

GREEN BALL.....POOL GAME RULES

Green Ball is a pool game played by calling shots using six object balls numbered one through six.

- 1 Deciding on the break.....Lagging
- 2 Green Ball rack
- 3 Break shot
- 4 Calling shots and pocketing balls
- 5 Safety
- 6 Mis-pocketed balls
- 7 Continuing the game and victory or defeat
- 8 Fouls

- 1 Deciding on the break.....lagging

The player who wins the lag will choose who breaks the rack. Alternatively, players may decide upon who breaks however they wish.

- 2 Green Ball rack

The object balls are racked tightly in a triangular shape with the six ball at the apex of the triangle and on the foot spot. The other five balls are placed in any order.

- 3 Break shot

The cue ball begins in hand behind the head string and if no ball is pocketed two or more balls must be driven to the rail or the shot is a foul. If the six ball is pocketed there is a new break.

- 4 Calling shots and pocketing balls

The current shooter must call all shots. Either the cue ball must strike a rail first before striking an object ball or the called object ball must strike a rail before being pocketed. The six ball may be used to strike another object ball without either having to strike a rail before the called ball is pocketed.

5 Safety

After the break the shooter, before a shot is made, may call "safety" allowing them to make contact with the called object ball without having to strike a rail and ending their inning. If the called object ball is pocketed the shot is a foul.

6 Mis- pocketed balls

If a player misses the called object ball or puts the called object ball in the wrong pocket or pockets another ball the shot is a foul and their inning is over. Pocketed balls are spotted. The next shooting player may place the cue ball anywhere on the table.

7 Continuing the game and victory or defeat

If the shooting player pockets a called ball they may continue their inning until not pocketing a ball or a foul is committed. The six ball must be the last ball pocketed and either the cue ball must strike a rail before pocketing the six ball or the six ball must strike a rail before being pocketed. If the shooter scratches on the six ball or pockets it before being the last ball on the table they lose the game. If they pocket the six ball last and there is no foul they win the game.

8 Fouls

Cue ball scratch or off the table

No rail struck

No foot on floor

Ball driven off table ball is spotted

Touched ball ball is spotted

Double hit / frozen balls

Balls still moving

Cue stick on table

Playing out of turn

Slow play

Following a foul the next shooter may place the cue ball anywhere on the table.

