

落袋撞球各項比賽細則
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內容

目錄

1. 通用條款	4
1.1 選手的責任	4
1.2 比球決定開球順序.....	5
1.3 選手設備的使用	5
1.4 將球重新擺位.....	6
1.5 母球自由球	6
1.6 標準指定袋打擊.....	6
1.7 球的突然震動.....	6
1.8 恢復原位	7
1.9 外界干擾	7
1.10 提示判決以及抗議判決	7
1.11 棄權	7
1.12 僵局	7
2. 9號球	7
2.1 決定開球順序	8
2.2 9號球的排球	8
2.3 合法的開球	8
2.4 每局的第二次出桿—推球(Push Out)	8
2.5 繼續擊球	9
2.6 球的重新擺位.....	9
2.7 一般犯規	9
2.8 嚴重犯規	9
2.9 僵局.....	9
3. 8號球	10
3.1 決定第一次的衝球.....	10
3.2 8號球的排球.....	10
3.3 開球	10
3.4 開放球局/選擇分組	11
3.5 繼續擊球.....	11

3.6 須指定擊球的出桿.....	11
3.7 球的重新擺位.....	11
3.8 輸局	11
3.9 一般犯規.....	12
3.10 嚴重犯規.....	12
3.11 僵局.....	13
4. 14.1連續撞球	13
4.1 比球決定開球權.....	13
4.2 14.1的排球.....	13
4.3 開球.....	13
4.4 球局持續以及獲勝.....	13
4.5 指定球指定袋.....	13
4.6 球的重新擺位.....	14
4.7 記分.....	14
4.8 特殊排球情況.....	14
4.9 一般犯規.....	15
4.10 開球犯規.....	15
4.11 嚴重犯規.....	15
4.12 僵局.....	16
5. 黑球	16
5.1 定義	16
自由球.....	16
開球區.....	16
斯諾克(吊球)	16
可打球	17
5.2 設備.....	17
5.3 決定第一次的開球	17
5.4 黑球的排球	17
5.5 開球	17
5.6 開放球局/選擇定組	18
5.7 繼續擊球	18
5.8 母球開球區自由球	18
5.9 緊貼的球	18
5.10 斯諾克狀態擊球	18
5.11 將球重新擺位.....	18

5.12 僵局	18
5.13 一般犯規	18
5.14 輸掉該局的犯規.....	19
6. 犯規	19
6.1 母球洗球或跳出球枱外	19
6.2 未先擊中合法目標球	20
6.3 撞擊目標球後沒有球碰到枱邊顆星	20
6.4 雙腳離地	20
6.5 目標球跳出球枱外.....	20
6.6 碰到球	20
6.7 兩次擊球/凍結球.....	20
6.8 推球.....	21
6.9 球未靜止.....	21
6.10 母球放置不當	21
6.11 開球線後方不當擊球.....	21
6.12 將球桿置放於球枱上.....	21
6.13 不依照順序擊球	21
6.14 連續三次犯規.....	21
6.15 出桿太慢.....	22
6.16 排球紙犯規.....	22
6.17 違反運動員精神之行為.....	22
7. 輪椅撞球比賽之條例/規則	22
7.1 選手資格認定	22
7.2 導致違規的行為	22
7.3 輪椅的要求	22
8. 規則中使用詞語的定義	23
8.1 球桌各部份的名稱.....	23
8.2 出桿擊球	25
8.3 球進袋.....	25
8.4 碰觸到顆星.....	25
8.5 跳離枱面	25
8.6 母球落袋(洗球).....	26
8.7 母球	26
8.8 目標球.....	26
8.9 盤	26

8.10 排球框/排球/局(Rack)	26
8.11 開球.....	26
8.12 擊球權.....	26
8.13 球的位置.....	26
8.14 球的重新擺位.....	27
8.15 球的復位.....	27
8.16 跳桿打擊.....	27
8.17 安全球.....	27
8.18 滑桿.....	27
9. 10號球(2009/01/01追加生效)	26
9.1決定開球先後順序	27
9.2 10號球的排球	28
9.3 合法的開球	28
9.4 每局的第二次出桿–推球(Push Out)	28
9.5 指定擊球	28
9.6 安全球	29
9.7 進錯球或進錯袋時的處置.....	29
9.8 繼續擊球.....	29
9.9 將球重新擺回.....	29
9.10 一般犯規.....	29
9.11 嚴重犯規.....	30
9.12 僵局.....	30

1. 通用條款

下列通用條款適用於本規則中所涵蓋的所有比賽項目，除非與某些特定的比賽細則產生牴觸。此外，“花式撞球規則”中所涵蓋的項目與實際比賽的條款內容並不直接相關，例如設備的規格，以及賽事活動的組織等。落袋花式撞球比賽是在平坦的球桌上覆蓋著台布，並由橡膠墊顆星界定出邊界範圍。選手以棍子(撞球桿)來擊打母球，藉以撞擊目標球，目的是將目標球打入位於顆星邊上的六個袋口。對於先打哪個目標球才是合法，以及如何才能贏得比賽獲勝，各種不同的比賽會有不同的定義。

The following General Rules apply to all the games covered by these rules except when contradicted by specific game rules. In addition, the Regulations of Pool Billiards cover aspects of the game not directly related to the game rules, such as equipment specifications and organization of events.

The games of Pool Billiards are played on a flat table covered with cloth and bounded by rubber cushions. The player uses a stick (pool cue) to strike a cue ball which in turn strikes object balls. The goal is to drive object balls into six pockets located at the cushion

boundary.

The games vary according to which balls are legal targets and the requirements to win a match.

1.1 選手的責任

選手有責任了解比賽所有相關的規則、條例及賽程表、流程表等。即使主辦單位得盡其所能為選手準備好所有的相關資訊，但最終的責任仍須落在選手身上。

1.1 Player's Responsibility

It is the player's responsibility to be aware of all rules, regulations and schedules applying to competition. While tournament officials will make every reasonable effort to have such information readily available to all players as appropriate, the ultimate responsibility rests with the player.

1.2 比球決定開球順序

比球是每場比賽的第一球，用以決定選手出賽的順序。贏得比球的選手可以選擇由誰先上場開球。裁判員會在球桌上的左右兩邊、貼近開球線的後方各放一顆球。雙方選手盡量在同一時間擊球，使擊出的球接觸到腳顆星後回彈，當回彈靜止後，比對方更接近頭顆星的選手贏得比球。

比球時若有違反下列規定，則該選手的比球失敗：

- (a) 球滾到對手之半場，
- (b) 球碰觸腳顆星超過一次以上，
- (c) 球落入球袋或跳出枱面，
- (d) 球碰觸到左右兩邊的長顆星，或
- (e) 球停在發球區左右兩邊底袋袋口前、且其位置超過了頭顆星的鼻部。

此外，如果任何非目標球出現 [規則6.9球尚未靜止](#) 的情形，則該比球失效。

若發生以下情況，則須重新比球：

- (a) 某位選手的球已經碰觸到腳顆星後，另一方選手才擊出球；
- (b) 裁判員無法判定哪顆球更靠近頭顆星；
- (c) 雙方選手同時違反了上述的比球規定。

1.2 Lagging to Determine Order of Play

The lag is the first shot of the match and determines order of play. The player who wins the lag chooses who will shoot first.

The referee will place a ball on each side of the table behind the head string and near the head string. The players will shoot at about the same time to make each ball contact the foot cushion with the goal of returning the ball closer to the head cushion than the opponent.

A lag shot is bad and cannot win if the shooter's ball:

- (a) crosses the long string;

- (b) contacts the foot cushion other than once;
 - (c) is pocketed or driven off the table;
 - (d) touches the side cushion; or
 - (e) the ball rests within the corner pocket and past the nose of the head cushion.
- In addition, a lag will be bad if any non-object-ball foul occurs other than [6.9 Balls Still Moving](#).

The players will lag again if:

- (a) a player's ball is struck after the other ball has touched the foot cushion;
 - (b) the referee cannot determine which ball has stopped closer to the head cushion;
- or
- (c) both lags are bad.

1.3 選手設備的使用

設備必須符合現行的WPA設備規格。一般情況下，比賽時不允許選手們引入新的設備。如果符合以下中的用途，可被認為是正常的使用。如果選手不確定某項設備的特定使用方式，應該在比賽開始之前先與賽事管理單位討論。除了器材本身所設計之使用目的外，選手不得改變其用途。(參見規則[6.17違反運動員精神的行為](#)。)

- (a) 球桿 - 在比賽過程中，允許選手切換球桿，例如衝桿、跳桿、和正常的打擊桿。可以使用球桿內建的延長棒、或是外加的延長棒來增加球桿長度。
- (b) 巧克 - 選手可以在皮頭上塗抹巧克來防止滑桿失誤，並且可以使用自備的巧克，只要它的顏色與球台布相容即可。
- (c) 架桿器 - 在擊球過程中，選手最多只能同時使用兩組架桿器來支撐球桿。選手可以使用自備的架桿器，只要形狀與一般架桿器近似即可。
- (d) 手套 - 選手可以使用手套來增加握桿或是架桿的功能。
- (e) 滑粉 - 在裁判員認可下，選手可以適量的使用滑粉。

1.3 Player's Use of Equipment

The equipment must meet existing WPA equipment specifications. In general, players are not permitted to introduce novel equipment into the game. The following uses, among others, are considered normal. If the player is uncertain about a particular use of equipment, he should discuss it with the tournament management prior to the start of play. The equipment must be used only for the purpose or in the manner that the equipment was intended. (See [6.17 Unsportsmanlike Conduct](#).)

- (a) Cue Stick – The player is permitted to switch between cue sticks during the match, such as break, jump and normal cues. He may use either a built-in extender or an add-on extender to increase the length of the stick.
- (b) Chalk – The player may apply chalk to his tip to prevent miscues, and may use his own chalk, provided its color is compatible with the cloth.
- (c) Mechanical Bridges – The player may use up to two mechanical bridges to support the cue stick during the shot. The configuration of the bridges is up to the player. He may use his own bridge if it is similar to standard bridges.
- (d) Gloves – The player may use gloves to improve the grip and/or bridge hand

function.

(e) Powder – A player is allowed to use powder in a reasonable amount as determined by the referee.

1.4將球重新擺位

目標球如須重新排回球桌上繼續使用，須放在長中心線上(球桌的長軸)、介於腳點和腳顆星之間，在不移動任何球的球況下盡可能的接近腳點。如果發現球不能放在腳點上(受到其他球的干擾)，應該盡可能的與該相應的干擾球接觸(如果可能的話)。但是，當腳點旁是受到母球干擾時，重置的目標球不得與母球接觸，必須保有一些間隙。如果腳點以下的所有長中心線都被其他球所干擾而無法擺放時，目標球應重置在腳點之上，盡可能的貼近腳點。

1.4 Spotting Balls

Balls are spotted (returned to play on the table) by placing them on the long string (long axis of the table) as close as possible to the foot spot and between the foot spot and the foot rail, without moving any interfering ball. If the spotted ball cannot be placed on the foot spot, it should be placed in contact (if possible) with the corresponding interfering ball. However, when the cue ball is next to the spotted ball, the spotted ball should not be placed in contact with the cue ball; a small separation must be maintained. If all of the long string below the foot spot is blocked by other balls, the ball is spotted above the foot spot, and as close as possible to the foot spot.

1.5母球自由球

當選手獲得母球自由球時，可以把母球放在枱面擊球區內的任何地方(參見定義[8.1球桌的說明](#))，並可以在出桿之前繼續的移動母球(參見定義[8.2出桿](#))。選手可以使用球杆的任何部分來移動母球，包括桿頭，但不含正常的出桿動作。在某些比賽中，以及大多數的開球，根據比賽規則，母球的位置可能會受限在開球線後方的頭部區域，此時，規則[6.10母球放置不當](#) 以及 [6.11發球線後方不當擊球](#) 將適用。

當選手取得母球開球線後自由球時，而此時所有合法的目標球都位於開球線後，選手可以要求將最靠近開球線的合法目標球移到腳點。如果同時有二顆或更多的目標球與開球線距離都相同，選手可以指定其中一顆球移到腳點。如果某個目標球剛好壓在開球線上，可以直接打擊。

1.5 Cue Ball in Hand

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface (see [8.1 Parts of the Table](#)) and may continue to move the cue ball until he executes a shot. (See definition [8.2 Shot](#).) Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. In some games and for most break shots, placement of the cue ball may be restricted to the area behind the head string depending on the rules of the game, and then [6.10 Bad Cue Ball Placement](#) and [6.11 Bad Play from Behind the Head String](#) may apply. When the shooter has the cue ball in hand behind the head string and all the legal object balls are behind the head string, he may request the legal

object ball nearest the head string to be spotted. If two or more balls are equal distance from the head string, the shooter may designate which of the equidistant balls is to be spotted. An object ball that rests exactly on the head string is playable.

