



B RULES OF THE GAME

B/7

5-PINS

DEFINITION

1. The goal of the game consists of obtaining the number of points determined by the CEB. The sportsman who first obtains the distance determined wins the match. If this limit is exceeded by means of the last stroke the total number of points will be reduced to that limit.
The sportsman must touch the ball of his opponent directly or with a cushion(s).
Points can be obtained, if:
 - a) the ball of the opponent goes into the pins
 - b) the red ball goes into the pins
 - c) the ball of the opponent touches the red ball
 - d) the game ball, after having touched the opponent ball, touches also the red ball.
2. The sportsmen play successively, stroke by stroke.
3. The sportsmen receive positive points as far as the stroke is regular and points have been realized. No point will be allocated if the execution of the stroke is correct but without realizing points.
The sportsman committing a foul receives penalty points which are at the same time positive points allocated to his opponent.

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CHAPTER 1

EQUIPMENT

Article 1001 - PINS

The five pins must consist of a material and must have a color admitted by the CEB. They may either be of one homogeneous color or four of these pins may be of one color and the one placed in the center may have another color. The pins 25 mm in high are round and have 6 mm in diameter on the top, 10 mm at the widest spot of the lower part and 7 mm on the bottom. (see scheme H of the playing rules B/8)

Article 1002 – MARKING OF THE SPOTS AND THE POSITION LINES

1. The affixing of the marking strictly has to follow the regulations as indicated in scheme G on the playing rules B/8
2. Any deviant marking of the spots and positions lines other than described above is not allowed.

CHAPTER 2

GOAL OF THE GAME – THE MATCH

Article 2001 – GOAL OF THE GAME

1. The goal of the game consists of obtaining the number of points determined by the CEB. The player who first obtains the distance determined wins the match. If this limit is exceeded by means of the last stroke the total number of points will be reduced to that limit.

The limit which must be obtained may either consist of a single distance or of several sets with an odd number.

2. The sportsmen play successively, stroke by stroke.

3. The sportsmen receive positive points as far as the stroke is regular and points have been realized. No point will be allocated if the execution of the stroke is correct but without realizing points.

The sportsman committing a foul receives penalty points which are at the same time positive points allocated to his opponent.

4. The stroke will be regular and his performer will receive positive points:

- a if the cue-ball touches the object-ball and goes into the pins;
- b if the cue-ball touches the object-ball, then the red ball and forces the object-ball and/or the red ball to go into the pins;
- c if the cue-ball touches the object-ball which itself touches hereafter the red ball and it/they forces/force the object-ball and/ or the red ball to go into the pins;
- d if the cue-ball touches the object-ball, then the red ball which is also touched by the object-ball and it / they forces/force the object-ball and/or the red ball to go into the pins;
- e if the cue-ball touches the object-ball, then the red ball;
- f if the cue-ball touches the object-ball, which touches itself hereafter the red ball;
- g if the cue-ball touches the object-ball then the red ball and if by means of the same stroke the object-ball touches also the red ball.

5. The stroke is regular but does not carry any point if the player touches the object-ball and if this latter does not touch neither the pins nor the red ball during the execution of his stroke.

6. The stroke is not regular and carries penalty points concerning the performer which are at the same time positive points allocated to the opponent:

- a if he does not touch the object-ball;
- b if he touches the red ball and/or knocks over one or several pins before touching the object-ball;
- c if his ball also knocks the pins over after having touched the object-ball even if the object-ball and/or the red ball also knocks the pins over;
- d if he plays with the wrong ball;
- e if he commits one or the other of the fouls mentioned in the corresponding chapter so that positive points have or have not also been realized by means of the affected stroke.

Article 2002 – ALLOCATION OF THE POINTS

1. The value of the points and pins is the following:

- a each outer pin has a value of 2 points;
- b the central pin has a value of 4 points;

- c if the central pin is solely knocked over regardless of the fact whether the castle of the pins is complete or not, it has a value of 10 points.

