calling FoulsThe referee will call all fouls as soon as they occur and will inform the incoming player that they have ball in hand.10.9 Protesting FoulsIf a player believes that the referee has failed to call a foul, he must protest to the referee before their opponent takes the next shot. If the player fails to do so, the foul is considered to have not occurred.10.10 Restoring PositionWhen it becomes necessary, the referee will restore disturbed balls to their original positions to the best of their ability. If the referee is not sure of original positions, they may solicit information for this purpose. If the balls were disturbed by a player in the match, the opponent has the option of preventing restoration. If the balls were disturbed by someone else, it is mandatory for the referee to restore the balls. In this case, if the outside interference had an effect on the outcome of the shot, the referee may instruct the shooter to replay the shot after restoration. If not, the referee will instruct the shooter to continue play after restoration.10.11 VerificationThe referee may use any means to gather needed information in order to make a decision concerning a disputed play or game situation.10.12 Replay of GameA replay of game is only warranted under the following unique circumstance;Table Failure; torn cloth, balls stuck in pocket, etc.10.13 Resolving DisputesAny disagreement between the two players will be resolved by the League Operator or appointed representatives, or any administrative member of the UPA.11.0 SPECIAL RULINGSAny rule or situation not covered in this text shall be decided in an expedient manner by the League Operator, appointed representatives or any administrative member of the UPA in accordance with UPA ideals and guidelines for the purposes of league play to continue. Such expedient rulings shall then be made known to the administration of the UPA Corporate Office and its Touring Professionals before further instruction or implementation of the matter is finalized.11.1 BylawsThese rules are consistent nationwide and are not to be altered in any way, shape, or form. The implementation of any Bylaws, or any other document, is strictly prohibited by UPA Corporate Office.11.2 AddendumFrom time to time there may be an addendum issued by the UPA to the UPA Official Rule Book, and it is each Members and individual players responsibility to keep current.

Do you have to call the 9 ball. Rules 9 ball. Is there a 9 ball in pool. Do you have to call the 9 ball in pool. Do you have to call the 9 ball in 9 ball.