1.6 標準指定袋打擊

在要求“指定袋打擊”的比賽中，選手想打進哪顆目標球和進哪一個袋，如果不是那麼明確的話，他必須在每次出桿前加以說明。進球的細節，例如是顆星擦板、借球或直接進袋則不須說明。每次只能指定一顆球。裁判員必須認可進球是選手原先意圖的出桿結果，才會認定是有效的指定，所以如果有任何造成混淆的機會，例如灌球、組合傳球和類似的出桿，選手應該指明目標球與指定的球袋。如果裁判員或對手不確定場上選手將如何擊球，他可以要求提出指定聲明。在“指定袋打擊”比賽中，選手可以選擇叫“安全球”以取代進球，然後在擊球結束後將擊球權交給對手。叫“安全球”時被打進的球是否重新排回球桌上，則取決於該項比賽的規則。

1.6 Standard Call Shot

In games in which the shooter is required to call shots, the intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. Only one ball may be called on each shot. For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, he may ask for a call.

In call shot games, the shooter may choose to call “safety” instead of a ball and pocket, and then play passes to the opponent at the end of the shot. Whether balls are being spotted after safeties depends on the rules of the particular game.

1.7 球的突然震動

球可能會在似乎已經停止後突然又震動了一下，這可能是由於球本身或是球桌表面的輕微缺陷所造成的。除非這樣的震動使球突然落入了袋中，否則這被認為是比賽中可接受的小異常，而且球不必移回原位。如果這樣的震動結果卻使球落入了袋中，那應該將球盡可能的排回到接近原來的位置。如果球剛好在出桿的瞬間或之前落入了袋中，而這對擊球的結果有所影響，則裁判員須將相關的球復位，並由原選手重新打擊。當球因意外震動而落入袋中時，選手不應受懲罰。參見[8.3球的入袋](#)。

1.7 Balls Settling

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. Unless this causes a ball to fall into a pocket, it

is considered a normal hazard of play, and the ball will not be moved back. If a ball falls into a pocket as the result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the referee will restore the position and the shot will be replayed. The shooter is not penalized for shooting while a ball is settling. See also [8.3 Ball Pocketed](#).

1.8恢復原位

當有必要將球恢復原位或進行清潔時，裁判員將盡其所能將受到干擾的球恢復到原來的位置。選手需接受裁判員的重置位置判決。

1.8 Restoring a Position

When necessary for balls to be restored or cleaned, the referee will restore disturbed balls to their original positions to the best of his ability. The players must accept the referee's judgment as to placement.

1.9外界干擾

當出桿時出現外界干擾、且對出桿的結果有影響時，裁判員需將球依照出桿之前的位置重新復位。如果干擾對出桿沒有影響，裁判員將干擾球復位，比賽繼續進行。如果球無法恢復到原來的位置，依僵局處理本情況。

1.9 Outside Interference

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the referee will restore the disturbed balls and play will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

1.10提示判決和抗議裁決

如果選手覺得裁判員可能做了誤判，他可請求裁判員重新考慮他的判決，或是對該判未判的部分做出裁決，但裁判員擁有最終的判決權。然而，如果選手覺得裁判員未正確的引用規則，他可以依照指定的上訴授權途徑提出抗議。在進行抗議裁決討論過程時，裁判員需先中止比賽。(參見[6.17違反運動員精神行為的\(d\)條款](#))。犯規必須及時宣告。(參見[6. 犯規](#)。)

1.10 Prompting Calls and Protesting Rulings

If a player feels that the referee has made an error in judgment, he may ask the referee to reconsider his call or lack of call, but the referee's decision on judgment

calls is final. However, if the player feels that the referee is not applying the rules correctly, he may ask for ruling by the designated appeals authority. The referee will suspend play while this appeal is in process. (See also part (d) of [6.17 Unsportsmanlike Conduct](#).) Fouls must be called promptly. (See [6. Fouls](#).)

1.11 棄權

如果選手棄權，將輸掉比賽。例如，當對手還在球桌上擊球，而且該局是決定勝負性的一局時，此時座位上的選手如果旋開了他自己的球桿，則將被視為棄權而輸掉比賽。

1.11 Concession

If a player concedes, he loses the match. For example, if a player unscrews his jointed playing cue stick while the opponent is at the table and during the opponent's decisive rack of a match, it will be considered a concession of the match.

1.12 僵局

如果裁判員查覺比賽沒有任何實際進展，他將會宣佈他的決定，而此時每位選手將仍有三次回到球檯擊球的機會。然後，如果裁判員決定比賽仍舊沒有任何進展，他會做出僵局的宣告。如果雙方選手都同意，可以直接宣告僵局而跳過額外三次的擊球。僵局的程序在每項比賽的規則中另有說明。

1.12 Stalemate

If the referee observes that no progress is being made towards a conclusion, he will announce his decision, and each player will have three more turns at the table. Then, if the referee determines that there is still no progress, he will declare a stalemate. If both players agree, they may accept the stalemate without taking their three additional turns. The procedure for a stalemate is specified under the rules for each game.

2. 9號球

9號球是使用從1號到9號的目標球與一顆母球。從檯面上號碼最小的目標球依序打擊。合法將9球打進的選手贏得該局。

2. NINE BALL

Nine ball is played with nine object balls numbered one through nine and the cue ball. The balls are played in ascending numerical order. The player legally pocketing the nine ball wins the rack.

2.1 比球決定開球順序

選手比球，決定由誰先開球。(參照規則[1.2 比球決定開球順序](#))。標準方式是輪流開球，但需另外參考花式撞球規則15 後續的開球順序。

2.1 Determining the Break

The player who wins the lag chooses who will break the first rack. (See [1.2 Lagging to Determine Order of Play.](#)) The standard format is to alternate the break, but see Regulation 16, Subsequent Break Shots.

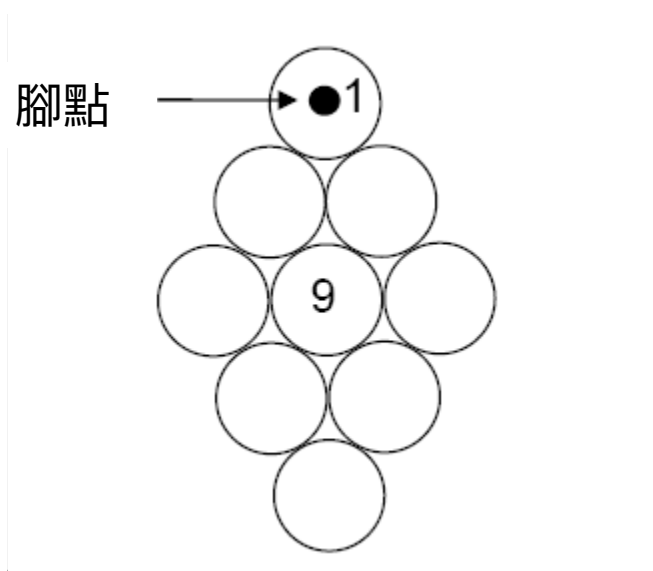
2.2 9號球的排球

目標球以鑽石的型狀盡可能的擺緊，1號球在鑽石框的頂點並對正腳點，9號球在鑽石型的中央。其它的球以隨機而非有意的順序，圍成鑽石型。(參見[花式撞球規則4擺球/定位排球](#))

2.2 Nine Ball Rack

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

Nine Ball Rack



9號球的排球

2.3 合法的開球

開球時採用以下規則：

- 母球置於開球線後任意位置，以及
- 開球後如果沒有球進袋，則需最少四顆目標球必須分別碰到台邊顆星，否則計

開球犯規。(參照規則17. 開球的要求)

2.3 Legal Break Shot

The following rules apply to the break shot:

- (a) the cue ball begins in hand behind the head string;
- (b) if no ball is pocketed, at least four object balls must be driven to one or more rails, or the shot is a foul
- (c) additionally, and only when Three Point Break Rule is used, if no ball is pocketed, three balls must cross the head string, or the break is considered 'dry break'. (See Regulation 18, Three Point Break Rule.)

2.4每局的第二次出桿–推球 (Push Out)

如果開球時沒有犯規，選手可以選擇打“推桿(Push Out)”。他必須明確的向裁判員表明他的意圖，然後規則[6.2未先擊中合法目標球](#)和規則[6.3 撞擊目標球後沒有球碰到枱邊](#)在此時可以豁免不計。如果打“推桿Push Out”時沒有產生犯規，則對方選手可以選擇由誰來接手擊球。

2.4 Second Shot of the Rack – Push Out

If no foul is committed on the break shot, the shooter may choose to play a “push out” as his shot. He must make his intention known to the referee, and then rules [6.2 Wrong Ball First](#) and [6.3 No Rail after Contact](#) are suspended for the shot. If no foul is committed on a push out, the other player chooses who will shoot next.

2.5繼續擊球

如果選子在合法的擊球後進了任何的目標球(除了 Push Out以外，參見 [2.4每局的第二次出桿–推球 Push Out](#))，他可以繼續擊球。不論在任何一次的出桿，如果是合法的打進了9號球（除了推桿 Push Out），就贏得該局。如果選子出桿後沒有進球，或是有犯規，則擊球權交給對手。在沒有犯規的情況下，接手的選子必須從對方選子所留下的母球位置開始接手打擊。

2.5 Continuing Play

If the shooter legally pockets any ball on a shot (except a push out, see [2.4 Second Shot of the Rack – Push Out](#)), he continues at the table for the next shot. If he legally pockets the nine ball on any shot (except a push out), he wins the rack. If the shooter fails to pocket a ball or fouls, play passes to the other player, and if no foul was committed, the incoming player must play the cue ball from the position left by the other player.

2.6球的重新擺位

如果9號球在犯規或推桿(Push Out)時被打進袋，或被撞離了球桌，則9號球必須被重新擺位(見[1.4球的重新定位](#))。若是其他的目標球則不需要。

2.6 Spotting Balls

If the nine ball is pocketed on a foul or push out, or driven off the table, it is spotted. (See [1.4 Spotting Balls](#).) No other object ball is ever spotted.

2.7 一般犯規

如果選手犯了一般犯規，擊球權須轉移給對手，母球自由球，接手選手可以將母球擺在枱面的任何地方(參見 [1.5 母球自由球](#))。以下為在9號球比賽中的一般犯規：

[6.1母球洗球或掉出球台外](#)

[6.2未先擊中合法目標球](#) – 每次出桿後所擊中的第一個目標球，必須是枱面上號碼最小的目標球。

[6.3撞擊目標球後沒有球碰到枱邊](#)

[6.4雙腳離地](#)

[6.5目標球掉出球台外](#) – 僅9號球跳出球枱外時必須重新擺位。

[6.6碰到球](#)

[6.7兩次擊球/凍結球](#)

[6.8推球](#)

[6.9球未靜止](#)

[6.10母球放置不當](#)

[6.12將球桿置放於球台上](#)

[6.13不依照順序擊球](#)

[6.15太慢](#)

[6.16排球紙犯規](#)

2.7 Standard Fouls

If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface. (See [1.5 Cue Ball in Hand](#)) The following are standard fouls at nine ball:

[6.1 Cue Ball Scratch or off the Table](#)

[6.2 Wrong Ball First](#) The first object ball contacted by the cue ball on each shot must be the lowest-numbered ball remaining on the table.

[6.3 No Rail after Contact](#)

[6.4 No Foot on Floor](#)

[6.5 Ball Driven off the Table](#) The only jumped object ball that is spotted is the nine.

[6.6 Touched Ball](#)

- 6.7 Double Hit / Frozen Balls
- 6.8 Push Shot
- 6.9 Balls Still Moving
- 6.10 Bad Cue Ball Placement
- 6.11 Bad Play from Behind the Head String
- 6.12 Cue Stick on the Table
- 6.13 Playing out of Turn
- 6.14 Three Consecutive Fouls
- 6.15 Slow Play
- 6.16 Ball Rack Template Foul

2.8 嚴重犯規

對於6.14連續三次犯規，懲罰是該局判輸。對[6.17 違反運動員精神之行為](#)，裁判員將依照犯規的本質來選擇一個適當懲罰。

2.8 Serious Fouls

For [6.14 Three Consecutive Fouls](#), the penalty is loss of the current rack. For [6.17 Unsportsmanlike Conduct](#), the referee will choose a penalty appropriate given the nature of the offense.

