

90" HAMILTON

billiard table with cue rack

SPORTCRAFT 

www.sportcraft.com

TO ORDER PARTS, visit our website.



WARNING!

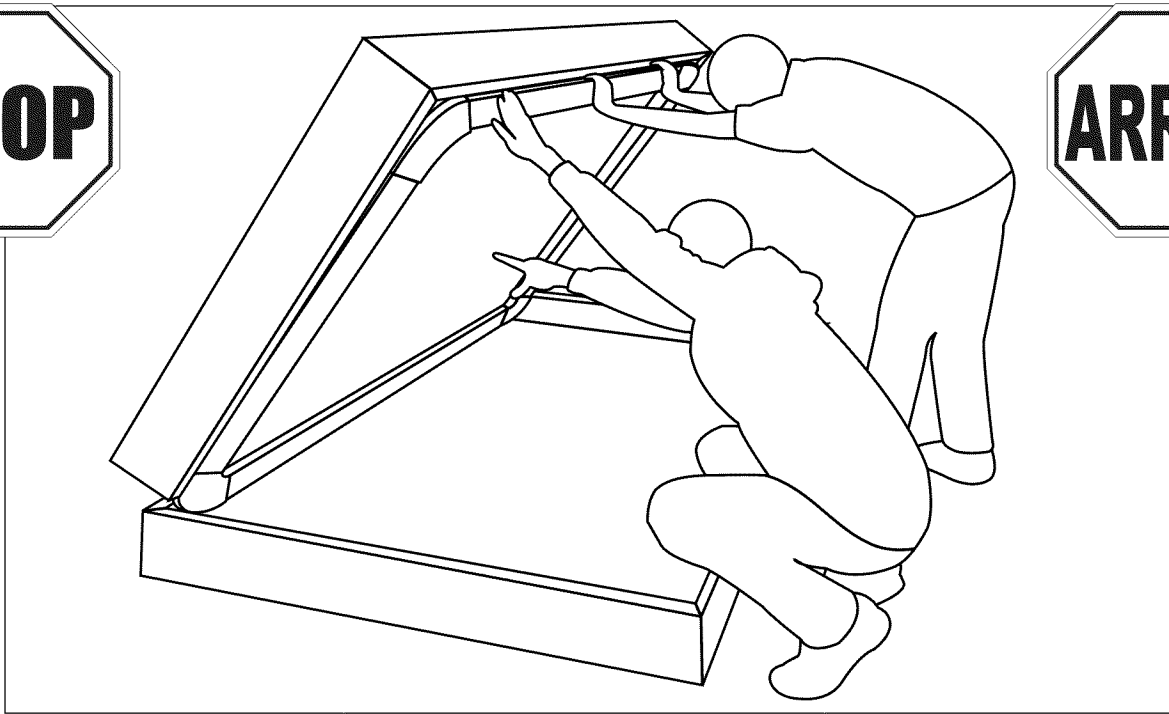
ADULT ASSEMBLY REQUIRED.



32941 ES

MODEL # / no. de modelo / N° de modèle

Assembly and Instructions



**INSPECT YOUR PLAYFIELD
BEFORE ASSEMBLY!**

- Your playfield/main table frame is **NOT** replaceable and the product will need to be returned to the original place of purchase if damaged. Please make sure to check it before beginning assembly.
- Please make sure you received 1 box(es).

**¡INSPECCIONE SU
SUPERFICIE DE JUGAR
ANTES DE ASAMBLEA!**

- Su campo de juego/marco de mesa **NO** es reemplazable e el producto debería ser devuelto a la tienda de ser dañada. Por favor asegúrese para inspeccionarlo antes de la asamblea que comienza.
- Por favor asegúrese que usted recibió 1 caja(s).

**INSPECTEZ LA
SURFACE DE JEU AVANT
D'ASSEMBLER LA TABLE**

- La table de billard doit être retournée à l'entrepôt si la surface de jeu est endommagée, car celle-ci ne peut être remplacée. Assurez-vous de l'inspecter attentivement avant de procéder à l'assemblage.
- Veuillez vous assurer d'avoir reçu 1 boîte(s).



CONTACT INFORMATION / INFORMACIÓN DE CONTACTO / NOUS JOINDRE

Hours: Mon.-Fri., 9:00 a.m. to 5:00 p.m. EST

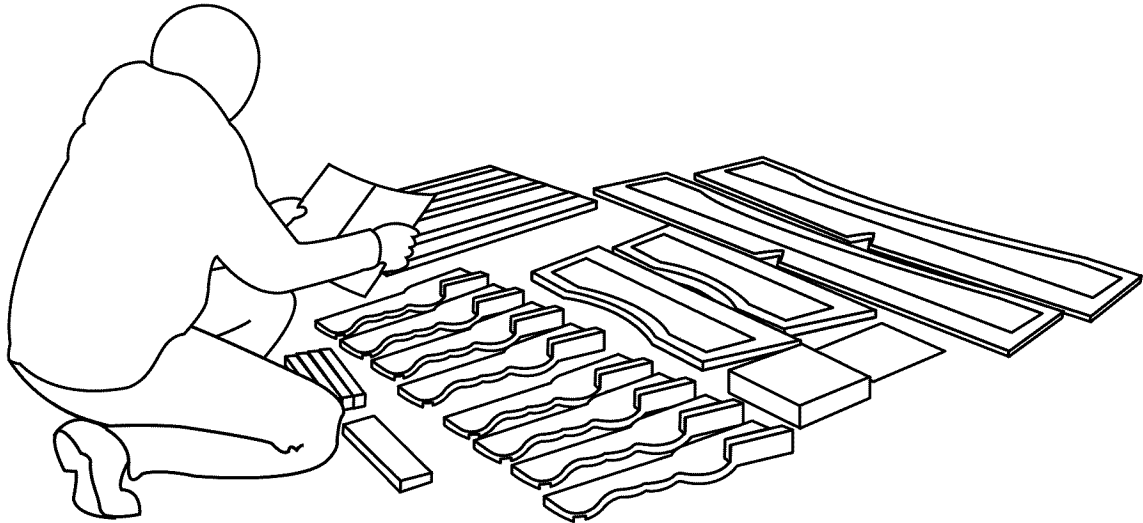
/ Horas: lunes a viernes, 9:00 a.m. a 5:00 p.m. EST / Heures d'ouverture : du lundi au vendredi, de 9 h à 17 h HNE

Replacement Parts: **www.Sportcraft.com / 1-800-526-0244**

/ Piezas de recambio / Pièces de rechange

Technical Support: **1-800-526-0244 / CustomerService@Sportcraft.com**

/ Soporte técnico / Soutien technique

**IMPORTANT!**

PLEASE KEEP YOUR INSTRUCTIONS AND RECEIPT/PROOF-OF-PURCHASE!

- Please review the replacement parts guide and make sure that you have all your parts before beginning assembly.
- For questions that may arise or for missing/damaged parts, PLEASE CONTACT US AT **1-800-526-0244** BEFORE RETURNING THE GAME TO THE STORE.
- Please keep your Proof-of-Purchase (or Store Receipt) with your manual. Your model number and proof-of-purchase will be required for you to receive customer service help and warranty parts service. Please staple below.

¡IMPORTANTE!

¡IMPORTANTE! ¡POR FAVOR GUARDE ESTAS INSTRUCCIONES Y SU RECIBO/PRUEBA-DE-COMPRA!

- Por favor consultar la guía de piezas de recambio y asegurarse que usted tiene todas sus piezas antes de comenzar la asamblea.
- Para preguntas o para piezas que no se hayan incluidos/dañadas, POR FAVOR PÓNGASE EN CONTACTO CON NOSOTROS AL **1-800-526-0244** ANTES DE DEVOLVER A LA TIENDA.
- Por favor guardar su prueba-de-compra (o su recibo de tienda) con su manual. Su número de modelo y su prueba-de-compra serán requeridos para recibir la ayuda del servicio de consumidor y del servicio para las piezas conforme a la garantía. Por favor graparlo debajo.

