

OFFICIAL RULES OF CUESPORTS INTERNATIONAL

DEFINITIONS

This section contains definitions to help you understand and play by the CSI Rules.

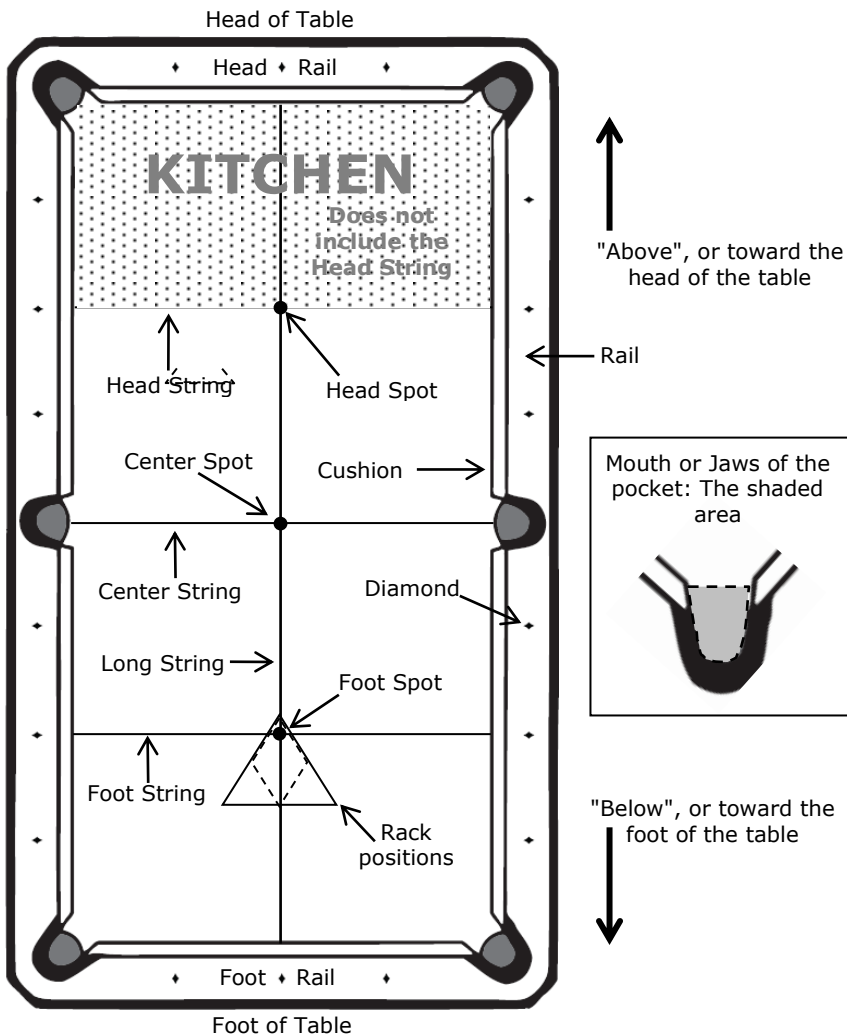


Diagram 1 – The Table

## **OFFICIAL RULES OF CUESPORTS INTERNATIONAL**

### **Above**

The direction moving from any point on the table toward the head of the table. When referring to the head string, above the head string is also referred to as "behind the head string", "behind the line", or "in the kitchen". (See Diagram 1, p. 10).

### **Administrative Authority**

Persons or organizations, other than referees, that have responsibility for the administration of CSI events. Examples include, but are not limited to:

- a. the CSI National Office;
- b. officials of CSI sanctioned or sponsored regional, state or local associations;
- c. tournament directors and event officials;
- d. any person designated by any of the above to exercise administrative authority.

With the exception of settling protests, administrative authority primarily concerns matters other than the game itself. Examples include, but are not limited to: event organization, drawing and maintaining brackets and schedules, dress codes, eligibility, event venue management, finances and prize distribution, referee management, etc.

### **Apex**

The position of the front ball of the rack.

### **Ball in Hand**

When the cue ball may be placed anywhere on the bed of the table. Also referred to as "cue ball in hand".

### **Ball in Hand Behind the Head String**

When the cue ball may be placed anywhere behind the head string on the bed of the table. Also referred to as "ball in hand behind the line".

### **Ball in Play**

A ball that, during a game, is on the bed of the table, in motion on or over the table, or falling into a pocket.