2. The value of the points of the cannons is the following:

- a the cannon of the object-ball and of the red ball with the cue-ball has a value of 4 points
- b the cannon by "casin" (as far as the cue-ball after touching the object-ball forces it to touch the red ball) has a value of 3 points.

Only the first realization of the above-mentioned regulations is taken into consideration in order to allocate the number of cannon points.

3. The pin points and the cannon points are added up in order to receive the total number of points realized with the same stroke.

4. The value of penalty points is indicated in the corresponding chapter.

5. If positive points and penalty points are realized with the same stroke the total amount of all obtained points will be allocated to the opponent.

6. If the referee announces that the stroke is valid, whether or not positive points have been realized, he is processing this announcement according to the rules of arbitration.

He analogously proceeds in the case of the allocation of penalty points, the indicated number is at the same time the number of positive points being in favor of the opponent of the player having committed the foul.

Article 2003 – STARTING POSITION – CUE BALL

1. The balls are placed by the referee:

- a the white ball of the player who must execute the starting stroke is freely placed in the lower part of the billiard;
- b the object-ball, the second white ball spot or colored is placed on the top spot near to the upper short cushion;
- c the red ball is placed on the second highest spot in the center of the upper part of the billiard. (see appendix)

2. The player who must execute the first stroke uses the white ball which he places only using the cue (**without touching the ball with the cue tip**) anywhere he wants in the lower part of the billiard table. It is not allowed that any part of this ball exceeds the central line of the billiard.

3. After having defined the position of his ball the sportsman must play it so that it touches the object-ball (white spot or colored).

4. He is not authorized to mark points during the execution of the starting stroke. In case the player realizes points on the starting stroke (without making fouls), the shot is considered valid but points are given to the opponent player without "free ball".

5. Once the starting stroke has been played the opponent continues the match with the white spot or colored ball.

6. For the initial stroke, the foot/feet of the sportsman touching the ground, must be located behind the billiard table inside the extended vertically outer edges of the long cushions.

7. In the case of a match with sets there is an alteration of the sportsman starting the set regardless of the number of sets which have to be played.

8. Regardless of the mechanism of the match the sportsmen keep the same ball for the whole duration of the match.

9. In case that a sportsman plays with the wrong ball without the referee noticing and counting this mistake and the opponent does the same since he has been misled by the previous stroke the achieved points are normally counted if this situation now repeats or not up till the moment in which the mistake will be detected. In this moment the referee exchanges the location of the balls on the billiard table according to the achieved position without charging the one or other sportsman a penalty point.

Article 2004 – END OF THE MATCH – MATCH AND SET POINTS

1. A match consists of a certain number of points (distance of the game) which must be affected and which is determined by the CEB.

2. Each match which has started must be played up to the last point. A match is finished as soon as the referee announces "good" the last point even if after the stroke it is stated that the sportsman did not affect the number of required points.

3. In the case of a match played with sets the following regulations are further applicable:

- a as soon as one of the players reaches the number of points determined for the set, it will be finished and he will be its winner;
- b as soon as one of the players has reached the necessary number of sets (2 for a match with 3 sets) he will be the winner of the match and it will immediately be interrupted.

4. In the case of a match with three sets the match and set points are allocated at the end of the match as follows:

- | | | |
|---|--------------------------------|-----------------------------------|
| a | 2 to 0 = <u>to the winner:</u> | - 1 match point and 3 set points |
| | <u>to the loser:</u> | - 0 match points and 0 set points |
| b | 2 to 1 = <u>to the winner:</u> | - 1 match point and 2 set points |
| | <u>to the loser:</u> | - 0 match points 1 set point |

5. In the case of a match with five sets the match and set points are allocated at the end of the match as follows:

- | | | |
|---|--------------------------------|-----------------------------------|
| a | 3 to 0 = <u>to the winner:</u> | - 1 match point and 5 set points |
| | <u>to the loser:</u> | - 0 match points and 0 set points |
| b | 3 to 1 = <u>to the winner:</u> | - 1 match point and 4 set points |
| | <u>to the loser:</u> | - 0 match points and 1 set point |
| c | 3 to 2 = <u>to the winner:</u> | - 1 match point and 3 set points |
| | <u>to the loser:</u> | - 0 match points and 2 set points |

