

## 2025 International Open Rules

### International Big Foot 10-Ball Rules

- Races to 10.
- Single elimination.
- Alternate breaks.
- All ball fouls.
- Not call shot.

### Official Nine Ball Rules

#### I. FORMAT

**Pro:** \$75,000 added, \$750 entry fee. Double Elimination. Single Elimination for final 16 players. Alternate Breaks and “Rack-Your-Own”. Races to 10. Finals: Race to 13.

**Semi-Pro:** \$10,000 added, \$125 entry fee, \$25 registration fee. **Restricted to Maximum 650 Fargo Rating and/or APA 6.** Single Elimination, Race to 7, with a \$50 Buy-Back Option. Alternate Breaks and “Rack-Your-Own”. If you lose your first two matches, your \$50 Buy-Back fee will be refunded to you! If the race to 7 is not done in 2 hours (no need to be embarrassed 😊), the players will continue the match by lagging for each rack win until a player reaches 7. Single match finals race to 9.

**Straight Pool:** \$20,000 added, \$400 entry fee. Round Robin, 125 points until sixteen players remain, then single elimination, 150-point matches.

**Juniors:** Double elimination, alternate breaks, race to 9. Single match finals.

#### II. RACKING

The Accu-Rack is the only authorized rack. The balls will be racked with the 1-Ball in the front, and the 9-Ball on the spot. The 2-Ball must be racked in one of the corners of the template. The Accu-Rack may be removed after the break if both players agree to do so. After it's removed, the Accu-Rack cannot be placed on the rail. Upon request, at any time during the match, the Referee may be called upon to assist in removing the Accu-Rack, but it is the Referee's decision as to whether the Accu-Rack can or cannot be safely removed.

#### III. BREAKING

Players must lag for the opening break. Players must break from the designated break box. Pocketing the 9-Ball on a legal break in any pocket wins the game immediately. Pocketing the 9-Ball on an illegal break requires that the 9-Ball to be re-spotted immediately.

#### **IV. FOULS**

The “all ball fouls” rule applies. This tournament is being played with “area” Referees; each Referee may be responsible for several tables simultaneously (except on the Simonis TV Arena Table). Generally, the non-shooting player acts as the referee. However, either player may ask the area Referee to watch a shot or to clarify a rule. The Referee’s decision is final once summoned to the table, either before or after a shot has been taken. Three consecutive fouls is an automatic loss of game. A clear audible warning of “on 2 fouls” must be given to the incoming player as he approaches the table. After the game ball is pocketed, it is not a forfeit to touch any ball if it is obvious that it would have no impact on that rack. After a cue ball foul, it is not a forfeit to touch the cue ball when it is obvious that it would have no impact on that rack.

#### **V. DRESS CODE**

Dress-type shirt (with or without a collar) or a dress-type sweater. Dress slacks; no sweat pants, warm-up pants, jogging pants, cargo pants, or jeans. Dark shoes or dark-colored tennis or walking-type shoes; no sandals, slippers or open-toed shoes. No headphones, earphones, earplugs, iPod, Bluetooth devices, hats, caps or headgear. Hearing aids are permitted.

Note: Any dress code exception to the above must be approved by the Tournament Administration prior to the Tournament.

#### **VI. CELL PHONES AND OTHER PERSONAL ELECTRONIC DEVICES**

Players must turn off (use the airplane mode) cell phones and all personal electronic devices during the entire match. Smoking and the use of E-cigarettes are not allowed anywhere in the tournament rooms.

#### **VII. FORFEIT TIME**

Both players must be in the tournament room at their scheduled match time, even if their scheduled match table is currently in use. Forfeit time is 15 minutes after the scheduled match time, or when the table becomes available, whichever is later. If a player is not present at his table a few minutes after the starting time, his opponent must notify the Referee. Only the Tournament Administration can declare a forfeit.

#### **VIII. TIME-OUTS**

Each player may take one 5-minute time-out period per match. The Referee must be notified when a time-out is being taken. A time-out may only be taken during your inning. Smoking and the use of E-cigarettes is prohibited during any time-out.

#### **IX. SLOW PLAY**

Referees will monitor the pace of play on all tables. Referees will issue a speed-up warning after 1 hour if the pace is not satisfactory. If the pace remains unsatisfactory, the Referee may implement a 30-second shot clock, with one extension per player per game.

**X. CONCESSION PENALTY**

Concessions are not permitted at any time. The penalty for a concession is the loss of the conceded game, and also a one game deduction from the offending player's score.

**XI. CUES AND BRIDGES**

Jump cues are allowed. The jump cue must have a minimum length of 40 inches.

Cue extenders are allowed. Players may use their own bridge, provided it is legal in all aspects.

**XII. BALL CLEANING**

Once a game is in progress, only the Referee, upon request, is permitted to clean any ball. The shot clock will continue to run during ball cleanings.