### **Bank Shot**

A shot in which the called ball, before being pocketed, contacts one or more cushions attached to a rail not adjacent to the called pocket. Incidental contact with a cushion

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attached to a rail adjacent to a called pocket does not constitute a bank shot. (AR p. 68)

### **Base of the Ball**

The point at which the ball touches the bed of the table (see Diagram 7, p. 30).

### **Bed of the Table**

The cloth-covered playing surface within the cushions of the table. The cloth-covered tops of the cushions are not part of the bed.

### **Behind the Head String**

The area of the bed of the table between the head string and the head cushion. Also referred to as "the kitchen" or "behind the line". The area behind the head string does not include the head string.

### **Behind the Line**

See "Behind the Head String"

### **Below**

The direction moving from any point on the table toward the foot of the table (see Diagram 1, p. 10).

### **Break Cue**

A cue used primarily for, and usually designed for, break shots.

### **Break Shot**

The first shot of a game.

### **Break Box**

When specified by Administrative Authority, a marked or designated area of the kitchen in which the cue ball must be placed for the break shot.

### **Butt**

The end of a cue opposite the tip.

### **Call Shot Game**

Game in which the specific game rules require the player, in advance of each shot, to designate the ball to be pocketed and the pocket into which it will be made.

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### **Called Ball**

In a call shot game: the object ball the player designates to be pocketed.

### **Called Pocket**

In a call shot game, the pocket the player designates for the called ball.

### **Carom Shot**

A shot in which the cue ball, before contacting the called ball, first contacts one or more other balls. (AR p. 74)

### **Center Spot**

The point at which the long string and center string intersect (see Diagram 1, p. 10).

### **Center String**

A line along the bed of the table, aligned between the centers of the side pockets (see Diagram 1, p. 10).

### **Combination Shot**

1. A shot in which the cue ball first contacts a ball other than the called ball, followed by that ball then contacting the called ball or other object ball(s) which then contact the called ball. (AR p. 74)
2. A shot in which the called ball contacts another ball that is blocking the called ball's path to the called pocket, and the blocking ball is pocketed in the called pocket before the called ball. (AR p. 74)

### **Cue**

A device, usually wooden and tapered, used to strike the cue ball.

### **Cue Ball**

The ball that must be legally struck with the cue tip during a shot. Usually a predominately white ball, sometimes marked with various small circles, logos, or dots.

### **Cue Tip**

A piece of leather, fibrous, or pliable material, attached to the shaft end of the cue along its long axis, which contacts the cue ball during a stroke.

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## **Cushion**

A strip of cloth-covered rubber that borders the inside of the rail (see Diagram 1, p. 10).

## **Diamonds**

Inlays or markings on the rails used for references or target points (see Diagram 1, p. 10).

## **Disturbed Ball**

A ball that has been accidentally touched or moved by the player's body, clothing or equipment.

## **Double Hit**

1. When the cue tip strikes the cue ball more than once on a single stroke.
2. When any part of the cue contacts the cue ball after the cue ball's initial contact with an object ball. (AR p. 89, 90)

## **Down on the Shot**

Having settled completely into a shooting position with a bridge established and pre-shot practice strokes, if any, imminent or in progress. (AR p. 82)

## **Event**

A match, game, series of matches or games, league schedule or tournament conducted under the authority of a national, regional, state or local administrative body that is either CSI owned, sanctioned or sponsored, or that is being played under CSI rules.

## **Event Venue**

1. All areas in which tables specified for play or practice are located; all hallways, lobbies, or other public spaces adjacent to those areas.
2. Other spaces designated by Administrative Authority.

## **Ferrule**

A piece of protective material at the end of the cue shaft, onto which the cue tip is attached.

## **Foot Cushion**

The cushion attached to the foot rail.

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### **Foot of Table**

The end of the table at which the balls are racked (see Diagram 1, p. 10).

### **Foot Spot**

The point at which the long string and the foot string intersect (see Diagram 1, p. 10).

### **Foot String**

A line along the bed of the table, aligned between the second diamonds of the long rails as counted from the foot of the table (see Diagram 1, p. 10).

### **Forgotten Balls**

Balls that were not spotted as required when available.

### **Foul**

Any violation of the rules of play as defined in the General Rules or specific game rules.

### **Foul Shot or Foul Stroke**

A shot or stroke on which a foul occurs.

