



Author of “Baraban” Billiards

Viktor Baraban

“Baraban” billiards is a variety of pocket billiards with its own specific rules and requirements for billiard equipment.

## 1 SPECIAL RULES OF “BARABAN” BILLIARDS

The special rules of “Baraban” billiards describe the **most important** features and distinctions of this type of billiards. In general, during play one should be guided by these rules and by the General Rules of “Baraban” Billiards (Section 2).

### 1.1 Billiard tables, cues, and accessories

For playing “Baraban” billiards, billiard tables, cues, and accessories (**except balls**) that comply with the existing technical requirements for “Pyramid” billiard equipment shall be used.

### 1.2 Balls used

“Baraban” billiards uses two sets of [special balls for “Strila” billiards](#), Aramith Premier, with a **diameter of 67 mm** (two each of: red, yellow, green, brown, blue, pink, black, and white balls).

### 1.3 Color groups of balls

1.3.1 Sixteen billiard balls are used in the game, which are divided into **two color groups** [2, 3] (the lower and the upper groups).

1.3.2 **The lower color group** (two red, two yellow, two green, two brown balls) is shown in Fig. 1.

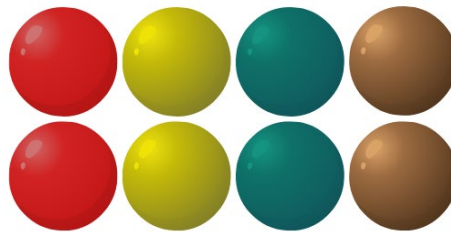


Figure 1 – Lower color group

1.3.3 **The upper color group** (two blue, two pink, two black, two white balls) is shown in Fig. 2.