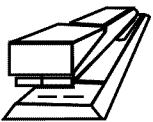
IMPORTANT!

CONSERVEZ CES INSTRUCTIONS ET VOTRE REÇU OU PREUVE D'ACHAT

- Avant de commencer l'assemblage, utilisez le guide des pièces pour vous assurer que vous avez toutes les pièces.
- Si vous avez des questions ou qu'il vous manque des pièces, COMMUNIQUEZ AVEC NOUS EN COMPOSANT LE 1-800-526-0244, AVANT DE RETOURNER L'ARTICLE EN ENTREPÔT.
- Gardez votre preuve d'achat avec le présent guide d'assemblage. Vous aurez besoin de votre preuve d'achat et du numéro de modèle pour avoir droit au service à la clientèle et pour commander des pièces sous garantie. Veuillez agraffer votre preuve d'achat ci-dessous.

STAPLE YOUR RECEIPT HERE –

Proof-of-Purchase is required to order parts under warranty.

**GRAPA SU RECIBO AQUÍ-**

La prueba-de-compra es requerido para ordenar piezas conforme a la garantía.

AGRAFEZ VOTRE REÇU ICI

La preuve d'achat est exigée pour commander des pièces sous garantie.

TOOLS REQUIRED / HERRAMIENTAS NECESARIAS / OUTILS REQUIS



Do Not Use Drill
No use el taladro
Ne pas utiliser de perceuse



Phillips Screwdriver (not included)
Destornillador Phillips
(no incluido)
Tournevis à pointe cruciforme (non compris)



Wrench (included)
Llave (incluida)
Clé (comprise)

PARTS GUIDE / GUÍA DE PIEZAS / GUIDE DES PIÈCES

For replacement, missing or defective parts, order online or call:

Para las piezas de recambio, que faltan o defectuosas, ordenar a la página web o pongase en contacto:
Pour obtenir des pièces de rechange, commandez en ligne ou composez le numéro sans frais :

www.sportcraft.com

1-800-526-0244

Example Consumer-Install Part /

Pieza de ejemplo instalada por el consumidor /
Exemple de pièce à installer par le consommateur

 ID # / No. de secuencia / N° du schéma	34	LEG LEVELER - 9.5 MM	= No Shading / Ningún color / Fond blanc
		NIVELADOR DE LA PIERNA DE 9.5 MM	
		CALE RÉGLABLE 9.5 mm	
	(X 4)	32932ES26	
		Quantity / Cantidad / Quantité	

Example Pre-Installed Part /

Pieza de ejemplo preinstalada /
Exemple de pièce préinstallée


 ID # / No. de secuencia / N° du schéma	17	POCKET - CORNER	= Shading / color / Fond ombragé	
				BUCHACA DE ESQUINA
				POCHE DE COIN
		(X 2)		32932ES17
		Quantity / Cantidad / Quantité		

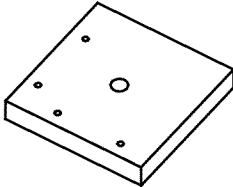
TABLE & LEG COMPONENTS / COMPONENTES DE MESA Y PIERNA / COMPOSANTS DE LA TABLE ET DES PIEDS


1 (X 2)	LOWER SIDE APRON 32941ES01	2 (X 2)	LOWER END APRON 32941ES02
3 (X 4)	WOODEN INSIDE LEG - LEFT 32941ES03	4 (X 4)	WOODEN INSIDE LEG - RIGHT 32941ES04

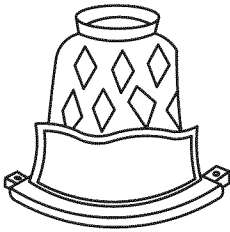
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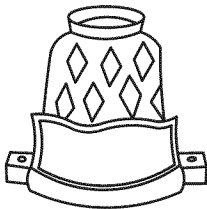
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 Shaded box = pre-installed part / Caja coloreada = pieza preinstalada / Fond ombragé = pièce préinstallée

 (X 4)	LEG - BASE
	32941ES05


 (X 16)	PLASTIC LEG
	32941ES06

 (X 4)	POCKET - CORNER - EXTERNAL
	32941ES07

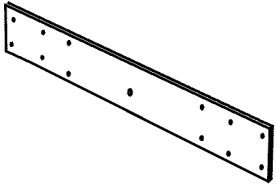
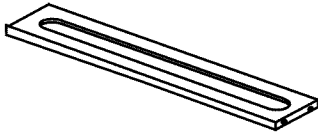
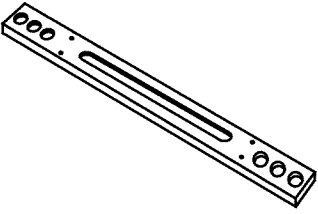

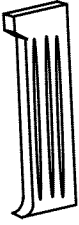

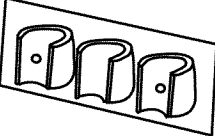
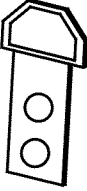
 (X 2)	POCKET - SIDE - EXTERNAL
	32941ES08

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ADDITIONAL PIECES / PIEZAS ADICIONALES / PIÈCES ADDITIONNELLES

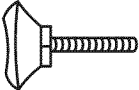

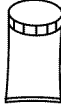
<p>16</p>  <p>(X 1)</p>	<p>CUE RACK - TOP PANEL</p> <p>32941ES16</p>	<p>17</p>  <p>(X 2)</p>	<p>CUE RACK - MIDDLE SHELF</p> <p>32941ES17</p>
<p>18</p>  <p>(X 1)</p>	<p>CUE RACK - BASE PANEL</p> <p>32941ES18</p>	<p>19</p>  <p>(X 2)</p>	<p>CUE RACK SIDE PANEL - A</p> <p>32941ES19</p>
<p>20</p>  <p>(X 1)</p>	<p>CUE RACK SIDE PANEL - B</p> <p>32941ES20</p>	<p>21</p>  <p>(X 1)</p>	<p>CUE RACK SIDE PANEL - C</p> <p>32941ES21</p>
<p>22</p>  <p>(X 2)</p>	<p>CUE FIXTURE</p> <p>32941ES22</p>	<p>23</p>  <p>(X 2)</p>	<p>CUE RACK MOUNTING FASTENER</p> <p>32941ES23</p>

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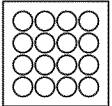
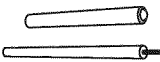

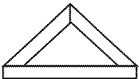
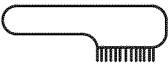


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SMALL PRODUCT PARTS / PEQUEÑAS PIEZAS DE PRODUCTO / PETITES PIÈCES


<p>28</p>  <p>(X 4)</p>	<p>LEG LEVELER</p> <hr/> <hr/> <p>32941ES28</p>	<p>29</p>  <p>(X 1)</p>	<p>NAME PLATE</p> <hr/> <hr/> <p>32941ES29</p>	<p>30</p>  <p>(X 1)</p>	<p>GLUE</p> <hr/> <hr/> <p>32941ES30</p>
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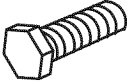
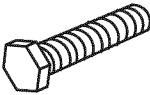
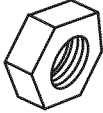







