## 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) STRAIGHT
3) ROYAL FLUSH
4) THREE OF A KIND
FOUR OF A KIND
5) TWO PAIR
6) FULL HOUSE

## 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.

