Trade Mark

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NOTE: ACC accepted rules for nationwide tournament play since 1997

OBJECTIVE: CRUD is played with two pool balls; a Shooter (the cue ball), and any other regulation numbered pool ball. No cue stick is used. Each player begins with three "Lives" to possibly be lost as the game progresses (same as a strike, foul, etc.). While shooting from either end of the table [not the sides], the Shooter tries to hit the Object Ball with the Shooter Ball causing it to either go into a pocket or stop all movement on the table before an opposing player can take his/her turn. The team to lose all of its "Lives" first, loses the game.

"Ace" – The Shooter's Service shot directly causes the loss of a Receiver's Life via a Double Kiss, Dead, or Pocket prior to him/her getting a shot off.

"Arguing with the Judge" – Only Team Captain's may discuss specific rulings until a 'Decision Final' or 'Replay' is declared. All further arguments are subject to a Life being assessed.

"Ball off the Table" – When the Shooter Ball is shot so vigorously that it causes either ball to leave the playing surface and either ball touches anything that is not the CRUD Table, including the Next Shooter. This Life will be called over any other Life resulting from events in that Round, i.e., "Dead Ball," "CRUD," etc.

"Blocking" – The Shooter has the primary right to the table. The Shooter has a right to get to the Shooter Ball without being blocked by the Defender. The Shooter has a right to make a shot. There will be no Blocking of the Shooter's movement on the Runway along the long sides of the CRUD Table. The Defender may not hold onto any portion of the Table. In some cases, the Shooter will need to go around a Defender who is up against the side of the Table. Inadvertent or accidental Blocking, as determined by the Judge, will not be held against the Defender. The Shooter may not hold onto the Defender, but may use an arm or open hand lifting motion to clear Defender's visual blocking (called ECM) of a shot. The Defender has blocking rights based on the following:
-- The Defender may not touch either of the CRUD balls or the Shooter's forearm or hand during a shot.
-- During ECM, the Defender's hands and arms must be constantly moving and closer to the Object Ball than the Shooter's face, and the hands and arms may not go below the level of the bumpers. If the Defender's hands are swept away by the Shooter, the Defender may readjust and create ECM again.
-- The Defender may offer resistance, but may not use holding techniques and must be "giving way" without "over-resistance" to the Shooter's attempt to establish position for a shot. The Shooter is only entitled to "take" as much room as is reasonably required to make a shot. The use of hard pushing or hitting with the hands, elbows, shoulders or hips by either the Shooter or the Defender to establish or maintain their position is not allowed.
-- The Player on Deck has no Blocking rights.

Choice – The next player in turn from the team that most recently received a Life has the Choice to Receive or Serve to open the next Round, unless the Single Man rule applies. This is the only privilege offered the Single Man.

Contested Decision – On rare occasions, Team Captains may officially contest a decision of the Judge. The Judge will declare "Replay" or "Decision Final."

"CRUD" – The Shooter's center abdomen must be within the Foul Lines when making any shot.

CRUD Table – A snooker-type table approximately 6 ft. by 12 ft with 6 open pockets. CRUD can be played on a regulation 5 ft by 10 ft pool table, and a 4 ft by 8 ft bar room pool table with the side pockets blocked off.

"Dead Ball" – The Object Ball ceases any and all movement. The Next Shooter has responsibility for continued Object Ball movement regardless of opportunity, except when the No Six rule applies.

Decision Final – The Judge's declaration that a Contested Decision will no longer be discussed.

"Delay of the Game" – When players commit unnecessary delaying tactics, the Judge may impose a 5 second rule to speed up play.

"Double Kiss, Dead" – This is the only exception to the No Six rule. If the Object Ball is tapped at least twice by the Shooter Ball, usually against or near a bumper, the Object Ball need not travel the minimum six inches normally required.

"Drop Shot" – After release, the Shooter Ball must first touch the playing surface prior to touching the Object Ball.