Article 2005 – BREAK DURING THE MATCH

1. In case of a unique set, no break is allowed.
2. In case of a match with 3 sets, 5 minutes break can only be made at the end of the second set.
3. In case of a match with 5 sets, 5 minutes break can only be made at the end of the second set and/or at the end of the fourth set.
4. In case of a match with 7 sets, 5 minutes break can only be made at the end of the third set and/or at the end of the sixth set.
5. On the occasion of the break the referee can possibly be changed.

CHAPTER 3 **PARTICULAR PRESCRIPTIONS**

Article 3001 – BALLS IN CONTACT

1. As soon as the cue-ball is in contact with one of the other two balls or with both the player does not have the right to play directly this or these balls.
2. As soon as the cue-ball is in contact with a cushion the player does not have the right to play directly this cushion.
3. To execute the strokes deriving from the points 1. and 2. above, the player must play in order to detach from this position by means of a ricochet or massé stroke in order not to force the ball in contact to move. It will not be a foul if the ball in contact solely moves on account of the fact that it loses its hold which it possibly got from the cue-ball.
4. In case that it is impossible to execute a stroke without making a mistake the sportsman chooses if he only wants to touch the cue-ball or if he wants to execute a stroke in order to achieve the best possible defensive position.

Article 3002 – BALLS BOUNCING OUT OF THE BILLIARD

1. It is considered that a ball is bouncing out of the billiard as soon as it drops out of the frame or as soon as it touches the material of the frame.
2. The fact that a ball is caused to bounce out of the billiard represents a foul and is treated as such a foul.
3. As soon as one or several balls bounce out of the billiard only the bouncing ball(s) is/are once again placed by the referee for a stroke "free ball" as follows:
 - a. If the ball leaving the billiard is that of the player who is going to play, the referee places it on the spot near the short cushion in the part of the billiard which opposes that where the ball of the sportsman who will have to execute the stroke "free ball". If the spot which corresponds to the ball is occupied or hidden the ball is placed on the corresponding spot on the other side of the billiard table.
 - b. If the ball leaving the billiard is that of the opponent, the referee places it for a stroke "free ball" in the part of the billiard opposing that one where the ball of the player who is going to execute the stroke is placed.
 - c. If the ball leaving the billiard is the red ball the referee places it on the initial starting position on the second highest spot. If the spot which corresponds to the ball is occupied or hidden the ball is placed on the corresponding spot on the other side of the billiard table. Then, the referee places the cue-ball for a stroke "free ball" in the part of the billiard opposing that where the ball of the sportsman who is going to execute the stroke is placed.
 - d. To execute the points a) to c) above the affected sportsman also profits from the possibilities of article 4004.5 concerning "free ball".

Article 3003 – FALL OF THE PINS

1. A pin is considered to be fallen as soon as its basis has completely lost the contact with the cloth.
2. A knocked over pin which would once again find its initial position, on its own or not, nevertheless, is considered to be fallen and its points are counted.
3. Subject to the points 5 and 7 below a pin is also considered to be fallen if it is knocked over by another pin and the achieved points are regularly added to the total amount of the stroke.
4. A pin is not considered to be fallen if it is partly or completely shifted from its position and if its basis keeps contact with the cloth.

