

Russian Pyramid Billiards Rules

Objective of the game. To score eight points before the opponent.

2. Balls used. Standard set of sixteen pyramid balls: fifteen white ivory balls numbered from 1 to 15 plus one unnumbered colored (preferably yellow) ball.

In the "free pyramid" game there is no permanent division of the balls into the single cue ball (hit by the cue) and the object balls (hit by the cue ball).

When making any stroke (except the initial break) a player may use any ball from the bottom of the table (regardless of its number and color) as the cue ball.

Reciprocally, all other balls in the table bed (regardless of their number and color) may be treated as object balls.

3. 3. Stacking the balls. (see "General pyramid rules" p.8.1 and 8.2).

4. Break shot. The break shot is made with the cue ball in the hand from home (from behind the home line) according to "General pyramid rules" p.11 and 12.

5. Rules of the game:

5.1. before any stroke (except the opening stroke) a player has the right to freely choose the cue ball.

5.2. If any ball is pocketed on a legal stroke, the shooter continues to play thus receiving a new free choice of the cue ball.

5.3. If no cue ball is pocketed on a legal stroke, it is the opponent's turn to make the next stroke with a new free choice of cue ball.

5.4. It is permitted to pocket any object ball, as well as to pocket a cue ball from any object ball.

5.5. It is not necessary to call the ball or pocket. Any ball pocketed in addition to a legal stroke is counted in favor of the shooter.

5.6. Any shot must be completed legally in accordance with the "General Rules of the Pyramid" p. 20.

6. 6. Scoring. Every legally pocketed ball counts one point for the shooter.

In case of a foul, one point is added to the opponent's score.

7. 7. Penalties. In case of a foul (along with a point added to the opponent's score) any ball (according to the opponent's choice) is removed from the table bed and placed in the

opponent's rack for pocketed balls. Such a ball is called a penalty ball. It is removed from the table bed after all illegally pocketed balls and all balls jumped off the table have been detected.

8. Spotting balls. All illegally pocketed balls and all balls jumped off the table are detected in accordance with the "General Pyramid Rules", p. 25.

General pyramid rules

1. Table, balls, equipment

Tables, balls and equipment that meet the standards prescribed in the "IPC Equipment Specifications" must be used when playing the pyramid games described in these rules.

2. Pyramid Table Marking

2.1. The following precise and clearly visible lines and points must be marked on the pyramid table cloth:

(1) Center point - a point in the center of the playing surface of the table.

(2) Centerline - a straight line drawn through the center point parallel to the short rails. The centerline divides the playing surface of the table into two halves - a head half and a foot half. (3) Head point - a point in the center of the head half of the table playing surface.

(4) Starting line - a straight line drawn through the head point and parallel to the headband.

(5) Standing point - a point in the center of the head half of the playing surface of the table.

(6) Dotted line - a portion of the long string drawn from the foot spot to the center of the foot rail.

2.2. Home is defined as the part of the table bed between the home line and the headband.

3. Balls used

Standard set of sixteen pyramidal balls: fifteen ivory-colored white balls numbered from 1 to 15 plus one unnumbered colored ball (preferably yellow).

4. Cue ball and object balls

4.1. The cue ball is a ball struck by the cue stick during play.

4.2. In games other than "Free Pyramid", the colored ball is used as the cue ball. a

4.3. While playing "Free Pyramid", any ball on the bottom of the table (regardless of its color) may be used as a cue ball by a shooter, when it is his turn to make a stroke. (The only exception is the break shot, in which a colored ball must be used as the cue ball).

Reciprocally, all other balls on the bottom of the table, except the cue ball, are object balls.

5. Collision

5.1. A collision (contact) of the cue ball with one of the object balls is the necessary requirement for any shot, including the initial break, to be legal.

5.2. . The cue ball may collide with an object ball directly, as well as with any rail.

5.3. It is a foul when the cue ball does not contact any object ball.

6. Playing after a foul

6.1. In the event of a foul (after illegally pocketed balls and balls jumped off the table are detected, and a penalty ball is drawn from the bottom of the table) an opponent has a choice

(1) take the next stroke himself, or

(2) assign it to the offender.

