

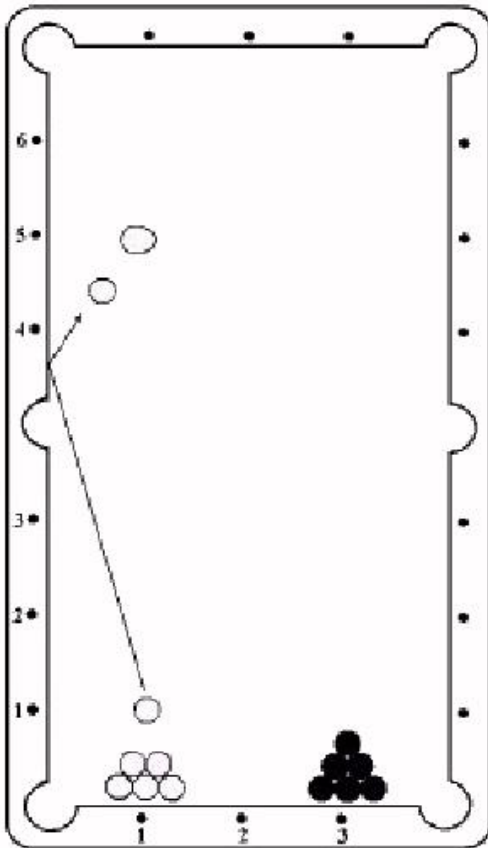
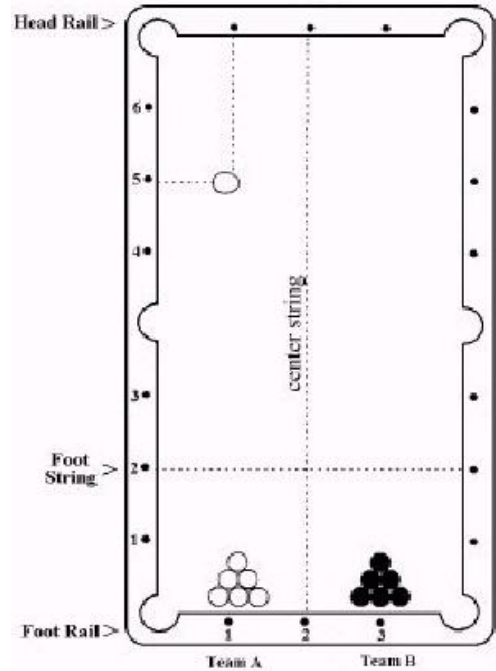
Rules of Bobbleball

Step 1

Place Bobble Ball on pool table or Bobble Ball Table at location shown in diagram to the left and give it a slight spin.

Place two sets of six team billiard balls along end of pool table. (ie. solids and stripes)

Note: Team A rolls first in Frame 1. If additional frames are played, teams alternate rolling first.

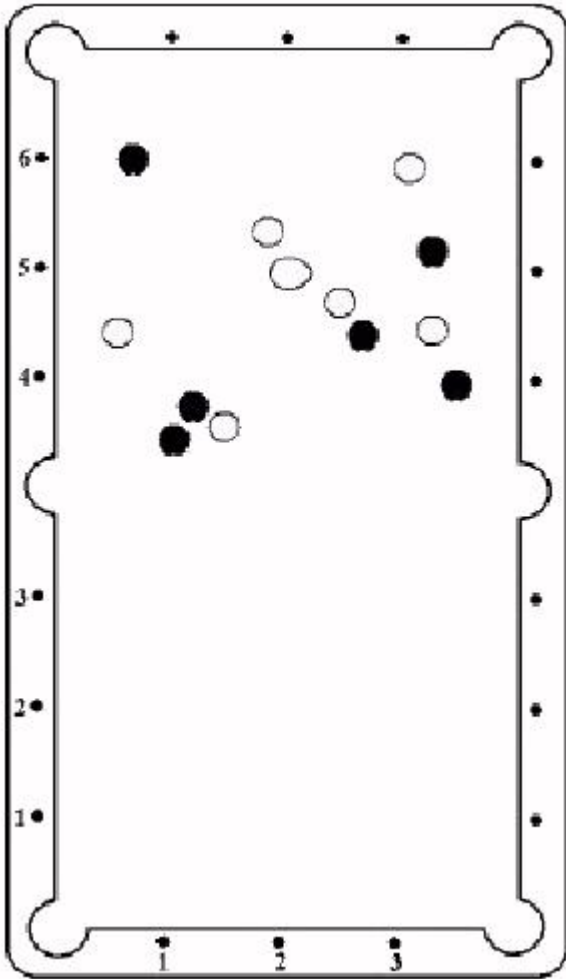


Step 2

By hand, teams alternate rolling team billiard balls toward Bobble Ball.