2.9 僵局

如果出現僵局，由該局原先的開球選手再次開球。(參見[1.12 僵局](#))

2.9 Stalemate

If a stalemate occurs the original breaker of the rack will break again. (See [1.12 Stalemate](#).)

3. 8號球

8號球使用15個目標球與一顆母球。選手在叫打8號球之前必須先將自己球組中的7顆目標球(1~7或是 9~15)全部打進，然後打進8號贏球。全程須指定袋打擊。

3. EIGHT BALL

Eight ball is played with fifteen numbered object balls and the cue ball. The shooter's group of seven balls (one through seven or nine through fifteen) must all be off the table before he attempts to pocket the eight ball to win. Shots are called.

3.1 決定第一次的衝球

選手比球，決定由誰先開球。(參照規則[1.2 比球決定開球順序](#))。標準方式是輪流開

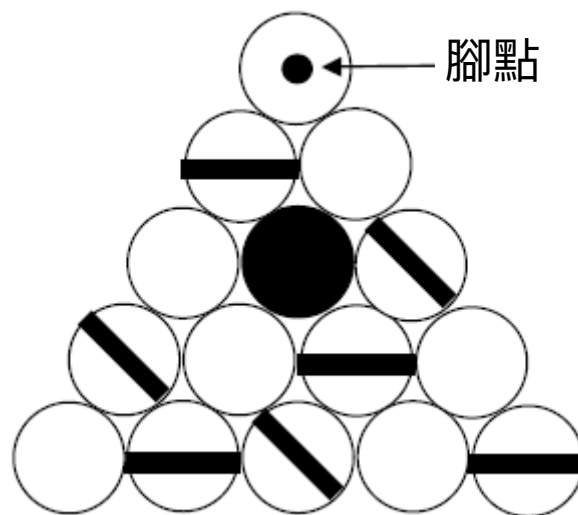
球，但需另外參考花式撞球規則15 後續的開球順序。

3.1 Determining First Break

The player winning the lag has the option to determine who has to execute the first break shot. (See [1.2 Lagging to Determine Order of Play.](#)) The standard format is alternate break (See Regulation 16, Subsequent Break Shots.)

3.2 8號球的排球

十五個目標球盡可能緊密的排成三角形，三角型頂點對正腳點，8號球作為在頂點直線下方的第一個球。三角形下端的兩邊各放一顆不同球組的球。其他的球隨機放置在三角框中，不要有特定的排列模式。



8號球的排球

3.2 Eight Ball Rack

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.

3.3開球

開球時採用以下規則：

- a) 母球置於開球線後任意位置，
- b) 開球時不須指定進球，母球也有限定必須先擊打哪個特定的目標球，

- c) 如果衝球時有球進且沒有犯規，選手可以繼續擊球，球局此時仍屬於開放 (參考 3.4 球局開放/選擇球組)。
- d) 如果衝球時沒有進球，則至少要有4個目標球碰觸到顆星，否則算開球犯規，接手的選手有權選擇：
 - 1. 以現況接手擊球，或
 - 2. 重新排球並開球，或
 - 3. 重新排球並允許犯規對手再次開球。
- e) 合法開球時打進8號不算犯規，如果8號球被打進，開球者下列的選項：
 - 1. 將8號球重新排回，接受枱面現況，或是
 - 2. 再次開球。
- f) 如果打進8號時母球洗球(參見定義 8.6 洗球)，對手可以有以下的選項：
 - 1. 將8號球重新排回，母球開球線後自由球，或是
 - 2. 要求原開球者再次開球。
- g) 如果開球時有任何球跳出台外，算犯規。跳出球枱外的目標球不需要重新擺回(除了8號球必須擺回枱面)，接手的選手可以有以下的選項：
 - 1. 接受枱面現況，或是
 - 2. 母球開球線後自由球。
- h) 如果開球時有超出以上情形的犯規，接手的選手可以有以下的選項：
 - 1. 接受枱面現況，或是
 - 2. 母球開球線後自由球。

3.3 Break Shot

The following rules apply to the break shot:

- (a) The cue ball begins in hand behind the head string.
- (b) No ball is called, and the cue ball is not required to hit any particular object ball first.
- (c) If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open. (See [3.4 Open Table / Choosing Groups](#).)
- (d) If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, and the incoming player has the option of
 - (1) accepting the table in position, or
 - (2) re-racking and breaking, or
 - (3) re-racking and allowing the offending player to break again.
- (e) Pocketing the eight ball on a legal break shot is not a foul. If the eight ball is pocketed, the breaker has the option of
 - (1) re-spotting the eight ball and accepting the balls in position, or
 - (2) re-breaking.
- (f) If the breaker pockets the eight ball and scratches (see definition [8.6 Scratch](#)), the opponent has the option of:
 - (1) re-spotting the eight ball and shooting with cue ball in hand behind the head string; or
 - (2) re-breaking.

(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 eight ball which is re-spotted); and the incoming player has the option of

(1) accepting the table in position, or

(2) taking cue ball in hand behind the head string.

(h) If the breaker fouls in any manner not listed above, the following player has the option of

(1) accepting the balls in position, or

(2) taking cue ball in hand behind the head string.

3.4 開放球局 / 選擇分組

在確定目標球的分組之前，球局稱為“開放”型態。而每次出桿之前，選手必須宣告他想打擊的目標球。如果選手合法地打進他所指定的球，則相應的球組就分配給他，而對手則分配到另外一組。如果選手無法合法的打進指定球，則球局仍舊保持“開放”型態，擊球權移交給另一位選手。當球局仍是“開放”型態時，可以擊打任何目標球，但8號球除外。

3.4 Open Table / Choosing Groups

Before groups are determined, the table is said to be “open,” and before each shot, the shooter must call his intended ball. If the shooter legally pockets his called ball, the corresponding group becomes his, and his opponent is assigned the other group. If he fails to legally pocket his called ball, the table remains open and play passes to the other player. When the table is “open”, any object ball may be struck first except the eight ball.

3.5 繼續擊球

選手只要合法的打進叫球，就可以持續擊球，或在合法打進8號球後贏得該局。

3.5 Continuing Play

The shooter remains at the table as long as he continues to legally pocket called balls, or he wins the rack by pocketing the eight ball.

3.6 須指定擊球的出桿

除了開球以外的每次出桿，都必須依照規則[1.6標準指定袋打擊](#)來進行指定。8號球只能在該選手的指定球組都已經打進後才能指定。選手可以叫“安全球”，在此情況下，出桿結束後擊球權須交給對手，而此次出桿所打進的任何目標球都不需要排回枱面 ([參見8.17安全球](#))。

3.6 Shots Required to Be Called

On each shot except the break, shots must be called as explained in [1.6 Standard Call Shot](#). The eight ball may be called only after the shot on which the shooter's group has been cleared from the table. The shooter may call "safety" in which case play passes to the opponent at the end of the shot and any object ball pocketed on the safety remains pocketed. (See [8.17 Safety Shot](#).)

3.7 球的重新擺位

如果8號球在開球時被打進或跳出枱外，需要重新排回腳點，或者該局重排、重新開球(參見規則 [3.3開球](#) 以及 [1.4球的重新定位](#))。其他的目標球皆不需要重排。

3.7 Spotting Balls

If the eight ball is pocketed or driven off the table on the break, it will be spotted or the balls will be re-racked. (See [3.3 Break Shot](#) and [1.4 Spotting Balls](#).) No other object ball is ever spotted.

3.8 輸掉該局

若擊球選手出現以下情況，則該局判輸：

- (a) 打進8號球時犯規；
- (b) 在他的球組尚未完全進球前打進8號；
- (c) 將8號球打進非指定的袋口；或將8號打出枱面外。

以上各點不適用於開球 (參見 [3.3開球](#))。

3.8 Losing the Rack

The shooter loses if he

- (a) pockets the eight ball and fouls.;
- (b) pockets the eight ball before his group is cleared;
- (c) pockets the eight ball in an uncalled pocket; or
- (d) drives the eight ball off the table.

These do not apply to the break shot. (See [3.3 Break Shot](#).)

3.9 一般犯規

如果選手犯規，擊球權交給對手。母球自由球，接手的選手將母球放在枱面上的任何地方(參見 [1.5 母球自由球](#))。以下是在8號球的一般犯規：

[6.1母球洗球或掉出球台外](#)

[6.2未先擊中合法目標球](#) – 每次出桿後所擊中的第一個目標球必須是屬於該選手的指定組，除了球局還是在“開放”的狀態以外(參見[3.4開放球局 / 選擇分組](#))。

[6.3撞擊目標球後沒有球碰到枱邊](#)

[6.4雙腳離地](#)

[6.5目標球掉出球台外](#) (參見[3.7 球的重新復位](#))。

[6.6碰到球](#)

[6.7兩次擊球/凍結球](#)

[6.8推球](#)

[6.9球未靜止](#)

[6.10母球放置不當](#)

[6.11開球線後方不當擊球](#)

[6.12將球桿置放於球台上](#)

[6.13不依照順序擊球](#)

[6.15太慢](#)

[6.16排球紙犯規](#)

3.9 Standard Fouls

If the shooter commits a foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface. (See [1.5 Cue Ball in Hand](#).)

The following are standard fouls at eight ball:

[6.1 Cue Ball Scratch or off the Table](#)

[6.2 Wrong Ball First](#) The first ball contacted by the cue ball on each shot must belong to the shooter's group, except when the table is open. (See [3.4 Open Table / Choosing Groups](#)).

[6.3 No Rail after Contact](#)

[6.4 No Foot on Floor](#)

[6.5 Ball Driven off the Table](#) (See [3.7 Spotting Balls](#).)

[6.6 Touched Ball](#)

[6.7 Double Hit / Frozen Balls](#)

[6.8 Push Shot](#)

[6.9 Balls Still Moving](#)

[6.10 Bad Cue Ball Placement](#)

[6.11 Bad Play from Behind the Head String](#)

[6.12 Cue Stick on the Table](#)

[6.13 Playing out of Turn](#)

[6.14 Three Consecutive Fouls](#)

[6.15 Slow Play](#)

[6.16 Ball Rack Template Foul](#)

3.10 嚴重犯規

違反[3.8項輸掉該局](#)的條款判罰為輸掉該局。對[6.17違反運動員精神之行為](#)，裁判員將依照犯規的本質來選擇一個適當懲罰。

3.10 Serious Fouls

The fouls listed under [3.8 Losing the Rack](#) are penalized by the loss of the current rack. For [6.17 Unsportsmanlike Conduct](#), the referee will choose a penalty appropriate given the nature of the offense.

3.11 僵局

如果出現僵局(參見[1.12 僵局](#))，由該局原先的開球選手再次開球。

3.11 Stalemate

If a stalemate occurs (see [1.12 Stalemate](#)), the original breaker of the rack will break again.

4. 14.1 連續撞球

14分之一連續撞球，又稱為直接撞球，使用15顆號碼球與一顆母球。合法將指定目標球打進指定袋的每一球記為一分，由積分先達到指定分數之選手贏得比賽。14.1的打法是在打進14顆球之後，重新將球排好，原選手繼續打擊。

4. 14.1 CONTINUOUS POOL

14.1 Continuous Pool, also known as straight pool, is played with fifteen numbered balls and the cue ball. Each ball pocketed on a legal called shot counts one point and the first player to reach the required score wins the match. 14.1 is continuous in that after fourteen balls are pocketed, they are re-racked and the shooter continues.

4.1 比球決定開球順序

選手比球，決定由誰先開球(參照規則[1.2 比球決定開球順序](#))。

4.1 Lagging for the Break

Players lag to determine who will shoot first. (See [1.2 Lagging to Determine Order of Play](#))

4.2 14.1的排球

第一次開球時，將15顆球以三角框擺放，三角框頂點的球對正腳點。當一盤球結束後，如果只重排14顆球時，則空出腳點位置的球不擺放。以枱面所標示的三角框的外緣線來判定所留下的連接衝球是否在排球框內。

4.2 The 14.1 Rack

For an opening break shot, the fifteen balls are racked in a triangle with the apex ball on the foot spot. When the balls are re-racked, the apex ball is omitted if only fourteen balls are being racked. The marked outline of the triangle will be used to

determine whether an intended break ball is in the rack area. If the table is tapped at 14.1 the outline of a triangle will still be drawn for the purpose of deciding whether a ball is in the rack area. When ball rack template is used at 14.1 the outline of a triangle will still be drawn for the purpose of deciding whether a ball is in the rack area.

