Playing 198, 9-ball

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

Objective

Objective: The object of 198 is to break the balls and run out each rack for 11 games (or the predetermined number of games) according to the game rules as follows:

All general rules apply to the game of 220. Be sure to read the general rules prior to playing your match.

Racking

1. Rack balls one (1) through nine (9) in a diamond-shape using a standard triangle rack or a nine (9) ball rack. The one 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 one (1) ball between the foot spot and the end rail. The nine (9) ball must be at the center of the diamond. Spread the remaining balls in random order in a diamond shape.
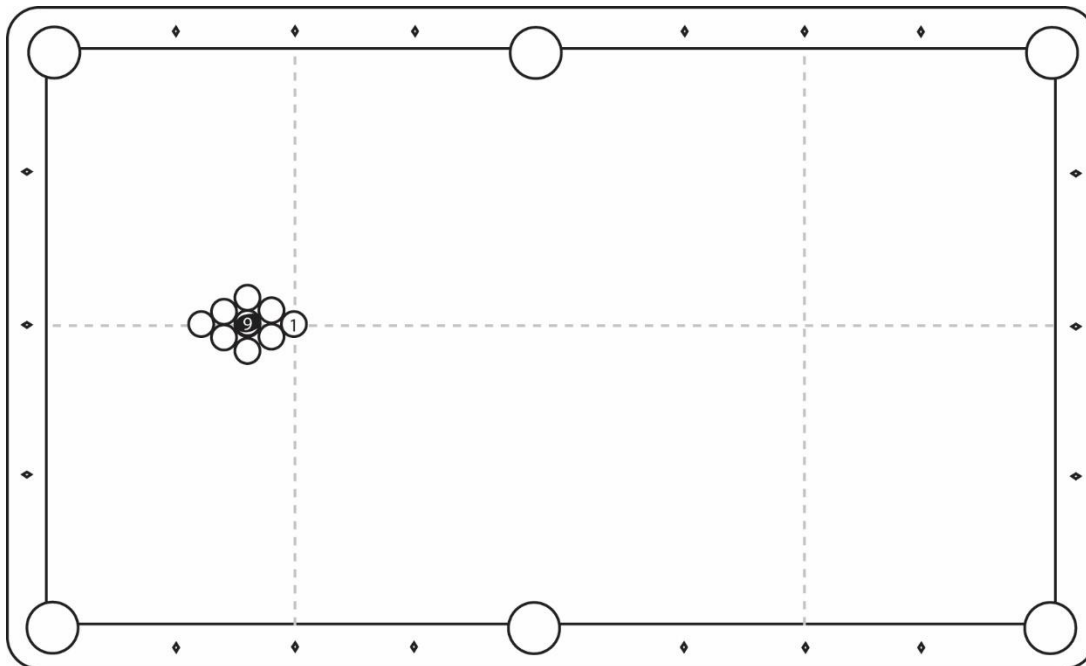
2. Players may use any type of rack the choose: wood rack, metal rack, film rack (such as the Tite-n-Rite Rack).

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.

The Break

4. Take the cue ball in hand behind the headstring. Shoot the cue ball at the triangle to break up the balls. The cue ball must contact the lowest number ball on the table (which would be the one (1) ball on the break) first for the break to be legal.

5. When the 9ball is pocketed on the "Break" it is re-spotted at the foot spot. If the foot spot is occupied with another ball, then it is spotted on the Head Spot. If the Head Spot is occupied, then it is re-spotted in the center of the table. If all three spots are occupied by another ball, then the 10ball is re-spotted behind the foot spot as close to the foot spot as possible.

The Run

6. For each shot the player must contact the lowest-numbered ball on the table before hitting any other ball. The order that you sink the balls do not matter, so long as the cue ball contacts the lowest numbered ball on the table first.

7. When a ball is legally pocketed out of order, the ball remains down (it is not re-spotted) and the player continues to pocket balls by the game rules.

8. Pocketing an early 10ball is awarded one point and re-spotted. When re-spotting the 10ball during a game other than the Break, it is to be re-spotted on the foot spot or as close to the foot spot as possible.
    a. The 9 ball must be re-spotted prior to taking the next shot. If you forget to re-spot the 9 ball prior to shooting, it is a foul and it is game over.

Scoring Break and Run Games

Cut Game

9. When a player breaks the balls and <u>does not</u> pocket a ball, scratches or fouls on the break, but legally pockets all the balls on the table is called a "Cut Game" and earns 9 points. After the break in the next game, the player must decide to take ball in hand.
    a. If the player takes ball-in-hand, then all the balls pocketed on the break are added back to the previous game (CUT game). Or the player may execute the Cut Option (COE).
    b. If the player takes the COE (Cut Option Executed), the player will NOT take ball-in-hand after the break in the game following a CUT and play the table as it lays after the break. The player earns 9 points for the CUT game plus all the points earned to the game following the CUT game (the CUT game is now converted to a COE because they did not take ball-in-hand). Essentially receiving 2 points per ball for the game following the CUT game using the COE option.

SNAP Game

10. A SNAP game is when a player pockets at least on ball on the break and legally pockets all the balls on the table according to the game rules.
    a. Scoring the SNAP game: The player will 10 points for the break and run and then will add all the points earned in the game following to the SNAP game.

11. If the player is successful in the 11th game of running out without missing, the player is entitled to one last game, a 12th game to finish scoring the 11th game. This last game is played by the same rules as the rest of the match.
    a. CUT game in game 11: If a player is playing off a cut game in game 12 then the Cut Option is in effect. The 12th game is only to finish scoring the 11th game. If a Cut game is scored in game 11 the player will have no option to take ball in hand in game 12 or it's game over and adding the points made on the break to their total match score. All the rules of a regular game are in effect.
        i. However, if the player does NOT take ball-in-hand in game 12 and successfully pockets balls, ALL the points earned in the 12th game are added to the match score.
    b. SNAP game in game 11: If there is a SNAP game scored in game 11 the rules for a SNAP game apply and all the points in game 12 are added to the match total.

A Perfect 198 Game

Scoring a perfect match of 198 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. You must successfully execute this in each game until you have played 12 games. 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.