

Joy Chinese 8 Ball Virtual Pool

HANDBOOK



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1. OBJECTIVE OF THE GAME

Joy Chinese 8 Ball Virtual Pool is played with 15 numbered 1 through 15 object balls and a cue ball (Balls Handicap Dependent)

2. DEFINITIONS

Definitions used in the rules or mentioned frequently during virtual sessions, the following definitions apply to Joy Chinese 8 Ball Virtual Pool:

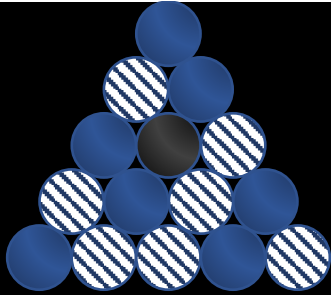
Baulk:	The area (20 or 25%) at the head of the table, marked by the baulk line
Cannon:	Full contact of two object balls
Combination Shot:	A shot where a player pots 2 or more balls in one shot. Also see skill shot.
Cue Ball:	The white ball is the ball struck by the player's cue is often referred to as the cue ball.
Cushions:	See rails.
Dry Break:	A break from which no ball is potted, "come up dry".
Foot Spot:	The foot spot is the spot at the foot end of the table
Handicap:	A Joy Chinese 8 Ball Virtual Pool handicap is a rack handicap with less balls in the rack with higher tier handicap.
In-Off:	Is when the cue ball is unintentionally potted (resulting in a foul) after contact with the object ball. The cue ball has gone in – off another ball.
Jump Shot:	Is when the player jumps the cue ball in the air over another object ball during a shot
Kick Shot:	When playing the cue ball off a rail first before hitting the intended object ball.
Kick:	Used to describe a bad contact between two balls, usually the cue ball and object ball when foreign matter (e.g. chalk debris) interferes at the point of contact.
Kiss:	A kiss is like a cannon but more often used to reference a slight contact instead of a fuller contact.
Mapping:	Used to describe the planning of the route when planning to finish the frame at that visit.
Masse Shot:	See swerve shot.
Miscue:	Is when the tip slides off the cue ball during contact, often resulting in a foul.
Open Table:	The term given to the opening stages of a frame before a player has selected a set, i.e. A player can still opt for either solids or stripes.

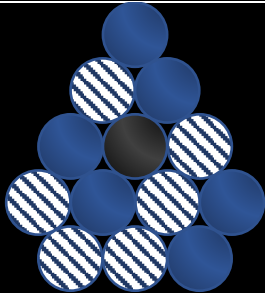
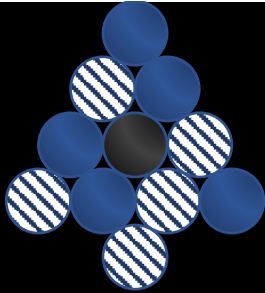
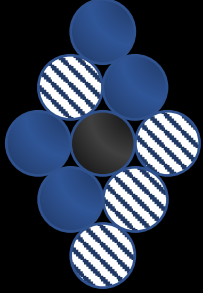
Plant:	Means a shot made by playing one or more balls into each other in such a way that the last ball in sequence is potted.
Rack:	A rack refers to the initial formation of the Triangle of pool balls, before the break.
Rails:	The areas between each pocket which essentially act as a barrier to keep the balls on the table. Also known as cushions.
Rattled:	A rattled ball is one which has failed to be potted because it has struck both jaws of the pocket.
Run Out:	Break and Run, Break Dish, Apple are some other terms used when a Player breaks off and completes a clearance without missing.
Skill Shot:	Playing a legal shot by contacting your object ball first and potting both your colour and the opposite colour in 1 shot.
Swerve Shot:	When a player curves the cue ball around an obstacle before hitting the intended object ball.
Snooker:	Snooker rule is used when a player is snookered, to alleviate them from having to hit a cushion after contact with their object ball. The player must enforce this rule before they play the shot by communicating the words "Snooker" to the referee.

3. HANDICAP

A Joy Chinese 8 Ball Virtual Pool handicap is a tier measure of a player's potential that is used to enable players of varying abilities and playing on Joy tables, to compete against one another. Better players are those with the lowest handicaps.

Table of Handicaps

Handicap Tier	Total Group of Balls (including the 8 ball)	Rack	Guideline
0	8		National player, Pro player, Car compition winner

1	7		<p>Represented Province at Chinese SA championships.</p> <p>Any other cue sport national player</p>
2	6		<p>Chinese league player, Provincial player in any other cue sport discipline</p>
3	5		<p>Novice</p>

All female players and children under 14 shall not have a handicap less than Tier 1.

4. ABOUT THE RULES

The rules of Joy Chinese 8 Ball Virtual Pool consist of a standard set of regulations and procedures by which the sport of Joy Chinese 8 Ball Virtual Pool should be played and prescribe penalties for rule infractions.

