

General Rules for Most Games



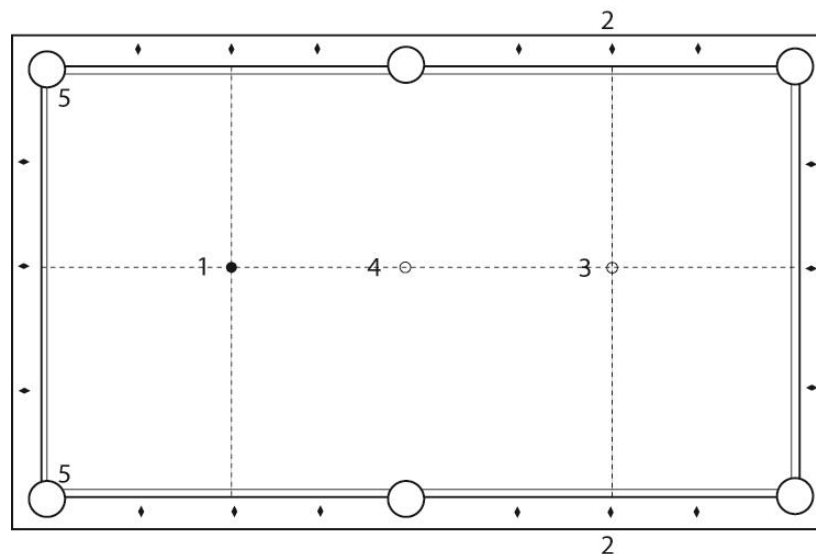
Reporting Your Matches

1. All matches are reporting using the score board through ghostbilliards.com website.
2. After the break the TBB, SB, F and any additional points are input for the statistics for the break.
3. Players will input the results of the RUN in the following section of the scoreboard.
4. Final input for each game is the statistic that finished that game.
5. All statistics are used for tie breakers for each event as well as a player's summary and averages over their latest 20 matches.

Ghost –

is an imaginary opponent where you play against the 'ghost'. You win if run-out (following the game rules required for each game). Playing the 'Ghost' offers a framework for tracking player's improvement and statistics for each game.

Table Identification



1. Foot Spot
2. Head String
3. Head Spot
4. Center Spot
5. Designated Pocket

Playing the Ghost Basic Rules

Be sure to read the game rules for each specific game you will be playing. If you don't know the rules and you mark the scoreboard incorrectly, the match is void, no refunds and could be a termination of membership. Take advantage of the videos provided on the website to help you with reporting your match. We have a One and Done Policy here at Ghost Billiards. If you manipulate your score, lose the opportunity to play. Forever. You have been given fair warning.

The game consists of two turns at the table.

Turn One (1): The break

Turn Two (2): Run balls until a shot is missed or a foul is committed

Most but not all games are played this way. Read the specific videos for the game you will be playing.

Rack: Must be a legal rack according to each game rules. (See the game index below). When using a standard break rack, all balls must be pressed tightly inside the triangle with all balls frozen to each other. We allow and encourage the use of the film racks (See the website for the Tite-n-Rite film racks) for most consistent racking.

Break

To execute a legal break shot the shooter will start with ball in hand behind the headstring with the base of the cue ball behind the headstring striking the required ball if any in accordance to each game rules (See the game index).

Initiating a Shot: All shots must be initiated by contacting the tip of the cue stick when striking cue ball.

Interfering the Break: On the break stopping or changing the path of the cue ball after it passes the headstring is a foul and concludes the first shot at the table.

1st turn at the table is the break shot.

2nd turn at the table: Played by the game rules, the shooter will take "Ball in hand" after the break. The shooting player is allowed, to pick up the cue ball and place it anywhere on the table to start his/her run of pocketing balls. To win the game a player must legally pocket all the balls according to game rules during this turn at the table. A miss or foul or Runout on this shot concludes this turn at the table.

Conclusion of 2nd turn: If no ball is pocketed or a foul is committed, the player's 2nd turn is over and game is concluded.

Fouls On the Break

When a foul is committed on the break shot it is a deduction of one (1) point in most games off your total game score with the exception of 110 and Banks games. A foul on the break in 110 and Bank games is a deduction of two (2) points off your total game score. The following are fouls for all games:

1. The cue ball crossing the headstring without contacting the rack and driving the required amount of balls necessary to rail as described in each game.

2. Jumping the cue ball or an object ball off the table.
3. Not making contact with the designated ball for each game. Refer to game rules for a legal contact for each game.
4. Any interference by the player with any clothing, equipment or body part is a foul.
5. Scratching
6. Double Hit the Cue Ball
7. Bad Cue Ball Placement

General Fouls During Play

There is no point deduction for fouls on your second turn at the table. A foul on your second turn at the table is loss of turn and game over. If a ball is pocketed and a foul is committed during the shot, the scoreboard will deduct the point from your total game balls. Fouls for play are as follows:

1. **We play All Ball Foul Rules.** Moving or touching any object ball on the table with anything (clothing, equipment, hair ect.) once game has commenced it is game over
2. Not making first contact with the designated ball for each game. Refer to game rules for a legal contact for each game.
3. Driving the cue ball or an object ball off the table.
4. Scratching
5. Double hitting the cue ball
6. Push Shot
7. Any Interference by the player at any time during the game
8. Bad cue ball placement or disturbing the lay of the table when placing ball-in-hand
9. Pocketing a ball out of order without first making legal contact with a ball according to game designation.
10. Jumping the cue ball or any ball off the table.
11. No foot on floor when shooting.
12. Shooting without re-spotting balls that are required to be re-spotted.
13. No Rail after Contact
14. Touched Ball
15. Double Hit / Frozen Balls
16. Push Shot
17. Shooting While the Balls Are Still Moving
18. Bad Cue Ball Placement
19. Bad Play from Behind the Head String
20. Playing out of Turn
21. Exceed the Match Time Limit
 - a. Match Is Void
 - b. No Refunds

Fouls Committed on The Break

If a ball is pocketed and there is a foul committed on the break of any game, there is a penalty given and the ball pocketed is spotted on the foot spot and play continues according to game rules.