

## Playing 198, 9-ball

### And 154 Banks (7 ball Banks)

(rules for semi-pro, advanced, open and intermediate divisions)



## 198 & 154 BANKS Rules

### Objective

The objective to playing Breaking balls is to pocket as many balls as possible on the break and legally pocket all 9 balls by using one or more rails.

All general rules apply to the game of Breaking Banks. Be sure to read the general rules prior to playing your match with the exception of ball-in-hand after the break.

### 198 Banks Rules – (Modified 9 ball Banks)

198 Banks is a call shot game. Player must designate a pocket and ball for every shot.

A player must first declare the ball they are shooting and then designate the pocket by using their stick and pointing to the ball first and then the pocket.

If the player is using more than one rail for their next shot, the player must first declare the ball they are intending to pocket and then show the number of rails they will be using by holding up the corresponding number of fingers and then point to the rails they will be using.

Player earns one point for every rail used when pocketing a ball.

Player may shoot the balls in any order.

Player may take one (1) ball-in-hand turn at any time during a game.

Bank combinations are allowed.

One rail kick shots are not allowed.

Two or more rail kick shots are allowed.

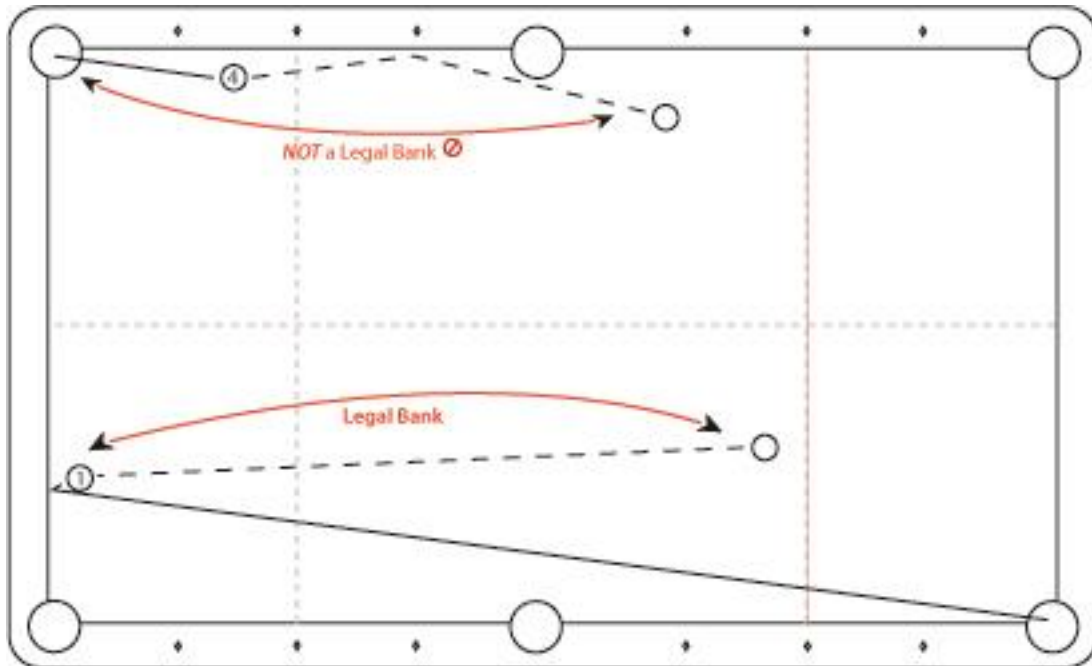


Fig 1

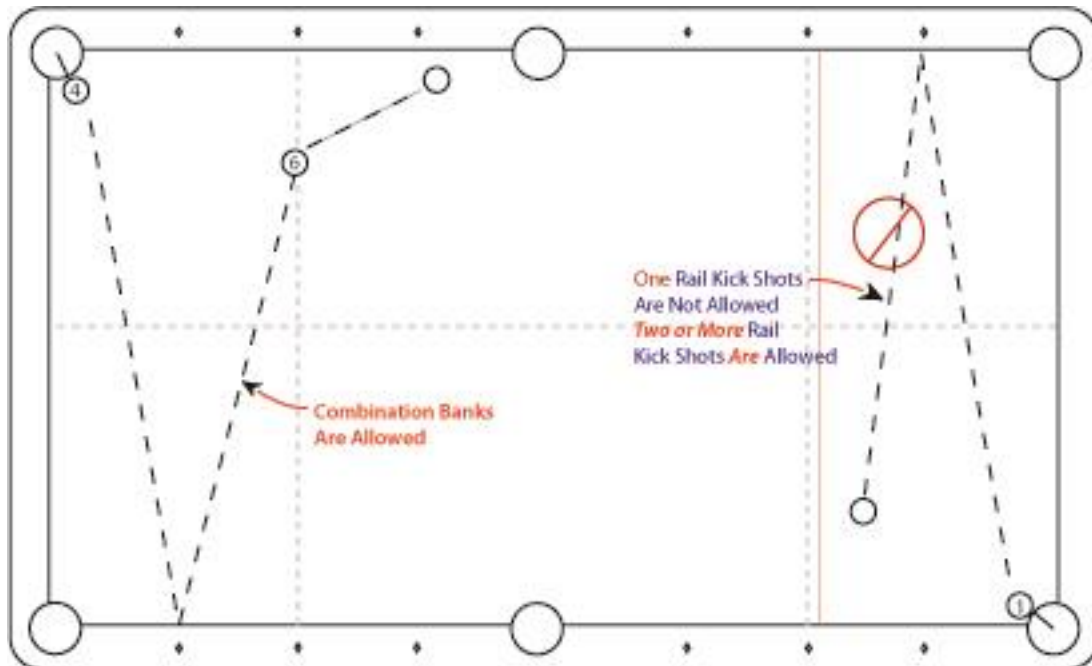


Fig 2

## Racking

1. Rack balls one (1) through nine (9) in a diamond-shape using a standard triangle rack, a nine (9) ball rack or a film rack. The head ball is placed at the head of the diamond and rests on the foot spot. The remaining 8 balls are placed in a diamond shaped behind the head ball between the foot spot and the end rail.
2. Players may use any type of rack they choose: wood rack, metal rack, film rack (such as the Tite-n-Rite Rack).
3. Using a standard rack, press the balls forward so all balls are touching. Or you may place the balls all touching using a film rack. We not only endorse the Tite-n-Rite racks but encourage the use of the Tite-n-Rite racks to deliver a more consistent rack for the break shot. When using the Tite-n-Rite rack all balls must be touching to the adjacent ball. Support GB and purchase through our store.