ACCESSORIES & MAINTENANCE / ACCESORIOS Y MANTENIMIENTO / ACCESSOIRES ET PIÈCES D'ENTRETIEN

<p>35</p>  <p>(X 1)</p>	<p>BILLIARD BALL SET - 2.25"</p> <hr/> <hr/> <p>32941ES35</p>	<p>36</p>  <p>(X 2)</p>	<p>CUE - 57" - 2PC - WOOD</p> <hr/> <hr/> <p>32941ES36</p>	<p>37</p>  <p>(X 2)</p>	<p>CHALK</p> <hr/> <hr/> <p>32941ES37</p>
<p>38</p>  <p>(X 1)</p>	<p>TRIANGLE - MOLDED - 2.25 IN</p> <hr/> <hr/> <p>32941ES38</p>	<p>39</p>  <p>(X 1)</p>	<p>BRUSH</p> <hr/> <hr/> <p>32941ES39</p>	<p>40</p>  <p>(X 1)</p>	<p>TIP SCUFFER</p> <hr/> <hr/> <p>32941ES40</p>
<p>41</p>  <p>(X 2)</p>	<p>CUE TIP</p> <hr/> <hr/> <p>32941ES41</p>				

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HARDWARE & TOOLS / FERRETERÍA Y HERRAMIENTA / QUINCAILLERIE ET OUTILS					
<p>45</p>  <p>(X 16)</p>	<p>BOLT - HEX HEAD - 8 X 32 MM</p> <hr/> <hr/> <p>32941ES45</p>	<p>46</p>  <p>(X 12)</p>	<p>BOLT - HEX HEAD - 8 X 44.5 MM</p> <hr/> <hr/> <p>32941ES46</p>	<p>47</p>  <p>(X 12)</p>	<p>HEX NUT - 8 MM</p> <hr/> <hr/> <p>32941ES47</p>
<p>48</p>  <p>(X 40)</p>	<p>8 X 19 MM WASHER</p> <hr/> <hr/> <p>32941ES48</p>	<p>49</p>  <p>(X 50)</p>	<p>SCREW - FLAT HEAD - 4 X 44.5 MM</p> <hr/> <hr/> <p>32941ES49</p>	<p>50</p>  <p>(X 29)</p>	<p>SCREW - ROUND HEAD - 4 X 12 MM</p> <hr/> <hr/> <p>32941ES50</p>
<p>51</p>  <p>(X 4)</p>	<p>SCREW - FLAT HEAD - 3 X 12 MM</p> <hr/> <hr/> <p>32941ES51</p>	<p>52</p>  <p>(X 1)</p>	<p>WRENCH</p> <hr/> <hr/> <p>32941ES52</p>	<p>53</p>  <p>(X 40)</p>	<p>CROSS BARREL NUT</p> <hr/> <hr/> <p>32941ES53</p>
<p>54</p>  <p>(X 1)</p>	<p>TRIANGLE HOOK</p> <hr/> <hr/> <p>32941ES54</p>				

NOTE: a printed instruction manual, hardware blister pack and additional accessories may be ordered at: www.sportcraft.com.

NOTA: Ud. puede pedir un manual de instrucciones impreso, el paquete de plástico de ferretería y accesorios adicionales al: www.sportcraft.com.

REMARQUE : Le livret d'instruction imprimé, le sac de quincaillerie ainsi que des accessoires peuvent être commandés sur le site www.sportcraft.com.

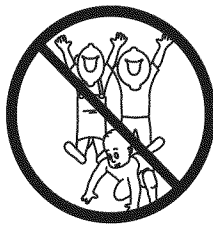
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Strong Adults Needed: 4

Adultos fuertes necesarios

Adultes forts requis



No Children in Assembly Area

Ningunos niños en el área de asamblea

Pas d'enfants dans la zone d'assemblage

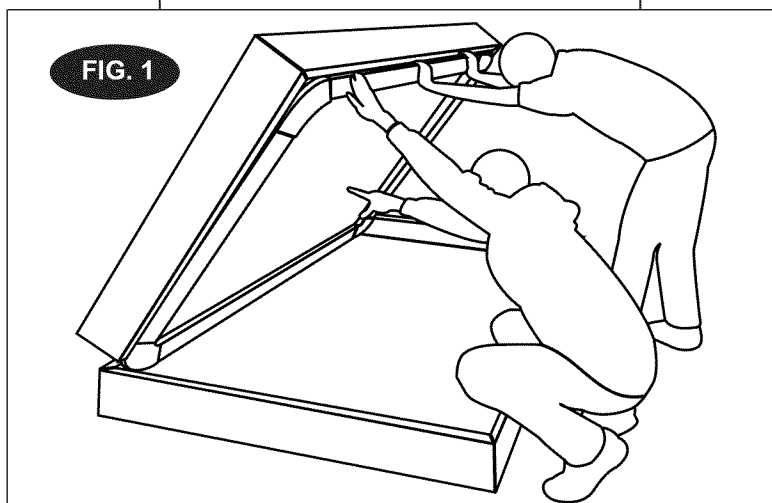


No Pets in Assembly Area

Ningunas mascotas en el área de asamblea

Pas d'animaux domestiques dans la zone d'assemblage

English	Español	Français
<p><u>ASSEMBLY INSTRUCTIONS:</u></p> <p>We recommend that 4 adults work together to assemble this table.</p> <ul style="list-style-type: none"> The table will be assembled upside down and then turned over onto its legs. This is a very heavy table and turning it over will require 4 strong adults. We suggest that you use the bottom carton as a clean flat work area to protect the table. 	<p><u>INSTRUCCIONES DE ENSAMBLAJE</u></p> <p>Recomendamos que 4 adultos ayuden a armar esta mesa.</p> <ul style="list-style-type: none"> La mesa puede armarse de manera invertida y después darse vuelta para que se asiente sobre las piernas. Esta mesa es pesado y para darle vuelta será necesaria la participación de 4 adultos fuertes. Sugerimos que utilice el fondo de la caja como área de trabajo limpia y plana para la protección de la mesa. 	<p><u>INSTRUCTIONS D'ASSEMBLAGE</u></p> <p>Nous recommandons de confier l'assemblage de cette table à 4 adultes.</p> <ul style="list-style-type: none"> La table doit être assemblée à l'envers, puis retournée sur ses pieds. La table étant très lourde, il faut 4 adultes pour la retourner. Pour éviter d'endommager la table durant l'assemblage, travaillez sur une surface propre et de niveau et utilisez le carton de la boîte comme tapis protecteur.



STEP 1:

- Your playfield/main table frame is NOT replaceable and the product will need to be returned to the original place of purchase if damaged. Please make sure to check it before beginning assembly.

PASO 1:

- Su campo de juego/marco de mesa no es reemplazable e el producto debe ser devuelto a la tienda de ser dañada. Por favor asegúrese para inspeccionarlo antes de la asamblea que comienza.

