

# RULES OF PLAY

THESE PROVISIONAL RULES FOR ONE POCKET SHOULD BE READ AND INTERPRETED AS AN EXTENSION OF WPA RULES OF PLAY

## CONTENTS

10. One Pocket .....	2
10.1 Determining the Break .....	2
10.2 Rack AT ONE POCKET .....	2
10.3 Selecting Pockets and the Break Shot .....	2
10.4 Continuing Play .....	2
10.5 SCORING .....	2
10.6 Spotting Balls .....	3
10.7 Forgetting to Spot Balls .....	3
10.8 Standard Fouls .....	3
10.9 Serious Fouls .....	4
10.10 Stalemate .....	4

## **10. ONE POCKET**

One pocket is played with 15 object balls and the cue ball. Each player is assigned a foot pocket and the winner of the rack is the first to score eight object balls in their pocket. Matches are to a given number of racks.

### **10.1 DETERMINING THE BREAK**

The player who wins the lag chooses who will break the first rack (see [1.2 Lagging to Determine Order of Play](#)). The standard format is to alternate the break (see Regulation 15, Subsequent Break Shots).

### **10.2 RACK AT ONE POCKET**

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. The balls are placed in the triangle without purposeful or intentional pattern. A ball rack template will not be used for one pocket.

### **10.3 SELECTING POCKETS AND THE BREAK SHOT**

The breaker of each rack will choose a pocket, and the opponent gets the other foot pocket. If the breaker does not explicitly indicate a pocket, they are assigned the foot pocket opposite to the side of the cue ball placement for the break.

The cue ball begins in hand behind the head string. There are no special requirements for the break shot.

### **10.4 CONTINUING PLAY**

The shooter's turn continues until they fail to pocket a ball in their pocket, foul, or the rack is won by a player reaching eight points. The incoming player shoots from the position left by the previous player except when they have ball in hand behind the head string.

### **10.5 SCORING**

Each ball legally pocketed in one of the foot pockets counts one point for the corresponding player. In addition, balls pocketed in the opponent's pocket on a foul shot count for the opponent and are not spotted under 10.6 below unless the only foul committed is that the cue ball is also pocketed.

If there is no score keeper or other scoring system, it is recommended that the score be kept as follows. The balls scored by each player are used as physical markers for the score in two corresponding storage locations. When a foul occurs, one of the fouler's scored balls is spotted as the one-point penalty in addition to any other balls that need to be spotted at that time. If a player has no ball to spot for a foul, a marker is placed to indicate a ball is owed. If the player later scores balls, they are spotted to cancel any owed balls.

## **10.6 SPOTTING BALLS**

Balls are spotted if they have been pocketed on a foul shot, pocketed in a side or head pocket, or driven off the table. Balls are also spotted as a penalty for a foul or to pay for previous fouls (owed balls) as described above (see [1.4 Spotting Balls](#)). Spotting is usually done at the end of the shooter's turn, but if the shooter clears the table and has not reached eight points, perhaps due to balls having been pocketed in extraneous pockets, all balls to be spotted are spotted at that time and the shooter continues their turn.

## **10.7 FORGETTING TO SPOT BALLS**

If a ball is not spotted when it should be and is later noticed, it will normally be spotted when each player has had one full turn after the discovery. Alternatively, if both players agree, the ball will be spotted immediately.

## **10.8 STANDARD FOULS**

If the shooter commits a standard foul they lose one point, balls are spotted as necessary, and play passes to the opponent. The cue ball remains in position except as noted below. The following are standard fouls at One Pocket:

[6.1 Cue Ball Scratch or off the Table](#). The cue ball is in hand behind the head string.

[6.3 No Rail after Contact](#)

[6.4 No Foot on Floor](#)

[6.5 Ball Driven off the Table](#)

[6.6 Touched Ball](#)

[6.7 Double Hit / Frozen Balls](#)

[6.8 Push Shot](#)

[6.9 Balls Still Moving](#)

[6.10 Bad Cue Ball Placement](#)

[6.11 Bad Play from Behind the Head String](#). For a foul under the second paragraph of [6.11](#), the cue ball is in hand behind the head string for the incoming player.

[6.12 Cue Stick on the Table](#)

[6.13 Playing out of Turn](#)

[6.15 Slow Play](#)

## **10.9 SERIOUS FOULS**

For [6.14 Three Consecutive Fouls](#), the penalty is loss of the current rack. For [6.17 Unsportsmanlike Conduct](#), the referee will choose a penalty appropriate given the nature of the offense.

## **10.10 STALEMATE**

If a stalemate occurs (see [1.12 Stalemate](#)), all 15 balls will be reracked, and the players will lag to see who has the next shot. Any markers for owed balls will be preserved and positive partial scores from the abandoned rack will be carried over to the rerack. (Those partial scores should be written down as there will not be object balls to use as physical markers for them.)