## Start of the Game

### The Break

1. Take the cue ball in hand behind the headstring. Shoot the cue ball at the diamond shaped rack of balls to break the balls.
2. Once the cue ball crosses the head string, it is in play and the game has started.
3. Four (4) balls must go past the side pocket for a legal break.
  - a. If four (4) balls do not go past the side pocket that is a foul on the break and mark a Foul for your break in the scoreboard. Refer to the General Rules for a list of all fouls.
4. Scratch on the break all balls must spot and the SCR BRK must be marked in the scoreboard. The scoreboard will deduct one (1) point from your score.
  - a. Balls pocketed on a "Scratch Break" must be re-spotted prior to shooting your first shot after the break.
  - b. If the player fails to spot the balls pocketing on the break when scratch prior to shooting it is a foul and it is game over.
  - c. Mark the scoreboard statistic as a foul for your Run.
5. When a ball is pocketed on the break record how many balls were pocketed on the scoreboard. Once you have marked how many balls, the balls must be re-spotted prior to shooting your first shot as described below.

If you do not re-spot the balls pocketed on the break prior to shooting it is a foul and it is game over.

  - a. If a ball is pocketed on the break it is re-spotted on the foot spot. If the foot spot is occupied with another ball, the ball is spotted on the Head Spot.
  - b. If the Head Spot is occupied, the object ball is re-spotted in the center of the table.
  - c. If all three spots are occupied by another ball refer to the illustration below.

- d. If more than one ball is pocketed on the break then the balls will be spotted as described in the illustration Fig. a and in this order:
- i. First ball pocketed is spotted on the foot spot.
  - ii. Second ball pocketed is spotted on the head spot.
  - iii. Third ball pocketed is spotted in the center of the table.
  - iv. The fourth ball pocketed is spotted at the foot of the table at the 1 & 1 diamond on the left of the foot spot.
  - v. The fifth ball pocketed is spotted at the 1 & 1 diamond to the right of the foot spot.
  - vi. For the 6<sup>th</sup> and 7<sup>th</sup> ball repeat (iv.) and (v.) but at the head of the table. See the Illustration Fig 3.

