Card Ball Rules

1. Game Objective

The object of the game is to obtain ‘the highest 5 card poker hand’ by scoring up to 8 cards.

Determining the winner, poker hands in winning order are as follows:

1) FIVE OF A KIND
2) ROYAL FLUSH
3) FOUR OF A KIND
4) FULL HOUSE
5) STRAIGHT
6) THREE OF A KIND
7) TWO PAIR

2. Opening Break

Rack the table as set out below and to complete a legal break the first shooter must strike either the ‘King of Clubs’ or the rack of 15 balls.

3. Scratch

A. When the cue ball is scratched it is placed anywhere on the baulk line and the following player may shoot in any direction.
B. Re-spot any ball potted during a scratched shot. (except the joker ball)

4. Joker Ball

The Joker ball is only legally potted when called and potted:

A. Into a side pocket
B. Into any pocket by a combination shot
C. Into any pocket by a bank shot
D. Potted during the break.

If illegally potted the joker ball is scored on the opponents panel.

5. End of Game

The game is over when:

A. An unbeatable hand which cannot be tied is scored.
B. Both players or teams have scored 8 cards each.
C. If a player/team cores more then the allowed 8 card count or illegally pots the joker ball after his opponent has already completed his 8 cards.

6. After Player/Team Completes Eight Cards

When a player has completed scoring 8 cards, he stops shooting until his opponent misses a shot, he then continues shooting, but scoring on his opponent’s panel trying to force a weaker hand on his opponent therefore establishing an unbeatable hand.

Other Games
Kings & Little Ones
All black kings are wild cards and the lowest black cards scored become wild if a black king is scored by that player.

Cutthroat
Everyone establishes a suit and then plays to eliminate every other player’s suit.

Suits
Everyone establishes a suit and then plays to eliminate his suit first, then winning the game by sinking the joker ball in the side pocket.