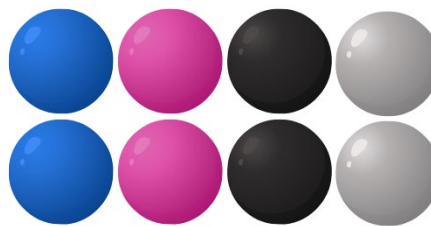


Figure 2 – Upper color group

### 1.4 Start of a frame

1.4.1 At the start of the game, fifteen colored balls are placed on the foot spot in a specified order (Fig. 3, 4).

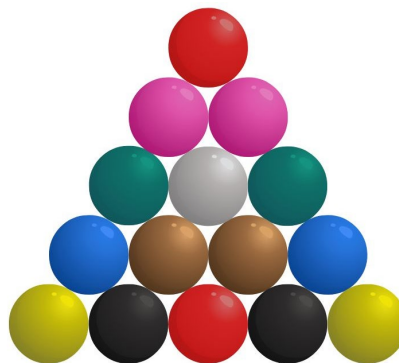


Figure 3 – Order of the initial ball layout

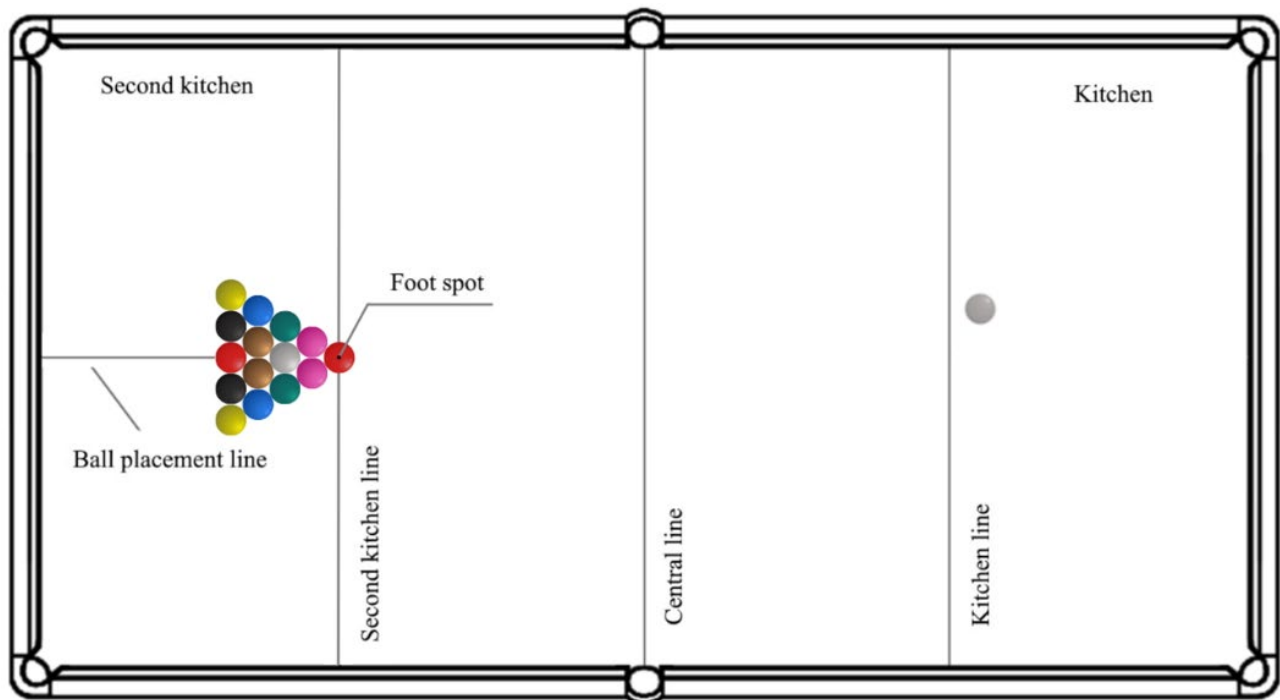


Figure 4 – Initial ball layout on the table

1.4.2 The player who wins the right to the opening shot performs the opening shot (break) from the kitchen, striking the cue ball **into any ball** of the initial rack.

1.4.3 **The break is active** (if no ball is pocketed, at least **three colored balls** must contact a cushion, or **two colored balls** must contact a cushion and **another colored ball** must cross the center line of the playing table). If this does not occur, a foul is declared (Section 1.12).

1.4.4 If, on the break, the player does not pocket a ball, an **“Open Table”** is declared (Section 1.6) and the right to perform the next shot passes to the opponent.

1.4.5 If, on the break, the player pockets a ball (balls), they continue their turn (run) and may declare either **“Color Group Selection”** (only the group of the ball they pocketed)\* (Section 1.7) or **“Open Table”** (Section 1.6).

*\* If the player pockets a white ball on the break, they may declare selection of the upper color group (since the white ball belongs to the upper color group – Section 1.3).*

## 1.5 Conduct of play

1.5.1 After the break, the game is divided into three stages: **“Open Table”** (Section 1.6), **“Color Group Selection”** (Section 1.7), and **“Play on the Last Ball”** (Section 1.8).

1.5.2 Depending on the stage, players must play designated balls. The balls a player is required to play are called **active**. The opponent's balls are called **inactive**; the player is prohibited from playing them or contacting them first with the cue ball. The **cue ball** may be **any ball from the player's active balls**.

<b>Stage</b>	<b>Active Balls</b>
Open Table	Any balls on the table
Color Group Selection	Any balls from the player's color group
Play on the Last Ball	The last ball from the player's color group and the balls of two opponent's lowest-ranked remaining colors

1.5.3 Playing active balls, both the cue ball and object balls may be pocketed.

1.5.4 **After pocketing an active ball**, the player continues their run (even if an inactive ball was also pocketed with the same shot).

1.5.5 **If only an inactive ball is pocketed**, the ball is counted and play passes to the opponent.

1.5.6 After a miss or a foul, the right to shoot passes to the opponent.

1.5.7 **Objective of the game:** to pocket all balls of one's color group before the opponent.

## 1.6 The "Open Table" stage

The "Open Table" stage continues until one of the players pockets a ball during or after the opening shot.

1.6.1 During "Open Table", for both players all balls on the table are active. That is, any ball may be used as the cue ball and any ball may be struck. Both the cue ball and any object ball may be pocketed.

1.6.2 If a foul occurs during "Open Table", the player must act according to Section 1.12, and Color Group Selection does not take place.

## 1.7 The "Color Group Selection" stage

The "Color Group Selection" stage begins after one of the players pockets a ball for the first time in the frame. From that moment, all balls of the color group (Section 1.3) of the ball they pocketed become their active balls. All balls of the other color group become inactive (the opponent's balls).

*\* If, during “Color Group Selection”, a player pockets balls from both color groups with one shot, they may choose which color group they will continue playing.*

1.7.1 After “Color Group Selection”, players must play their active balls and pocket them in any order until only one ball of their color group remains on the table.

1.7.2 If a player plays an inactive ball (the opponent’s ball) or first contacts an inactive ball with the cue ball, a foul is declared.