"F.O.D." – Any Foreign Object Debris that falls or spills onto the playing surface. A piece of attached clothing will not constitute F.O.D. unless it touches one of the Balls during play. Whereas it may be necessary for a Shooter to transit the playing surface to retrieve or shoot the Shooter Ball, a player's shoes or feet may not touch the playing surface or bumpers. The Defender may not be on or somehow resting on the playing surface when anticipating a Shooter's play.

"Foot Off the Runway" – Whenever a Shooter shoots, at least a portion of one foot must be on the Runway and within the Foul Lines. Additionally, one of the Defender's feet must be on the Runway somewhere around the CRUD Table when actually defending, but not required when retrieving or moving into position to make a shot.

"Foul Lines" – Imaginary lines and planes extending vertically and laterally and parallel to the CRUD Table's long sides (90 degrees to the short sides). Shooters must have their center abdomen within these Foul Lines at either end of the table any time a shot is made. Additionally, a Shooter must have a portion of one foot on the Runway within the Foul Lines whenever a shot is attempted.

Holding Area – Area between the Inner and Outer Marker. All Players, except the Shooter, the Next Shooter and the Player on Deck must be in or beyond the Holding Area.

Inner Marker – Line drawn around be CRUD Table 3 feet from the outer edge of the table. The area within this line is the Runway.

"Intruder" – An unauthorized Player on the Runway. At any point in time during a Round, only the Shooter, Next Shooter and Player on Deck may be on the Runway. The previous Shooter must be returning to the Holding Area or beyond.

Lag – Game opening event used to determine which team has choice. From the Shooter End, Team Captains simultaneously release their respective CRUD Ball so that it touches the opposite short side of the table. The ball that returns closest to the Shooter end without touching it or the side rails determines Choice.

Life – The term used to impose any infraction of these rules. The Life may also be called by its proper name. Infractions in "quotation marks" within these rules are Lives.

"No Six" – The Shooter must personally make this call to stop the Round before taking any shot. Whenever the Object Ball is hit, it must travel 6 inches, including bumper bounce, except in the cases of the "Double Kiss, Dead." The Judge will determine the distance of travel based on his judgment of where the Object Ball was last hit. If full travel is less than 6 inches, center-ball to center-ball, the Life is against the last Shooter. If it traveled 6 inches or more, the Life is a Dead Ball on the Ball-in-Hand Player.

Object Ball – This Ball may only be touched by the Shooter Ball, and must be

Pocketed or kept in motion at all time during a Round.

Outer Marker – Boundary line 2 feet beyond the Inner Marker. The area between the Inner and the Outer Marker is the Holding Area where players stand awaiting there next play.

Player on Deck – This player, as the next player in turn to play, is allowed on the Runway, but has no Blocking rights.

"Playing Out of Turn" –. A Player touching the Shooter Ball when it is not that player's turn or any out-of-turn play detected by the Judge. Also, a Team Captain may stop a game to point this infraction out to the Judge at the risk of a Life. If verified, a Life will be assessed against the guilty Team's Captain or its first available player. Otherwise, a Life will be assessed for stopping the Round.

"Pocket" – Any time the Object Ball is hit into, and remains in, one of the pockets, i.e., center-ball past the lip of the pocket. The Judge will determine who receives the Life based on the Judge's opinion of whether or not the Next Shooter had ANY opportunity to influence the play with a valid shot. If the Next Shooter had a chance to influence play, the Next Shooter receives the Life. Otherwise, the Life is against the previous Shooter on that team.

"Push Shot" – Any stylized propelling of the Shooter Ball by the Shooter's hand is allowed, providing the Shooter's hands or fingers are not touching the Shooter Ball when or after the Shooter Ball makes contact with the Object Ball.

Receiver / Next Shooter —The Defender as a Round begins, and the next player after the Shooter at any point in time.

Replay – If "Replay" is declared following a Contested Decision, teams start from the beginning of the Round in question, or if the Judge allows, Team Captains or designated Players may face off one-on-one. Choice goes to the Team that had it at the start of the Round in question.

"Roughing the Judge" – No Player may make contact with or bump into the Judge so as to cause him/her the need to regain balance or composure.

