

RULES

Governing the Game of

FIFTEEN-BALL
CONTINUOUS
POCKET BILLIARDS



Approved and adopted by
the Contestants partici-
pating in the Tournament
for the National Cham-
pionship of the United
States of America, held
in Philadelphia, October
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The Brunswick-Balke-Collender Co.
623-633 South Wabash Avenue
Chicago

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Fifteen-Ball Continuous Pocket Billiards

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October 17th 1921

THE GAME

Continuous Pocketings, so-called from the system of scoring the game, differ from any other game previously in vogue. Unlike 61 or 8 ball Pyramid, scoring is continued until all the balls but one in each frame have been pocketed, and the game may consist of any number of balls or points which may be agreed upon.

Each ball pocketed scores one point for the striker and the game is usually scored upon the string of buttons over the table.

Penalties are paid through deducting points from the offending striker's score or string of buttons, instead of forfeiting a ball as in regular pyramid games.

If when penalized, a striker has no points to his credit, such penalty or penalties shall be charged against him and deducted from any score he may make.

In playing a match of more than one night's duration, when one striker shall have scored the agreed upon quota for the night, play must be continued until fourteen balls of the final frame have been pocketed and each striker must be credited with the balls which each shall pocket in the aforesaid final frame. The position of the cue ball and the 15th (unpocketed) object ball shall be marked by the referee, and upon resumption of play the following day the cue ball and the 15th (unpocketed) ball shall be returned to their marked position on the table, the fourteen balls are framed and the player continues his inning from the previous day's game.

On the final night of a match, playing shall cease as soon as one striker shall have scored or pocketed a sufficient number of balls to win the match.

Continuous Pocket-Billiards is played with fifteen numbered balls and one white ball, not numbered. The white is the cue ball. The numbered balls are object balls, to be directly or indirectly driven into pockets by the cue ball.

A line across the head of the table, at the right angle from the second diamond on each long rail is termed "the string." This line is necessary for the regulation of the cue ball "in hand" and for determining whether or not object balls are within or beyond "the string."

A spot is placed at the center of this line and designated the "Head" spot. A spot is also placed at the center of a line across the foot of the table at a right angle from the second diamond at that end, and is designated as the "Foot" spot. A spot is also placed in the center of the table and is designated as the "Center" spot.

A light pencil mark must be drawn from the foot spot directly back to the center diamond on the end rail. This line is necessary for absolute accuracy in spotting object balls.

The outline of the triangle should be drawn with lead pencil on the bed cloth when set in the proper position for racking the balls on the foot spot.

Beginning the game, or when the cue ball is "in hand," a striker must play from within "the string" line.

A ball, the perpendicular center of which is on "the string" line, must be regarded within it.

The cue ball is "in hand" at the beginning of a game, also when forced off the table or pocketed and when, for any reason, fifteen balls are framed, excepting as provided in rule eleven. It remains "in hand" and is not in play until forced from behind "the string" line by a stroke made with the point of a cue.

When not "in hand" the cue ball is at all times in play.

If during the progress of a game, when all the object balls on the table are within "the string," the cue ball becomes "in hand," the object ball that is nearest to "the string" must be moved to the Foot spot. The cue ball can then be played from within "the string" on the object ball so spotted.

Opening the game the striker plays with the cue ball from within "the string" at any of the object balls and afterwards as he finds the cue ball on the table.

The object balls are numbered one to fifteen respectively, and are usually colored. The numbers on the balls are simply used for specifying each ball which a striker aims to pocket and do not in any way affect the score of the player.

Before commencing the game these fifteen balls are placed in the form of a triangle upon the table, a triangular frame being employed to insure correctness.

The highest ball must be placed near the apex of the triangle, and the lowest numbered at its base; the 15-ball must be placed at the apex and must rest on the spot known as the Foot spot, and the 1 and 5 balls at either corner of the base of the triangle.

Each and every ball counts one point, and the game shall consist of any given number of points, to be mutually agreed upon.

RULES FOR PLAY

RULE 1.—All strokes must be made with the point of the cue. otherwise they are foul.

RULE 2.—In match or tournament contests, the game is begun by banking from within "the string" to the foot rail and return. The striker whose ball comes to a rest the nearer to the head rail wins the lead. For convenience, two white balls of the same size as the object balls may be provided for banking. The winner of the lead has the option of playing first or compelling his opponent to play first.

RULE 3.—The striker who makes the opening stroke must drive two or more object balls to a cushion, or cause at least one object ball to go into a pocket.

Should he fail to do either, the stroke is foul, he forfeits two points and at the option of his opponent, may lose his inning, or, with the balls reframed, may be compelled to play again from “the string” and continue to play until he drives two or more object balls to a cushion, or at least one object ball into a pocket. Each failure causes him to forfeit two points.