4.3 開球

開球時採用以下規則：

- a) 母球置於開球線後任意位置，
- b) 開球後如果沒有指定球進袋，則母球與任兩顆目標球必須分別碰到台邊顆星，否則計開球犯規(參照規則[8.4 球碰觸顆星](#))。開球犯規扣開球選手兩分(參照規則[4.10 開球犯規](#))。對手可以就開球後枱面現狀接手擊球，或要求原開球者重新開球，直到符合開球規則，或者非開球選手就開球後枱面狀況接手擊球為止(參照規則[4.11 嚴重犯規](#))。

4.3 Opening Break Shot

The following rules apply to the opening break shot:

- (a) The cue ball begins in hand behind the head string.
- (b) If no called ball is pocketed, the cue ball and two object balls must each be driven to a rail after the cue ball contacts the rack or the shot is a breaking foul. (See [8.4 Driven to a Rail](#).)

This is penalized by subtracting two points from the breaker's score. (See [4.10 Breaking Foul](#).) The non-breaking player may accept the balls in position or may require the breaker to play another opening break shot, until he satisfies the requirements for an opening break or the non-shooting player accepts the table in position. (See [4.11 Serious Fouls](#))

4.4 球局持續以及獲勝

只要擊球者持續合法的將目標球打進指定袋，他就可連續擊球，或者因積分累積至指定的分數而獲勝。當一局的14顆球都合法進袋以後，擊球暫停，直至重新排好球後再繼續。

4.4 Continuing Play and Winning the Game

The shooter remains at the table as long as he continues to legally pocket called balls or wins the game by scoring the required number of points. When fourteen balls from a rack have been legally pocketed, play is suspended until the balls are re-racked.

4.5 指定球指定袋

擊球必須如[1.6標準指定袋打擊](#)規則中所描述的予以事先聲明。擊球者可以聲明“安全球”，而在擊球後將擊球權轉移給對手，任何因為打安全球而進袋的目標球都必須重新排回球桌上。

4.5 Shots Required to Be Called

Shots must be called as explained in [1.6 Standard Call Shot](#). The shooter may call “safety” in which case play passes to the opponent at the end of the shot and any object ball pocketed on the safety is spotted.

4.6 球的重新擺位

所有因為犯規，或安全球，或是未指定而進袋的球，以及所有掉出球台外的球都必須要重新擺回枱面(參照規則[1.4 球的重新定位](#))。如果一盤球的第15顆球必須重新擺回，而且在其它14顆球尚未被碰觸的情況下，該第15顆球將重置在腳點位置，而且裁判員可以使用三角框重排15顆球以確認排球的緊密性。

4.6 Spotting Balls

All balls pocketed on fouls, or on safeties, or without a called ball having been pocketed, and all balls driven off the table are spotted. (See [1.4 Spotting Balls](#).) If the fifteenth ball of a rack needs to be spotted and the fourteen balls have not been touched, the fifteenth ball will spot on the apex spot and the referee may use the triangle to assure a tight rack.

4.7 記分

擊球選手每次合法打進一顆指定球進袋記一分。在合法打擊下額外加進的球每一顆也各加一分。犯規時扣減犯規選手的分數。分數可能會因為犯規而呈現負分。

4.7 Scoring

The shooter scores one point for legally pocketing a called shot. Each additional ball pocketed on such a shot also counts one point. Fouls are penalized by subtracting points from the offending player’s score. Scores may be negative due to penalties from fouls.

4.8 特殊排球情況

當母球或第15顆球妨礙需重排一盤新的14顆球時，適用以下特殊規定。球的位置如在三角框內或與框緣重疊時，此球被視為妨礙排球。當選手詢問裁判員某顆球是否有妨

礙排球時，裁判員需對此詢問做出明確聲明。

- a) 如果打第14顆球時，將第15顆球也同時打進袋，則所有15顆球一起重排；
- b) 如果兩顆球都妨礙的話，所有15顆球重排，母球置於開球線後方自由球；
- c) 如果只有目標球妨礙的話，則目標球重置於頭點；但若母球佔據了頭點時，則將目標球置於球台中心點。
- d) 如果只有母球妨礙時，依下列方式重置：

如果目標球在開球線之前或在開球線上時，母球在開球線後方為自由球；如果目標球在開球線後方，則母球置於頭點；若頭點被佔據時，改置於球台中心點。

不論何種情況，打擊者在新的一盤球開始時將不受限制，可以隨意選擇先打哪一顆目標球。若母球或目標球正好在擺球區域線外，在排球時裁判員可對該球定位，以確保若在排球過程中意外地移動該球，可準確地將該球置回原來的位罝。

4.8 Special Racking Situations

When the cue ball or fifteenth object ball interferes with racking fourteen balls for a new rack, the following special rules apply. A ball is considered to interfere with the rack if it is within or overlaps the outline of the rack. The referee will state when asked whether a ball interferes with the rack.

- (a) If the fifteenth ball was pocketed on the shot that scored the fourteenth ball, all fifteen balls are re-racked.
- (b) If both balls interfere, all fifteen balls are re-racked and the cue ball is in hand behind the head string.
- (c) If only the object ball interferes, it is placed on the head spot or the center spot if the cue ball blocks the head spot.
- (d) If only the cue ball interferes, then it is placed as follows: if the object ball is in front of or on the head string, the cue ball is in hand behind the head string; if the object ball is behind the head string, the cue ball is spotted on the head spot, or on the center spot if the head spot is blocked.

In any case, there is no restriction on which object ball the shooter may play as the first shot of the new rack.

If the cue ball or object ball is barely outside the marked rack area and it is time to rack, the referee should mark the position of the ball to allow it to be accurately replaced if it is accidentally moved by the referee when racking.

母球	在三角框	不在三角框 亦不在頭點上	在頭點上
第15顆球	第15顆球:腳點 母球:發球線後	第15顆球:頭點 母球:不變	第15顆球:中央點 母球:不變
同時入袋	第15顆球:腳點 母球:發球線後	第15顆球:腳點 母球:不變	第15顆球:腳點 母球:不變

Cue Ball Lies \ 15 th Ball Lies	In the rack	Not in the rack and not on the head spot*	On the head spot*
In the rack	15 th Ball: foot spot Cue Ball: behind head string	15 th Ball: head spot Cue Ball: in position	15 th Ball: center spot Cue Ball: in position
Pocketed	15 th Ball: foot spot Cue Ball: behind head string	15 th Ball: foot spot Cue Ball: in position	15 th Ball: foot spot Cue Ball: in position
Behind the head string but not on the head spot*	15 th Ball: in position Cue Ball: head spot		
Below the head string and not in the rack	15 th Ball: in position Cue Ball: behind head string		
On the head spot *	15 th Ball: in position Cue Ball: center spot	*On the head spot means to interfere with spotting a ball on the head spot.	

Table 1. Summary of the Rules for 14.1 Racking Situations

在發球線後 不在頭點上	第15顆球:不變 母球:頭點	
不在發球線後 亦不在三角框內	第15顆球:不變 母球:發球線後	
在頭點	第15顆球:不變 母球:中央點	❓ 在頭點意指妨礙頭點上的置球

(表一) 14.1妨礙排球處置匯總表

4.9 一般犯規

如果選手犯了一般犯規，將從他的分數扣減一分，球則依需要重置，而擊球權則轉移給對手。除非有以下之特別註明，否則母球留在停止位置。以下為在14.1比賽中的一般犯規：

[6.1 母球洗球或掉出球台外](#) --母球在開球線後方自由球(參考規則 [1.5母球自由球](#))。

[6.3 撞擊目標球後沒有球碰到枱邊](#)

[6.4 雙腳離地](#)

[6.5 目標球掉出球台外](#) (所有掉出球台外的目標球都需要重置)。

[6.6 碰到球](#)

[6.7 兩次擊球/凍結球](#)

[6.8 推球](#)

[6.9 球未靜止](#)

[6.10 母球放置不當](#)

[6.11 開球線後方不當擊球](#) (6.11 後段之犯規時，對方獲得開球線後方的自由球)。

[6.12 將球桿置放於球台上](#)

[6.13 不依照順序擊球](#)

[6.15 太慢](#)

[6.16 排球紙犯規](#)

4.9 Standard Fouls

If the shooter commits a standard foul, a point is subtracted from his score, balls are spotted as necessary, and play passes to his opponent. The cue ball remains in position except as noted below.

The following are standard fouls at 14.1:

[6.1 Cue Ball Scratch or off the Table](#) The cue ball is in hand behind the head string (see [1.5 Cue Ball in Hand](#)).

[6.2 Wrong Ball First](#)

[6.3 No Rail after Contact](#)

[6.4 No Foot on Floor](#)

[6.5 Ball Driven off the Table](#) (All object balls driven off the table are respotted.)

[6.6 Touched Ball](#)

[6.7 Double Hit / Frozen Balls](#)

[6.8 Push Shot](#)

[6.9 Balls Still Moving](#)

[6.10 Bad Cue Ball Placement](#)

[6.11 Bad Play from Behind the Head String](#) For a foul under the second paragraph of 6.11, the cue ball is in hand behind the head string for the incoming player.

[6.12 Cue Stick on the Table](#)

[6.13 Playing out of Turn](#)

[6.14 Three Consecutive Fouls](#)

[6.15 Slow Play](#)

[6.16 Ball Rack Template Foul](#)

4.10 開球犯規

開球犯規時，依照[4.3開球條款](#)之規定扣減兩分，除此之外還有可能重新開球。如果同一次出桿中同時發生一般犯規與開球犯規時，該犯規將被視為開球犯規。

4.10 Breaking Foul

A breaking foul is penalized by the loss of two points as mentioned under [4.3 Opening Break Shot](#), as well as a possible re-break. If both a standard foul and a breaking foul happen on one shot, it is considered a breaking foul.

4.11 嚴重犯規

對條款[6.14連續三次犯規](#)，只計算一般犯規，因此開球犯規不得計入三次一般犯規其中之一。第三次犯規除如一般犯規扣減一分外，還要額外加罰扣減15分，而該犯規選手之連續犯規次數歸零。所有15顆球重排並且要求犯規的選手要符合開球規定重新開球。對[6.17 違反運動員精神](#)，由裁判員視犯規的性質選擇相應處罰。

4.11 Serious Fouls

For Rule [6.14 Three Consecutive Fouls](#), only standard fouls are counted, so a breaking foul does not count as one of the three fouls. A point is subtracted for the third foul as usual, and then the additional fifteen-point penalty is subtracted and the offending player's consecutive foul count is reset to zero. All fifteen balls are re-racked and the offending player is required to shoot under the requirements of the opening break.

For [6.17 Unsportsmanlike Conduct](#), the referee will choose a penalty depending on the nature of the offense.

4.12 僵局

如果發生僵局之情況時，（參考規則 [1.12僵局](#)），選手重新比球，以決定由誰重新開球。

4.12 Stalemate

If a stalemate occurs (see [1.12 Stalemate](#)), the players will lag again to determine who will shoot an opening break.

5. 黑球

黑球使用15顆彩色目標球加一個母球。目標球分成兩組各七個和一個黑色球。選手或小隊打完他們指定的目標球組後再合法地把黑球打進贏得比賽。不需要指定叫球打擊。

5. BLACKBALL

Black ball is played with 15 colored object balls and the cue ball. The object balls are two groups of seven and the black ball. The player or team pocketing their group of object balls and legally pocketing the black ball wins the game. Shots are not called.

5.1 定義

除了 [定義8規則中使用詞語的定義](#) 所定義以外，下列定義適用於黑球：

自由球

犯規後，接手的選手可以獲得自由球。在自由球時，規則[6.2 未先擊中合法目標球](#) 不適用，選手可選擇在母球現有位置接手，或是在開球區自由球。

開球區

開球區是由球桌上靠近頭部的三邊顆星以及開球線所組成的矩形區域。發球線平行於頭顆星，到頭顆星的距離為枱面長度的1/5。通則中所描述的“在開球線之後”，在此應解讀為“在開球區內”。

斯諾克(吊球)

當母球沒有辦法以直線直接打擊到合法目標球的部分，稱為斯諾克(又稱吊球)。斯諾克必須由裁判員進行宣告才算有效。

可打球

當目標球對擊選手來說是個合法目標時，稱它為“可打球”。

5.1 Definitions

In addition to definitions defined in [8. Definitions](#) Used in the Rules, the following definitions apply to black ball:

Free shot

After a foul has been committed the incoming player is awarded a free shot. On a free shot Rule [6.2 Wrong Ball First](#) is suspended and the player may take the cue ball in position or in hand in baulk.