### **Frozen Ball**

A ball that is touching another ball or a cushion. If loose strands or fibers of cloth extend from a cushion and contact a ball, that does not constitute that ball being frozen to the cushion.

### **Good Hit**

A term used by referees when calling a shot.

### **Head Cushion**

The cushion attached to the head rail.

### **Head of Table**

The end of the table from which the opening break and lag is performed (see Diagram 1, p. 10).

### **Head Spot**

The point where the head string and long string intersect (see Diagram 1, p. 10).

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## Head String

A line along the bed of the table, aligned between the second diamonds of the long rails as counted from the head of the table. The area behind the head string does not include the head string (see Diagram 1, p. 10).

## Hit

The action of the cue ball with respect to its contact with object balls.

## Illegal Break

A break shot that does not meet the break requirements as defined by specific game rules or is in violation of Rule 1-40-a. (AR p. 76)

## Illegal Object Ball

An object ball other than a legal object ball as defined by specific game rules.

## Illegally Pocketed Ball

An object ball is illegally pocketed when:

- a. a foul is committed on the shot in which the ball was pocketed;
- b. in call shot games, a called ball goes into a pocket other than the called pocket;
- c. it is defined as illegally pocketed by specific game rules;
- d. in call shot games, a non-obvious shot that is not called.

## Impeding Ball

An object ball that prevents the cue ball from traveling a straight line to the first object ball with which contact is attempted. An impeding ball may be a legal or an illegal object ball.

## Inning

A turn at the table by a player.

## Jaws

See "Mouth of Pocket"

## Jump Cue

A cue used primarily for, and usually designed for, jump shots.

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### **Jump-Break Cue**

A cue used primarily for, and usually designed for, both jump and break shots, usually having a portion of the butt designed for removal while jumping.

### **Jump Shot**

Intentionally causing the cue ball, because of a downward stroke, to rebound off the bed of the table in order to jump the cue ball over an impeding ball.

### **Jumped Ball**

A ball that:

- a. comes to rest other than on the bed of the table or in a pocket;
- b. contacts any object that is not part of the table (chalk, light fixture, player, floor, etc.);

A ball is not a jumped ball if it leaves the bed of the table and returns there without contacting anything that is not part of the table.

### **Kick Shot**

A shot in which the cue ball, before contacting the called ball, contacts one or more cushions attached to a rail not adjacent to the called pocket. Incidental contact with a cushion attached to a rail adjacent to a called pocket does not constitute a kick shot. (AR p. 74)

### **Kiss Shot**

A shot in which the called ball glances off another object ball before being pocketed. (AR p. 74)

### **Kitchen**

The area of the table between the head string and the head cushion. Also referred to as the area "behind the line" or "behind the head string". The kitchen does not include the head string (see Diagram 1, p. 10).

### **Lag for Break**

A procedure to determine which player breaks.



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## Legal Break

A break shot which meets the requirements of specific game rules. (AR p. 76)

## Legal Object Ball

An object ball with which first contact by the cue ball is required or legal under specific game rules.

## Legal Shot

A shot that does not result in a foul.

## Legal Stroke

Forward motion of the cue resulting in the cue tip striking the cue ball for only the momentary time customarily associated with a normal shot. "Forward" means relative to the cue itself, along the long axis of the cue and away from the butt, and has no relevance to any part of the table or any relationship to the player or any part of their body (see Diagrams 2. Also see Rule 1-18 and Diagram 4. p. 30 ).

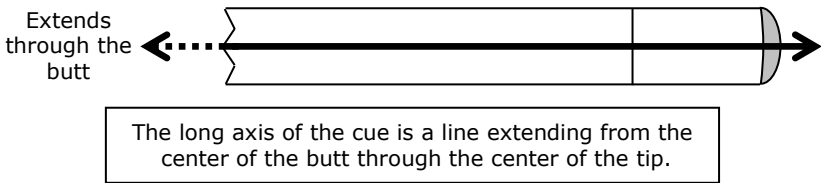


Diagram 2 – Long Axis of the Cue

## Legally Pocketed

When an object ball is pocketed on a legal shot and in accordance with specific game rules.

## Long Rack Game

A game that uses a complete set of fifteen object balls.

## Long String

A line along the bed of the table, aligned between the center diamond of the head rail and the center diamond of the foot rail (see Diagram 1, p. 10).

## Massé Shot

1. A shot in which extreme spin is applied to the cue ball by elevating the butt of the cue.

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2. A shot in which any attempt is made to curve the cue ball around an impeding object ball, regardless of the degree of elevation of the cue or amount of curve.

