

2-Ball Rules

Created by James V. Forget

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

TYPE OF GAME

2-Ball is a two player call shot game played with two object balls and a cue ball. Points are scored by three methods; banking in the object ball, kicking in the object ball, or caroming the cue ball off of both object balls. Each player is allowed only one shot/attempt per inning to score. The player to reach the required number of points first (usually 5) wins.

PLAYERS

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

BALLS USED

Object balls 1 and 2, plus the cue ball.

THE RACK

The 1 ball is placed on the foot spot, the 2 ball is placed on the head spot, and the cue ball is placed on the center spot.

ORDER OF PLAY

Order of play is determined by lag, the winner of the lag has the option of playing first or allowing his opponent to play first. The player shooting first is assigned the 1 ball as his object ball and his opponent is assigned the 2 ball as their object ball.

OBJECT OF THE GAME

To score the required number of points to win (normally 5) prior to opponent. Players should agree on the number of points required to win before play begins.

OPENING BREAK

There is no opening break. Player one begins with the balls in the "racked" position.

SCORING

One point is scored for each called and legally executed shot. A player may call more than one point possibility on his shot and score more than one point. If he does call more than one point possibility, however, he must execute all of the called point possibilities on his shot or he will not receive any points (all or none). There are only three possible ways to score points: 1) Banking in the shooter's object ball. 2) Kicking in the shooter's object ball. 3) Caroming the cue ball off of both object balls. No more than 3 points may be scored on a shot (example: kick into a bank shot then carom).

RULES OF PLAY

1. Players are allowed only one shot attempt per inning. Prior to executing a shot, the shooter must designate the type of shot(s) (bank, kick, or carom), and the pocket into which he will pot his object ball, if applicable. The shooter is only allowed points on a legally executed shot, and only for the type of shot(s) he called prior to shooting.

2. On all shots, the cue ball must contact the shooter's object ball and it must be the first object ball contacted. Failure to do so is a foul. A player is allowed to shoot to one or more rails first provided that his object ball is the first object ball contacted afterward.
3. Bank shots are legal only if the object ball is first banked off of a rail not connected with the designated pocket or if the object ball is first banked off of any two, or more, rails prior to falling into the designated pocket.
4. Kick shots are legal only when the cue ball is first banked off of a rail not connected with the designated pocket or if the cue ball is first banked off of any two, or more, rails before striking the object ball.
5. Carom shots are legal only when the shooter's object ball is the first ball contacted by the cue ball. It is not a foul to pocket an object ball during a carom shot.

SPOTTING OF BALLS

All balls pocketed during a shot are spotted to their original position after each player's turn. If a ball's spot is blocked by an interfering ball, then spot the pocketed ball on the interfering ball's spot.

FOULS

It is a foul to jump any ball off the table. It is a foul to scratch the cue ball. It is a foul if the player's object ball goes into any pocket other than the designated pocket during a bank or kick shot. It is a foul to shoot an illegal shot.

PENALTY FOR FOULS

No points are awarded for any shot resulting in a foul. The incoming player receives ball in hand anywhere on the table.