1.7.3 A player is prohibited from rolling their active ball into a pocket without contacting another active ball (a “blank” shot) or by contacting an inactive ball. It is also prohibited to pocket or hit an inactive ball (the opponent’s ball) directly without first touching the cue ball to the active ball. In such a cases, the positions of all balls are restored and a foul is declared. Repeated execution of such a shots is regarded as **unsportsmanlike conduct and results in loss of the frame.**

1.7.4 If a player pockets both an active and an inactive ball (the opponent’s ball) with one legal shot, all balls are counted and the player continues their run.

1.7.5 If a player pockets only an inactive ball (the opponent’s ball) with a legal shot, the ball is counted and the right to the next shot passes to the opponent.

1.7.6 If a player pockets all remaining balls of their color group with one legal shot, they win the frame.

## **1.8 The “Play on the Last Ball” stage**

The “Play on the Last Ball” stage begins when only the player’s last ball of their color group remains on the table. At this stage, the player’s active balls\* are that ball and and the balls of two opponent’s lowest-ranked remaining colors (Section 1.3).

*\*Note: Variants of play are possible in which balls of one to four opponent’s lowest-ranked colors may be designated as active balls.*

**1.8.1 Order of the lower color group** in ascending order: red, yellow, green, brown balls (Fig. 1).

**1.8.2 Order of the upper color group** in ascending order: blue, pink, black, white balls (Fig. 2).

**1.8.3 By pocketing the last ball of their color group with a legal shot, the player wins the frame.**

1.8.4 If a player pockets their last ball and a ball of the opponent’s color group with one legal shot (even if it was the opponent’s last ball), they win the frame.

1.8.5 If the player pockets the ball of two opponent's lowest-ranked colors (his active ball), this ball is counted and the player continues their run, provided that this ball was not the last ball of the opponent's color group.

1.8.6 If a player pockets the last ball of the opponent's color group, they lose the frame.

1.8.7 If a player pockets only an inactive ball (a ball of the opponent's color group that is not the lowest-ranked), the ball is counted and the right to the next shot passes to the opponent.

## 1.9 Legal shot (legally completed shot)

Any shot (except the opening shot, Section 1.4, and shots played when escaping from a snooker, Section 1.10) is considered **legal (legally completed)** if none of the provisions of these Rules or the General Rules of "Baraban" Billiards (Section 2) are violated, and in addition, **after the cue ball contacts an active ball**, either the cue ball or the active ball:

- 1) is pocketed;
- 2) contacts two cushions;
- 3) contacts a cushion and crosses the table's center line, or crosses the center line and then contacts a cushion;
- 4) transfers motion to another ball (balls) which then fulfill items 1, 2, or 3;
- 5) after contacting a cushion or crossing the center line, transfers motion to another ball (balls) which subsequently fulfill items 1, 2, or 3\*.

*\* A legally completed shot is regulated analogously to the rules of "Pyramid" billiards [4].*

If none of the above conditions is fulfilled, a foul is declared.

## 1.10 Snooker (mask)

A snooker (mask) situation occurs if the straight-line path **of any of the player's active balls**, when attempting a direct shot **at any other of their active balls**, is completely blocked by the opponent's ball (balls).

## 1.11 Escape from a snooker (mask)

1.11.1 When a snooker (mask) situation arises (Section 1.10), the player who is to take the next shot must agree with the opponent and the referee that the shot will be played from a snooker.

1.11.2 **Only in a snooker situation!** A shot is considered **legal (legally completed)** if none of the provisions of these Rules or the General Rules of “Baraban” Billiards (Section 2) are violated, and in addition, **after the cue ball contacts an active ball**, either the cue ball or the active ball:

- 1) is pocketed;
- 2) contacts **one** cushion\*;
- 3) **crosses the table’s center line**;
- 4) transfers motion to another ball (balls) which then fulfill items 1, 2, or 3.

*\* If the cue ball first contacts an active ball that is frozen to a cushion, the shot is considered legal.*

If none of the above conditions is fulfilled, a foul is declared.

1.11.3 If the player fails to make first contact of the cue ball with one of the active balls, a foul is declared.

1.11.4 When escaping from a snooker (mask), **the player must attempt to make first contact of the cue ball with an active ball**. If the player executes a shot that is not aimed at contacting an active ball or deliberately strikes an inactive ball, **the positions of all balls are restored and a foul is declared**. A powerful direct shot straight into an inactive ball is regarded as unsportsmanlike conduct and results in **loss of the frame**.