Also see “Handbook - Regulations” for additional and specific procedures and responsibilities for the Referees, Commentators and Technicians.

5. THE RULES

Players Responsibility

It is the player’s responsibility to be aware of all rules, regulations and schedules applying to competition. While tournament officials will make every reasonable effort to have such information readily available to all players as appropriate, the ultimate responsibility rests with the player.

Equipment

Table

A JOY Chinese Eightball table, Bing, or any other Joy, example Q5 or Q7.

On the JOY Chinese Eightball table the foot spot and the baulk line should be marked.

Balls

The fifteen object balls include two groups of seven balls distinguished by the usual pattern of numbered solids and stripes. (One through seven and nine through fifteen are the two groups.) In addition, there is a black ball or a black eight ball. (Handicap depended)

Other

- Cue Stick - The player is permitted to switch between cue sticks during the match, such as break and normal cues. He may use either a built-in extender or an add-on extender to increase the length of the stick.
- Chalk - The player may apply chalk to his tip to prevent miscues.
- Mechanical Bridges - The player may use up to two mechanical bridges to support the cue stick during the shot. The configuration of the bridges is up to the player.
- Gloves - The player may use gloves to improve the grip and/or bridge hand function.
- Powder - A player is allowed to use powder.
- Ball Rack Template - After the break, the Ball Rack Template must be removed from the table as soon as possible without disturbing any of the balls. With the removal of the Ball Rack Template, the opponent may use markers in the form of ball markers at their disposal to mark the obstructing balls. The Ball Rack Template must be placed away from the playing area including the rails and the balls placed back into their original position.
- Ball Marker – The player must use a ball marker to mark a ball position when the player needs to clean a ball or remove the rack template without moving object balls
- Break Mat – The player is allowed to use a square mat for breaking purposes to minimize chalk residue on the table during a break

Camera/Internet/Devices

Please ensure you have a stable internet connection and for players using mobile data ensure you have enough for your match.

Your devices to be charged in advance so issues with waiting for a player to charge the device during matches.

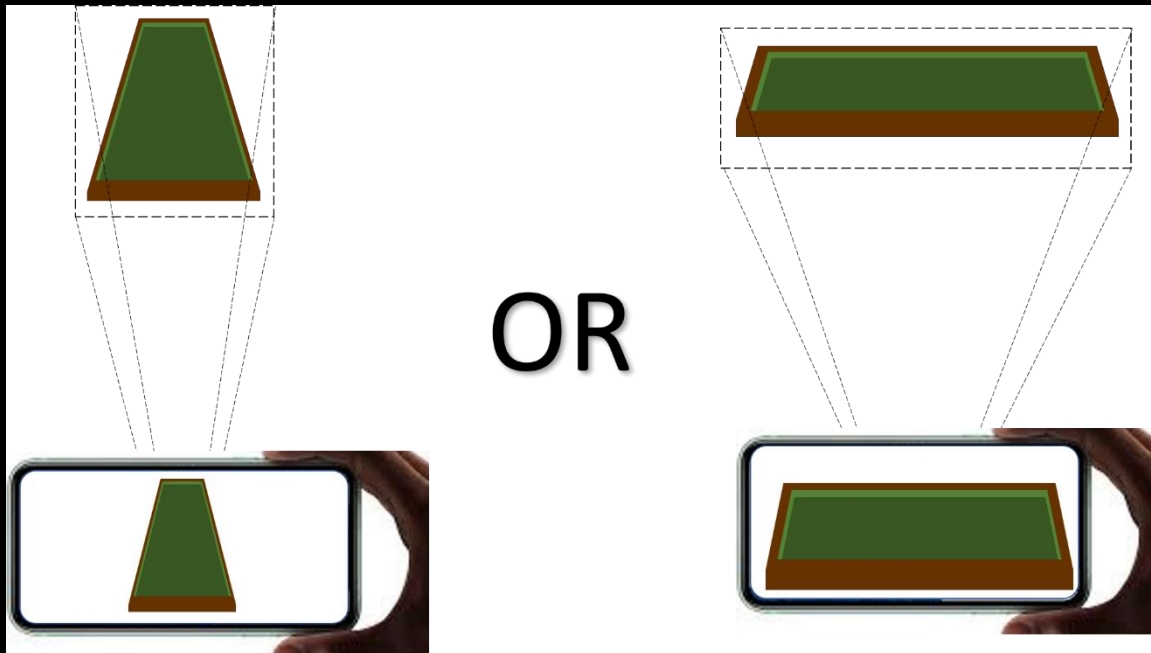
Proper view of table/quality of picture as per production requirements. Preference should be on the long side of the pool table for video setup.

When not playing or speaking kindly mute device.



During live commentating the player may lower his sound on the players device but should still be able to hear referee calls.