Baulk

Baulk is the rectangular area of the table that is bordered by the baulk line and the three cushions at the head of the table. The baulk line is parallel to the head rail and one fifth of the length of the playing surface away from the head cushion. For the applicable general rules, “behind the head string” should be read as “in baulk.”

Snookered

A player is said to be snookered when the cue ball has no straight, direct path to hit at least part of a legal target ball. The snooker must be declared by the referee for it to be in effect.

Ball On

An object ball is said to be “on” when it is a legal target for the shooter.

5.2設備

十五顆球分為二組各7個球，以不同的實體顏色來區分，或是以常用的實體色以及條紋的號碼球來區別(分為1~7 以及 9~15兩組)；此外，還有一個黑色的球或是黑色8號球。球枱上應該劃出腳點和開球線。

5.3決定第一次的開球

比球獲勝的選手可以決定由誰先開球(參照規則[1.2 比球決定開球順序](#))。標準方式是輪

流開球，參考 [花式撞球規則](#)。

5.3 Determining First Break

The player winning the lag has the option to determine who has to execute the first break shot.

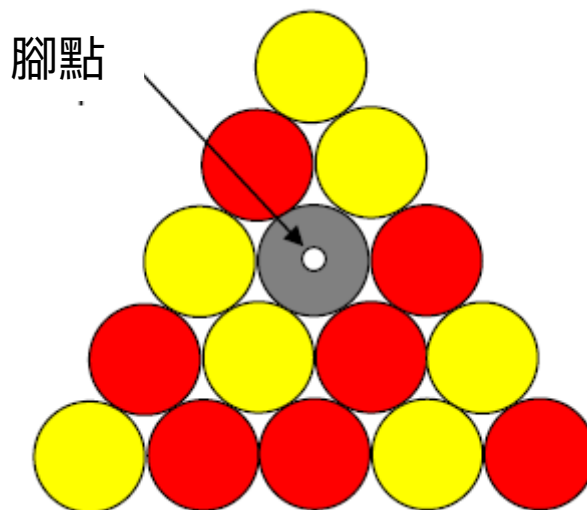
(See [1.2 Lagging to Determine Order of Play](#)) The standard format is alternate break (see Regulations).

5.4 黑球的排球

如圖示方法排球，黑球在腳點上。

5.4 Black Ball Rack

The balls are racked as illustrated with the black ball on the foot spot:



黑球的排球

5.5 開球

開球適用下列規則：

- (a) 母球從開球區自由球；
- (b) 至少必須要有一顆球進袋，或是最少二顆球超過中心線，否則算開球犯規；
- (c) 如果黑球在開球時被打進，所有的球重排，同一位選手再次開球。打進黑球時若同時違反規則 [6.1母球洗球或掉出球台外](#) 或是 [6.5 目標球掉出球台外](#)，可以忽略不計犯規。

5.5 Break Shot

The following rules apply to the break shot.

- (a) The cue ball begins in hand in baulk.
- (b) At least one ball must be pocketed or at least two object balls must cross the center string or the break shot is a foul.
- (c) If the black ball is pocketed on the break, all the balls are re-racked and the same player breaks again. Any violation of [6.1 Cue Ball Scratch or off the Table](#) or [6.5 Ball Driven off the Table](#) is ignored on a break that pockets the black ball.

5.6 開放球局 / 選擇分組

在確定選手的目標球分組之前，球局稱為“開放”型態。球局在開球後屬於“開放”型態，並且維持“開放”直到擊選手合法的只打入其中一組的球(不能同時進兩組)，這意味著不包含開球及自由球。然後擊選手分配到他所打進的那組球，而對手分配到另外一組。

5.6 Open Table / Choosing Groups

The table is said to be “open” when the players’ groups have not been decided. The table is open after the break shot and remains open until the shooter pockets balls from only one group on a legal normal shot, which means not a break shot and not a free shot. The shooter is then assigned that group of balls to pocket and the opponent is assigned the other group.

5.7 繼續擊球

只要擊選手合法的持續進球，他可以一直留在桌上打擊，或是到比賽結束。如果他沒有合法的進球但也沒有犯規，對方從枱面停留的現況接手擊球。

5.7 Continuing Play

The shooter remains at the table as long as he continues to legally pocket balls or the rack ends. If he fails to legally pocket a ball but commits no foul, the opponent shoots from the position left.

5.8 母球開球區自由球

當選手獲得母球自由球時，他可以用手將它擺在開球區內的任何地方。直到選手正式出桿前，他都可以持續用手調整母球的位置。母球在擊打目標球之前並不需要先離開開球區。

5.8 Cue Ball in Hand in Baulk

When the player has the cue ball in hand, he may place it by hand anywhere in baulk. The player may continue to adjust the position of the cue ball by hand until he takes a shot. The cue ball is not required to leave baulk before striking an object ball.

5.9 緊貼的球

如果母球是緊貼住目標球(凍結)，選手不能夠朝著目標球的方向出桿擊打。如果球是在“可打”狀態，就算他朝著遠離目標球的方向出桿，也會被認定是擊中了該凍結球。

5.9 Touching Balls

If the cue ball is touching an object ball, the shooter must not play the cue ball in the direction of that ball. He is considered to have hit the touching ball when he shoots away from it if the ball is on for the shot.

5.10 斯諾克狀態擊球

當選手被斯諾克時(吊到球)，規則 [6.3 撞擊目標球後沒有球碰到枱邊](#) 暫不適用。

5.10 Playing from a Snooker

When the shooter is snookered, Rule [6.3 No Rail after Contact](#) is suspended for the shot.

5.11 球的重新擺位

跳出球枱外的目標球必須重新排回長中軸線上。如果同時必須排幾個球，按以下順序：(1) 黑球，(2) 接手選手的球組，或是從紅、藍或實體球組如果球局仍是開放”型態，(3) 其他球。

5.11 Spotting Balls

Object balls driven off the table are spotted on the long string. If several balls are to be spotted, they are spotted in the following order: (1) the black ball, (2) balls from the group of the next shooter, or balls from the red, blue or solid group if the table is open, (3) other balls.

5.12 僵局

如果因比賽沒有任何實際進展而出現僵局，該局的原開球選手重新開球。如果位置不允許任何合法的出桿，也會產生僵局。

5.12 Stalemate

In case of a stalemate due to lack of progress towards a conclusion, the breaker of the rack will break again. A stalemate also occurs if the position does not allow any legal shot.

5.13 一般犯規

如果選手犯規，擊球權交給對手。接手選手擊球權的第一次出桿可以有一次自由球機會 (參見 [自由球](#))。

以下是黑球的一般犯規：

[6.1 母球洗球或掉出球台外](#)

[6.2 未先擊中合法目標球](#) – (自由球時不適用)。

[6.3 撞擊目標球後沒有球碰到枱邊](#)

[6.4 雙腳離地](#)

[6.5 目標球掉出球台外](#) (參見3.7 球的重新復位)。

[6.6 碰到球](#)

[6.7 兩次擊球/凍結球](#)

[6.8 推球](#)

[6.9 球未靜止](#)

[6.10 母球放置不當](#)

[6.12 將球桿置放於球台上](#)

[6.13 不依照順序擊球](#)

[6.15 太慢](#)

[6.16 排球紙犯規](#)

以下額外的情形在黑球中也算是犯規：

5.13.1 打進對手的球 -- 打進對手的球而沒有同時打進自己的球，算犯規。

5.13.2 球局錯誤 --- 在所有該重新排回的球還沒排好前就出桿，算犯規。

5.13.3 跳球 --- 使母球跳過任何球算犯規。(如果母球本來會擊中某顆球，但是因為離開了球枱表面而沒有擊中該球，則就判定母球有跳過該目標球。)

5.13 Standard Fouls

If the shooter commits a foul, play passes to his opponent. The incoming player has one free shot (see Free shot) as the first shot of his inning.

The following are standard fouls at black ball:

[6.1 Cue Ball Scratch or off the Table](#)

[6.2 Wrong Ball First](#) (suspended for a free shot)

[6.3 No Rail after Contact](#)

[6.4 No Foot on Floor](#)

- 6.5 Ball Driven off the Table
- 6.6 Touched Ball
- 6.7 Double Hit / Frozen Balls
- 6.8 Push Shot
- 6.9 Balls Still Moving
- 6.10 Bad Cue Ball Placement (when playing from baulk)
- 6.11 Bad Play from Behind the Head String
- 6.12 Cue Stick on the Table
- 6.13 Playing out of Turn
- 6.14 Three Consecutive Fouls
- 6.15 Slow Play
- 6.16 Ball Rack Template Foul

The following additional situations are fouls at blackball:

5.13.1 – **Pocketing Opponent’s Ball** – It is a foul to pocket an opponent’s ball without also pocketing a ball from your own group.

5.13.2 – **Table Incorrect** – It is a foul to play before all balls that require spotting have been spotted.

5.13.3 – **Jump Shot** – Causing the cue ball to jump over any ball is a foul. (If the cue ball leaves the bed of the table and misses an object ball that would have been struck had the cue ball not left the table on an otherwise identical shot, the cue ball is deemed to have jumped over that object ball.)

5.14 輸掉該局的犯規

如果出現以下情況，判選手輸掉該局：

- (a) 在不合法的狀況下打進黑球；
- (b) 在還沒有完全打進選手所屬的球組之前就打進黑球；
- (c) 故意違反規則 6.2 未先擊中合法目標球，或是
- (d) 故意不打中球。

6.17 違反運動員精神的行為將會判輸掉該局，或依照違規性質做相應的處罰。

5.14 Loss of Rack Fouls

The player loses the rack if he:

- (a) pockets the black ball on an illegal shot;
- (b) pockets the black ball on a shot that leaves any of his group of balls on the table;
- (c) intentionally violates [6.2 Wrong Ball First](#); or
- (d) does not attempt to hit a ball on. [6.17 Unsportsmanlike Conduct](#) will be penalized by loss of rack or other penalty depending on the nature of the conduct.

6. 犯規

當出現被列入某種比賽的具體規則中的下列行為時，視為犯規。如果同一次出桿包含了不只一種犯規，則只採取其中最嚴重的罰則來計算。如果在下一次出桿前沒有宣告犯規，則認定沒有犯規發生。

6. FOULS

The following actions are fouls at pool when included in the specific rules of the game being played. If several fouls occur on one shot, only the most serious one is enforced. If a foul is not called before the next shot begins, the foul is assumed not to have happened.

6.1 母球落球或掉出球台外

如果母球落入袋中或是跳出球檯外，判定犯規。參見[8.3球進袋](#)和[8.5跳出檯外](#)。

6.1 Cue Ball Scratch or off the Table

If the cue ball is pocketed or driven off the table, the shot is a foul. See 8.3 Ball Pocketed and 8.5 Driven off the Table.

6.2 未先擊中合法目標球

某些比賽要求母球所擊中的第一個目標球必須是某個特定號碼、或是屬於某個特定球組，此時如果母球擊中其他的球則判定犯規。

6.2 Wrong Ball First

In those games which require the first object ball struck to be a particular ball or one of a group of balls, it is a foul for the cue ball to first contact any other ball.

6.3 撞擊目標球後沒有球碰到檯邊顆星

如果該次出桿沒有球進，則母球必須接觸到某個目標球，而在接觸後至少有一個球(母球或是任何目標球)必須碰到檯邊的顆星，否則判定擊球犯規(參見[8.4 碰觸到檯邊顆星](#))。

6.3 No Rail after Contact

If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul. (See 8.4 Driven to a Rail.)

6.4 雙腳離地

如果選手在球桿皮頭擊中母球的瞬間，沒有至少一隻腳碰觸到地板，則判該出桿犯規。

6.4 No Foot on Floor

If the shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball, the shot is a foul.

6.5 目標球跳出球檯外

將目標球撞出球檯外判犯規。目標球是否重新擺回檯面上取決於該比賽的規則(參見 [8.5 球跳出檯外](#))。

6.5 Ball Driven off the Table

It is a foul to drive an object ball off the table. Whether that ball is spotted depends on the rules of the game. (See 8.5 Driven off the Table.)