The referee puts it back on its place as follows before the next stroke is executed :

- a In case that at the end of the stroke the named pin does not touch any ball and its original place is free it will be put back on this place. In case that its original place is occupied by any of the balls it will be kept outside of the game up till the end of the stroke which will take off its place.
 - b In case that at the end of the stroke the named pin touches any of the balls it remains in this position regardless of its original place now being free or occupied this up till a position according to the above point a) will be achieved. As long as it is in a position as described in this section it is regarded as being in the game and the achieved points will be regularly counted.
5. If a pin leaning against the cue-ball falls at the moment of the attack of the cue-ball on the direction opposed to that of the hold it will not be considered to be fallen. There is not a foul and if it is possible the referee immediately removes it from the game. If this is not possible, the points possibly realized by that pin, regardless whether they are positive or negative, will not be taken into consideration according to point 3 above.
 6. If a pin leaning against a ball different from that of the cue-ball falls at the moment where the holding ball is moved into the direction opposing that of the hold, it will be considered to be fallen.
 7. If a pin falls on its own or on account of a reason which the player thinks to be strange the referee places it once again on its position if possible even during the execution of the stroke. Otherwise, it is not considered to be knocked over and the points possibly realized by that pin, regardless whether they are positive or negative, will not be taken into consideration according to point 3 above.
 8. If the position of one or several pins is entirely or partially occupied by a ball, the referee will remove the affected pins and the stroke will be executed with the remaining pins. The removed pins do not count and they will be placed once again as soon as possible, however, for the following stroke at the latest.

Article 3004 – FREE BALL

1. As soon as a foul according to article 61.3 following is committed the next player profits from a position called "free ball" which he executes with his own ball.
2. At the end of the faulty stroke the referee takes the ball of the player who must execute the following stroke in his hand and places it of his own choice in the part of the billiard opposing that where the ball of the player who is going to execute the stroke placed. This ball keeps its position.
3. Then the affected player takes his ball placed by the referee which he then places according to his own choice by solely using the cue in this part of the billiard whereby it is not allowed that any part of this ball exceeds the central line of the billiard.
4. If the object-ball can exactly be placed astride the central line, the cue-ball will be placed in the lower part of the billiard as for the starting stroke.
5. The player who must execute the stroke "free ball" decides on his own either to play it on the obtained position according to the above-mentioned regulations or to demand that the referee places only the object-ball on its initial starting position. If this position is occupied by the red ball the object-ball is placed on the corresponding spot in the other part of the billiard in this case the cue-ball is placed in the other half of the billiard.
6. If the player who must execute a stroke "free ball" touches the cue-ball before the referee has placed it, it will be a foul and he will have to quit immediately, the opponent will also have a position "free ball".

Article 3005 – FOOT ZONE

For the initial stroke and the free balls, the foot/feet of the sportsman, touching the ground must be located behind the billiard table inside the extended vertically outer edges of the long cushions.

Article 3006 – INDICATION OF THE BALL

On demand of the sportsman the referee is obliged to indicate him his ball. The indicator board will have to be equipped with a device indicating at any time the player playing with the spot or colored ball.

Article 3007- PLACE OF THE SPORTSMAN

The sportsman who is not at the billiard must attend his turn, standing or sitting at the place allocated, abstaining from any gesture or noise which could disturb his opponent.

These places will be a chair and/or a limit drawn on the floor which must not be exceeded.

Article 3008- MARKS ON THE BILLIARD

It is forbidden to draw visible marking points on the playing surface, on the cushion or on the frame.

Article 3009 – TIME LIMITATION FOR THE EXECUTION OF A STROKE

1. With the use of timer, the sportsman has at the most 40 seconds at his disposal for the execution of one stroke. The time is measured from the moment where the referee has put back the pins and/or the balls on their places or from the moment where the balls stand still after the previous stroke. In case that during these 40 seconds the player has not executed his stroke he is charged 2 penalty points which are credited to the opponent. From this moment on he has still a final period of 20 seconds in order to execute his stroke. In case that the stroke is not executed during this second period the player is again charged 2 penalty points which are credited to the opponent. In this situation the player does not have any right anymore to execute his stroke and the opponent takes on the game with a "free ball".

2. As far as timers are not available during all the championships, the time limitation for the stroke execution is not applied at the moment. Anyway, if a player takes too much time before a shot, or every shot, in order to ensure that the match ends within an acceptable time, the referee is entitled to invite the defective player to be faster in the execution of the shot. The referee gives extra 15 seconds to carry out the stroke and in case that the sportsman has not yet played during this extra period of time, he gets 2 penalty points and free ball to the opponent (announcement "pas joué").