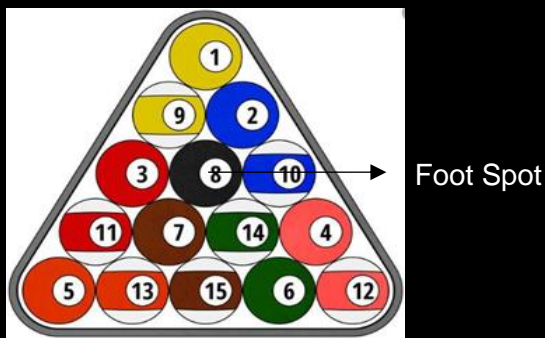
Device Setup Illustration:



The Rack

JOY Chinese Eightball table:

- The balls are racked as illustrated with the black ball on the foot spot. This is handicap depended based on handicap illustration under Handicaps.



Determine Who Will Break First

Player with the higher handicap will break first in a match. If each player has an equal handicap, the player on the left side of the Cuescore tournament chart will break first.

The Break

The following rules apply to the break shot:

- The break shot is a free shot

- After break, player has ball in hand anywhere on the table.
- Cue Ball Scratch/driven off table a player will have white ball in hand and placed anywhere on the table.
- If the black ball is pocketed on the break, all the balls are re-racked. Frame to start again.
- The player should be ready to break after the Referee announces start break, if a referee is present for the match.

Choosing Group Balls

Player has ball in hand anywhere on table after break. First object ball contact with cue ball is considered as ball group choice.

Scoring

The table is said to be open when the players groups have not been selected. Directly after the break, the first ball the cue ball made contact with, will determine the group of balls.

The player will pot until he/she missed. Most balls potted including handicap allowance, will win the frame.

Touching/Frozen Balls

If the cue ball is touching an object ball, the shooter must shoot into or partially into the ball. Playing away does not constitute having hit the ball. Player must call out Touching ball and must be acknowledge by the Referee or Opponent.

Skill Shot

A skill shot may be played. A skill shot is classified when a player plays a legal shot in making contact with his group balls first and potting both his and the other group balls on the same shot.

Jump Shot

Jump shots are allowed. Is when the player jumps the cue ball in the air over another object ball to touch his coloured object ball during a shot

6. STANDARD FOULS

Foul language

Foul language during match in not acceptable and will be loss of frame.

Throwing equipment

No throwing of equipment out of anger. Loss of frame



Eating/drinking during a break

No eating/drinking while playing your frame.

Dress code

Casual wear unless otherwise stipulated for league or tournament by the organisers.

Please note your attire must be presentable.

7. SERIOUS FOULS

If the shooter commits a foul, its loss of frame.

The following are standard fouls in Joy Chinese 8 Ball Virtual Pool:

- Cue ball scratch - In Off; or off the table (except for on the break)
- Wrong ball first
- No rail after contact
- No foot on floor
- Ball driven off the table after break
- Touched ball played in contravention of touch ball rule
- Double hit
- Push shot
- Balls still moving
- Slow play (Maximum 1-minute to play shot)
- Pocketing opponent's ball without playing fair shot on your own ball
- Pocketing black ball out of turn

8. LEAGUES AND COMPETITIONS

We have different formats: Round Robin, Knockouts etc, as determined by organisers.

Matches can have time limit, depending on organisers.

Ranking order for standings during leagues or group stages of tournament; Log Points, Runouts (Break and Finishes), Frame score (Points Difference), Head to Head

If your opponent is a no show/late as per rules during league - you will play your allotted frames in order to count towards your frame count and due to break and finishes also being used in ranking order and prize for break and finishes.

The Tournament/League director holds the right to make decisions on matters as they arise if not mentioned in the above rules during the league/competition as it sees fit.



Players shall log in to the scheduled match table at least 10-minutes before the starting time of the match.

Players shall share all competition promotion on social media, the player participates in.

9. LOAD SHEDDING

In the case where load shedding in South Africa hampers a player's ability to attend a match or tournament, the player will notify the Tournament /Match Director on the schedule at least 12 hours before the start of the match/tournament.

Agile Sport shall do their utmost to work around the players load shedding schedule.

10. NETWORK FAILURE

In the case where network availabilities hamper the player's ability to play his/her scheduled match the player will need to within 5 minutes re-join the feed, or it will be loss of frame.

11. DOCUMENT CONTROL

Rev	Page	Details
00		New document
01	4	Handicap
02	3	Add - Definitions – Jump shot
	8	Add - Jump shot
	9	Take our - Serious fouls -
03	All	Spelling
04	8	Add – Ball in hand
	10	Document control
05	7	Change - After break, player has ball in hand anywhere on the table. Add – Determining who will break first Change – ball in hand anywhere on table after scratch Change – Ball group choice Remove – Open table
	8	Remove – playing from snooker Remove – ball in hand Change - Scoring
06	7	Add if each player has equal handicap to “determine who will break first”
	8	Change scoring
	10	League and competitions – change 15 minutes to 10 minutes