7. Delay at the break

7.1. The following procedure is used for the lag for the opening break. With the balls in hand behind the baseline, one player to the left and one player to the right of the long line, the balls are shot simultaneously to the foot pad and back to the head of the table. The player whose ball is closest to the head rail wins the lag.

7.2. It is an automatic loss of lag if:

(1) The ball crosses to the opponent's half of the table;

(2) The ball does not contact the foot pad;

(3) The ball lands in a pocket;

(4) The ball jumps off the table;

(5) Ball touches the long pad; or;

(6) The ball touches the foot rail more than once.

7.3 If both players violate the automatic forfeit lag rules, or if the referee cannot determine which ball is closer, the lag is a tie and play is replayed.

7.4 The player who wins the lag has the option to.

(1) take the break or

(2) assign it to the opponent.

8. Placement of the balls

8.1. Before the initial serve, fifteen numbered ivory-colored white balls are placed in the shape of an equilateral triangle (pyramid) with the apex ball at the foot spot and the base parallel to the foot rail. All balls should be pressed together so that they all have contact with each other. A standard triangle should be used when placing the balls.

8.2. The unnumbered colored ball used as the cue ball on the initial break must be placed in the starting area.

Note: In certain circumstances during a game an incomplete pyramid must be racked (see Rules 12 and 27). When the incomplete pyramid is passed, all the requirements for passing a complete pyramid plus the following specific characteristics must be met:

The incomplete pyramid is filled from top to bottom. The lower crude is filled symmetrically from the center to the edges of the long chord of the table. For perfect symmetry a ball is substituted from the top of the pyramid to the bottom row if necessary.

9. Position of the ball

The position of a ball is judged by the position of its center.

10. Home and home line

10.1. A home area does not include the home line.

10.2. A ball that is in the center of the home line is considered out of home.

11. Cue ball on the opening throw

11.1. The opening throw is made with the cue ball in hand from home (from behind the home line).

11.2. The unnumbered colored ball must be used as the cue ball on the break.

11.3. The incoming player may place the cue ball anywhere on the home side, but not on the home line (see Rules 9 and 10).

If the cue ball is placed outside the house, the umpire or the opposing player must inform the shooting player of the incorrect position of the cue ball before the shot is taken. Otherwise, the shot is considered legal.

If the shooting player is informed of the incorrect position, he must reposition the cue ball.

11.4. The cue ball is considered to be in play once the cue ball has been struck by the tip of the cue stick (see rule 14).

11.5. As long as the cue ball remains in the hand (not in play), it may be adjusted by the player's hand, cue, etc. Once the cue ball is in play according to the above, it may not be impeded in any way by the player; to do so is to commit a foul.

12. Legal break

The break is considered legal, if after a collision (a contact) of the cue ball with one of the object balls

- (1) either ball (the cue ball or any object ball) is legally pocketed; or
- (2) at least three different (numbered) object balls (numbered) are pocketed on the rail(s); or
- (3) two different (numbered) object balls are driven into the rail(s) and in addition at least one (any) object ball must cross the center line of the table.

Failure to comply with these requirements is a foul.

12.2. When the breaker fails to make a legal break, the incoming player has the option to.

- (1) accept the table in position and shoot; or
- (2) accept the table in position and assign the offending player the shot; or
- (3) have the balls reset and shoot the break, or
- (4) change the order of the balls and assign the offending player the rebreak.

Note: When re-spotting balls after a penalty ball has been drawn from the bottom of the table, the incomplete pyramid spotting rule must be followed (see Rule 8).

13. Alternate Break

In each following game of the match the opponents alternate the break.

14. Start and end of the shot

14.1. The shot begins once the cue tip contacts the cue ball and is completed once all balls on the bottom of the table become stationary. (A spinning ball is in motion).

14.2. It is a foul to begin the next shot while the previous shot has not been completed.

15. Hitting the Cue Ball

The legal shot requires that the cue ball be struck only with the tip of the cue along the shafts of the cue. Failure to comply with this requirement is a foul.