CHAPTER 4 **FOULS**

Article 4001 – FOULS

1. If the sportsman commits several fouls during the execution of his stroke only 2 penalty points are added to the possible other positive points (touched red ball and/or pins knocked) and allocated to the opponent player.

2. There is a foul which is only penalized to the points of pins and possibly of cannons without causing a stroke "ball in hand" and without other complementary penalty:

- if the cue-ball goes into the pins after having correctly touched the object-ball
- indicated by "pins".

There is a foul of the stroke "ball in hand" for the player who has his turn in the below-mentioned cases. All these fouls carry a 2 point penalty, possibly plus the points obtained by the pins and/or by the "red ball".

3. If the referee states that the player does not play with his ball - indicated by "wrong ball".

4. If the player touches the red ball before having touched the object-ball - indicated by "red ball". Having touched the red ball the complementary penalty of the "red ball" consists of 2 points. (identical with the minimum value of a pin)

5. If a sportsman with the cue-ball knocks one or several pins before having touched the object-ball – indicated by "pins". If a pin is only touched but does not fall, the shot is valid.

6. If the sportsman does not touch or incorrectly touches the object-ball - indicated by "object-ball".

7. If one or several balls bounce out of the billiard during the execution of the stroke - indicated by "ball outside". (the 2 points penalty is applicable regardless of the number of balls bouncing out of the billiard)

8. If the sportsman plays before the three balls are at rest - indicated by "balls in motion".

9. If the sportsman uses another part of the cue than with the leather tip in order to play - indicated by "leather tip".

10. If the sportsman touches his ball more than once during the attack of his ball in order to execute the stroke - indicated by "touched".

11. If the sportsman touches or shifts a ball or a pin in order to remove a strange object attached to them instead of demanding that the referee does it - indicated by "touched".

12. If the sportsman shifts a ball or a pin by means of a direct or indirect contact without the shifting being the direct consequence of the execution of the stroke - indicated by "touched".

13. If the sportsman directly plays a ball or a cushion being in direct contact with the cue-ball without having detached this latter by means of a detached stroke in advance - indicated by "ball in contact".

14. If at the moment where the sportsman touches his ball he does not touch the floor with at least one foot or if during the execution of the starting stroke or of a stroke "free ball" he leaves the determined limits with the foot touching the ground. The use of special shoes is not admitted.

15. If on the position of the cue-ball the sportsman touches the cue-ball in order to execute the starting stroke or a stroke "free ball" with another object than the cue and/or if he touches it before the referee has placed it - indicated by "touched".

16. If the cue-ball jumps above the pins and/or the red ball before having touched the object-ball - indicated by "jump of the ball". Remark: on condition that no pin is knocked over the passage between the pins by normal rolling of the cue-ball on the billiard is not a foul but a valid stroke.

17. If the sportsman, except the attack of his ball in order to execute the stroke, touches one of the balls or the pins with a part of the cue, with the hand or another object - indicated by "touched".

18. If the sportsman pushes through - indicated by "pushed through". There is a pushing through:

- as soon as the leather tip comes several times into contact with the ball set in motion;
- as soon as the leather tip is still in contact with the cue-ball at the moment where it touches the second ball or the cushion.

Article 4002 – FOUL NON ASCRIBED TO A SPORTSMAN

Each foul committed by a third person, including the referee which causes compulsory shifting of the balls or the pins is not ascribed to the sportsman. In this case the balls and the pins are once again placed by the referee as exactly as possible on the position which they occupied or would have occupied. If it is impossible to determine the referee may decide to place them once again at the initial position of the starting stroke.

Article 4003 – FOUL AGAINST FAIR PLAY

If a player "intentionally" touch or deviate his ball before going into the pins, immediately loses the ongoing set of the match (action clearly against fair-play).