

World Standardized Rules of Straight Pool

(14.1 Continuous)

Straight Pool (or 14.1 Continuous) is a game of calling ball in pocket with no significance to solids/stripes or numerical order. This game can be played with two players or two teams.

- Every **object ball** that is legally pocketed awards a point to the shooting player or team. The shooting player's **inning** continues until the player misses or commits a foul.
- Once all 14 **object balls** are **pocketed**, those 14 balls are **racked**. The shooting player then shoots to make the 15th ball *and* break the **rack** to continue the game.
- The first player to reach the designated point goal for the game (usually between 120 and 150) wins the game.

Racking & Breaking for Straight Pool

- The 15 balls should be racked with the 1 ball in the bottom right and the 5 ball in the bottom left corners (racking person's left and right) with the **apex ball** on the **foot spot**.
- In the opening break, the breaking player must call a ball in pocket with success to continue the player's inning; otherwise, the **cue ball** must contact an object ball and then a **cushion** *and* two object balls must contact a **cushion**.
- If either is not accomplished, the breaking player will receive two penalty points for fouling on the break. The opponent then has the option of accepting the **table** in position or a re-**rack** which the original breaking player breaks again. This continues until the breaking player does not foul or the opponent accepts the table in position.
- In the event that the **cue ball** is pocketed on the break, the breaking player receives one penalty point and is also counted in the "successive fouls penalties". The incoming player is awarded **cue ball in hand** behind the **head string** with table in position.

Straight Pool Legal Shots & Fouls

- In order for an **object ball** to be considered legally pocketed, the shooting player must call ball in pocket without fouling as stated in the **General Rules of Pocket Billiards**.
- The shooting player may also foul if a **cue ball** or an **object ball** fails to contact a **cushion** after the **cue ball's** initial contact with an **object ball** or it must be **pocketed**.
- The player may shoot any ball and details such as **kisses**, **caroms** and **combinations** need not be given.
- If additional balls are pocketed on a legal **stroke**, those ball points are added to the shooting players score.

~Rules adapted from the World Pool-Billiard Association Standardized Rules~