### **Mechanical Bridge**

A grooved device, usually mounted on a handle, which provides support for the shaft of the cue.

### **Miscue**

A stroke that unintentionally results in faulty cue tip contact with the cue ball (such as the cue tip sliding off the cue ball), often accompanied by a sharp sound not usually associated with a normal stroke.

### **Mouth of Pocket**

The area of the bed of the table between the pocket and a line between the noses of the cushions near the pocket where they change direction (see Diagram 1, p. 10). Also referred to as the "jaws".

### **Not Obvious (see "Obvious shot")**

### **Object Ball**

A ball other than the cue ball.

### **Obvious Shot (AR p. 77, 85)**

A shot in which the non-shooting player has no doubt as to, or does not question, the ball and the pocket. A shot in which the cue ball has a clear path to the object ball and the object ball has a clear path to the pocket. The following types of shots are exceptions and are defined as being "not obvious":

- a. bank shots;
- b. kick shots
- c. combination shots;
- d. shots that include caroms, kisses or cushion contacts that are not incidental;
- e. any shot judged as not obvious by the referee.

### **On a Foul**

When a player fouls, they are said to be "on" a foul until they execute a legal shot. If a player has successive fouls, they are said to be on the number of successive fouls they have.

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## **On the Hill**

Needing only one more game to win the match.

## **Open Table**

In 8-Ball: when groups have not been established.

## **Playing Cue**

The cue used for most shots (as opposed to a break cue or a jump cue).

## **Pocketed Ball**

A ball that drops off the bed of the table into a pocket and remains there. A ball that rebounds from a pocket back onto the table bed is not a pocketed ball. (AR p. 76)

## **Position of Ball**

When a ball is resting on the bed of the table, its position is determined by its base. (see Diagram 7, p. 35).

## **Provided Equipment**

Equipment other than that which the player brings to a match, borrows, or purchases from other players, spectators or vendors during a match.

## **Push-out**

In 9-Ball and 10-Ball: a shot, declared in advance and immediately following a legal break, in which Rule 1-19 does not apply.

## **Push Shot**

A shot in which the cue tip maintains contact with the cue ball longer than the momentary contact allowed for a legal stroke. (AR p. 77)

## **Rack**

1. A device used for gathering the balls into the formation required at the beginning of the game or rack. Also referred to as a “triangle”.
2. The formation of the object balls at the beginning of the game.

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## **Rail**

The top surfaces of the table, not covered by cloth, from which the cushions protrude. There are four rails on a pool table: the head rail, the foot rail, and two side rails. (see Diagram 1, p. 10).

## **Referee Presiding**

When a referee stays at the table for the duration of a match or other extended period.

## **Regulations**

Procedures established by the Administrative Authority that usually do not directly affect the play of the game on the table, and are primarily administrative in nature. Examples include dress codes, eligibility, breaking order, bracket procedures, team coaching procedures, etc.

## **Restoration**

When a disturbed ball is returned to its original position.

## **Safety**

A shot that, depending on specific game rules, may end a player's inning. Also referred to as "Safe", or "Just a shot". (AR p. 77)

## **Sanctioned Event**

Any league or tournament play that is officially recognized by CSI.

## **Scratch**

1. When the cue ball is pocketed on a shot.
2. When the cue ball touches any pocketed ball or obstruction in a pocket, regardless of whether the cue ball remains pocketed. (AR p. 76)

## **Shaft**

The end of the cue to which the cue tip is attached.

## **Short Rack Game**

A game that uses a rack of less than fifteen object balls.

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### **Shot**

All events related to the motion of the balls from the time the cue tip contacts the cue ball until all of the balls have come to rest.

### **Shot Clock**

A timing device used to measure the time limit a player has to take a shot. The device must have the functions of a stopwatch including start, stop, and reset. If the device has audio functions, they must be disabled.

### **Simultaneous Hit**

1. When the cue ball first strikes more than one object ball at the same time.
2. When it cannot be determined which object ball the cue ball struck first.

### **Stroke**

The motion of the cue from the time it begins its forward motion, through the time the cue tip strikes the cue ball, and any further follow-through motion of the cue.

### **Successive Fouls**

Fouls committed on consecutive shots by the same player (also referred to as “consecutive fouls”).

### **Table in Position**

The position of the balls on the table as they lie.

### **Triangle**

See "Rack".