1.11.5 To escape from a snooker (mask), the player may use cushion shots (off one or more cushions) or execute curved shots (massé).

1.11.6 Jump shots (jumps) (Section 2.23) are prohibited when escaping from a snooker (mask) – foul.

1.11.7 **Impossible snooker** – a situation in which the cue ball is positioned so that it is impossible to contact an active ball without touching an inactive ball (balls). In an impossible snooker situation, the player must strike the cue ball directly head-on at the active ball with sufficient force to contact the active ball as if the inactive ball(s) were not in the cue ball’s path. After this shot, a foul is declared.

## 1.12 Foul

1.12.1 Any illegal shot results in a foul being declared (Section 2.26).

1.12.2 Illegally pocketed active balls or active balls that have jumped off the table are placed on the foot spot (Section 2.24).

1.12.3 After the "Color Group Selection" (i.e., in stages 1.7 and 1.8), **if a foul results in the fouling player's active ball(s) coming to rest in a pocket area\* (corner or middle), those balls are spotted on the foot spot\*\***.

*\*pocket area – the distance of two ball diameters from the point where the ball landed in the pocket.*

1.12.4 After an opponent's foul, the player has the right to remove any ball from the table (their own or the opponent's) and chooses who will perform the next shot (themselves or the opponent).

## 2 GENERAL RULES OF “BARABAN” BILLIARDS

The General Rules of “Baraban” Billiards are based on the general rules of “Pyramid” billiards [4], taking into account certain features and differences.

### 2.1 Markings of the billiard table

2.1.1 On the playing surface of the billiard table, the following lines and marks must be clearly and neatly applied (Fig. 4):

- 1) Center spot – a point located at the center of the table’s playing surface.
- 2) Center line – a straight line drawn through the center spot parallel to the short cushions. The center line divides the playing surface into two halves – the front and the back.
- 3) Head spot – a point located at the center of the front half of the table’s playing surface.
- 4) Baulk line (kitchen line) – a straight line drawn through the head spot parallel to the head cushion.
- 5) Foot spot – a point located at the center of the back half of the table’s playing surface.
- 6) Second kitchen line – a straight line drawn through the foot spot parallel to the foot cushion.
- 7) Ball-spotting line – part of the table’s long (longitudinal) line drawn from the foot spot to the middle of the foot cushion.

2.1.2 Kitchen – the part of the playing surface between the baulk line and the head cushion.

Second kitchen – the part of the playing surface between the second kitchen line and the foot cushion.

### 2.2 The cue ball and object balls

2.2.1 **Cue ball** – the ball that is struck with the cue during play.

2.2.2 **Object balls** – all colored balls on the playing surface of the table (except the cue ball).

### 2.3 Cue strike on the cue ball

2.3.1 A strike on the cue ball must be made **only** with the cue tip in the direction of the cue’s longitudinal axis. Otherwise – a foul.

2.3.2 When striking the cue ball, at least one foot of the player must be in contact with the floor. Otherwise a foul is declared.

## **2.4 Contact of the cue ball with an object ball**

2.4.1 **First-contact collision** of the cue ball with an active ball (Section 1.5.2) (accompanied by transfer of motion from the cue ball to the object ball) is a mandatory condition of any legal shot.

2.4.2 If the cue ball does not touch an active ball on the first contact, a foul is declared.

2.4.3 The cue ball may contact an active ball either directly or off any cushion (cushions).

2.4.4 A shot played with the cue ball away from a touching ball (without transferring motion to it) is not counted as contact of the cue ball with that object ball.

## **2.5 Order of shots (turn-taking)**

2.5.1 If, as a result of a legal shot, a ball is pocketed, the player earns the right to the next shot.

2.5.2 If, as a result of a legal shot, no ball is pocketed, the right to the next shot passes to the opponent.

2.5.3 A shot played out of turn is a foul.

2.5.4 A shot played with the opponent's ball or at the opponent's ball results in a foul.

2.5.5 If, when executing a shot, the rules are violated (a foul is declared), then after spotting illegally pocketed balls and balls that jumped off the table, one must act according to Section 1.15.

## **2.6 Determining the opening shot**

2.6.1 Determining the opening shot shall be done by drawing lots (for example, tossing a coin) or by the following sequence of actions. Standing on opposite sides of the table's long line, the players simultaneously perform a shot with ball in hand from the kitchen, sending the balls to the foot cushion and back. The player whose ball comes to rest closer to the head cushion wins.