A player **must** roll his billiard ball so that it contacts a minimum of ANY one rail before stopping or contacting any other billiard ball or Bobble Ball on the table.

Rolled billiard balls are allowed to hit Bobble Ball and other balls on the pool table surface as long as a minimum of one rail is contacted first.



Step 3

After all team balls have been rolled, the team with its ball(s) closest to Bobble Ball wins the frame and/or scores a point(s).

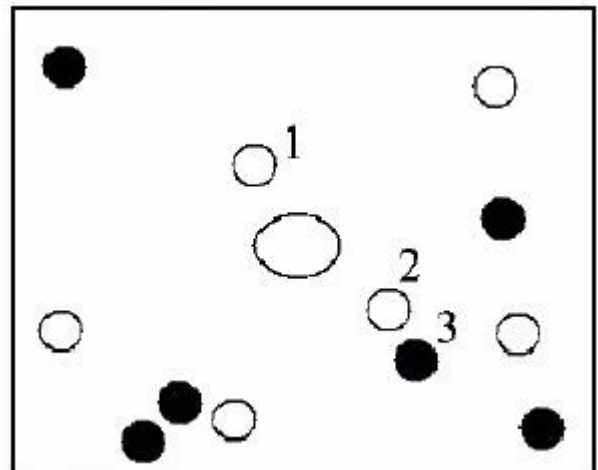
This is the completion of one frame.

Note: Conceptually, Bobble Ball is scored in a similar manner as in the games of Bocce Ball and Horseshoes.

Bobble Ball acts like the jack/palino in the game of Bocce Ball or the stake in the game of Horseshoes.

Step 4 - (A closer look at Step 3)

Team A wins the frame because its team ball is closest to Bobble Ball. When scoring points, Team A receives 2 points because two of its six light colored balls are closest to Bobble Ball. The third closest ball belongs to the opposing team and therefore stops the count.



Team A	Team B
X	

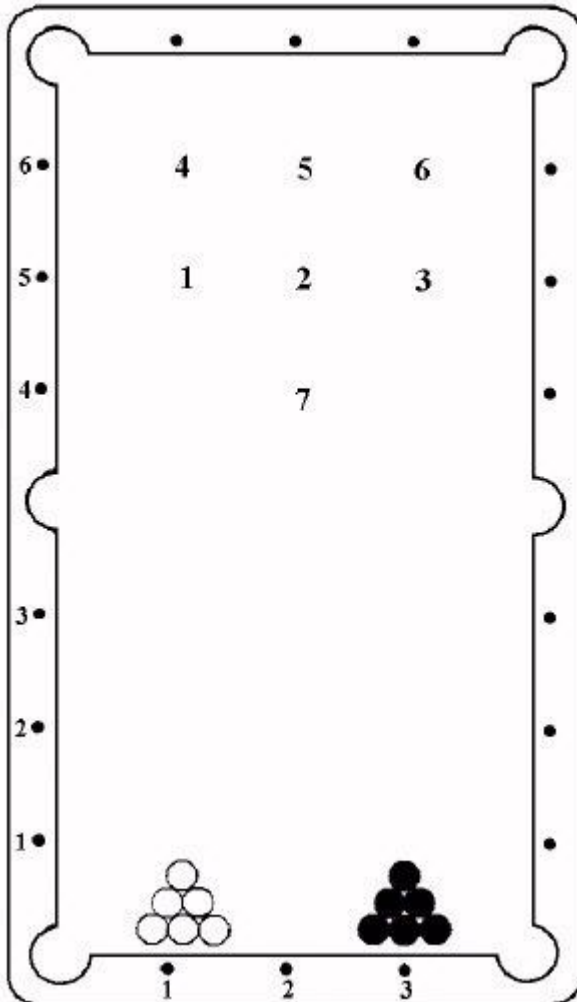
Step 5

Score 1 "win" or "X" for Team A OR
Score "2 points" for Team A

Prior to starting the game, teams should decide if the winner will be the team with the highest "wins" or the most points. Teams should also decide how many frames and rounds will be played if the number will be different from the standard play of six frames and four rounds.

Team A	Team B
2	

(Six frames complete one round. Players switch sides after each round.)



