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Regulation
ScratchBall



Diamond
ScratchBall



7-ball
ScratchBall

Regulation ScratchBall balls consists of 15 balls with one ball of a different color.
Regulation Stymie consists of 12 balls with 3 balls of a different color.

TERMS

Call Shot: Announcing the table pocket where you plan to sink the object ball.

Counter ball: All balls except the cue ball and the dead ball.

Dead Ball: The off-color ball (the red ball in regulation colors) or the 8-ball with a standard set of pool balls.

Foul: Failure to hit a ball, scratch without hitting a ball or a ball jumping off the table.

Object ball: The first ball hit by the cue ball.

Reset shot: The shot following a scratch.

Scratch: Sink the cue ball into a table pocket.

Stalemate: After 3 sudden deaths and the score is still tied.

Sudden Death: End game to break a tie.

Trick Shot: Any shot your opponent or referee qualifies as a trick shot.

SCRATCHBALL Official Rules 2011



ScratchBall is a trickshot game. It is fast-paced and exciting. Object of the game is to scratch the cue ball.

ScratchBall: the trickshot billiard game.

GENERAL RULES

The object of the game is to pocket the cue ball. Fail to scratch and your inning ends and the next player approaches the billiard table. Scratch & sink counter balls, or the dead ball, to get points. Rack on foot spot. Break behind the line.

SCORING & PLAY

Scratch but do not sink a ball = 0 pts + continue your turn

Scratch & sink counter ball = 5 pts per ball + continue your turn

Scratch & sink dead ball = 10 pts + continue your turn

No scratch but sink counter balls = 1 pt per ball + end your turn

No scratch but sink dead ball = 0 pts for that turn + end your turn

Trickshots = call a trickshot and double the points made on that shot.

Foul = subtract 5 pts + end your turn. (Score does not go below 0)

KEY INFORMATION

- After a scratch, reset the cue ball anywhere on the table.
- The dead ball returns to the foot spot after it is pocketed.
- Missing all the balls is a foul. The cue ball must hit a ball to continue your turn.
- If the object ball is the dead ball, failure to scratch ends the turn plus receive 0 points even if you also sunk a counter ball.
- The game is over when there is only one ball left on the table.
- -he highest score at the end of the game is the winner.

RULES THAT APPLY ONLY DURING THE RESET SHOT

- If the cue ball goes in the same pocket as the object ball that ends your inning and get 0 points.
- The dead ball cannot be the object ball. If the the dead ball becomes the object ball, your turn ends and lose any points gained during that inning.

Fold Here

SCRATCHBALL SUPPLEMENTAL

TURNS

- When shooting the dead ball, you must scratch the cue ball and pocket the dead ball or your turn ends.
- Committing a foul ends your turn.
- Failure to scratch ends your turn.

TRICK SHOTS

- The cue ball must scratch on a ScratchBall trickshot. The shot is always a call shot and must be announced before shooting the cue ball.
- Call a masse, jumpball, double bank or any shot that your opponent, or referee, agrees is a valid trickshot. Executing it successfully will double the points of that shot. Your turn ends if not executed successfully.
- Shooting the dead ball on a reset or touching the cueball to an object ball is valid on a trickshot.
- Props are optional. They can be used as long as your opponent or referee allows it and it does not disrupt the placement of the balls on the table. For that reason extra balls cannot be placed on the table for your trickshot.
- Definition of a trickshot can vary based on the skill level of the players.

THE DEAD BALL

- If the dead ball or a black ball jumps the rail, they are reset on the foot spot.
- When the dead ball is the object ball, you must scratch and pocket the dead ball. If you scratch without pocketing the dead ball, your turn ends plus you forfeit all points made during that shot.
- If you pocket the dead ball without a scratch, you lose your turn and any other points that were made during that shot.
- If the cue ball is on the foot spot, set the dead ball 2 1/4" behind the cue ball.

RULES DURING THE RESET SHOT

- Points are counted for pocketing the dead ball, and for pocketing the counter in the same pocket as the cue ball, as long as the dead ball or the counter ball is not the object ball.
- When the cue ball is reset on the table, it must be at least 1 ball width, (2 1/4") away from the object ball.

END GAME

When one ball is left alone on the table, or the table is cleared, the game ends.

SUDDEN DEATH

To break a tie game, you play a game of sudden death.
Reset the table with only the dead ball and the cue ball.
Set the dead ball on the foot spot and shoot the cue ball from behind the head string.
The player that breaks takes the first shot.
Each player gets only one shot. Reset table after each shot.
After each player has a turn and the tie is not broken, play another game of sudden death.
Commit a foul in sudden death, you lose.
If it is still a tie game after 3 games of sudden death and the game is a stalemate.