16. Foot on the floor

The player must have at least one foot in contact with the floor at the time the cue tip contacts the cue ball, or the shot is a foul.

17. Illegal Touching of Balls

17.1. It is a foul to contact any ball (the cue ball or any object ball) on the table with anything (body, clothing, chalk, mechanical bridge, cue shaft, etc.) except the cue tip (while attached to the cue shaft), which may contact the cue ball in the execution of a shot.

18. Double Hit Fouls

If the cue hits the cue ball more than once in a shot, the shot is a foul.

19. Hitting Fouls

19.1 When striking the cue ball it is prohibited to maintain contact between the cue tip and the cue ball until the cue ball strikes (makes contact) the object ball. Otherwise, the stroke is considered a push stroke and is a foul.

19.2. If the cue ball is touching the required object ball prior to the shot, or if the distance between the cue ball and the object ball is so insignificant that it is practically impossible to avoid a momentary triple contact - "cue tip-cue ball-objective ball" - it shall not be considered a cue hit and is a foul. a push cue shall not be considered a push cue if a cue is executed

(1) not less than 45 degrees from the centerline of these two balls, or

(2) in such a way that the cue ball does not follow the object ball.

Otherwise, it is a foul.

Note: Playing away from a frozen object ball (without moving the latter) does not constitute a collision with this object ball. If the cue ball then does not contact any object balls, the shot is a foul (see rule 5.3).

20. Legally Completed Shot

Any shot (except the break) is considered legal (legally completed) if none of these Rules are violated and in addition - after a collision (a contact) of the cue ball with one of the object balls any ball on the bottom of the table (the cue ball or any object ball) is

(1) is pocketed; or

(1) is pocketed; or

Notes:

(1) All elementary acts of play (bumping balls, bouncing on the rails, crossing the center line, etc.) must occur only in the above order. Otherwise, it is a foul.

2. If the cue ball strikes the object ball that is frozen on the rail, and this object ball bounces on the rail, strikes the cue ball and drives it to either rail or crosses the center line, the shot is considered legal only if there were two separate collisions: cue ball/objective ball and object ball/cue ball. Otherwise, it is a foul.

3. A ball crosses the center line only if the center of the ball crosses the center line.

4. If a ball bounces off a side pocket pocket nose and returns to its half of the table, its center has crossed the center line at least once.

21. Cue ball in hand behind the center line

21.1. According to the rules of some pyramid games (except "Free Pyramid") a cue ball in hand may be shot from behind the baseline. In this case all the requirements of Rule 11 must be met.

21.2 It is permissible to pocket any ball after the cue ball contacts any object ball outside the home area. Any ball may be struck in the pocket after the batter has struck any object ball located outside the house. If all balls in sight are located in the house, the shot is hit from the opposite side of the table, which in this case serves as a temporary home, bounded by the baseline.

21.3. A shot with the cue ball in hand from behind the baseline must meet all the requirements of Rule 20.

22. Legally and Illegally pocketed Balls

22.1. A ball is considered legally pocketed if, as a result of a legal stroke, it falls from the bed of the table into the pocket and remains there.

22.2. All legally pocketed balls are removed from the pockets and placed in the rack for pocketed balls. (Each player has his own rack).

22.3. If any of these Rules are violated on the shot, all balls that fall into the pockets as a result of this shot are considered illegally pocketed.

22.4. All illegally pocketed balls do not count and must be spotted.

22.5. A ball that bounces from a pocket to the table bed is not a pocketed ball. (No penalty shall be imposed).

23. Ball on the edge of the pocket

23.1. If a ball hanging on the edge of the pocket falls into a pocket without being hit by another ball, and not being part of any shot in progress, it shall be reset as close as possible to its original position before falling, and play shall continue.

23.2. If an object ball falls into a pocket without being hit by another ball while a player is shooting at it, all balls shall be reset to their position prior to the shot, and the player shall resume shooting.