2.6.2 The lag is considered automatically lost if:

- 1) the ball enters the opponent's half;
- 2) does not reach the foot cushion;
- 3) falls into a pocket;
- 4) jumps off the table;
- 5) touches a long cushion;
- 6) touches the foot cushion more than once.

2.6.3 If both opponents violate the rules or if the referee cannot determine whose ball stopped closer to the head cushion, the lag is repeated.

2.6.4 The winner of the lag has the right:

- 1) to perform the opening shot themselves;
- 2) to pass it to the opponent.

## **2.7 Initial rack of balls**

See Section 1.4.

## **2.8 Position of a ball**

The position of a ball is determined by the position of its center.

## **2.9 The kitchen and the baulk line**

2.9.1 The baulk line is not part of the kitchen.

2.9.2 A ball standing on the baulk line is considered to be placed outside the kitchen.

## **2.10 Bringing the cue ball into play (start of play)**

2.10.1 The cue ball is brought into play by an opening shot with ball in hand from the kitchen.

2.10.2 As the cue ball for the opening shot, the white ball shall always be used.

2.10.3 The player who enters play first may place the cue ball at any point in the kitchen, but not on the baulk line (Section 2.9).

If the cue ball is placed outside the kitchen, the referee or the opponent must warn the player entering play before the shot is made. Otherwise it is considered that the cue ball was brought into play correctly.

If the player entering play is warned about the incorrect position of the cue ball, they are obliged to correct it.

2.10.4 The cue ball is considered to be brought into play immediately after it is struck with the cue tip (Section 2.3).

2.10.5 Until the cue ball is brought into play, it may be adjusted by hand and by the cue (including the tip); however, after the cue ball is placed, any strike on the cue ball is regarded as bringing it into play.

## **2.11 Legal opening shot**

2.11.1 The opening shot is considered legal if, after the cue ball contacts **any object ball**:

- 1) one of the balls is legally pocketed into any pocket;
- 2) at least **three** different object balls contact a cushion (cushions); or
- 3) **two** object balls contact a cushion (cushions) and **another** object ball crosses the center line.

If none of these requirements is met, a foul is declared.

2.11.2 If the rules of the opening shot are violated, the opponent has the right:

- 1) to accept the resulting position and act according to Section 1.12;
- 2) after re-racking the balls, to perform the opening shot themselves;
- 3) after re-racking the balls, to pass the opening shot to the player who violated the rules.

## **2.12 Alternation of the opening shot**

Each subsequent frame is started by the opponents alternately.

## **2.13 Start and completion of a shot**

2.13.1 A shot begins at the moment the cue tip contacts the cue ball and ends after all balls on the playing surface have come to a complete stop. (A ball spinning in place is considered to be moving.)

2.13.2 It is prohibited to make the next shot before the previous shot is completed. Otherwise – a foul.

## **2.14 Touching balls**

Except for touching the cue ball with the cue tip when executing a shot (Section 2.3) and placing the cue ball before it is brought into play, it is prohibited to touch any ball (the cue ball or any object ball) on the playing surface with the cue, rest, chalk, hand, clothing, etc. Otherwise – a foul.

## **2.15 Double hit**

If, when executing a shot, the cue tip contacts the cue ball again after it has separated, such a shot is classified as a double hit and is penalized with a foul.

## **2.16 Push shot**

If, on a shot, the contact of the cue tip with the cue ball is prolonged until the cue ball contacts an object ball, after which the cue ball continues moving forward (following the object ball), such a shot is classified as a push shot and is penalized with a foul.

## **2.17 Frozen and closely positioned balls**

2.17.1 If the cue ball is frozen to an object ball, or if the distance between the cue ball and an object ball is so small that when striking the cue ball it is practically impossible to avoid an immediate triple contact “cue tip–cue ball–object ball”, then the shot is not classified as a push shot or a double hit if it is played:

- 1) at an angle of at least 45 degrees away from the line of centers of the two balls;
- 2) in such a way that the cue ball does not move forward (following the active ball).

Otherwise a foul is applied.

2.17.2 If, when striking balls that are close together, there was neither a triple contact nor a double hit, then the cue ball moving after (following) the object ball, by itself, is not grounds for a foul.

## **2.18 Legally completed shot (legal shot). Detailed description**

See Section 1.9.

## **2.19 Legally and illegally pocketed balls**

2.19.1 A ball is considered legally pocketed (played) if it falls into a pocket as a result of a legal shot.

2.19.2 If, when executing a shot, the player violates at least one provision of these Rules, all balls that fall into pockets as a result of that shot are considered illegally pocketed.

