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WORLD-STANDARDIZED RULES – ONE POCKET

Except when clearly contradicted by these additional rules, the [General Rules](#) of Pocket Billiards apply.

ONE POCKET

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TYPE OF GAME

One Pocket is a unique game in which only two of the six pockets are employed for legal scoring. Any ball may be played and need not be called. What is required is that an object ball falls in the player's "target" pocket. It requires a wide variety of strokes, cue ball control, shot-making ability, patience and defensive strategy.

PLAYERS

2, or 2 teams.

BALLS USED

Standard set of object balls 1-15, plus cue ball.

THE RACK

Standard triangle rack; balls placed entirely at random.

OBJECT OF THE GAME

Score a total of eight object balls in a player's target pocket before opponent.

SELECTION OF POCKETS

Prior to the opening break shot, the starting player chooses one of the corner pockets on the foot end of the table as a target pocket; the opponent then has the other foot end corner as a target pocket.

SCORING

A legally pocketed ball is scored as one ball for shooter. Any ball pocketed in opponent's target pocket counts, unless the cue ball should scratch on the same shot. If the shot constitutes a foul other than a scratch, the opponent is allowed to keep the ball. A shooter's inning ends on a scratch or foul and any balls pocketed in the shooter's pocket don't count on a foul or scratch. In addition, the shooter is penalized one ball for a foul or scratch.

OPENING BREAK

Starting player must (1) legally pocket an object ball into his targeted pocket, or (2) cause the cue ball to contact an object ball and after contact, at least one object ball must contact a cushion. Failure to do so is a foul. Note: The cue ball does not have to strike a rail on the opening break.

RULES OF PLAY

1. A legal shot requires that the cue ball contact an object ball and then (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a cushion. Failure to do so is a foul.
2. A legally pocketed ball in a target pocket entitles shooter to remain at the table until failing to pocket a ball in the target pocket on a legal shot. Player may choose to shoot any object ball, any ball pocketed in the target pocket on an otherwise legal stroke is a scored ball.
3. Balls pocketed in the four non-target pockets are "Illegally Pocketed Balls."

4. Balls pocketed by a shooter in an opponent's target pocket are scored for the opponent, even if the stroke was a foul, but would not count if the cue ball should scratch or jump the table. However, if the stroke is not a foul and the shooter pockets a ball(s) in both target pockets, the shooter's inning continues, with all legally pocketed balls scored to the appropriate player. If a shooter pockets a ball that brings the opponent's score to the number opponent needed to win the game, the shooter has lost unless the cue ball scratches or jumps off the table.
5. When a player has the cue ball in hand behind the head string (as after a scratch) and all object balls are also behind the head string, the object ball nearest the head string may be spotted upon request. If two or more balls are an equal distance from the head string, the highest numbered ball is spotted.
6. Three successive fouls by the same player is loss of game.

ILLEGALLY POCKETED BALLS

All spotted. Special spotting rules: When a ball(s) is pocketed in a non-target pocket, spotting is delayed until the shooter's inning ends. Should a player legally score the last ball(s) on the table while any illegally pocketed balls are being held for delayed spotting, those balls are then spotted so the player may continue the inning.