

GUINNESS WORLD SERIES OF POOL

2012 SPEEDPOOL RULES

ESS - V4 – 2012.06.12

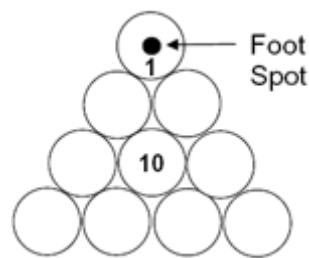
The Guinness World Series of Pool SpeedPool Competition is played with ten object balls numbered one through ten and the cue ball and the game is played against the time clock. The shooter will need to pocket all the number one to number nine balls (in any order) before attempting to pocket the ten ball. Every miss or foul will be penalized with 10 seconds added (and any fouls leading to a ball in hand will add another 10 seconds) to the player's playing time for the rack. Player with faster total playing time will win. Shots are not called. Background music will be played during competition.

1. Determining the Break

The player who wins the lag chooses who will break the first rack.

2. Ten Ball Rack

The object balls are racked as tightly as possible in a triangular shape, with the one ball at the apex of the triangle and on the foot spot and the ten ball in the middle of the triangle. The other balls will be placed in the triangle without purposeful or intentional pattern.



Ten Ball Rack

3. Break Shot

The following rules apply to the break shot:

- (a) the cue ball begins in hand behind the head string; and
- (b) No ball is called, and the cue ball is not required to hit any particular object ball first.
- (c) After the break, the breaker continues at the table until the ten ball is pocketed. Any and all misses or fouls will be subject to 10 seconds penalty rule (and any fouls leading to a cue ball in hand will add another 10 seconds).
- (d) If the ten ball is pocketed on the break shot, the breaker should re-spot the ten ball in the foot spot position and continues play. Timer does not stop and the player is not subject to 10 seconds penalty rule.
- (e) If the breaker pockets the ten ball and scratches or fouls at the same time on the break shot, the breaker should re-spot the ten ball in the foot spot position and continues play. Timer does not stop but the player is subject to 10 seconds penalty rule.

- (f) If the cue ball is driven off the table on a break shot, it is a foul and is subject to 10 seconds penalty rule and as the foul is leading to a cue ball in hand, another 10 seconds will be added. The shooter should proceed with ball-in-hand.
- (g) If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the ten ball which shall be re-spotted by the player); and the player is subject to 10 seconds penalty rule with 10 seconds added for the foul and another 10 seconds for the cue ball in hand.
- (h) If the breaker fouls in any manner not listed above, the breaker continues to play and is subject to 10seconds penalty rule.

4. Time Counting

For each rack, timer will start when the referee count "Ready, 3, 2, 1, Start", then the breaker hit the cue ball to break. Timer will stop when the ten ball is down and the cue ball stops. Time counting to nearest seconds only. Timer will not stop when there is a foul.

5. Continuing Play

The shooter remains at the table until he finished downing all balls with last pocketing the ten ball. While other balls are still in motion, the shooter can start shooting as soon as the cue ball stops.

6. 10 Seconds Penalty

In each rack, 10 seconds will be added to a player's playing time every time if the player misses any balls or commits a foul. Additional 10 seconds will be added if the foul leads to a cue ball in hand.

7. Spotting Balls

- (a) If the ten ball is driven off the table or pocketed on the breakshot, on a foul or before other balls are pocketed, it will be re-spotted at the foot spot by the player himself.
 - (b) If any other balls (except the ten ball) is driven off the table, it will remain as pocketed. But no other object ball (other than the ten ball) is ever spotted.
- All the above condition is a foul and subject to 10 seconds penalty rule.

8. Fouls concerning ten ball

The shooter is considered committing a foul if he

- (a) fouls when pocketing the ten ball;
- (b) pockets the ten ball before all other balls are cleared (except for golden break);
- (c) drives the ten ball off the table.

All the above condition is considered a foul, the 10 seconds penalty rule applies and the ten ball will be re-spotted by the player himself.

9. Standard Fouls

If the shooter commits a standard foul, the 10 seconds penalty rule applies. Then the cue ball is in hand, and the player may place it anywhere on the playing surface and continues play. (See 1.5 Cue Ball in Hand of the WPA General Rules.)

The following are standard fouls at ten ball speedpool:

9.1 Cue Ball Scratch or off the Table

9.3 No Rail after Contact

- 9.4 No Foot on Floor
- 9.5 Ball Driven off the Table (See 7 Spotting Balls.)
- 9.6 Touched Ball
- 9.7 Double Hit / Frozen Balls
- 9.8 Push Shot
- 9.10 Bad Cue Ball Placement
- 9.11 Bad Play from Behind the Head String
- 9.12 Cue Stick on the Table
- 9.13 Playing out of Turn
- 9.14 Playing before referee announces starting of the game

10. Serious Fouls

For 6.16 Unsportsmanlike Conduct of the WPA General Rules, the referee will choose a penalty appropriate given the nature of the offense.

11. Stalemate

If a stalemate occurs, the original breaker of the rack will break again.

12. Tie-break

If a tie-break occurs, the 2 players will each play an additional one rack to determine winner. If tie-break again, additional one rack will be played until a winner is determined. Players will lag to determine play order.

13. Background Music

If background music is played at the event venue, all players should accept this as a condition of play and cannot make any protest against.

14. Unexpected or uncontrollable disturbances

If there are any unexpected or uncontrollable factors affecting the game, all players should continue play as usual and accept this as a condition of play and cannot make any protest against the situation.