

one POOL

OFFICIAL ONE POOL 9 RULES

ONE POOL® 9 is a billiard game played between two or more players using One Billiards App or another online platform such as One Pool TV. This game is played with a cue ball (white ball) and 9 object balls numbered from 1 to 9.

There are two ways to play ONE POOL:

1. **SETS LIMITED BY INNINGS:** Players try to score the maximum number of points in a specific number of innings and sets. The player who scores more points wins the game.
2. **SETS LIMITED BY POINTS:** Players compete to score a specific number of points. The first player to reach the points limit in the same number of innings as the opponent wins the game.

Unlike other pool games, ONE POOL is played using one table per player. For this reason, and as it is a game that is played from the distance between players, no ball can be touched during the game.

HOW IT WORKS

ONE POOL® 9 is played on a pool table with six pockets and 9 balls numbered from 1 to 9 plus the white cue ball.

In One Pool, an inning is a rack played by each player. In each rack, the goal of the player is to pocket the 9-ball, with the condition of hitting the object ball with the lowest numerical number first.

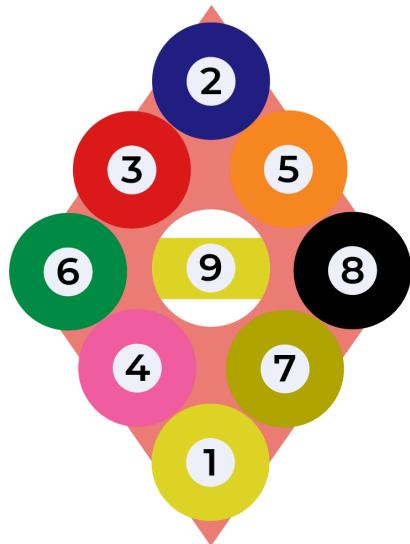
1. Before the match starts

Players will always play the same amount of innings, but at the beginning of the match the players or teams must decide who breaks first, flipping a coin. The coin may be flipped by a referee in official matches.

2. The rack

The rack (name given to the placement of the balls on the table just before the break shot) is placed in a diamond shape, with the 1 ball at the apex of the diamond, the 9 ball in the middle of the diamond and placed on the foot spot (9 on the spot).

The other balls will be placed in the diamond **without a purpose or intentional pattern**, except the 2 ball, which must be placed on the other apex of the diamond.



The magic rack (special accessory for racking the balls) can be used and removed right after the break, if no balls are placed on it and the player can remove it without touching other balls.

3. Break shot

You start by breaking the diamond, hitting the ball with the lowest numerical number on the table (which means the white cue ball must hit the 1-ball first).

The shot is invalid in case of committing a foul by:

- Not touching the 1-ball first (foul)
- Pocketing the white cue ball (scratch)
- Driving an object ball or the cue ball off the table (foul)
- Not pocketing any of the object balls (dry break)
- **No ball touches the head short rail** (new foul of the One Pool format)

In this case, no points would be added and the game turn would be lost.

At least **one object ball** must either **touch the head short rail** or be **pocketed** in one of the pockets of the head short rail as a result of a break in order for it to be satisfactory. Any combination of the above is also satisfactory. If not the break is not valid and will count as 0 points. One object ball driven to the head short rail is **not necessary** if the player **pocketed 3 balls** on the break.

If the 9 ball is pocketed during a correct break shot, the player gets 15 points: pocketing the 9 ball in the break counts as a win without ball in hand.

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For the break shot to be valid, at least one ball must be pocketed.

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Players can continue even if no ball is pocketed. For the points system, read below.

4. After the break

After a valid break, the player can choose between 2 options:

- Take **Ball in hand**: In this case, the player can move the cue ball and continue playing from wherever he wants. In this case, finishing the rack or pocketing the 9-ball will score **10 points**. **The 9-ball counts 2 points**.
- **No Ball in Hand**: Player must continue playing from where the cue ball stopped. In this case, finishing the rack or pocketing the 9-ball will score **15 points**.

Players will continue pocketing the balls, hitting the object ball with the lowest numerical number first. One point will be added for each pocketed ball. There is no call shot in One Pool.

In case of committing a foul or missing the ball, the player's turn ends, adding the scored amount of points to his scoreboard.

Combinations are allowed (i.e., pocketing the 9-ball even if there are more balls on the table). The only condition to consider it a valid shot, will be that the first ball which is hit with the cue ball, is the ball with the lowest number on the table, so 9-ball or any other object ball can be pocketed with the combination.

