

56th All Japan Championship Men's rules

[There is no explanation of the rules on the day]

- Events: 10 ball, Winner break, Use of rack sheet, Random self rack, Call shot, Push out, No break ace, Excluding breaks, 10 ball-ins on call shots (safe plays by cannon shots and combination shots) are scored.
 - Qualifying stage 1: Race to 9, S/E. (Once a day, 2 chances in 2 days)
 - Final stage 2: Last 128~ Race to 9, D/E. Last64~ Race to 11, S/E.
- Dress code (preliminary final)

Tie, collared shirt, black slacks, black leather shoes (black leather sneakers are acceptable)

*Uniforms are not available.

Some day matches will be on YouTube LIVE.

If you violate this rule and are allowed time, you will be asked to change into proper attire before the match.

Other violations of clothing will be judged by management.
- When wearing a mask inside the match venue, please follow the store's infection guidelines and self-response.

Please consider wearing a mask during the game to prevent infection and take care of yourself.

Please use your own chalk during the match and be careful not to leave it on the table during turns.
- Random Self-Rack: When racking, please self-set the 1-ball in the foot, the 10th ball in the middle, and the other balls at random. • Break aces are invalid in all pockets.

<https://jpba.ne.jp/wp/wp-content/uploads/2019/04/10ball.jpg>
- Rack sheet should be taken by the player who made the break after all the balls have stopped. If you can't move it, please remove it by working on both sides. At that time, if you touch the ball due to force majeure, it will be off play and will not be a foul. Please return to the original arrangement that you are both satisfied with and play. If it is difficult to remove, please play as it is.
- If the target ball is out of the ballpark during the break, return the target ball to the footspot during the safe break and it will be a safe play. During a foul break, the out-of-field target ball is not returned to the footspot.
- It is a foul to hit the ball twice. If the cue ball and the target ball are touching, a penetrating shot is possible.
- Players need to call the referee and ask for a judge if the shot is likely to be fouled or the shot is difficult to judge.
- All games, 1 rack practice (10 shots, within 2 minutes) * Only 1 break is allowed. Please measure the practice time and proceed smoothly.
- All shots are call shots. • Although it is a basic gentleman call, when there is another target ball in front of the hole such as Cannon, Combi, Kiss, Bank, etc., always call "target ball" and "target pocket" in a voice that the opponent can hear. However, the opponent players must repeat the words and understand each other, and proceed with the match so that there are no troubles. (There is no double-in call) • If the target ball is pocketed in safety or in a no-call (flock), the opponent can pass as an option.
- Timeout
 - You can take a time-out within 5 minutes for each player only between racks. Smoking is not allowed during timeout.
 - During the time-out, the opponent player can practice. However, the practice must be ended as soon as the player who took the time-out arrives at the table.

- The opponent player may leave the table, but please be ready to start the match as soon as the player who took the time-out returns.
If you return later than the player who took the time out, the other player will also take the time out.
- If you exceed the specified number of time-outs or time, 1 rack will be added to the opponent as a penalty. (Athletes who may take more than two time-outs due to their physical condition, please present a medical certificate, etc. to the management in advance)
- If you forget to add the score, it is not invalid. Players who have free hands should score.
 - If you forget to put it on or make a mistake, please check with both parties and set the correct score.
If the opponent does not come after calling the ○ player, please inform the management seat.
 - Players who do not come to the table within 5 minutes after being called again will be forfeited.
- Enter the match call time in minutes on the tournament table and match card. Enter the match end time in minutes on the tournament table.
 - Elapsed game time will be measured 5 minutes after the call time.
 - In games where the progress is slow, it may be decided to use the shot clock or add scores to both players at the discretion of management.
- The shot clock should be 8 minutes per rack. Examples: "Less than 6 racks after 48 minutes" "Less than 8 racks after 64 minutes" "Less than 12 racks after 96 minutes"
 - The shot clock has a 40 second rule, call after 30 seconds, countdown from 5 seconds, automatic extension at 0.
 - Extension is 40 seconds once per rack. A second time over is a foul.
 - If you call 「zero」 and shoot at the same time, it will be considered an extension or a foul.
- You cannot smoke or chew gum while playing.
- Smoking is prohibited in the venue. Please smoke in the designated smoking area.
- Prizes will be from the best 32.
- Persons with extremely bad manners may be asked to leave at the discretion of management.
- In the event of an unforeseen situation, we will discuss with the management and give top priority to management decisions.