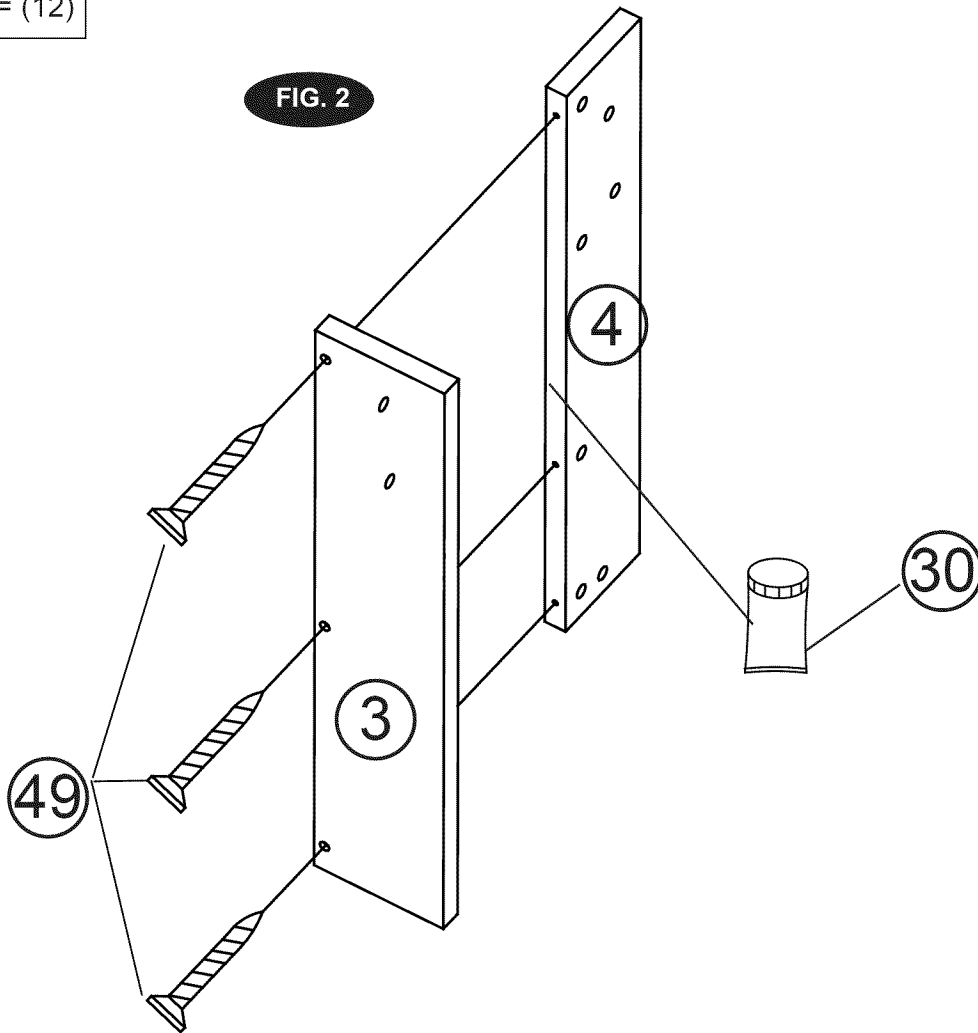
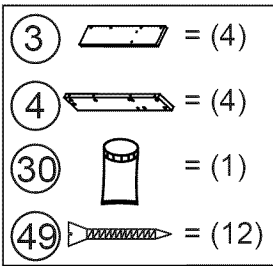
ÉTAPE 1

- La table de billard doit être retournée à l'entrepôt si la surface de jeu est endommagée, car celle-ci ne peut être remplacée. Assurez-vous de l'inspecter attentivement avant de procéder à l'assemblage.

(Siga a la página siguiente.)

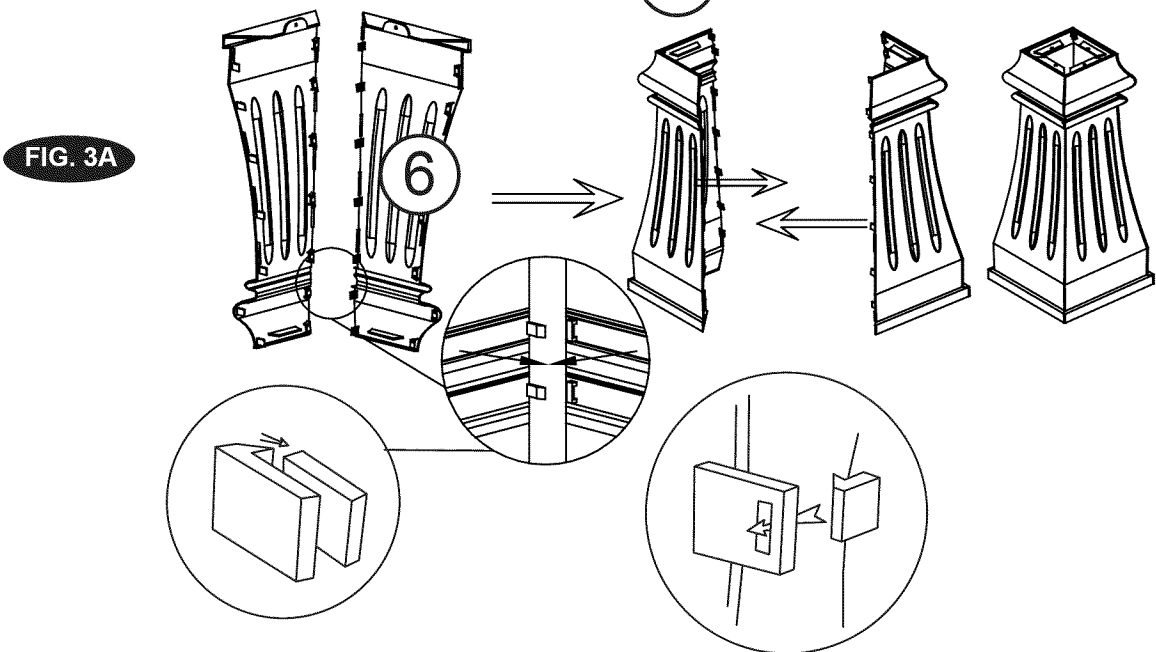
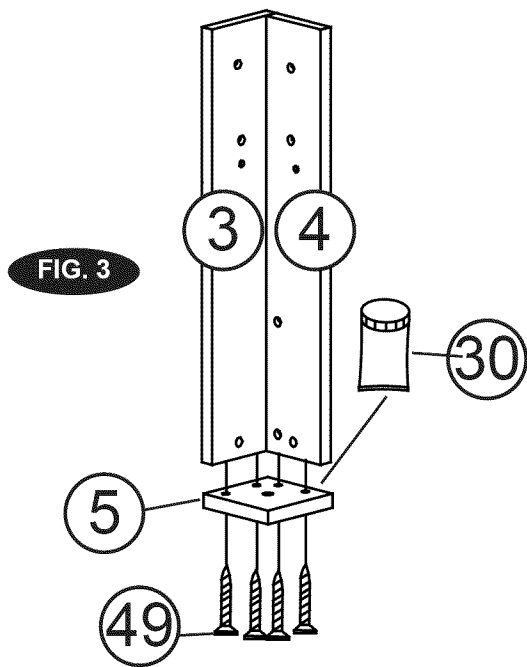
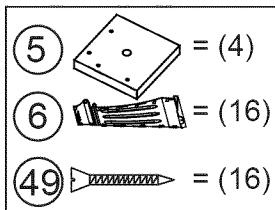
STEP 2:

- Before attaching the Left Wooden Inside Leg (#3) to the Right Wooden Inside Leg (#4) apply the Glue (#30) to the edge of the Left Wooden Inside Leg (#4) as shown in Fig. 2.
- Attach the Left Wooden Inside Leg (#3) to Right Wooden Inside Leg (#4) using three Screws (#49).
- Repeat the same for the other Wooden Inside Legs (#3 and 4).



STEP 3:

- Before attaching the Leg Base (#5) to the Wooden Inside Legs - Left and Right (#3 and #4), apply the Glue (#30) to the top edge of the Leg Base (#5). Use four Screws (#49) to attach the Leg Base (#5) to the Wooden Inside Legs (#3 and #4). See Fig. 4.
- Carefully align the seams of the Molded Legs (#6) and snap them into place from top to bottom using the locking pieces on the Molded Legs. See Fig. 4. **NOTE:** listen for “click” sound when snapping legs together, this will indicate that the legs are locked firmly in place.
- Repeat the same procedure to assemble the other three Leg Bases (#5) and Molded Legs (#6).
- Snap the assembled halves together around the Inside leg Assembly. See Fig. 4.
- Repeat the above steps for the other Molded Leg assembly.



STEP 4:

- Insert the Molded Leg Assembly into the Leg Assembly and secure them using four Screws (#50) at the bottom. See Fig. 4.
- Insert the Leg Levelers (#28) into the Leg Assembly.
- Flip over the Leg Assembly and secure the Molded Leg Assembly to the Inside Leg Assembly using two Screws (#50).