Step 6

After frame one is finished and the score is recorded, play another frame except this time place Bobble Ball at Position #2 during set up instead of Position #1. (Hint: Use diamond coordinates to help locate position).

Continue to rotate Bobble Ball in this manner at the beginning of each frame. Six frames complete one round. Four rounds complete one game.

In the event of a tie and a tie breaker frame is necessary, Bobble Ball is placed at Position #7 and players lag for choice of who rolls first.

Rules:

A legal roll is defined as a player standing or sitting behind the foot rail and rolling a team billiard ball **by hand** toward the game playing surface which is defined as the surface between the foot string and the head rail.

A player must release his hand from the billiard ball by the time the ball reaches the foot string.

A player may not touch the billiard ball again once he has released the ball into a rolling motion.

A player must stand or sit to the left or the right of the center string depending on which quadrant of the table his team is currently positioned. A player must stand or sit behind the foot rail and may not stand or sit along the sides of the table.

A player must roll the billiard ball in a manner so that the ball remains in contact with the table surface at all times. No player may toss, throw, or bounce any billiard ball at any time during the game.

A player must wait for the motion of all billiard balls on the table to stop before rolling another billiard ball into play or removing a billiard ball from play. A billiard ball *stopping* between the foot rail and the foot string is considered dead and is removed from play. If any part of the billiard ball is touching, intersecting, or dissecting the foot string line, the billiard ball is considered dead and is removed from play. A team billiard ball that is pocketed is considered dead.

A player **must roll his billiard ball so that it contacts a minimum of one rail** before stopping or contacting any other billiard ball or Bobble Ball on the table. Depending on the scoring method, a foul of "-x" or "-2" is recorded at the bottom of the score sheet when a rail is not contacted or when a rail is not contacted before hitting another ball on the table. These fouls will be subtracted from the round totals at the end of the game to determine the final score. THE FRAME IS REPLAYED AFTER A FOUL IS COMMITTED SO THAT THERE IS ALWAYS A WINNER OF EACH FRAME PLAYED. (Note: A billiard ball that rolls directly into a pocket without touching a rail is dead and no foul has been committed).

Bobble Ball must remain on the game playing surface. If Bobble Ball is hit into a pocket, is hit so that it stops on the table surface between the foot rail and the foot string, or is hit off of the table, the frame is void and must be replayed.

A player is allowed to bank his billiard ball against **any** rail during his turn. However, if he chooses to use any rail between the foot rail and the foot string, he may not hit any of the resting billiard balls set up and waiting to play in that area. A player may request his opponent to move his billiard balls away from a rail if they are in the way of an intended shot.

A player is allowed to roll his billiard ball against any other billiard ball in play on the game table surface whether it be Bobble Ball, the opposing team's billiard balls, or his own team's billiard balls. (This assumes that the player has banked his billiard ball against a rail first prior to contacting any other ball on the table surface).

A player may bank a billiard ball against the rail on the opposing team's side of the table, but only from a position from his own team's side of the table. A player may extend his arm or hand, but not his body, across the center string into the opposing team's side when rolling his billiard ball onto the game playing surface.

A player's roll is not required to pass the foot string in order to be considered a legal roll. If the team billiard ball rolled does not pass the foot string, the roll is valid. However, the team billiard ball rolled is considered "dead" and removed from the table surface.

A player may not touch or move any team billiard ball or Bobble Ball which is on the game playing surface during the course of a frame or until the frame score has been agreed upon by both teams. In the case of a tie, both teams receive a half win/point.

Players/teams alternate rolling first from frame to frame. An asterisk* or arrow» has been placed in the team column on the score sheet to assist players in remembering who should roll first during each frame. The score sheet also directs players/teams to either switch sides or ends after each round is played in order to vary the playing positions and angles rolled.

Observers may sit or stand around the perimeter of the table, but should be instructed to keep their hands and fingers **out of** the game playing surface area of the table.

A player is not required to call out his play or strategy in advance of rolling his team billiard ball. However, strategic discussions between all players serve to provide the game with fun, controversy, competitiveness, and improved skills. Assistance may be requested or offered without solicitation by players within reason and in a manner that does not disrupt the flow or atmosphere of the game.

All players should conduct themselves with manners appropriate to the game. Socializing and strategic interaction is encouraged. However, actions which are intended to distract another player or cause another player to perform under his capabilities exhibit poor sportsmanship and should be avoided by all participants and spectators. Appropriate language is also encouraged so as not to offend surrounding players.