RULE 4.—In making an opening stroke, a striker must play directly at the object balls or make the cue ball touch one or more cushions before contact with the frame.

RULE 5.—Before making a stroke, the referee must distinctly call the number of the ball the striker intends to pocket. When it is not obvious as to which ball a player is endeavoring to pocket and the referee is in doubt, then he must ask the player to indicate the ball before shooting, otherwise, where the shot is obvious, the referee is to call the ball without questioning the player.

Should a striker, by one stroke, pocket more balls than the one called, he is entitled to all the balls pocketed by the stroke.

RULE 6.—When the pocket for which a called ball be aimed is obvious, the referee need not call the pocket. When there is a possibility of doubt as to which is the objective, a definite call of ball and pocket must be made.

RULE 7.—A striker is not required to pay a penalty for failure to make the cue ball hit a called ball provided it hits any other object ball or balls on the table, afterward touching a cushion or driving an object ball to a cushion.

RULE 8.—After the opening stroke, playing for safety or to count, each contestant must either pocket a ball or make at least one object ball or the cue ball, after contact with an object ball, strike a cushion, under penalty of forfeiture of one point.

Playing directly at an object ball resting against a cushion and stopping the cue ball in front of such object ball without moving it does not comply with the requirements of this rule. In all such cases, the cue ball, after contact with the object ball, must touch a cushion, or the object ball must be driven to another (a different) cushion. Disregard of this requirement will subject a player to the penalty of a forfeiture of one point.

RULE 9.—Only fourteen balls are to be pocketed in the first frame, after which these fourteen balls are to be replaced on the table in triangular form as at the beginning of the game, without interfering with the fifteenth (unpocketed) ball or the cue ball, both of which must remain in the position occupied after the fourteenth ball was pocketed and the striker continues.

Whenever fourteen balls are framed, the apex of the triangle must be vacant. For accuracy, a white ball corresponding in size to the others may be framed in the apex and removed before play is resumed.

RULE 10.—Should either the cue ball or object ball left on the table interfere with the framing of the fourteen (14) balls in triangular form, the ball thus interfering must be placed on the Head spot located midway of “the string” line. If that spot should be occupied the ball must be placed on the Center spot.

Should the cue ball and object ball interfere at the same time, the fifteen (15) balls are then framed on the table as at the commencement of the game, the cue ball is “in hand” and the striker continues his run.

RULE 11.—Whenever by accident or design, a player, by one stroke, pockets the fourteenth and fifteenth balls of a frame, he is entitled to both balls, the fifteen object balls shall be framed and the striker continues to play from where the cue ball comes to rest.

RULE 12.—With the cue ball “in hand” a striker may change the position of the cue ball at pleasure, but not occupy an unreasonable length of time in so doing. He can move the ball with his hand or the body of his cue without restriction. When with the point of the cue he delivers a stroke upon it, or when, in the act of taking aim, he causes the cue tip to lightly touch it, the rules and penalties of the game apply.

RULE 13.—When the cue ball is “in hand” a striker may play from any place within “the string” at any object ball outside of “the string.” Should he play from any position not within “the string” line without being checked previous to the stroke by him, he is entitled to any score he may make from such stroke, but if he is checked before making the stroke and then makes it from

outside of "the string," it does not count for him; his hand is out, he forfeits one point and all balls disturbed by the stroke must be replaced or left as they are, at the option of the opposing striker.

RULE 14.—A ball going into a pocket and rebounding on the table is not to be counted as a pocketed ball. It retains its place where it comes to rest upon the table. An object ball forced off the table, or forced off and rebounding from some object foreign to the table, must be replaced upon the Foot spot; or, if that be occupied, on a line between the spot and the foot rail and as near as possible to the spot. The player loses his hand, but does not suffer any forfeiture. If in like manner, the cue ball be forced off the table, the striker loses his hand and forfeits one point, and the next striker plays.

If, when pocketing a called ball, another object ball is driven off the table, the latter is to be spotted, the player is credited with the called ball and continues his hand.

RULE 15.—If a striker pockets one or more of the object balls and the cue ball goes into a pocket, he cannot score and forfeits one point. If one object ball be pocketed by the stroke, it must be placed on the spot known as the Foot spot; or, if that be occupied, as nearly below it as possible, and on a line with that spot—if two or more object balls be pocketed, one must be placed on the Foot spot, the other or others on the line below it. In either case the ball must be "frozen," in other words touch one another.

RULE 16.—The gas fixture or other apparatus for lighting when placed directly over the table

shall not be considered a foreign object, and should a ball striking a fixture rebound to the table, it must retain its position where it comes to rest.

