
Rules for SEVEN-BALL

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

View the [full set of rules for 7-ball pool](#) at the Billiards Forum.

PLAYERS

Two individuals, or two teams.

BALLS USED

Object balls numbered 1-7, plus the cue ball. The seven ball has a black stripe around it, the numeral seven is white in a red circle.

THE RACK

A circular rack is used. A standard Nine Ball rack can be used if it is turned sideways. The balls are racked with the 1-ball at the apex with balls 2-6 running clockwise for the outside of the rack; the 7-ball is in the middle of the rack.

OBJECT OF THE GAME

To win by legally pocketing the 7-ball.

SCORING

The balls have no point value. The player legally pocketing the 7-ball wins the game. If the 7-ball is illegally pocketed the shooter loses the game.

OPENING BREAK

The starting player must make an open break, or legally pocket an object ball. If he fails to do so the incoming player may elect to take the balls as they lie and put the cue ball in play from behind the head string, or shoot the opening break himself. In subsequent games the loser breaks.

RULES OF PLAY

A legal shot requires that the cue ball's first contact be with the lowest numbered ball on the table. The player must then either pocket a ball, or send the cue ball or an object ball to a cushion. Failure to do so is a foul.

A legally pocketed ball entitles the shooter to continue at the table until he fails to pocket a ball on a legal shot.

Immediately after a legal opening break the opponent chooses the side of table on which he will pocket the 7-ball. Balls 1-6 may be pocketed anywhere.

Pocketing the 7-ball on a legal break wins the game.

Any violation of the General Rules of Pocket Billiards that is deemed a foul will give the opponent cue ball in hand anywhere on the table.

LOSS OF GAME

A player loses the game if he commits any of the following infractions:

1. pockets the 7-ball in a non-assigned pocket after the break,
2. fouls when on the 7-ball,
3. pockets the 7-ball on an illegal shot,
4. commits three successive fouls.

ILLEGALLY POCKETED OBJECT BALLS

All illegally pocketed balls are spotted and the opponent gets cue ball in hand anywhere on the table.

JUMPED OBJECT BALLS

Are spotted. No penalty.

FOULS

Incoming player has cue ball in hand anywhere on the table.

These rules are used by Billy Aardd's Club, NMIMT, Socorro, NM.