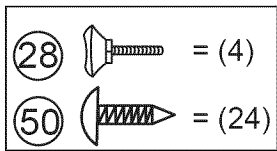
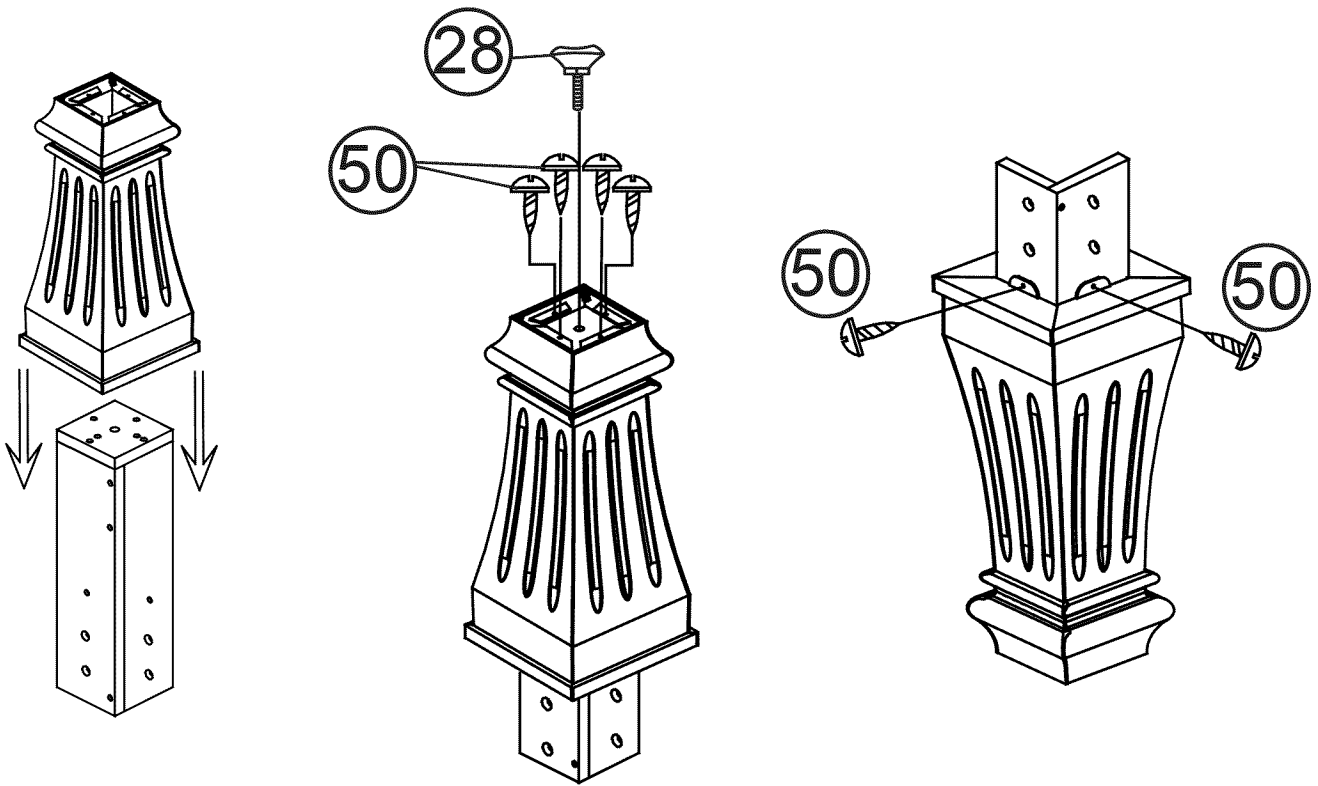
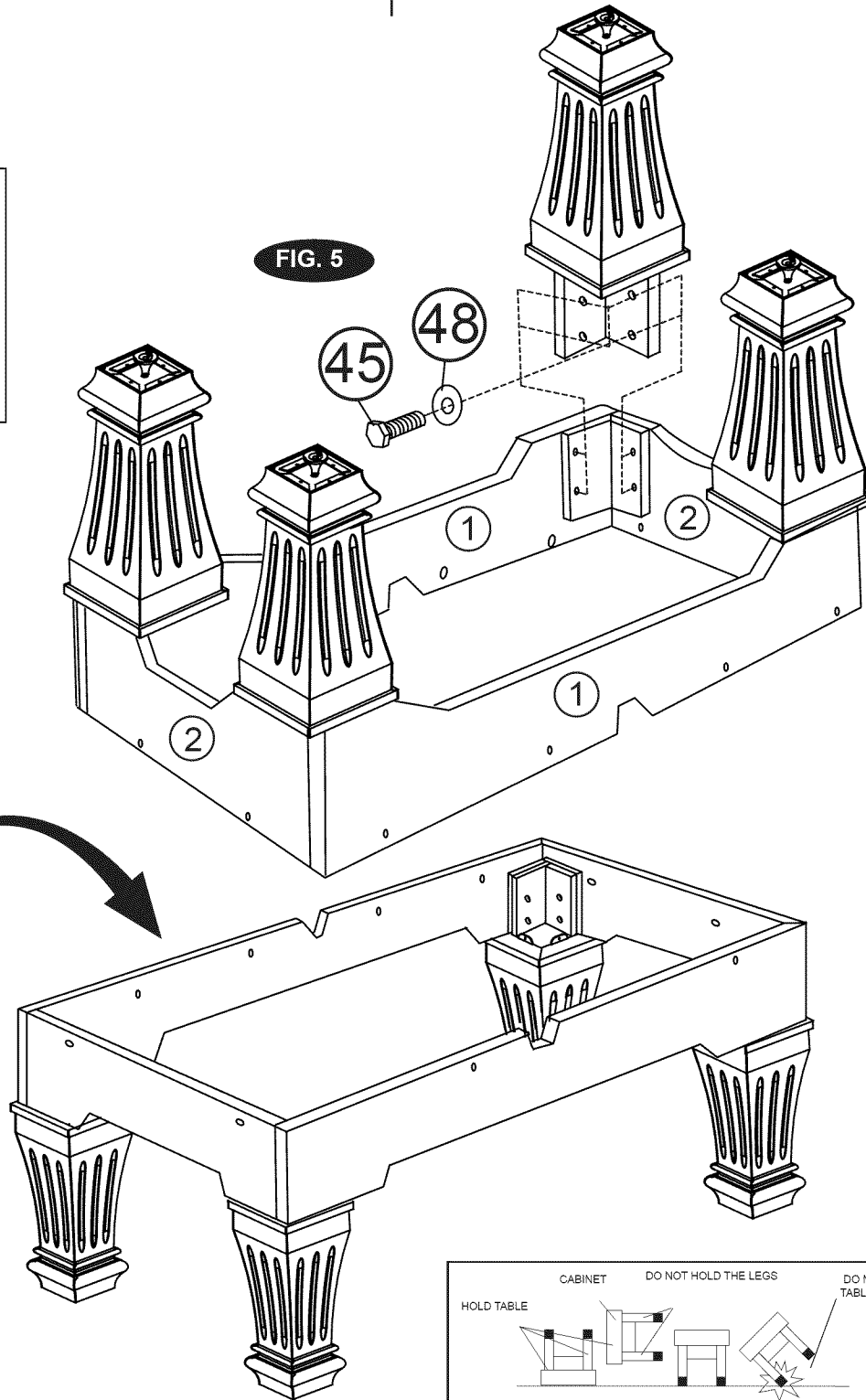
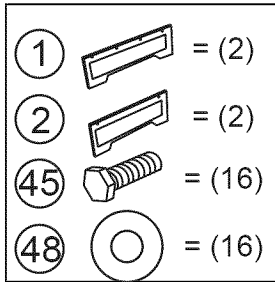


FIG. 4



STEP 5:

- Align the Lower Side (#1) and Lower End (#2) Aprons. Attach the Leg Assembly to them using four Bolts (#45) and four Washers (#48) per Leg Assembly.
- Lift the table assembly from the floor with 4 strong adults, turn it over, and set the table assembly on its legs in the location where you will play.