6.6 碰到球

除了以正常的母球擊打來接觸目標球外，碰觸、移動任何目標球或是變更其路線的行為都算犯規。除了正常出桿來擊打母球，或是得到母球自由球的權利時，任何碰觸、移動母球或是變更母球路線的行為都是犯規。選手在擊球時，需對這種可能造成犯規但是是可由他所能控制的設備負起責任，例如巧克、架桿、衣服、頭髮、身體的任一部分，與獲得自由權時的母球。如果這樣的犯規是意外的，算是一個一般犯規；但這樣的犯規如果是故意的，將判為 [6.17 違反運動員精神的行為](#)。

6.6 Touched Ball

It is a foul to touch, move or change the path of any object ball except by the normal ball-to-ball contacts during shots. It is a foul to touch, move or change the path of the cue ball except when it is in hand or by the normal tip-to-ball forward stroke contact of a shot. The shooter is responsible for the equipment he controls at the table, such as chalk, bridges, clothing, his hair, parts of his body, and the cue ball when it is in hand, that may be involved in such fouls. If such a foul is accidental, it is a standard foul, but if it is intentional, it is 6.17 Unsportsmanlike Conduct.

6.7 兩次擊球/凍結球

每次擊球如果球桿接觸母球多於一次，該出桿算犯規。如果母球靠近但並不接觸目標球，擊球後當母球接觸到目標球時，若球桿皮頭仍在母球上，算犯規。如果母球非常貼近目標球，但選手以非常薄、輕輕擦過目標球的方式出桿，將認定為不違反本條規則的第一項，即使對於球-球接觸時，桿頭是否仍在母球上可能仍存有爭議。

然而，如果母球與目標球在一開始就是緊接的，那完全向著目標球或是部分向著目標球方向來出桿是合法的(前提是它是該比賽規則中的合法目標球)，如果目標球是由這樣的出桿而移動，它會被認定為是已經由母球觸擊到了。(儘管向這樣“密貼”或是“凍結”的球的方向出桿是合法的，但是如果有額外的目標球在附近，必須注意到不要違反了規則的第一條。)

一般認定母球並沒有接觸到任何球，除非是由裁判員或是對手宣告。出桿之前得到確定凍結的宣告是選手的責任。除非比賽規則中另有指定，否則向遠離凍結球的方向擊球並不算有擊中該球。

6.7 Double Hit / Frozen Balls

If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is assumed not to violate the first paragraph of this rule, even though the tip is arguably still on the cue ball when ball-ball contact is made.

However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (provided it is a legal target within the rules of the game) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball. (Even though it may be legal to shoot towards such a touching or “frozen” ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by.) The cue ball is assumed not to be touching any ball unless it is declared touching by the referee or opponent. It is the shooter’s responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball unless specified in the rules of the game.

6.8 推球

以看似正常出桿的速率以外來延長桿頭與母球的接觸時間，判定犯規。

6.8 Push Shot

It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

6.9球未靜止

在枱面上的任何球還在移動或旋轉中就進行出桿擊球，判定犯規。

6.9 Balls Still Moving

It is a foul to begin a shot while any ball in play is moving or spinning.

6.10母球放置不當

當母球自由球在手且限制放在開球線後的頭部區域時，如果將母球置於發球線上或是發球線之前擊球，算是犯規。如果選手不確定母球所置位置是否在發球線之後，可以詢問裁判員來做出判定。

6.10 Bad Cue Ball Placement

When the cue ball is in hand and restricted to the area behind the head string, it is a foul to play the cue ball from on or below the head string. If the shooter is uncertain whether the cue ball has been placed behind the head string, he may ask the referee for a determination.

6.11開球線後方不當擊球

當母球在手自由球必須排在發球線後，而母球必須擊打的第一個目標球也在發球線後面，除非母球先越過發球線再來接觸目標球，否則算犯規。如果這樣的出桿是故意的，屬於違反運動員精神的行為。母球必須越過開球線，或接觸到在開球線之前、或是剛好在開球線之上的目標球，否則算犯規，而接手的選手根據該項比賽的具體規則獲得母球自由球在手。

6.11 Bad Play from Behind the Head String

When the cue ball is in hand behind the head string, and the first ball the cue ball contacts is also behind the head string, the shot is a foul unless the cue ball crosses the head string before that contact. If such a shot is intentional, it is unsportsmanlike conduct.

The cue ball must either cross the head string or contact a ball in front of or on the head string or the shot is a foul, and the cue ball is in hand for the following player according to the rules of the specific game. If such shot is intentional, it is also unsportsmanlike conduct.

6.12將球桿置放於球台上

如果選手為了瞄準而將球桿放在桌子上但卻沒有以任何一手扶持球桿，算犯規。

6.12 Cue Stick on the Table

If the shooter uses his cue stick in order to align a shot by placing it on the table without having a hand on the stick, it is a foul.

6.13不依照順序擊球

無意中未依照順序擊球算一次一般犯規。通常情況下，依誤打後枱面上所留下的球型接手打起。如果某位選手故意不依照順序擊球，會被視為[6.17違反運動員精神的行為](#)。

6.13 Playing out of Turn

It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it should be treated like 6.17 Unsportsmanlike Conduct.

6.14連續三次犯規

如果選手連續犯規三次，中間沒有任何一次合法的出桿，將被判定為嚴重犯規。在以局數計分的比賽中，例如9號球，此三次連續犯規必須是在同一局中。某些比賽例如8號球，則沒有此項規則。若選手已經連續二次犯規，當他回到球桌準備進行打擊前，裁判員必須警告他現在已經是二次犯規了。否則，可能產生的第三次犯規將被認定為是第二次而已。

6.14 Three Consecutive Fouls

If a player fouls three times without making an intervening legal shot, it is a serious foul. In games scored by the rack, such as nine ball, the fouls must be in a single rack. Some games such as eight ball do not include this rule.

The referee must warn a shooter who is on two fouls when he comes to the table that he is on two fouls. Otherwise a possible third foul will be considered to be only the second.

6.15 出桿太慢

如果裁判員認為選手打得太慢，他可以提示選手加快他的比賽速度。如果選手沒有加快，裁判員可以在該比賽中引入計時鐘，同時適用於雙方選手。如果選手超過比賽規定的計時限制，算一次一般犯規，對方選手根據該項比賽的規則進行接手擊球。(規則[6.17違反運動員精神的行為](#)也可使用)

6.15 Slow Play

If the referee feels that a player is playing too slowly, he may advise that player to speed up his play. If the player does not speed up, the referee may impose a shot clock on that match that applies to both players. If the shooter exceeds the time limit specified for the tournament, a standard foul will be called and the incoming player is rewarded according to the rules applicable to the game being played. (Rule 6.17 Unsportsmanlike Conduct may also apply.)

6.16 排球紙犯規

從台面移除排球紙後若妨礙比賽是為犯規。換言之，如果排球紙放在顆星邊上而一顆球(母球或目標球)碰觸到放在顆星邊上的該排球紙的話

6.16 Ball Rack Template Foul

It is a foul when a Ball Rack Template, removed from the playing surface, interferes with the game i.e. if the template is lying on the rail and a ball (cue or object ball) touches the template that is lying on the rail.

6.17 違反運動員精神之行為

違反運動精神的行為，通常的處罰是一次嚴重犯規，但裁判員可以根據他對該行為的判斷來給予相應的處罰。其他相應的處罰可能是：警告；一次一般犯規，如果比賽適用連續三次犯規，可將其計入；一次嚴重犯規；輸掉一局、一盤或是該場比賽；逐出比賽，可能還包括喪失所有相應的獎金、獎杯和積分。違反運動員精神的行為是故意的行為，使的運動精神聲譽受損，或是損壞、改變比賽的公平性。它包括：

- (a) 干擾對手使其分心；
- (b) 比賽中不用正常打擊而改變球的位置；
- (c) 故意滑桿失誤來造成犯規；
- (d) 當叫出犯規後、或是比賽暫時中止時還繼續擊球。
- (e) 比賽中進行練習；
- (f) 在球檯上做記號；

- (g) 故意延遲比賽；以及
- (h) 不當的使用設備。

6.17 Unsportsmanlike Conduct

The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible are a warning; a standard-foul penalty, which will count as part of a three-foul sequence if applicable; a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points. Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. It includes

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) playing a shot by intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during a match;
- (f) marking the table;
- (g) delay of the game; and
- (h) using equipment inappropriately.

7 輪椅撞球比賽的規則/條款

7.1 選手資格認定

所有的選手須因是行動不便的殘障下而使用輪椅，例如下身癱瘓、四肢麻痺、截肢或其他可辨認的殘疾。在某些情況下，可能會要求須有醫生的信來確定資格。

7. Rules/Regulations for Wheelchair Competition

7.1 Player's Eligibility

The criteria for a player to be eligible for Wheelchair competition is that he must be wheelchair mobility dependent for a minimum of 80% of the time. In some cases, a doctor's letter may be required to determine eligibility.

7.2 導致犯規的情況

- (a) 選手出桿時必須保持坐姿(至少一邊的臀部在座椅或是座椅墊上)。如果使用了座椅墊，它必須保持平整並且均勻的覆蓋輪椅。椅墊不能向上隆起以供選手跨坐。選手不能坐在車輪或扶手上。選手臀部所坐的椅面或是座墊的點，當輪椅以正常操作的情形時，不得高於地面27英吋(即為68.5公分)。
- (b) 當擊球時，選手的任何一隻腳都不得在地板上。出桿時，選手不得使用他們的腿或義肢作為接觸球檯任一部分、或是輪椅的槓桿。
- (c) 選手允許使用任何輔助的器具，例如延長桿，特殊的架桿等等，但在實際出桿時，選手不得接受輔助(比如，另一個人可幫忙扶著架桿，但不能幫忙球桿的運

桿推送)。如果選手需要人協助在桌旁推動輪椅，別人可以幫忙，但不得在實際出桿時接觸到輪椅。觸犯以上會被視為[6.17違反運動員精神的行為](#)，通常會被處罰如下：第一次犯，對手可獲得在桌面上任何地方的母球自由球；第二次犯，該局判輸；第三次犯規，輸掉比賽。裁判員可根據犯規的性質來選擇不同的處罰。

7.2 Violations Resulting in Fouls

(a) The shooter must remain seated while playing a shot (at least one cheek on the seat or seat pad). If a seat pad is used, it must remain flat and cover the seat of the wheelchair evenly. The seat pad cannot be bunched up on the seat straddled by the shooter with the shooter's legs or stumps. The shooter may not sit on the wheel or armrest. The point where the shooter's buttocks rest on the seat or seat pad must not be higher than 27 in / 68.5 cm from the surface on which the wheelchair rolls in its normal operating position.

(b) Players must not have their foot/feet on the floor while playing a shot. Players must not use their legs or stumps as a leverage against any part of the table or the wheelchair while playing a shot.

(c) Players are permitted to use any help aids such as cue extensions, special bridges, etc. Players may not be assisted when actually shooting (however, another person may hold the bridge, but must not help with the stroke of the cue). If a player requires assistance to roll around the table, another person may help them, but must not be touching the wheelchair during the actual shot.

Violations of the above are considered to violate 6.17 Unsportsmanlike Conduct and will typically be penalized as follows: 1st offense, cue ball in hand for the opponent anywhere on the table; 2nd offense, loss of the current game; 3rd offense, loss of the match. The referee may choose a different penalty depending on the nature of the offense.

7.3 輪椅的要求

不得使用站立式輪椅。選手的輪椅應該乾淨及維持良好使用狀態。

7.3 Wheelchair Requirements

No standing wheelchairs may be used in the standing position. A player's wheelchair should be clean and in good working order.

