

Gum Ball Rules

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Except when clearly contradicted by these rules, the WPA General Rules of Pocket Billiards apply.

TYPE OF GAME

Gum Ball is a semi-rotational game which uses the colors of the object balls instead of the numbers in determining which ball to pocket next. Shot sequences are played by making any solid or stripe and then the companion object ball (solids and stripes of the same color).

OBJECT OF THE GAME

To legally pocket the black ball (8-ball) after all other object balls have been pocketed.

PLAYERS

Two players or two teams. In team play, players alternate turns at the table.

BALLS USED

Standard set of 15 object balls and a cue ball.

THE RACK

Object balls are racked in a triangle with the black ball (8-ball) in the middle, and all other object balls at random except that no two corner balls may be of the same color.

OPENING BREAK

The first player, with cue ball in hand behind the head string, must either pocket an object ball or cause 4 balls to contact a rail. Failure to do so is a foul and incoming player has the option to accept the table with cue ball in hand or to have the balls re-racked and perform the opening break shot. See Rule of Play 3.

SCRATCH OR JUMPED CUE BALL ON THE BREAK

If the cue ball scratches or lands off the table on the break shot, it is a foul and the incoming player is awarded cue ball in hand. See Rule of Play 3.

BLACK BALL (8-BALL) POCKETED ON THE BREAK

If the black ball is pocketed on the break, it is spotted and play continues without penalty. The player breaking is not penalized for pocketing the black ball on the break and may continue at the table so long as no foul was committed. See Rule of Play 3.

RULES OF PLAY

1. Gum Ball is a call shot game which means that the player must call the ball and pocket into which he intends to play it. Note that the cue ball may contact any ball on the table first provided that the called ball goes into the called pocket. There is no need to indicate combinations, rails, caroms, etc.
2. On all shots, the cue ball must contact an object ball and then either pocket an object ball or cause any ball to contact a rail. Failure to do so is a foul and incoming player is awarded ball in hand.

3. If any object balls other than the black ball were pocketed on the break, the player shooting the next shot may either remove the companion object ball(s) of the pocketed object ball(s) from the table before shooting or immediately shoot and pocket the remaining companion object ball(s) for positional reasons. Companion object balls are those whose colors match (1-9,2-10,3-11,4-12,5-13,6-14,7-15).
4. A legal shot sequence requires that the player pocket an object ball and then pocket that object ball's companion ball second, except as follows. The black ball is a special object ball and may be played at any point before, during, or after the shot sequence (for positional reasons). If the black ball is played and pocketed, it is spotted immediately before the next shot is taken. A player remains at the table until missing, fouling, or winning the game by pocketing the black ball when it is the last ball remaining on the table. All additional balls pocketed on a shot are spotted before playing the next shot.
5. If a player's inning ends and there remains an unfinished shot sequence (object ball down, companion ball on the table), the incoming player must either remove the companion object ball from the table before shooting or immediately shoot and pocket the remaining companion object ball for positional reasons.

CUE BALL SCRATCH OR JUMPED OFF TABLE

It is a foul. Rule of Play 5 may apply.

OBJECT BALL JUMPED OFF TABLE

It is a foul. Jumped balls are spotted unless the companion ball is already pocketed, in which case the jumped ball stays off the table.

PENALTY FOR FOULS

Incoming player is awarded ball in hand. Rule of Play 5 may apply.