



Artistic trickshot billiards is fast becoming the future for billiards. Only the game of **ScratchBall Billiards** utilizes artistic trickshots as part of the play. Much like chess, it is a game of strategy. Can be played with 8 or 9 ball configuration.

OBJECT OF THE GAME

The object of the game is to scratch the cue ball along with pocketing an object ball. With ball-in-hand the player carefully examines the setup of the object balls on the table to plan his next shot. If he performs a trick shot, he receives double or triple points depending on difficulty. Props, masse and jump balls are allowed for performing trickshots.

BASIC PLAY

Rack on the foot spot. Break from behind the line. Red dead ball in placed in the center of the third row. When shooting, a scratch allows continued play even if an object ball is not pocketed. After a scratch, with the cue ball in-hand, place it anywhere on the table. A scratch that sinks counter balls or the dead ball accumulates points and continued play. Failure to scratch ends the inning and the next player approaches the table.

GENERAL RULES

CALLING A TRICK SHOT

A trickshot is a clearly defined call shot that is agreed by all players to be a valid trick shot. It must include a scratch. Your turn ends if not executed successfully. Props, personal cue balls, jump balls, masse are all legal as long as the placement of the object balls remain undisturbed. If successfully executed, other balls that may inadvertently be pocketed, including the dead ball, add to the points of the initial call shot.



SCORING

- Scratch but do not sink a ball = 0 pts + continue your turn
- Scratch & sink counter ball = 5 pts per ball + continue your turn
- Scratch & sink dead ball = 10 pts + continue your turn
- Scratch & slop = count all balls pocketed as above.
- Trickshot = a basic trickshot awards double points. A difficult trickshot awards triple points when agreed upon by all players.
- Fail to scratch = end your turn. Count 1 point for each black ball pocketed.
- Sink the dead ball but fail to scratch = 0 pts for that turn even if black balls are pocketed.
- Foul = subtract 5 pts + end your turn. (Score does not go below 0)

KEY INFORMATION

- After a scratch, the cue ball is a ball-in-hand and placed anywhere on the table.
- The dead ball always returns to the foot spot on the table after it is pocketed.
- Missing all the balls is a foul. The cue ball must hit an object ball and scratch to continue your turn.
- If the object ball is the dead ball, failure to scratch ends the turn plus receive 0 points even if other counter balls are pocketed.
- The game is over when there is only one ball left on the table regardless of which ball it is.
- The highest score at the end of the game is the winner.

RESET SHOT

A reset shot is the shot taken after one scratches the cue ball.

The following shots are fouls and not legal on the reset shot.

- Hitting the dead ball with the cue ball-only the black balls can be object balls on the reset shot. Exception: the dead ball can be pocketed by a black ball. The cue ball can touch the the dead ball after the object ball is hit.
- The cue ball cannot follow the object ball in the same pocket unless it is a call shot.
- The cue ball cannot touch an object ball on reset unless performing a trick shot. The cue ball must stay at least one inch away from an object ball.

TURNS

- Scratch and pocket an object ball continues a turn even if it is by slop.
- When shooting the dead ball, you must scratch the cue ball and pocket the dead ball or the turn ends.
- Committing a foul ends your turn.
- Failure to scratch ends your turn.

THE DEAD BALL

- If the dead ball or a black ball jumps the rail, they are reset on the foot spot.
- When the dead ball is the object ball, you must pocket both the cue ball and the dead ball. If you scratch without pocketing the dead ball or pocket the dead ball without a scratch, your turn ends plus you forfeit all points made during that shot.
- If the cue ball is on the foot spot, the dead ball is set one ball width behind the cue ball.

END GAME

The game ends when one ball is left alone on the table or the table is cleared.

SUDDEN DEATH

- To break a tie game, you play a game of sudden death.
- Reset the table with only the dead ball and the cue ball.
- Set the dead ball on the foot spot and place the cue ball behind the head string.
- The player that breaks takes the first shot.
- Each player gets one shot. Reset table after each shot.
- Commit a foul in sudden death, you lose.
- If it is still a tie game after 3 rounds of sudden death and the game is a stalemate.

COMPETITION RULES

- Three games are played.
- Player with lowest score breaks the following game.
- Scoring is accumulative.
- The highest score after 3 games wins.
- Minimum trick shot disciplines may be required during each game.
- Trickshot points may be based on the level of difficulty for the shot.

HINTS

- Concentrate on the scratch instead of pocketing the object ball.
- Develop simple trick shot disciplines for a more exciting play.
- Focus on pocketing the dead ball when you are behind.
- A fast cloth increase the excitement and make trickshots easier.

Terms

Counter ball: The black balls.

Dead Ball: The red ball.

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

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

Reset shot: The shot following a scratch or foul.

Scratch: Pocketing the cue ball.

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

Sudden Death: End game to break a tie.

Trickshot: A call shot that is clearly agreed by all players as a valid trick shot.



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