OPTIONS:

Tournament options: Scoring is accumulative. The highest score after 3 games wins. The object ball and the cue ball must be a call shot to acquire points. As long as the call shot was successful, unintentional points can be counted. (Tournaments may require a specific number trickshot during a game and use a different point system.

Diamond ScratchBall: 16 ball ScratchBall uses two dead balls giving extra chances for 10 point plays. Rack by centering the dead ball on the foot spot. Dead balls stays down at end of the game.

9-ball ScratchBall: Played with 9 balls as shown. Rack with apex ball on foot spot.



7-ball ScratchBall: Same ScratchBall rules. 7-ball ScratchBall has a unique look and plays faster. Rack with the apex ball (top black ball) on the foot spot.

Coin op: In coin machines the balls must stay down. Therefore, the dead ball cannot be reset unless you can get a second cue ball to use as the dead ball.

HINTS

1. Concentrate on sinking the cue ball. Scratch to improve your shot.
2. Keep the counters in play for the highest scoring game.
3. 7' tables with a fast carom felt will create lots of excitement & ball action.
4. Shoot the dead ball when you are behind. You have nothing to lose.
5. On a reset shot the dead ball can be pocketed by the object ball.

The object of the game is to block pockets, stymie your opponent and gain points. Rack using a standard triangle with the apex ball on the foot spot and 3 red balls in the center of the rack. Break from behind the head string.



SCORING & PLAY

- Block a pocket with black ball = 1 chip + continue your turn.
- Block a pocket with red ball = 2 chips + continue your turn.
- Double block = 2 chips for 2 black balls, 3 chips for a black & red ball, 4 chips for 2 red balls.
- Unblock = Lose chips equal to the value of the block. In the case of a double block, where only one ball is moved, deduct chips in the amount of the ball that was unblocked and the pocket stays blocked with one ball.
- Foul or Scratch = lose your turn, incoming player gets ball placement.

KEY INFORMATION

- Failure to block a pocket ends your turn.
- After a scratch or foul the incoming player can set the cue ball anywhere on the table. The cue ball must be 1 ball away from any other ball.
- The game ends when all 6 pockets have a block or all balls are pocketed. (with the exception of the block balls)
- The player with the most chips, at the end of the game, wins.
- A tie is broken by a game of Sudden Death.

HINTS

- This is a game of finesse and ball placement. Stymie means to impede, block or obstruct. Every pocket blocked by a ball impedes the next player. Blocking pockets increases the difficulty level by limiting the pockets in play. Aim deliberately. Shoot softly.
- It can be a little more forgiving to attempt a block by gently banking the ball off the corner of a pocket.
- You have to hit a ball on your turn. Not hitting a ball with the cue ball is a foul and allows the incoming player ball placement.
- If you block a pocket and at the same time unblocking it (sink or move an existing block ball), you lose chips for the unblock and gain chips for the block. Chips gained or lost are determined by ball color.
- Feeling lucky. Try a double block. When a ball is blocking a pocket, if you can

place a ball next to it without unblocking it, it is a double block. You get chips equal to the total of both balls. It is a big risk but may pay off.

- A perfect game, with 5 double blocks, pays a total of 21 chips.

- For tournament play, scoring is accumulative. Lag for break. High score breaks on the following game. The player that accumulates the most chips after 3 games wins.

SUDDEN DEATH

- Sudden Death breaks a tie. Rack the table with only 3 red balls. Put the apex ball on the foot spot with the two other red balls directly behind the apex ball. Lag or flip a coin to break. Break from behind the head string. The first person to block a pocket wins the game. Play Sudden Death, without blocking a pocket ends the game in a stalemate. Winner of Sudden Death is awarded 2 chips.

TERMS

Block: When a pocket is blocked by a ball. The ball must come 5/8" or less from the pocket fall line.

Double Block: When 2 balls come within 5/8" from the pocket fall line & form a block.

Red Ball: The balls which awards 2 chips for a block.

Chips: Point counters for blocking or unblocking a pocket.

Fall line: The inside edge of the pocket hole.

Foul: When a ball jumps off the table or when the cue ball fails to hit a ball.

Object ball: The first ball hit by the cue ball.

Scratch: Sinking the cue ball into a table pocket.

Stalemate: Ending Sudden Death with a tie.

Sudden Death: End game to break a tie.

Unblock: Unblocking a pocket by sinking a block ball or moving a block ball further than 5/8" from the pocket fall line.

TEAM PLAYING:

Stymie is an excellent team game. Team playing works best with 2 players on each team. A turn consists of one shot for each member of the team. Team players alternate each shot during their turn. If a pocket gets blocked that team can continue shooting until they fail to block a pocket.

The soft shooting style of the game tends to set up the next shot for the incoming player. With teams this can work to an advantage. The first player of the team can set up shots for the second player. Scoring is accumulated per team.