# 170: FOULING

1.All fouls must be called and acknowledged before the next shot is taken (Exception: scratching).

**The following results in fouls:**

2. **Moving** any ball on the playing surface with your body, cue, or rack, before or after shooting, is a foul. If the call by the opponent is disputed by the shooter and no referee is present to witness the foul, the call must go to the shooter. The ball contacted must visually be seen to move. Just touching a ball, that does not move from it's original position, does not constitute a foul. All players are urged to use sportsmanship when calling or denying this foul.

3. Pocketing the cue ball, double hitting the cue ball or knocking the cue ball off the table are fouls.

4. It is a foul when a player scratches the cue ball on the break. If it is a legal break, the opponent must play the table as it lies, with ball in hand, anywhere.

5. Shooting without at least one foot touching the floor, is a foul.

6. If a ball is frozen on a cushion (the opposing player must notify the player shooting before the shot), the player must contact the frozen ball and then do one of the three shots;

(1) pocket the frozen ball, (2) cause the cue ball to contact a cushion, (3) drive the frozen ball to another cushion, (4) cause any other ball to contact a cushion. Failure to do so is a foul.

7. Picking up or shooting the cue ball while it is still in motion is a foul. Shooting the cue ball while other balls are still moving is a foul. Any balls the shooter pocketed are not scored and returned to the table.

8. Any time the cue ball is within a chalk width of the object ball, the shooter must shoot down 45 degrees or shoot across, 45 degrees. There is no push shot if the player shoots 45 degrees, regardless of the cue ball moving forward.

9. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.

10. If your opponent commits a foul and you do not receive their audible acknowledgment of such foul prior to touching the cue ball, you have committed a foul. (Exception: scratching). Do not assume that the opponent agrees it's a foul.

# PENALTY FOR FOULING

1. Only the players involved may call a foul. In the event of a foul is agreed upon, the opposing player receives cue ball in hand, anywhere, on the table.

2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, or simply could not stop shooting in time, all balls pocketed will remain pocketed, unless the shooter acknowledges that a foul was in fact committed. If this is the case, all pocketed balls will return to their designated spot, on the table and the opponent will play the balls as they lie, with ball in hand, anywhere.