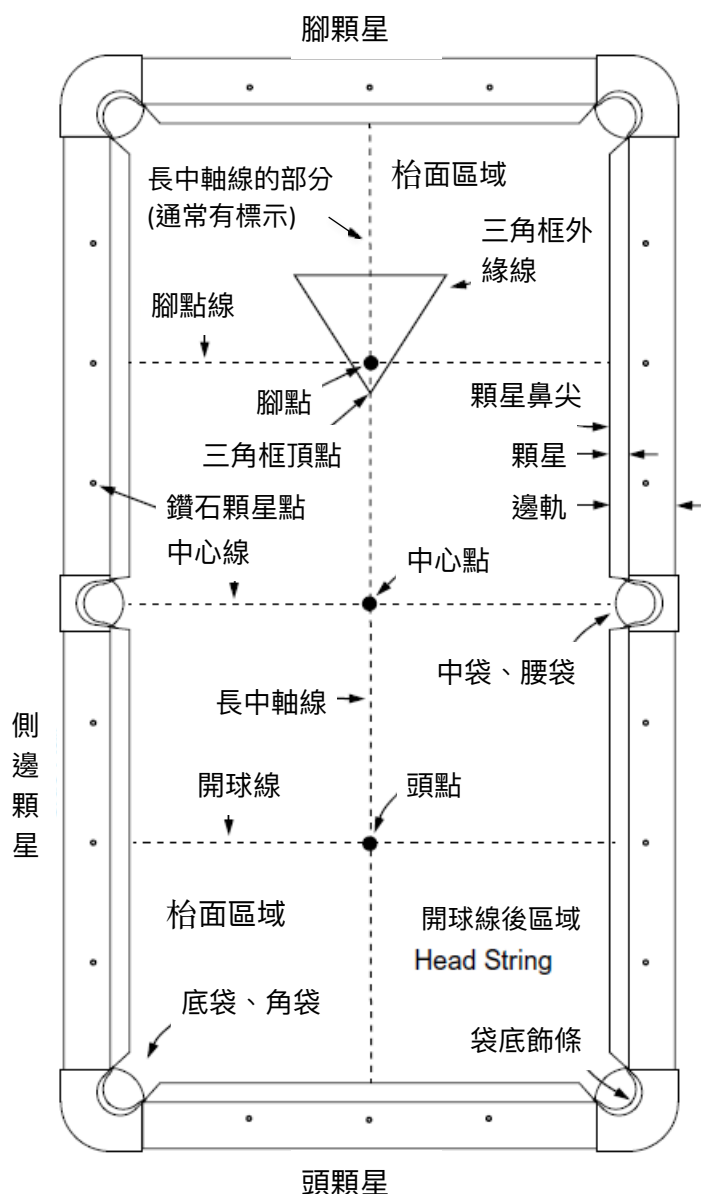
8. 規則中使用詞語的定義

以上這些規則中使用的詞語定義如下：

8. Definitions Used in the Rules

The following definitions apply throughout these rules.

8.1 球檯各部份的名稱



球檯各部份名稱的定義請參照附圖。精確的尺寸及配置的某些細節可參見WPA設備規格。現行的資訊可到WPA網站：www.wpa-pool.com 進行參考。

球桌是由邊軌、顆星、檯面、袋口所共同組成。球桌的腳端通常是目標球開始的區域，而相對的球桌的頭端通常是母球開始的區域。

開球線後方指的是從頭顆星到開球線之間的區域，但不包含開球線。

顆星、軌道面、袋口、以及袋底的內襯飾條是屬於邊軌的一部分。

檯面上有四條“線”如圖所示：

球桌中心的長中心軸線；

靠近頭顆星的開球線，佔了球桌的1/4；

靠近底顆星的腳點線，佔了球桌的1/4；以及

兩側腰袋間的中心線。

這些線只會在以下情況中進行標示。

軌道上可以嵌有稱為鑽石點或顆星點的標記，其間距為1/4球桌的寬度或是1/8球桌的長度，寬度及長度的測量為從顆星的鼻尖到鼻尖之間。

枱面是由球枱布所覆蓋的平整區域，根據比賽的種類，將標誌著以下的記號：

腳點，腳點線與長中心軸線交會處；

頭點，開球線與長中心軸線交會處；

中心點，中心線與長中心軸線交會處；

開球線；

在腳點及腳顆星之間的中軸線；

根據比賽的要求，可能是三角框線，或是直線。

The following definitions of parts of the table refer to the accompanying diagram. Some details of exact size and placement are in the WPA Equipment Specifications. See the WPA website at www.wpa-pool.com for current information.

The table is comprised of rails, cushions, a playing surface and pockets. The foot end of the table is where the object balls usually begin, while the head end is where the cue ball usually begins.

Behind the head string is the area between the head rail and the head string, not including the head string.

The cushions, tops of the rails, pockets and pocket liners are parts of the rails.

There are four “strings” on the playing surface as shown in the diagram:

the long string down the center of the table;

the head string bounding the quarter of the table closest to the head rail; the foot string bounding the quarter of the table closest to the foot rail; and the center string between the two side pockets.

These lines are only marked as mentioned below.

The rails may have inlays referred to as diamonds or sights which mark 1/4th of the width and 1/8th of the length of the table measured from nose to nose on the cushions.

On the playing surface, which is the flat, cloth-covered part of the table, the following will be marked if they are used in the game being played:

the foot spot, where the foot string and the long string meet;

the head spot, where the head string and the long string meet;

the center spot, where the center string and the long string meet;

the head string;

the long string between the foot spot and the foot rail; and

the triangle, either in outline or by alignment marks depending on the game.

8.2 出桿擊球

出桿擊球是由球桿向前運動桿頭接觸到母球時開始起算。出桿結束是指所有枱面上的球都已經停止了移動和旋轉。合法的擊球是指選手在出桿擊球的過程中沒有出現任何犯規。

8.2 Shot

A shot begins when the tip contacts the cue ball due to a forward stroke motion of the cue stick. A shot ends when all balls in play have stopped moving and spinning. A shot is said to be legal if the shooter did not foul during the shot.

8.3球進袋

球如果停留在枱面以下的口袋中，或進入了落袋回球系統，就可以稱為“進球”。球如果因為另一個球的支撐而卡在袋口邊緣，一旦把支撐球去除後會使該球落入袋中，則該球可以算進袋。如果球停在袋口的邊緣，明顯的已經不動且超過了五秒，就算後來它自己掉入袋中，也不算進。參照[1.7 球的突然震動](#)。在該五秒鐘之間，裁判員應確保下一個出桿不得進行。目標球若是進袋後又從袋裡彈回枱面，則不算進球。如果母球觸及了已經進袋的球，不論母球是否從袋中彈回枱面，會被認定已經落袋。裁判員會從已滿的袋口或將滿的袋口移除目標球，但確保這個任務有被執行應是選手的責任。

8.3 Ball Pocketed

A ball is pocketed if it comes to rest in a pocket below the playing surface or enters the ball return system. A ball near the brink of a pocket partly supported by another ball is considered pocketed if removal of the supporting ball would cause the ball to fall into the pocket.

If a ball stops near the edge of a pocket, and remains apparently motionless for five seconds, it is not considered pocketed if it later falls into the pocket by itself. See 1.7 Balls Settling for other details. During that five second period, the referee should ensure that no other shot is taken. An object ball that rebounds from a pocket back onto the playing surface is not a pocketed ball. If the cue ball contacts an already pocketed ball, the cue ball will be considered pocketed whether it rebounds from the pocket or not. The referee will remove pocketed object balls from full or nearly full pockets, but it is the shooter's responsibility to see that this duty is performed.

8.4碰觸顆星

球在原本不接觸該顆星的情況下，後來碰觸到了，稱為碰觸顆星。球如果在一開始擊球前就已經貼在該軌道顆星上(稱為“凍結”顆星)，在擊球後將不被認定為有碰觸該顆星，除非它離開了該顆星後又重新彈回。被打進的球或被擊出枱面外的球也被認定為已經碰觸到顆星。除非特別由裁判員、選手，或對手宣告某球有凍結情況，否則一般不將該球視為凍結顆星。參見規則27 宣告凍結球。

8.4 Driven to a Rail

A ball is said to be driven to a rail if it is not touching that rail and then touches that rail. A ball touching a rail at the start of a shot (said to be “frozen” to the rail) is not considered driven to that rail unless it leaves the rail and returns. A ball that is pocketed or driven off the table is also considered to have been driven to a rail. A ball is assumed not to be frozen to any rail unless it is declared frozen by the referee, the shooter, or the opponent. See also Regulation 29, Calling Frozen Balls.

8.5跳離枱面

沒被打進袋的球如果不是停留在球檯面上(編按：指長短顆星鼻尖所包含的範圍內，不包含顆星軌道面，標準比賽球桌尺寸為50英吋*100英吋)，會被認定為跳離球桌。若球在跳離球桌後因為碰到例如燈具、巧克、或選手等物品後又彈回檯面上，也需被判定為是跳離球桌。接觸到顆星軌道面上後又滾回檯面或者進袋的球，則不算跳離球桌。

8.5 Driven off the Table

A ball is considered driven off the table if it comes to rest other than on the playing surface but is not pocketed. A ball is also considered driven off the table if it would have been driven off the table except for striking an object such as a light fixture, piece of chalk or a player which causes it to return to the table. A ball that contacts the top of the rail is not considered to have been driven off the table if it returns to the playing surface or enters a pocket.

8.6 母球落袋(洗球)

出桿後母球落袋，又稱為洗球。

8.6 Scratch

A shot on which the cue ball is pocketed is called a scratch.

8.7 母球

母球乃是選手每次出桿一開始所擊打的球。傳統上為白色，但可以標示著某個標誌或是“點”。在落袋撞球比賽中，兩位選手使用同一顆母球。

8.7 Cue Ball

The cue ball is the ball that is struck by the shooter at the beginning of a shot. It is traditionally white, but may be marked by a logo or spots. In pocket billiard games, a single cue ball is used by both players.

8.8 目標球

目標球是被母球所撞擊的球，通常的目的是將他們打進袋中。目標球一般都會有編號，從1號開始，使用到幾號的目標球則視比賽的種類而定。目標球的顏色和條紋記號則必須依照世界撞球協會(WPA)的設備規格。

8.8 Object Balls

The object balls are struck by the cue ball with the usual intent of driving them into pockets. They are typically numbered from one to the number of balls used in the game. Colors and markings of the object balls are covered under the WPA Equipment Specifications.

8.9 盤

在某些比賽中，比賽會區分為幾盤，贏得一定數量的盤數者將獲得比賽的勝利。反過來說，需要贏得一定分數或是局數才能贏得一盤。

8.9 Set

In some matches, the match is divided into parts called sets, with a certain number of sets won required to win the match. In turn, a certain number of points or racks won is required to win each set.

8.10 排球框/ 排球/ 局 (Rack)

Rack 排球框是種結構裝置，通常是三角形的，在比賽一開始開球時，做為目標球的排球工具。它的另一個語意是“依照特定形狀排好的一組球”，“排”目標球就是以排球架將他們依規定形狀排好。它的另一個語意是“局”，局是比賽中的一部分，指目標球的單一次排球。在某些比賽，例如9號球，每局代表一分。

8.10 Rack

The rack is the framing device, typically triangular, used to arrange the object balls for the break shot at the start of the game. It also refers to the group of balls so arranged. To rack the object balls is to group them with the rack. A rack is also a portion of a match played with a single rack of object balls. Some games, such as nine ball, are scored at one point per rack.

8.11 開球

取決於比賽種類的規定，開球可能是整場比賽、或者是該局的第一次出桿擊球。開球只能在目標球已經排好，且母球在開球線之後的位置，通常的目的是將目標球堆衝散。

8.11 Break

A break shot is the opening shot of a match or rack, depending on the game. It happens when the object balls have been racked and the cue ball is played from behind the head string usually with the intent of breaking the rack apart.

8.12 擊球權

擊球權指某位選手有在枱面進行出桿的行為權力。擊球權開始於選手有合法的權力可以開始擊球，並結束於當選手出桿結束時不再有下一次出桿的合法權。在某些比賽，某些特定情況下，當擊球權已正常交給該選手了，但選手可以選擇不上場出桿，而將擊球權交回給對手 (例如9號球的“推桿”—Push Out)。輪到上場的選手可稱為“擊選手”。

8.12 Inning

An inning is a player's turn at the table. It begins when it is legal for him to take a shot, and ends at the end of a shot when it is no longer legal for him to take a shot. In some games a player may choose not to come to the table in certain situations when play would normally pass to him, and then the player remaining at the table continues the inning (e.g. a push-out at nine ball). The player whose turn it is to play is called the “shooter.”

8.13 球的位置

球的位置是由它的中心垂直向下於枱面上的投影來確定。如果說球置於線上或是點上，代表它的中心是直接在线上或是點上。

8.13 Position of Balls

The position of a ball is determined by the projection of its center vertically downward onto

the playing surface. A ball is said to be placed on a line or spot when its center is placed directly over that line or spot.

8.14將球重新擺位

某些比賽中，在排一盤新的球時，目標球必須被放置在球框以外的枱面。依此所處理的球稱為重新擺位。參見[1.4 將球重新擺位](#)。

8.14 Re-spotting Balls

In some games, object balls are required to be placed on the playing surface other than when forming a new rack. They are said to be re-spotted when they are so placed. See 1.4 Spotting Balls.