Round – Begins with the Service shot and ends when a Life is called, or the play is stopped for any reason.

Runway – Area 3 feet wide around the CRUD Table. Only the Shooter, Next Shooter, and the Player on Deck may be on the Runway at any one time. The (previous) Shooters must, without Blocking the (next) Shooter, depart the runway as quickly as possible after making their shot, except in the case where they are the Single Man.

"Scratch" – During Service, the Server misses the spotted Object Ball 3 times.

Service – The opening event of each Round. With the Object Ball spotted on the center line 6 inches from the Receiver end of the table, the Shooter is given 3 attempts to hit the spotted Object Ball using any number of bumper bounces. Shooter Ball movement may only be stopped by the Judge or the Shooter. Any Service where the Shooter Ball goes beyond half the length of the Table will be counted as 1 attempt.

Shooter – The Offender as a Round begins and the player with the responsibility to make the next shot before the Object Ball is called Dead or is Pocketed.

Shooter Ball – This ball, usually a cue ball, may be touched or picked up by the Receiver/Next Shooter from anywhere around the table only after it hits the Object Ball. However, it must be shot in accordance with all applicable rules herein. The Shooter may, in order to hit an Object Ball still in motion, recover the Shooter Ball --even if it goes into a pocket-- and take as many 'shots' as needed. All shots must be at the Object Ball and not at other Players.

Accidental release or dropping of the Shooter Ball will not be held against the Shooter, unless it hits the Object Ball.

Single Man – When a Team is attrited down to one Player, that Player has the Choice at the beginning of each Round to Receive or Serve. When both teams have only one player remaining, normal Choice rules apply. NOTE: All Blocking rules remaining in effect.

Substitution – Substitution may not be made without the consent of the Judge.

"Unsportsmanlike Conduct" – When the Judge determines a player's actions or language is unsuitable for the game at hand, the Judge may assess a Life or eject a player from the game or tournament.

Warning – If, in the Judge's opinion, a Player makes a play that is very nearly a Life and the Judge might be inclined to assess a Life if that same play or event is committed again, the Judge may call "Warning on the Push, Blocking, etc."

"Wrong Ball" – During play, the Shooter touches the Object Ball.

Traditional Concepts & Rules:

1. As recompense for services rendered, the first player attrited from the game buys the Judge his or her drink of choice. The next player attrited buys a drink for any Assistant Judge, and the third player buys for the Scorekeeper

2. The losing team buys the winning team drink of choice, usually by aligned players on the scoreboard. If the winning team has at least one "Virgin" (no lives assessed), the Virgin's team is entitled to two drinks of choice for that game by the losers.

3. The 6 inch rule is measured by a Canadian dollar bill, now extinct. The alternative is an American dollar or a Canadian two dollar bill.

4. To even the number of players on a team, one team may use one "Phantom" or "Ghost." The Team's Ghost receives the first three available Lives that are not any Player's first Life, or any other agreed-upon method.

5. Plugging the side pockets of CRUD Tables smaller than 6' by 12' Snooker tables is traditionally done with rolls of toilet paper. NOTE: Some 6'x12' CRUD tables have been built without side pockets. This is the result of a misconception drawn from playing on 5'x10' tables where the side pockets were blocked. The original game used all 6 pockets on the 6'x12' snooker table.

6. For violations of the CRUD rule, the Judge may use the term "Balls" or "Lips"

7. A Player who reads these rules to try and win a point with the Judge may be assessed a Life or be obliged to buy the Judge a drink of choice.

8. The original CRUD foul was a 45 degree imaginary line extending outward from each corner. ACPA selected the different foul line (extension of the sides of the table) to tighten up the "CRUD" rule.

Updated: Dec 11, 2010 - minor corrections and historical note.
Historical Note: The rules and information herein were researched at Cold Lake Canadian Air Base from active duty and retired personnel in 1982, and again on a special fact-finding trip there in 1992. For an unofficial informal history, see http://www.aifcv.org/pdf/HISTORYofCRUD.pdf