

56th All Japan Championship Women's Rules

[There is no rule explanation on the day]

- Event: 9-ball Winner break, Self-random rack, 3-point rule, With pushout, No break ace
- [11/24] Qualifying: Race to 7 D/E
[11/25] Qualifying: Race to 7 D/E, / Race to 9 S/E (Last 32~)
[11/26] Finals: Race to 9 S/E (Last16 or Last 8~ to final)
- [Dress code]
Formal attire.(No jeans, no short-pants, no short-skirts, no sandals.)
Some final day matches will be on YouTube LIVE.
- When wearing a mask inside the match venue, please follow the guidelines of the venue and take care of yourself.
- Please use your own chalk during the game and be careful not to leave it behind when making turns.
- Random Self-Rack: When racking, set 1-ball as foot, 9-ball as middle, and other balls as random.
- Aces are invalid in all pockets. Please return to the footspot as in.
<https://jpba.ne.jp/wp/wp-content/uploads/2019/04/9ball.jpg>
- After all the balls come to rest, the player who broke the ball must take the seat. If you can't move it, please remove it by working on both sides.
At that time, if the ball is touched 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.
- Outside the target ball of the break: Returns the target ball that is out of bounds to the footspot during a safe break, and does not return the target ball that is out of bounds to the footspot during a foul break.
- If the 3-point rule is illegal, the opponent player can choose to "play as is" or "pass", but cannot choose "push out".
If the opponent passes, the broken player can choose to "play as is" or "push out".
In the case of no-in and illegal, the illegal is given priority, and the opponent player can select "play as is" or "pass", but cannot select "push out".
- Hitting the ball twice is considered a foul. If the cue ball and the target ball are touching, a penetrating shot is possible.
- If a shot is likely to be fouled or is difficult to judge, the player must call the referee and request a judge.
- All games include 1 rack practice (9 shots, within 2 minutes) *Only 1 break is allowed. Please measure the practice time and proceed smoothly.
- Timeout
Only between racks, each player can take a time-out within 5 minutes. Smoking is not allowed during timeout. The opponent can practice during the time-out. However, the practice must end as soon as the player who took the time returns to the table.
It's okay for the opponent to leave the table, but please be ready to start the match as soon as the player who took the timeout returns.
If the player returns later than the player who took the time out, the other player will also take the time out.
When the specified number of time-outs is exceeded, one rack is added to the opponent as a penalty.

(Athletes who are likely to take more than two time-outs due to their physical condition, please present a medical certificate etc. to the management in advance.)

- Missing scores are not disabled. Players with free hands should score.

If you forget to add it or make a mistake, please check with both parties and set the correct score.

- If the opponent does not come after calling the players, please inform the management desk. Players who do not come to the table within 5 minutes after being called again will be forfeited.

Enter the game call time in minutes on the tournament table and match card. The end time of the match will also be entered in the tournament table in minutes.

The elapsed game time will be measured 5 minutes after the call.

- The shot clock is based on the 40-second rule, with 7 minutes per rack.

*Race to 7: If the total score of both players is less than 7 after 49 minutes have passed.

* Race to 9: If the total score of both players is less than 9 after 63 minutes have passed.

Call after 30 seconds, countdown from 5 seconds, and automatic extension at 0.

The extension is 40 seconds once per rack. A second time over is a foul.

The call of 「zero 」 and the shot at the same time will be considered an extension or a foul.

- In slow-moving games, management may decide to use the shot clock or add scores to both players.
- Prizes will be awarded from the best 16.
- You cannot smoke or chew gum while playing.
- Smoking is prohibited inside the venue. Please smoke in the designated smoking area.
- Those who exhibit extremely bad manners may be asked to leave at the discretion of management.
- In the event of an unforeseen situation, we will consult with management and give top priority to management decisions.