8.15球的復位

如果球被干擾了，依照比賽的規則，可能需要將它們重新擺回原本的位置。裁判員將盡可能準確地將球擺回原來的位罝。

8.15 Restoring a Position

If the balls are disturbed, the rules of the game may require them to be replaced where they were. The referee will replace the balls to their original position as accurately as possible.

8.16跳桿打擊

跳桿打擊是指母球跳過產生干擾的障礙物例如目標球，或是部分的顆星。此打擊是否合法取決於選手的意圖以及是如何來完成它的。通常合法的跳桿打擊是由抬高球桿後端，使母球向著枱面撞擊藉它來造成反彈的跳躍。

8.16 Jump Shot

A jump shot is one in which the cue ball is made to go over an intervening obstacle such as an object ball or part of the cushion. Whether such a shot is legal depends on how it is accomplished and the intention of the shooter. Usually a legal jump shot is played by elevating the cue stick and driving the cue ball down into the playing surface from which it rebounds.

8.17安全球

如果比賽是指定叫球入袋型式，而選手在出桿前向裁判員或對手宣告他要打“安全球”，則該出桿可被認定是“安全球”。在“安全球”出桿結束後，擊球權交給對手。

8.17 Safety Shot

A shot is said to be a safety shot if the game in play is a call shot game and the shooter declared the shot to the referee or his opponent to be a “safety” before the shot. Play passes to the other player at the end of a safety shot.

8.18滑桿

滑桿指桿頭滑脫了母球，可能是因為擊打的點太偏心了，或是巧克上的不夠。它通常伴隨著尖銳的聲音，也可在皮頭上明顯的看到變色的區塊。雖然有些滑桿包含了球桿

的側面接觸到母球，除非該接觸非常明顯可見，否則將認定未發生。鏟球，指球桿桿頭同時接觸枱面與母球，並且使母球的軌跡向上脫離枱布，此打擊被視為滑桿。請注意，故意滑桿涵蓋在 [6.17違反運動員精神之行為\(C\)](#) 項中。

8.18 Miscue

A miscue occurs when the cue tip slides off the cue ball possibly due to a contact that is too eccentric or to insufficient chalk on the tip. It is usually accompanied by a sharp sound and evidenced by a discoloration of the tip. Although some miscues involve contact of the side of the cue stick with the cue ball, unless such contact is clearly visible, it is assumed not to have occurred. A scoop shot, in which the cue tip contacts the playing surface and the cue ball at the same time and this causes the cue ball to rise off the cloth, is treated like a miscue. Note that intentional miscues are covered by 6.17 Unsportsmanlike Conduct (c).

9. 10號球規則 (2009/01/01起生效)

10號球的規則主要為需要“指定進球”，以號碼1~10的10個目標球以及1個母球來進行。從數字最小的號碼球依序往上打起；不論何時，打者必須先以母球擊中枱面上號碼最小的目標球才算合法的擊球。如果開球時就衝進了10號球，則10號球必須重新擺回腳點的位置，衝球者可以繼續打擊。每次打擊時僅能指定單一目標球，開球除外(不需指定)。(參考規則 [9.5指定進球](#))。

9. Ten Ball

Ten ball is a call shot game played with ten object balls numbered one through ten and the cue ball. The balls are played in ascending numerical order and the lowest numbered ball must be contacted by the cue ball in order to establish a legal hit. If the ten ball is pocketed on a legal break shot, it will be re-spotted and the player continues with his inning. Only one ball may be called on each shot, except on the break shot where no ball may be called. (See 9.5 Call Shots & Pocketing Balls).

9.1 決定開球先後順序

選手比球，決定由誰先開球。(參照規則[1.2 比球決定開球順序](#))。標準方式是輪流開球，另外需參考 [花式撞球規則15 後續的開球順序](#)。

9.1 Determining the Break

The player who wins the lag chooses who will break the first rack. (See 1.2 Lagging to Determine Order of Play.) The standard format is to alternate the break, but See Regulation 15, Subsequent Break Shots.

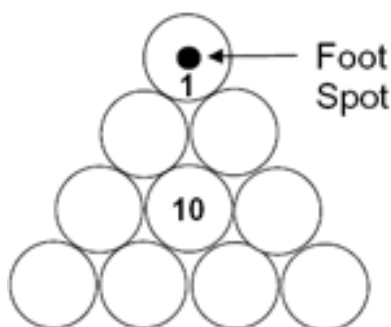
9.2 10號球的排球

目標球以三角形的形狀盡可能擺緊不留縫隙，1號球在三角形的前端，位置在腳點上，而10號球則在三角形的中央(如圖示)。其他球則隨意擺放，不要有特定順序。(參見[花式撞球規則4擺球/定位排球](#))

9.2 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. (See Regulation 4, Ball Rack Template.)



10號球的排球

9.3 合法的開球

開球適用以下規則：

- a) 母球置於開球線後任意位置，並且
- b) 開球後如果沒有球進袋，則需最少四顆目標球必須分別碰到台邊顆星，否則計開球犯規。[\(參照規則17. 衝球的要求\)](#)

9.3 Legal Break Shot

The following rules apply to the break shot:

- (a) the cue ball begins in hand behind the head string; and
- (b) if no ball is pocketed, at least four object balls must be driven to one or more rails, or the shot is a foul. (See Regulation 17, Open Break Requirements.)

9.4每局的第二次出桿–推球 (Push Out)

如果開球後沒有犯規，則接下來的打擊者可以選擇是否打“推桿(Push Out)”。在打之前，必須向裁判員明確的聲明是打“推桿(Push Out)”。如果已經聲明了，則該次打擊就不受規則[6.2未先擊中合法目標球](#)和規則[6.3撞擊目標球後沒有球碰到枱邊](#)的限制。如果打完Push Out也是合法沒有犯規時，則接下來的選手可以選擇由誰接手擊球。如果在Push Out的同時將10號球打進，則10號球必須擺回腳點，不受犯規懲罰。

9.4 Second Shot of the Rack – Push Out

If no foul is committed on the break shot, the shooter may choose to play a “push out” as his shot. He must make his intention known to the referee, and then rules 6.2 Wrong Ball First and 6.3 No Rail after Contact are suspended for the shot. If no foul is committed on a push out, the other player chooses who will shoot next. The ten ball pocketed during a Push Out is re-spotted, without penalty.

9.5 指定擊球

不論何時當選手試著想打進球時(除了開球以外)，他必須事先聲明要打哪一球進哪一袋，尤其是狀態不明確時。至於如何進袋的細節，例如是以灌球或者借球進球，則不需特別聲明。

球進袋到底算不算，取決於裁判員是否認可它是選手原本就意圖打進的球。所以如果有任何可能會造成混淆的情況，例如顆星灌球或組合傳球，選手應該要事先明確的聲明所要進球的號碼以及要進哪一袋。如果裁判員或對手不清楚打者的意圖，可以要求打者再次明確的聲明。

9.5 Call Shots & Pocketing Balls

Whenever the shooter is attempting to pocket a ball (except the break) he is required to call shots, the intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant.

For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, he may ask for a call.

9.6 安全球

在開球後，選手可在任何時刻叫打“安全球(Safety)”，打安全球時可以不打進球，但是必須是個合法打擊(打到枱面上最小號碼的目標球，並在母球撞擊最小號碼的目標球後有任何一顆球撞擊到顆星)，此時該選手的擊球權結束，換對手擊球。不過如果在叫打安全球時卻合法的打進了任何球，接手的選手可以選擇以枱面現況接手擊球，或者是將擊球權交還給對方。(參見[9.7項 進錯球或進錯袋時的處置](#)，同樣適用於安全球)。

9.6 Safety

The shooter, after the break at any time may call “safety” which permits him to make contact with the legal object ball without pocketing a ball and end his inning. However, if the shooter pockets the legal object ball the incoming player has the option to play the shot as left, or hand it back to his opponent. (See 9.7 Wrongfully Pocketed Balls which also applies during a safety.)

9.7 進錯球或進錯袋時的處置

如果擊球者錯失了指定球或者指定袋，但卻還是打進了球，例如打進了指定球但卻進錯袋，或者指定球沒進卻進了其他的球，則他的擊球權結束，而對手可以選擇以枱面現況接手擊球，或者是將擊球權交還給對方。

9.7 Wrongfully Pocketed Balls

If a player misses his intended ball and pocket, and either makes the nominated ball in the wrong pocket or pockets another ball, his inning has finished and the incoming player has the option to take the shot as is, or hand it back to his opponent.

9.8 繼續擊球

如果選手合法的打進了指定球 (Push Out打進的不算，參照規則2.4[每局的第二次出桿—推球Push Out](#))，同時有其它球也被打進，進球照算，不須從袋裡拿出來重排(除了10號球以外，參照規則[9.9 將球重新排回](#))，選手此時仍擁有擊球權，可以持續打下一

球。如果選手指定了10號球並合法的打進(除了Push Out以外)，則贏得該局。如果選手沒有合法打進指定球或者是犯規，則擊球權結束，交由對手打擊；如果沒打進但也沒犯規，則接手的選手必須以枱面的現狀接手繼續擊球。

9.8 Continuing Play

If the shooter legally pockets a called/nominated ball on a shot (except a push out, see 9.4 Second Shot of the Rack – Push Out), any additional balls pocketed remain pocketed (except the ten ball; see 9.9 Spotting Balls), and he continues at the table for the next shot. If a player nominates and legally pockets the ten ball prior to the ten ball being the last remaining ball, the ten ball is re-spotted and the shooter continues, while pocketing the ten ball as a final ball at the table, he wins the rack. If the shooter fails to pocket the called ball or fouls, play passes to the other player, and if no foul was committed, the incoming player must play the cue ball from the position left by the other player.

9.9 將球重新擺回

如果10號球在開球、Push Out或者犯規的狀況下打進，或者在沒有事先聲明、意外進錯袋以及跳出枱面的情形發生時，則10號球必須重新擺回腳點的位置(參見 [1.4 母球自由球](#))。其他的球則都不需要再擺回。

9.9 Spotting Balls

If the ten ball is pocketed on a foul or push out, or accidentally in the wrong pocket, or driven off the table, it is re-spotted. (See 1.4 Spotting Balls.) No other object ball is ever spotted.

9.10 一般犯規

如果選手犯了任何一般犯規，則擊球權結束，交還對手，對手有自由球的權利，可以將母球置於枱面上的任一位置(參見 [1.5 母球自由球](#))。

9.10 Standard Fouls

If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface. (See 1.5 Cue Ball in Hand)

以下為10號球的一般犯規：

[6.1 母球洗球或掉出球台外](#)

[6.2 未先擊中合法目標球](#) – 每次出桿母球所擊中的第一個目標球，必須是枱面上號碼最小的。

[6.3 撞擊目標球後沒有球碰到枱邊](#)

[6.4 雙腳離地](#)

[6.5 目標球掉出球台外](#) (只有10號球掉出球台外時才需要重置)。

[6.6 碰到球](#)

[6.7 兩次擊球/凍結球](#)

[6.8 推球](#)

[6.9 球未靜止](#)

[6.10 母球放置不當](#)

[6.12 將球桿置放於球台上](#)

[6.13 不依照順序擊球](#)

[6.15 太慢](#)

[6.16 排球紙犯規](#)

9.10 Standard Fouls

If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface. (See 1.5 Cue Ball in Hand)The following are standard fouls at ten ball:

6.1 Cue Ball Scratch or off the Table

6.2 Wrong Ball First The first object ball contacted by the cue ball on each shot must be the lowest-numbered ball remaining on the table.

6.3 No Rail after Contact

6.4 No Foot on Floor

6.5 Ball Driven off the Table The only jumped object ball that is spotted is the ten.

6.6 Touched Ball

6.7 Double Hit / Frozen Balls

6.8 Push Shot

6.9 Balls Still Moving

6.10 Bad Cue Ball Placement

6.12 Cue Stick on the Table

6.13 Playing out of Turn

6.15 Slow Play top

6.16 Ball Rack Template Foul

9.11 嚴重犯規

依規則 [6.14連續犯規三次](#)，則輸掉該局；而規則[6.17違反運動員精神的行為](#)，則可由裁判員視行為的嚴重性判處適當的懲罰。

9.11 Serious Fouls

For 6.14 Three Consecutive Fouls, the penalty is loss of the current rack. For 6.17 Unsportsmanlike Conduct, the referee will choose a penalty appropriate given the nature of the offense.

9.12 僵局

如果發生僵局，則原先開球的人可以重新開球(參見 [1.12 僵局](#))。

9.12 Stalemate

If a stalemate occurs the original breaker of the rack will break again. (See 1.12 Stalemate.)