Billiard's "None Is Perfect" Game Rules

Invented by Justin N. Howard DBA – 2B1 Energy

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Number of Players (1-4)

Playing solo vs. solo (no penalty for breaking center balls), but remember, may take much longer to complete if there are a high number of players. This would be great for a special promotional prize.

Two (2) Players heads up on the same table is ideal – play a minimum four (4) rounds to complete scoring;

Three (3) Players play a minimum four (4) rounds to complete scoring;

Four (4) Players play a minimum four (4) rounds to complete scoring.

Equipment - *Standard to Professional Pool Table with corresponding pool balls to include the cue ball; Scoresheet and/or Scoreboard; (optional) pens, calculator and ruler.*

Pre-Game Ball Position/Placement

One ball each is placed 6-9 cm in front of each of the six (6) pockets (ball drop) and one ball each is placed in the center along the rail between each pocket. (new amendment as of August 29th, 2017) The Green, Black and Red Solid Balls are the three balls lined in the center of the pool table. Each Pocket may be numbered (amended September 14th, 2018)
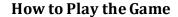

How to Play the Game

Table is pre-set and arranged before 1st shot of any round. Play begins by placing the Cue Ball anywhere for any shot (ball in hand play). Points are determined with each player tallying their points for each shot made, missed, scratched and/or penalties for slop play; must have two feet on the ground for all shots.

Player must make their objective ball in a specified pocket before any other ball drops without being penalized (Called Shots); Game players alternate shots (exception pro level players) until all balls are cleared. No purposeful jumps shots allowed, and player shall be disqualified if found to be guilty. Tables does not reset for any penalty (amended March 8th, 2018)

Solo vs. Solo, each player shoots all 15 for a total score without any penalties for breaking the middle three.

Two-players (for all 15 balls) alternate shots, four rounds must be played for a completion of scores. Points do not accrue from prior game if in a single tournament. In league play, players are usually heads up when playing for the championship. After the final round, Player with the BEST score is the winner;

Three-players (for all 15 balls) alternate shots, (can be three rounds for amateurs) four rounds must be played for a completion of scores. Points do not accrue from prior game if in a single tournament. After the final round, Player with the BEST score is the winner;

Four-players (for all 15 balls) alternate shots, four rounds must be played for a completion of scores. Points do not accrue from prior game if in a single tournament. After the final round, Player with the BEST score is the winner;

League Play – a player who is substituted during any round, can no longer shoot any balls for the rest of a completed game. Substitute player must be listed as a team member. ID verification may be asked.

Tournament Play – no player may be substituted for another player in any round/game. If player is not present during their round, player shall be penalized four points subtracted from the bottom score of the round and may be subjected to forfeit for the round and/or game to be determined by official judge/promoter.

Scoring by Round

Player loses a point for every missed shot (includes any bank rails uncalled);

Player loses a point shooting out of turn;

Player loses a point for accidently moving a ball with their pool stick (miss hit);

Player loses 2 points for not hitting the objective ball;

Player loses 2 points for any Cue Scratch – on or off the table;

Player loses a ½ point for any ball that slop drops without making the original objective ball first;

Player loses 3 points for un-sportsmanship play (TBD by official judge);

For the PROS ONLY

Player gains a point for any bank shot (amended March 8th, 2018);

Player gains plus 4 points for a double bank shot or a two-rail kick shot (amended March 8th, 2018 – adjusted points amended October 29th, 2018);

Player gains plus 8 points for any triple bank shot or a triple rail kick shot (amended March 8th, 2018 – adjusted points amended October 29th, 2018);

Player loses a point for not having both feet planted for their completed shot (amended March 8th, 2018 – moved to Pro Level October 29th, 2018)

Player loses 1¼ and their turn if 45 seconds passes without shooting objective ball (moved to the pro level October 29th, 2018);

First Player to break up the Red, Black and Green in the center is penalized ¼ point (moved to the Pro Level October 29th, 2018)

No Bridges allowed for any game;

Scoring symbols on scorecard: o = 1 point, A dot = ½ point, a Back Slash = ¼ point

(Players who tie the round both claim the round for record books).

Completed official games must be four or more rounds to qualify for certain records.

Examples of scoring for three players …

Player A	Player B	Player C
-17	-18	-22
-12	-13	-19
-7	-8	-15
-7	-8	-15

Player A wins the game … with a score of 43

Other examples of scoring for four players …

Player A	Player B	Player C	Player D
-12	-4	-2	-3
-4	-5	-2	0
-3	-3	-4	-6
-5	-1	-5	-4
OUT	0	-4	-7

Player B wins the game … with an OT Score of 13.

Winners shall be determined upon the tally of all scores by the scorekeeper. For pro-level A/B players, Games may use the 1-2-3 special rotation method of gameplay during a tournament and/or league play. These games will need an Official Judge, a Scorekeeper, a Table Setter and a Time Keeper as positions to correctly determined the victors.

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