STEP 6:

- Using 4 adults, turn the Billiard Cabinet over and put it on top of the Apron/Leg assembly. Make sure that all of the attachment holes are aligned. From underneath the table, secure them together with twelve Bolts (#46), twelve Washers (#48), and twelve Nuts (#47). See Figures 6 and 6A. Go back and make sure that all connections are tight.
- PLEASE NOTE: DO NOT lift the table by the pockets. If you move the table, do not lift it by placing your hands beneath the pockets and do not lean or put pressure on them. Do not lean or sit on the end or side rails as this may damage the table.

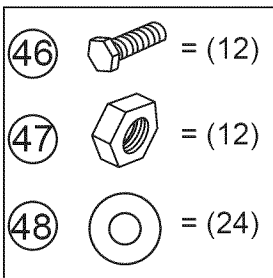


FIG. 6A

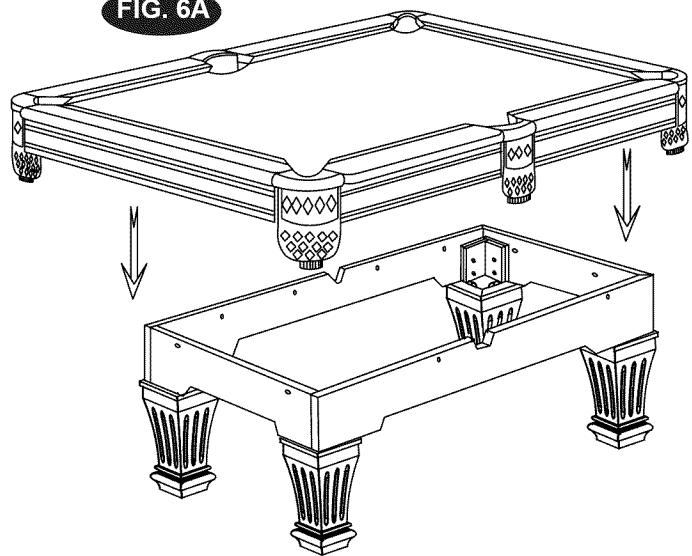
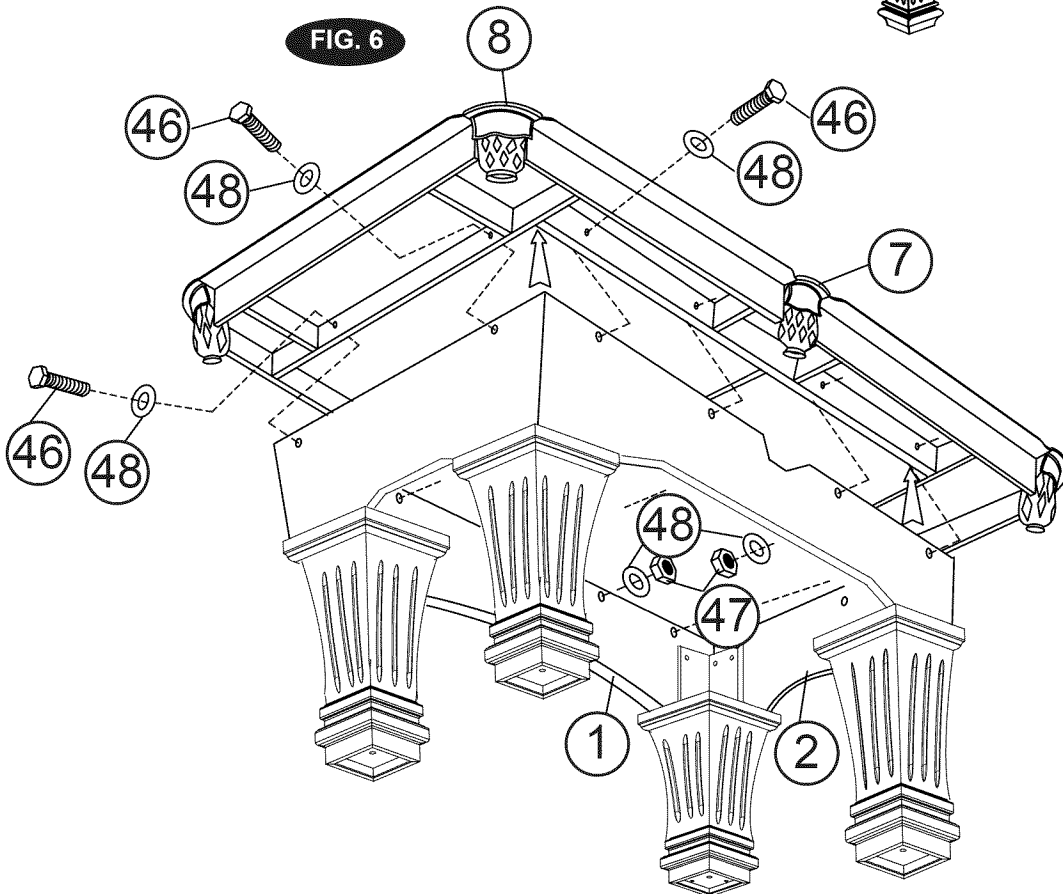














FIG. 6



STEP 7:

- Attach the two Middle Shelves (#17) and the Top Panel (#16) to the Side Panel - A (#19) using two Screws (#49) per Shelf. See Figures 7 and 7A
- Attach another Side Panel - A (#19) to the assembly using six Screws (#49). See Figures 7A.
- Attach the Side Panels - B and C (#20 and 21) to the Cue Panel assembly using six Screws (#49). See Figures 7.
- Attach the Base Panel (#18) to the Cue Panel assembly using four Screws (#49). See Figures 7.
- Stand the assembly upright and attach the two Cue Fixtures (#22) to the Top Panel using two Screws (#51) per Fixture.
- Attach the Triangle Fixture (#54) to the Top Panel (#16) using one Screw (#50).
- Your Cue Rack may also be mounted on the wall if so desired. Attach the two Cue Rack Mounting Fasteners (#23) onto the Top Panel using two Screws (#50) per Fastener.
- See Fig. 7B for completed assembly.

16		= (1)	17		= (2)	18		= (1)	19		= (2)
20		= (1)	21		= (1)	22		= (2)	23		= (2)
49		= (22)	50		= (5)	51		= (4)	54		= (1)