23.3. If a ball momentarily teeters on the edge of a pocket and then falls in, it shall count and shall not be replaced.

24. Ball jumped off the table

24.1. Balls that land somewhere other than the table bed after a hit (on the top of the rail, the surface of the rail, the floor, etc.) are considered skipped balls.

24.2. A ball may bounce off the surface of the table pads and rails without being a skipped ball if it returns to the table bed on its own and without touching anything that is not a permanent part of the pyramid table.

Balls that hit or touch something that is not part of the table, such as lighting fixtures, rail chalk and rail caps, etc., shall be considered jump balls even though they may return to the table bed after touching items that are not part of the table.

24.3. When a stroke results in the cue ball or any object ball jumping off the table, the stroke is a foul.

24.4. All jumped balls are spotted after the shot is completed.

25. 25. Spotted Balls

25.1. All illegally pocketed, jumped and penalty balls are spotted after the completion of the previous shot and before the start of the next shot.

25.2. Only one ball is placed on the foot spot.

If more than one ball is to be placed, they are placed in an arbitrary order on the placement line from the foot spot to the frozen foot pad with each other.

If any of the balls on or near the spotting line interfere with the spotting of the balls, the balls to be spotted are placed on the spotting line as close as possible to the foot spot and as close as possible to the interfering balls without being frozen to them.

If there is insufficient space on the aiming line between the foot spot and the foot rail for balls to be spotted, such balls are placed on the extension of the aiming line (between the foot spot and the center spot), as close as possible to the foot spot.

25.4. While playing "free pyramid", any dotted ball may be used by the incoming player as a cue ball or object ball.

26. Slow Play

If in the opinion of the referee a player is impeding the progress of the tournament or game by consistently slow play, the referee may warn the player and then, at his or her discretion, impose a time limit up to the maximum of 45 seconds that applies to both players between shots (i.e., both players are put on a shot clock). If the referee imposes a time limit and that limit is exceeded by a player who has received a 10-second "time" warning, a foul will be called.

27. 27. Non-player interference

If during the match the balls are moved by a non-player (directly or by an influence on the shooter), the balls shall be replaced as close as possible to their original positions immediately prior to the incident, and play shall be resumed without any penalty being imposed on the player.

This rule also applies to interference due to "force majeure", such as earthquakes, hurricanes, downed light fixtures, power outages, etc.

If the ball cannot be restored to its original positions, the colored ball is placed in the starting area (if the colored ball is out of play, it must be returned in play in place of any cue ball remaining in the table bed), all cue balls remaining in the table bed are placed in the shape of a pyramid (or incomplete pyramid) with the apex at the foot spot and play will continue with the normal opening break requirements (players are delayed for the break). Point scoring will resume with the score at the time of the break in play.

Note: An incomplete pyramid must be set up in accordance with Rule 8.

28. Interference by a non-shooting player

If the non-shooting player distracts his opponent or interferes with his play, he has committed a foul.

If a player shoots out of turn, or moves (or touches) any ball except during his cue, it is considered interference.

29. Penalties

29.1. Penalties are imposed in the event of:

(1) the cue ball fails to make contact with any object ball on the shot (see Rule 5.3);

(2) an illegal break shot (see Rule 12.1);

(3) the next stroke begins while the previous stroke has not been completed (see Rule 14.2);

(4) illegally striking the cue ball (see Rule 14.2); (5) an illegal break (see Rule 14.2)

(4) illegally striking the cue ball (see Rule 15);

(5) the player does not have at least one foot in contact with the floor at the time the cue tip touches the cue ball (see Rule 16);

(6) illegally touching the balls (see Rule 17);

(7) the double hit (see Rule 18);

(8) the push stroke (see Rules 19.1 and 19.2); (9) the illegal stroke (see Rule 19.1 and 19.2); and

(9) the illegal stroke (see Rule 20);

(10) the cue ball or any object ball being a jump ball off the table (see Rule 24.3);

(11) violating the provisions of the "Slow Play" Rule (see Rule 26);

(12) interference by a non-shooter (see Rule 28).

29.2. If the player infringes several Rules in the same stroke, a single penalty is imposed.