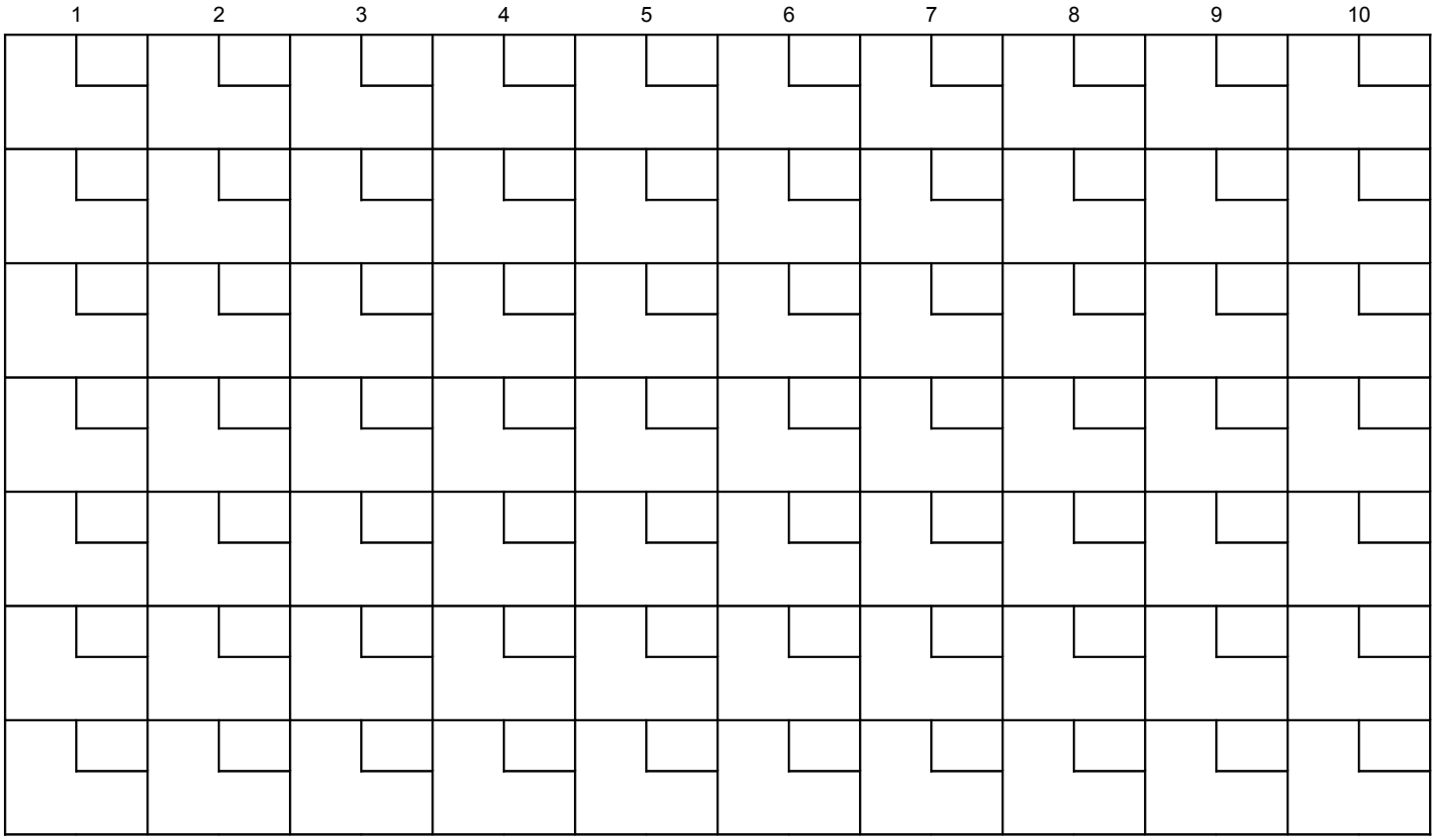
Equal Offense



Created by Jerry Briesath

Type of Game – Equal Offense is a game in which each player shoots until missing a shot, fouls, or pockets the maximum amount of balls allowed for the inning. The winner is determined by the total inning score (similar to bowling). Based on 14.1 Continuous, the games is ideal for leagues, tournaments, handicapping, and averaging; fair, fun, and interesting for beginners as well as the advanced player. Although copyrighted by BCA Master instructor Jerry Briesath, he has placed no restrictions on its use.
Players – Any number.
Balls Used – Standard set of object balls 1-15, plus cue ball.
The Rack – Standard triangle rack; balls placed entirely at random. The balls are racked at the beginning of each inning for each player.
Object of the Game – To score more total points than opponent(s) in a predetermined number of innings (200 points in ten innings maximum).
Scoring – Any legally pocketed ball counts one point for the shooter.
Opening Break – At the start of each player's inning, 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 the player then begins shooting 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 of each player (ten times per match in championship play for each player).
Rules of Play – 1) A player may shoot any ball, but before shooting must designate an object ball and call a pocket. He need not indicate kisses, caroms, combinations, or cushions (none of which are illegal). A legally pocket ball entitles the shooter to continue at the table until failing to pocket a called ball, or until he has scored the maximum total permissible per inning (twenty points in championship play). (After pocketing all but one object ball, the remaining balls are re-racked as in 14.1 Continuous, with the head ball missing, and play continues. See the rules for 14.1 Continuous if the object ball and/or cue ball interferes with racking the remaining object balls). 2) A player is entitled to any additional balls pocketed on a shot, as long as he pockets his called ball. 3) The shooting order for subsequent innings is determined by the scoring results of the preceding innings – the player with the highest score shooting first. In the event of a tie inning, the order does not change. 4) If players are tied for the high match total (ten inning) score, additional innings are played by each tied player with the first player posting a superior score to his opponent(s) in an equal number of innings being the winner (“sudden death”).
Object Balls Jumped Off the Table – The stroke is a foul, and the penalty for fouls is followed.
Cue Ball After Jump Off the Table or Scratch – This does not apply to Equal Offense, since a jumped or scratched cue ball ends a player's inning, and all players' innings begin with the opening break.
Penalty for Fouls – No point penalty; the player's inning ends.
Some Variations – For purposes of scheduling, handicapping, etc., variations can be made as follows: 1) A given number of misses or fouls may be allowed per inning (use 14.1 Continuous rules for “Cue Ball After Jumping Off Table/Scratch”). 2) Maximum number of balls per inning permissible may be increased or decreased. 3) Number of inning constituting a match may be increased or decreased. 4) Each player's inning my be restricted by a time limit. 5) Combinations of any of the variations above my be utilized, and may be applied in a nonuniform manner as a means of handicapping players. 6) As an exercise for beginners to progress in finding patterns of play, three chances should be allowed (two misses, cue ball in hand) to reach a score of fifteen. An intermediate player should be allowed two chances. The ten inning perfect score would thus be 150. 7) Third miss ends the player's inning.