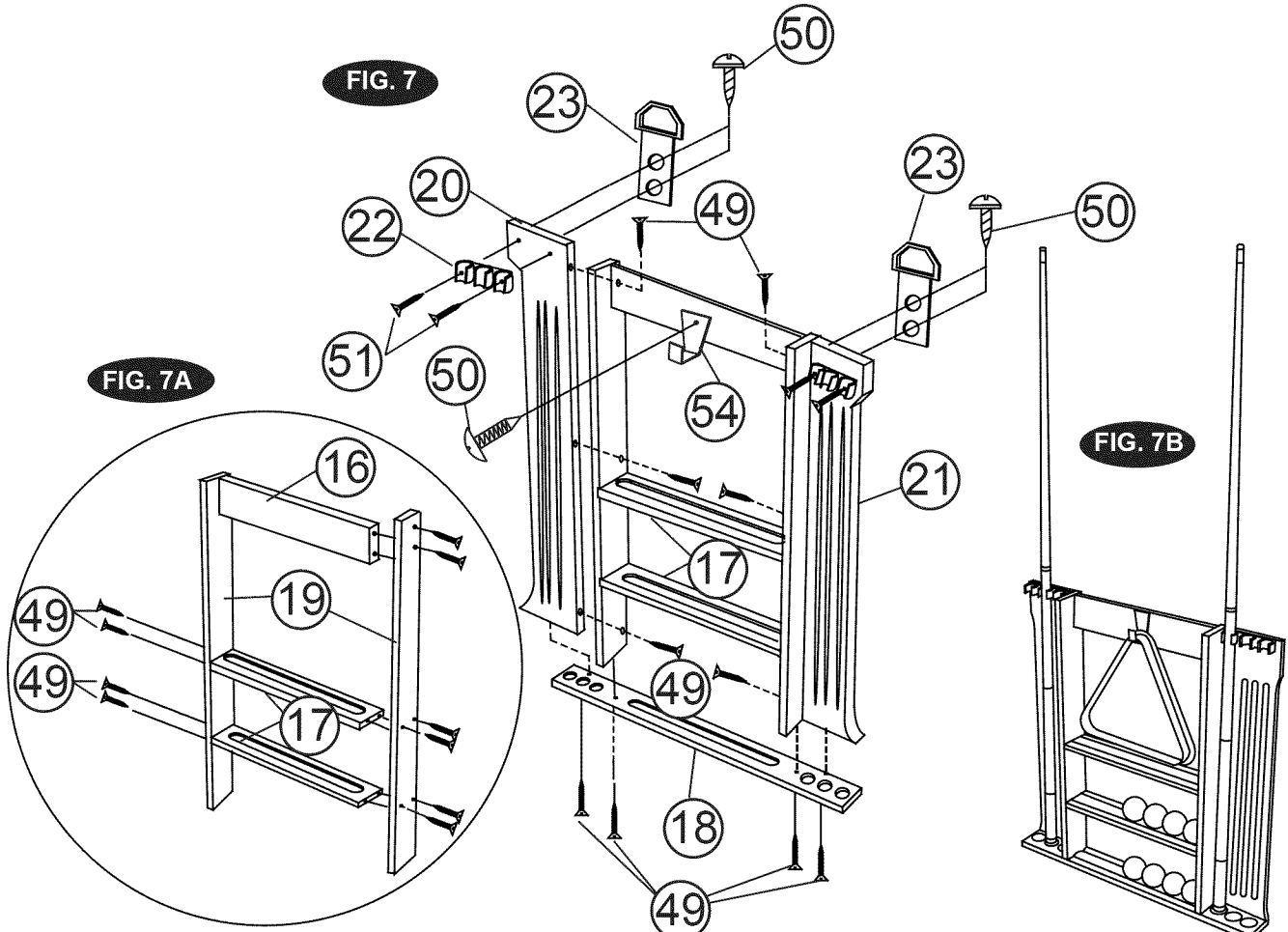


TABLE MAINTENANCE / MANTENIMIENTO DE LA MESA / ENTRETIEN DE LA TABLE	
Table / Mesa / Table	Keep your table covered. If there is dust on the playfield or the aprons, use a vacuum or use the brush provided to remove. Do not sit on the table and do not use the table outside.
	<i>Cubra su mesa. Si hay el polvo sobre el campo de juego o los guarniciones, use un vacío o el cepillo provisto para quitarlo. No siéntese sobre la mesa y no utilice la mesa afuera.</i>
	Gardez la table couverte. S'il y a de la poussière sur la surface de jeu et les ceintures de la table, éliminez-la avec un aspirateur ou la brosse fournie. Ne vous assoyez pas sur la table et n'utilisez pas la table à l'extérieur.
Pockets / Buchacas / Poches	DO NOT lift the table by placing your hands under the pockets, and do not sit, lean or put pressure on the pockets.
	<i>NO levante la mesa por sosteniendo sobre las buchacas y no siéntese, ni inclínese, ni haga presión sobre las buchacas.</i>
	NE SOULEVEZ JAMAIS la table en plaçant vos mains sous les poches, ne vous appuyez pas sur les poches, et n'exercez pas de pression sur celles-ci.
Legs / Piernas / Pattes	Check that all the edges fit properly into the grooves of the caps. When moving the table, lift the table off of its legs and place it down squarely on the legs, do not drag the table (and do not lift by the pockets).
	<i>Asegúrese que los pernos de pierna son bien apretados. En moviendo la mesa, levante la mesa de sus piernas y colóquelo abajo directamente sobre las piernas, no arrastre la mesa (y no levante por las buchacas).</i>
	Assurez-vous que les rebords s'emboîtent bien dans les rainures. Si vous devez déplacer la table, soulevez-la et déposez-la une fois à l'endroit voulu. Ne la traînez pas sur le sol et ne la soulevez pas par les poches.

Frequently Asked Questions (FAQs):

1) **Q:** How can I tell which table rail is the left or right?

A: The left and right of a table are determined by the player's starting position. See illustration below.

- 1 = Left
- 2 = Right
- 3 = End

2) **Q:** How do I level my table?

A: Place a level in three different locations on the table parallel to the long side of the table (A). Adjust shims (may not be included) under each leg until the level is bubbled in all three locations. See illustration below. Then repeat the same for for the short side of the table (B).

- A = long side of table
- B = short side of table

Preguntas frecuentes (FAQs):

1) **P:** ¿Cómo puedo determinar cual carrile de mesa es el izquierdo o el derecho?

R: El izquierdo y el derecho de una mesa son determinados por la posición de partida del jugador. Ver la ilustración abajo.

- 1 = Izquierdo
- 2 = Derecho
- 3 = Extremo

2) **P:** ¿Cómo nivelo mi mesa?

R: Colocar un nivel en tres posiciones diferentes sobre la mesa y paralela al lado largo de la mesa (A). Ajustar cuños (quizás no incluidos) bajo de cada pierna hasta que el nivel sea burbujeado en las tres posiciones. Ver la ilustración debajo. Entonces repetir el mismo sólo paralela al lado corto de la mesa (B).

- A = lado largo de mesa
- B = lado corto de mesa

Questions courantes (la FAQ) :

1) **Q.** Comment distingue-t-on le côté gauche et le côté droit de la table?

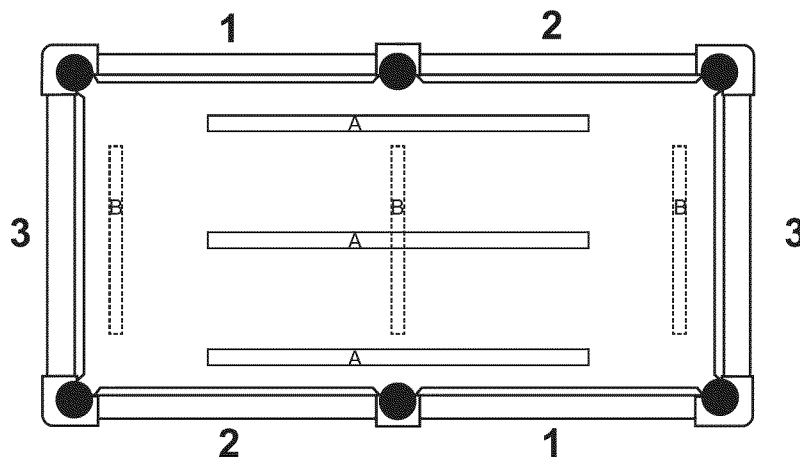
R. C'est la position du joueur au bris qui détermine le côté gauche et le côté droit de la table (voir illustration ci-dessous).

- 1 = gauche
- 2 = droit
- 3 = extrémité

2) **Q.** Comment peut-on niveler la table?

R. Placez un niveau à trois endroits différents sur la table, de façon qu'il soit parallèle aux longues bandes de la table (A). Réglez la hauteur de chaque patte avec des cales, jusqu'à ce que la bulle du niveau soit bien centrée, et ce, pour les trois positions du niveau (voir illustration ci-dessous). Répétez ensuite en plaçant le niveau parallèle aux bandes courtes de la table (B).

- A = long côté de table
- B = côté court de table



(Siga a la página siguiente.)

BILLIARD RULES - 8 BALL

8 Ball is a simple game enjoyed by players of all skill levels. It is a Called Shot Game, meaning that players must announce their intended shot in advance in order for it to count. In 8 Ball, one player shoots at solid balls (numbers 1 through 7), while the opponent shoots at striped balls (numbers 9 through 15). The player who pockets his or her ball group first and then sinks the 8 ball is the winner.