After each rack, the scored amount of points is added and the game turn changes to the next team or player.

After a dry break, there is a **different rule** depending on the mode:

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Dry break means **0 points**. The break is not valid and the player loses the turn.

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Players can continue after a dry break.

- It doesn't matter if the player takes ball in hand or not, the score will be the same.
- The player will score **2 points less**.
- **Maximum 8 points** ($10 - 2$ points).
- If a player scores 2 points or less, the final score will be 0. **Never a negative score**.
- The 9-ball also counts 2 points.

5. Decider

- **SETS LIMITED BY INNINGS:**

In case both players score the same amount of points in the established innings, the tie will be resolved playing an additional inning (Decider). The player that scores more points in the Decider, will win the set. In case of another tie, an additional game will be played for each player.

Example: If the match consists of 2 sets and there's a tie (both players have won 1 set each), they will play another inning and the player who wins that Decider set will win the match.

- **SETS LIMITED BY POINTS:**

If the goal of the game is racing to a specific amount of points, both players must always have the same number of breaks. When a player reaches the points limit, he shall immediately stop shooting. The score cannot be higher than the score limit. If the opponent has a break less than the player that reached the limit and there is a difference of 15 points or less between the two scores, the opponent can break to have a chance to tie. This way, the opponent has a possibility to tie the score at the equal amount of break shots.

If there's a tie between the players, it will be resolved by playing an additional inning (Decider). The player that scores more points in the Decider, will win the set. In case of another tie, an additional game will be played for each player.

Example: If the match consists of 2 sets and there's a tie (both players have won 1 set each), they will play another inning and the player who wins that Decider set will win the match.

DURATION OF THE GAME

- **SETS LIMITED BY INNINGS**

A standard One Pool game consists in playing 2 sets of 10 innings each. However, players can decide how many innings and sets they want to play.

- **SETS LIMITED BY POINTS**

A standard One Pool game will consist in playing 2 sets of 60 points each. However, players can decide how many innings and sets they want to play.

FOULS

Most common fouls on ONE POOL:

- Not hitting the object ball with the smallest numerical number (or hit none).
- Pocketing the cue ball (scratch).
- Touching or moving a ball either with the hand, the cue or another object.
- Making a shot with any balls still in motion.
- No ball is pocketed on a shot.
- The shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball.
- Driving an object ball or the cue ball off the table.
- The cue contacts the cue ball more than once on a shot.
- If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball.

In case a player makes a foul, the number of points he made before the foul will be also added to his score.

SUMMARY OF STANDARD RULES

There are 2 ways of playing ONE POOL

- **SETS LIMITED BY INNINGS**
 - Standard game of 2 sets, 10 innings each
 - Player who scores more points wins the set
- **SETS LIMITED BY POINTS**
 - Standard game of 2 sets, race to 60 points each
 - Player who first reaches 60 points wins the game (both players will play the same innings).
- When a player has its turn, his goal is to pocket the maximum amount of balls without missing or fouls.
- The number of pocketed balls is added.
- A Break is valid if at least one ball is pocketed. Fouls on the break shot are: hitting an object ball different from the 1-ball with the cue ball, or pocket the cue ball (scratch). A dry break is not counted as foul, but it's not valid and therefore, worth 0 points.
- After the break shot you can choose to take the Ball in Hand or not.
 - **Ball in hand:** pocketing the 9-ball scores 10 points
 - **No Ball In Hand:** pocketing the 9-ball scores 15 points

- After a dry break, there is a **different rule** depending on the mode:

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Dry break means **0 points**. The break is not valid and the player loses the turn.

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Players can continue after a dry break.

- It doesn't matter if the player takes ball in hand or not, the score will be the same.
- The player will score **2 points less**.
- **Maximum 8 points** ($10 - 2$ points).
- If a player scores 2 points or less, the final score will be 0. **Never a negative score**.
- The 9-ball also counts 2 points.

- Players must have the same amount of break shots so they must play the same amount of racks, unless it's not mathematically possible for one of the players to win.
- DECIDER (extra inning at the end) is played when there's a tie. Players will play one more rack to score more points than the opponent, and the one with the higher score wins. If both players scored the same, they have to play the Decider again until one player wins, scoring more points than his opponent in that extra inning.