

Bowliards

1	2	3	4	5	6	7	8	9	10

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

TYPE OF GAME - Bowliards applies the scoring concepts of bowling to pocket billiards. It's one of the few games that can be quite interesting as a solitary exercise since, like bowling, there is a perfect game score to strive for, and a player can measure improvement quite easily over the course of time playing Bowliards.

PLAYERS - Any number.

BALLS USED - Any ten object balls, plus cue ball.

THE RACK - Standard triangle position (front apex ball on foot spot), using a 1-2-3-4 rack configuration.

OBJECT OF THE GAME - To achieve a perfect score of 300 points in ten frames (innings) in solitary play. In competition, to score a higher point total in ten innings than opponent(s).

SCORING - Each legally pocketed ball is scored as one point, regardless of ball number. The points scored per the "Rules of Play" below are treated exactly as is the pin fall in bowling.

OPENING BREAK - At the start of a player's inning (frame), he has a free break (no special balls-to-cushion or other requirements once break stroke commences, and a jumped or scratched cue ball is without penalty). Any balls pocketed on the break are spotted, and player follows break by beginning scoring play with object balls in position and cue ball in hand behind the head string. The opening break takes place at the start of every inning.

RULES OF PLAY - 1) A legally pocketed ball entitles the shooter to continue at the table until failing to pocket a called ball on a shot, or until scoring ten (10), the maximum total possible per inning. The player may choose and shoot any ball, but before shooting, must designate a single ball that will be pocketed and the pocket into which the ball will score; the shooter need not indicate kisses, caroms, combinations, or cushions (none of which are illegal). 2) A player has two chances to pocket the ten possible balls of each frame. If a player legally pockets ten consecutive balls on the first chance of a frame, that frame is completed, and player scores the frame exactly as a strike in bowling. If player fails to pocket ten consecutive balls on the first chance, the player takes a second chance immediately. If the shooter succeeds in legally pocketing the remaining balls of the ten on the second chance, the frame is completed, and the player scores it exactly as a spare in bowling. If the player fails to legally pocket all ten balls in two chances, the frame is then completed and is scored just as in bowling; a "strike" in the tenth inning earns two extra shots, a "spare" one extra shot. 3) If players tie for the high game total in competition, additional innings are played alternately by the tied players, with the first player posting a superior score to that of the opponent(s) being the winner ("sudden death").

ILLEGALLY POCKETED BALLS - On the break, illegally pocketed balls are spotted prior to the player beginning scoring play (first chance of the frame). During scoring play, illegally pocketed balls are spotted.

OBJECT BALLS JUMPED OFF THE TABLE - All spotted. The stroke is a foul, and the penalty for fouls is followed.

CUE BALL AFTER JUMP OR SCRATCH - This only applies if occurring as the player's first foul of a frame. The player has cue ball in hand behind the head string to begin the second chance of the frame.

PENALTY FOR FOULS - One point is deducted from offender's score for each foul. If a foul ends the player's first chance of a frame, he has cue ball in hand behind the head string to begin his second chance of the frame.