THE BREAK:

The balls are racked as shown in the illustration. A flip of a coin determines which player gets to break. In subsequent games, the loser of the previous game gets to break. The cue ball must be placed behind the head string and the shooter must either: (a) pocket a ball, or (b) drive four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this position or re-racking the balls and shooting the opening break again.

If any balls are pocketed on the break: the shooter stays on the table. However, the table is still Open, which means that the choice of the stripes or solids is not yet determined. The choice of stripes or solids is determined by the first called shot made after the break.

If the 8 ball is pocketed on the break: the shooter stays on the table with the option of spotting the 8 ball and continuing play, or re-racking the balls and breaking again.

If the shooter scratches on the break: if the cue ball is pocketed on the break: (a) all balls pocketed remain pocketed, except the 8 ball which is spotted, (b) the table is open, (c) the opposing player has the cue ball in hand and may place it anywhere behind the head string and shoot at any ball that is not behind the head string.

PLAYING THE GAME:

After the break, regardless of whether any balls were pocketed on the break, the table is Open, with the choice of stripes or solids determined by the next legally pocketed ball.

In the course of play, a shooter must call a shot in advance, by indicating the ball to be made and the pocket into which it will be made. It is not necessary to indicate details such as cushions, banks, caroms, etc. Failure to make the shot as called results in a loss of turn. If the shot is made as called, then any other balls pocketed remain pocketed. However, if the called shot is not made and any other balls are pocketed, then the shooter's ball(s) that were pocketed would be spotted and any of the opponent's balls would remain pocketed.

In order to execute a Legal Shot, the first ball hit must be one of the balls in the shooter's group (stripes or solids) and the object ball must be pocketed or the cue ball or any object ball must come into contact with a rail. (Note: It is legal for the shooter to bank the cue ball off a rail before hitting the object ball.)

A player who legally pockets a ball continues play until missing or committing a Foul. Once a player's ball group (stripes or solids) is pocketed, the player may play the 8 ball. Again, the player must clearly indicate the intended pocket, even if it appears obvious. A player who legally pockets all of his ball group and the 8 ball is the winner.

FOULS:

1. Failure to execute a legal shot as defined above.
2. A scratch shot (shooting the cue ball into a pocket or off the table).
3. Moving or touching any ball by means other than legal play.
4. Shooting an intentional jump shot over another ball by scooping

the cue stick under the cue ball. A jump shot executed by striking the cue ball above centre is legal.

- Using the 8 ball first in a combination shot when the table is not open.

FOUL PENALTY:

Opposing player gets "cue ball in hand." This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on the opening break).

SPOTTING BALLS:

Whenever an object is to be spotted, the object ball is spotted on the long string as close to the foot spot as possible.

LOSS OF GAME:

A player committing any of the following infractions loses the game:

- Fouls when pocketing the 8 ball.
- Pockets the 8 ball on the same stroke as the last of his group of balls.
- Scratches when the 8 ball is his legal object ball.
- Jumps the 8 ball off the table at any time.
- Pockets the 8 ball in a pocket other than the one designated.
- Pockets the 8 ball when it is not the legal object ball (except on the break).

BILLIARD RULES - 9 BALL

OBJECT OF THE GAME:

Nine-Ball is a popular game enjoyed by players of all skill levels. In 9 Ball, the shooter must make contact with the lowest numbered ball first. The player who sinks the 9 ball is the winner.

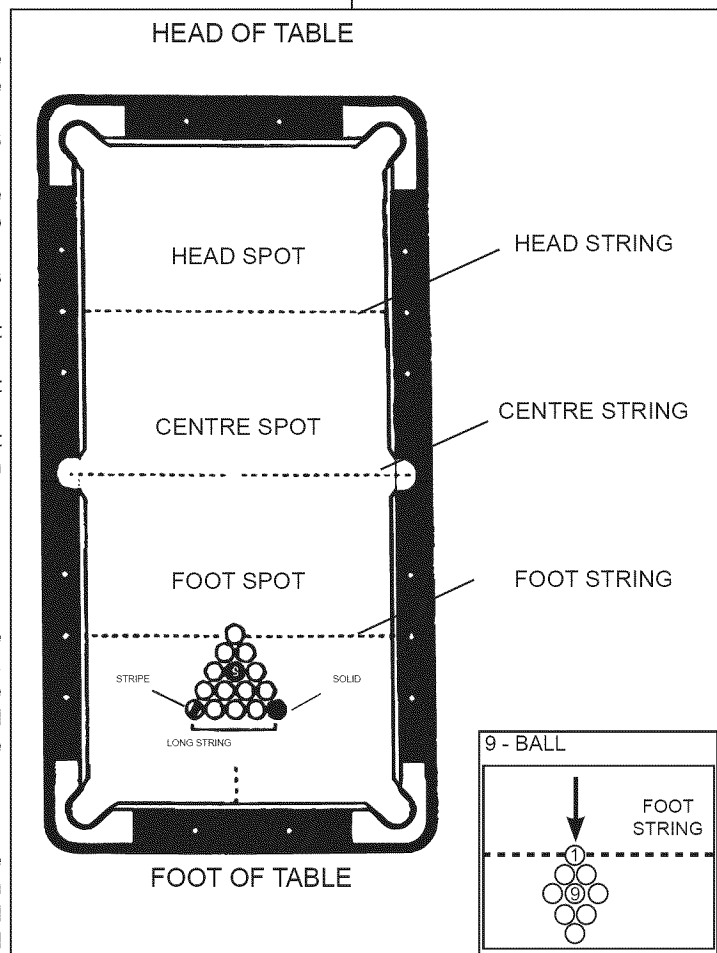
THE BREAK:

Balls numbered 1 through 9 are racked in a "diamond" shape with the 1 Ball at the top of the diamond and on the foot spot and the 9 Ball in the centre. See the illustration. The cue ball must be placed

behind the head string and the shooter must make contact with the 1 Ball first and either: (a) pockets a ball, or (b) drives four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this position or re-racking the balls and shooting the opening break again. If the cue ball is scratched on the break, the incoming player may not play a "Push Out" (see PUSH OUT), but places the "cue ball in hand" anywhere on the table.

PLAYING THE GAME:

After the break, the next shot may be played as a "Push Out," or, if the breaker pockets one or more balls, he continues to shoot until he misses, fouls, or wins the game. Once a player misses or fouls, the



opponent begins to shoot until missing, committing a foul, or winning. The game ends when the 9 Ball is pocketed on a legal shot.

PUSH OUT:

The player shooting immediately following a legal break may play a Push Out in an attempt to move the cue ball into a better position. In a Push Out, a ball does not have to make contact with any ball or rail and is not considered a foul unless other foul rules apply. The player must announce the intention of playing a Push Out before the shot, or it is considered normal play. Any ball pocketed on a Push Out does not count and remains pocketed (except the 9 Ball). Following a Push Out, the incoming player: a) must shoot from that position or b) may pass the shot back to the other player.

FOULS:

1. Failure to execute a legal shot as defined above.
2. Failure to make first contact with the lowest numbered ball on the table.
3. A scratch shot (shooting the cue ball into a pocket or off the table).
4. Moving or touching any ball by means other than legal play.
5. When the object ball is not pocketed, failure to drive the any ball to a rail after the cue ball has made contact with the object ball.
6. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above centre is legal.
7. Driving any ball off of the table. The object balls are not re-spotted (except the 9 Ball).

FOUL PENALTY:

Opposing player gets "cue ball in hand." This means that the player can place the cue ball anywhere on the table. Balls pocketed on the foul are NOT re-spotted (except the 9 Ball). Any player that commits a foul three consecutive times on three successive shots without making a legal shot in between loses the game.