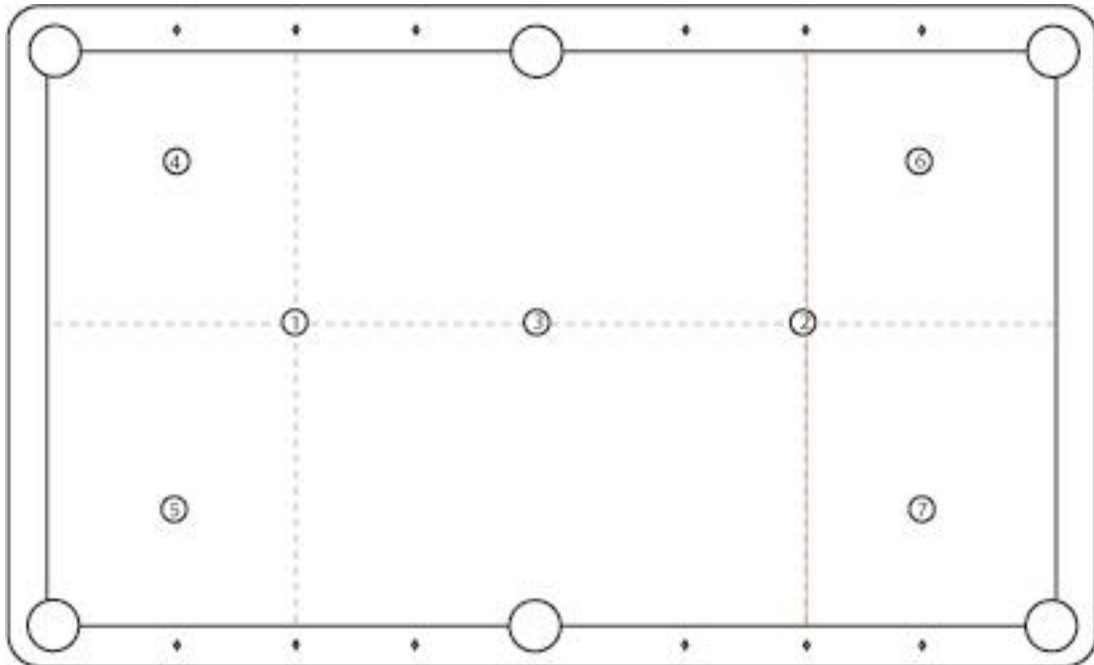


Fig 3

### Breaking Banks Scoring

Don't Fret! The scoreboard is user friendly and will take care of the scoring once you input the information. This section is for your information and explains how to record the results of your match.

1. Each rail the object ball makes contact with prior to being pocketed, is worth one (1) point.  
Example: if the object ball contacts 2 rails, the bank is worth two (2) points and you will report that to the score board.

2. Kick shot: the first rail does not count as a point. Example: a two rail kick shot is only worth one point. Report to the scoreboard all the rails and the scoreboard will take care of the rest.
3. Game Shot (GS) is the total number of turns at the table not to exceed 9 on the Run. When the total number of GSs are recorded per game, that game is complete.
4. Rail Points (RP) are the total number of rails the object ball and/or cue ball comes in contact with while legally pocketing a ball (counting the same rail that is connected to the pocket that the object ball is pocketed in does not count as a RP) in one game. See Fig 1
5. Balls on the Break (BB) are the number of balls legally pocketed on the break. One point per ball legally pocketed on the break.
6. Minus one (-1) for scratch on the break.
7. Minus one (-1) for a foul on the break.
8. RP points added to the BB is the game score (GS).
9. "BB" points are taken into consideration to determine if the game is a CUT or SNAP game. SNAP and CUT game rules apply.
10. CUT game rules variation for 198 Banks
  - a. In a typical game, players are allowed one ball in hand at any time during a game.
  - b. Playing 198 Banks and a CUT game is scored, in the game following the CUT game the player can use their COE option.
  - c. The player must declare whether they are taking ball in hand after the break and before they take their first shot in the scoreboard.
  - d. If the COE option is selected the player will not receive B-I-H at any time during this game.

### **A Perfect 198 Banks Game**

Scoring a perfect match of 198 Banks occurs after a legal break shot has been executed, pocketing at least one ball on the break or successfully executing the Cut Option (COE) and legally run-out without missing any of the balls on the table for 12 consecutive racks. To execute perfect games throughout your match (12 games) it is, considered to be a perfect match of 198 points. It is possible to score more than 198 points but scoring 198 points in the manner just described is viewed as a perfect game.

### **A Perfect 154 Banks Game**

Scoring a perfect match of 154 Banks occurs after a legal break shot has been executed, pocketing at least one ball on the break or successfully executing the Cut Option (COE) and legally run-out without missing any of the balls on the table for 12 consecutive racks. To execute perfect games throughout

your match (12 games) it is, considered to be a perfect match of 154 points. It is possible to score more than 154 points but scoring 154 points in the manner just described is viewed as a perfect game.