RULE 17.—A ball resting on top of the cushion or rail must be regarded as off the table.

RULE 18.—Push shots are allowed only with a fair stroke of the cue.

RULE 19.—When the cue ball is in contact with another ball, a striker may play directly at the ball with which it is in contact or directly from it and the latter play shall not be recorded as a miss, provided a cushion is struck, as specified in Rule 8.

RULE 20.—It is foul, and the striker forfeits one point, if, while in the act of striking, he has not at least one foot on the floor.

RULE 21.—A forfeit of one point is deducted from a striker's score for pocketing the cue ball; failing to either make an object ball strike a cushion or go into a pocket, or the cue ball to strike a cushion as provided in Rule 8, for striking his own ball twice; and for, after a successful or unsuccessful stroke, in any manner obstructing the cue ball.

RULE 22.—For obstructing, disturbing or touching in any manner, with clothes, or anything else, the cue ball or an object ball, a striker loses his inning, forfeits one point and any ball he may have pocketed on the final stroke of such inning.

RULE 23.—Should the striker make three consecutive forfeitures, he forfeits fifteen points (regardless of the number of balls on the table) which are deducted from his score. The table shall then be cleared, the fifteen object balls framed and the cue ball will be “in hand” for the next striker.

The game being continuous, an incoming striker is not by reason of forfeiture of points and the refraining of the fifteen balls relieved of penalties which have accrued.

Liability for consecutive scratches extends from one frame to another, as if there were no reframing of the balls.

RULE 24.—Should a ball, after having come to a standstill resting on the edge of a pocket, fall into that pocket without being hit by another ball, it must be replaced on the table, at the edge of such pocket, by the referee.

Should such ball fall into a pocket while the striker is in the act of taking aim, or after the striker has delivered his stroke and before the cue ball or any object ball, set in motion by the stroke, hits such ball, it and all other balls set in motion by the stroke must be replaced by the referee, as near as possible to their original position, and the striker is entitled to play again.

RULE 25.—A counting stroke cannot be regarded as being complete until all balls set in motion by the stroke have come to rest.

A stroke made when any of the balls are in motion is foul, and the striker loses his inning and forfeits one point. Should such a stroke be made, balls disturbed must be replaced, or left as they come to rest, at the option of the next striker.

RULE 26.—Balls accidentally disturbed by any other person or cause than a striker, must be replaced as nearly as possible in their original position and the striker may continue his inning.

RULE 27.—In case of cause for a forfeiture being overlooked by a referee, a non-striker who demands a penalty must do so before another stroke is made; if delayed, it cannot be enforced.

RULE 28.—At no time after the opening of the game shall a player be obliged to force two balls to the cushion.

RULE 29.—Deliberate jump shots, that is making the cue ball jump over an object ball, are prohibited. Object balls pocketed by deliberate jump shots shall be replaced upon the table as provided in Rule 15, and the player shall lose his inning.

RULE 30.—If a player wilfully moves the cue ball for safety play other than with the tip of the cue, he shall forfeit fifteen points, which are deducted from his score and play shall continue as in Rule 23.

RULE 31.—If a player scratches on a pocketed ball, that ball must be spotted on the table.

We, the undersigned, agree to abide by the foregoing rules governing play in the tournament for the National Championship at Pocket Billiards to be held in Philadelphia, commencing October 17, 1921, under the auspices of The Brunswick-Balke-Collender Co.

E. Ralph Greenleaf	Arthur Woods
Thomas A. Hueston	Walter Franklin
Arthur Church	Bennie Allen
Michael Kovach	Jerome Keogh
James Maturo	Wm. F. DeLangh

Philadelphia, October 17, 1921.

NOTES TO THE FOREGOING RULES

The decision of the referee is final.

The referee shall have sole authority to call all fouls, scratches, misplays, errors and penalties of any kind whatsoever provided for in the rules. The privilege, however, is to be retained by each player to call the referee's attention to any oversight on his part, and to appeal from his decisions as heretofore, if there are justifiable grounds.

The General Rules of Billiards, when not conflicting with any of the foregoing rules, govern this game.

There shall be no unnecessary delay on the part of a striker and in case of such delays an opponent may appeal to the referee, who shall place a reasonable time limit on the striker. This rule is particularly favorable to spectators, who dislike a tedious game.

An opponent, if standing, must remain at least four feet from the player and the table. Protests may be made if a non-striker stand in front of or in any manner annoy another whose turn it is to play, or in such proximity as to disconcert his playing; also against loud talking or advice from either spectator or opponent. The referee must take cognizance of all such protests and if he deems them well founded must act to support them.

Players who withdraw from a game before it is finished shall be declared to have forfeited.