If the violation occurs after the completion of the shot, a foul is applied. However, a ball that falls into a pocket as a result of a completed shot is considered legally pocketed if the completed shot was not accompanied by rule violations.

If a rule violation occurs after the completion of the frame (that is, after the completion of the final shot by which the last ball of the frame was legally pocketed and all balls on the table have come to rest), no foul is applied and the result of the frame is not revised.

2.19.3 All illegally pocketed balls are not counted and are respotted (Section 2.24).

2.19.5 A ball that jumps out of a pocket back onto the playing surface of the table is considered not pocketed and remains in play. (No foul is applied.)

## **2.20 Ball hanging over a pocket**

2.20.1 If a ball hanging over a pocket falls into the pocket spontaneously without contact with another ball, and if this does not affect the final result of the shot in progress, the ball is placed back in its former position and play continues.

2.20.2 If a ball hanging over a pocket falls into the pocket spontaneously without contact with another ball, and if this affects the final result of the shot in progress (that is, if the ball that fell spontaneously would inevitably have been contacted by one of the balls set in motion), all balls are restored as accurately as possible to their former positions and the shot is replayed.

2.20.3 If a moving ball comes to rest on the edge of a pocket in a state of unstable equilibrium and then falls into the pocket without any external influence, it is counted as pocketed as a result of the shot. Otherwise, it is placed back in position and play continues.

## **2.21 Jumped ball**

2.21.1 A ball is considered to have jumped off the table if, after the completion of a shot, it comes to rest outside the playing surface of the table (on the rail, on the floor, etc.).

2.21.2 A ball is not considered to have jumped off the table if, after striking the upper part of a cushion or rail, it independently returns to the playing surface or falls into a pocket without contacting any other object that is not a fixed part of the billiard table. If, however, the ball contacts any object that is not part of the table, such as a lighting fixture, chalk on the rail, etc., it is considered to have jumped off the table even if it subsequently returns to the playing surface or falls into a pocket.

2.21.3 If any ball (cue ball or object ball) jumps off the table, a foul is applied.

2.21.4 All balls that have jumped off the table are respotted after the completion of the shot (Section 2.24).

## **2.22 Miscue**

2.22.1 A miscue is a shot in which the cue tip slips across the surface of the cue ball.

2.22.2 If a miscue (with or without the cue ball leaving the playing surface) is not accompanied by rule violations, no foul is applied.

## **2.23 Jump shot**

A jump shot [5] is deemed to have occurred if the cue ball jumps over any part of an object ball, regardless of whether it touches it or not, except in the following cases:

2.23.1 when the cue ball first contacts an object ball and then jumps over another ball;

2.23.2 when the cue ball jumps and strikes an object ball but does not land beyond the far side of that ball;

2.23.3 when, after a legally executed shot on an object ball, the cue ball jumps over that ball after contacting a cushion or another ball.

## **2.24 Spotting balls**

2.24.1 All illegally pocketed balls and balls that have jumped off the table are respotted after the completion of the shot and before the start of the next one.

2.24.2 A single ball is spotted on the foot spot.

If several balls are being spotted, they spotted in order of alternating of color groups along the ball-spotting line from the foot spot toward the foot cushion, as close as possible but not frozen to one another.

If any balls located near or directly on the foot spot or on the ball-spotting line interfere with the spotting process, the balls are placed on the ball-spotting line as close as possible to the foot spot and as close as possible, but not frozen to the interfering balls.

If there is insufficient space for a ball between the foot spot and the foot cushion, the balls are spotted on the extension of the ball-spotting line (between the foot spot and the center of the playing surface) as close as possible to the foot spot.

## **2.25 External interference**

2.25.1 If, during play, balls are set in motion as a result of external interference (to the balls, the table, or the player executing the shot), the balls are returned to their original positions and play continues. No foul is applied.

## **2.26 Foul. Detailed description**

When a foul is applied, actions shall be taken in accordance with Section 1.15.

If a player commits multiple violations during a single shot, the foul is applied only once.

2.26.1 Fouls are applied in the following cases:

- 1) if the cue ball does not first contact an active ball (Section 1.5.2);
- 2) if the player executes a shot with or at the opponent's ball (Section 1.5.2);
- 3) improper cue strike on the cue ball (Section 2.3);
- 4) striking the cue ball with both feet lifted off the floor (Section 2.3.2);
- 5) violation of the order of shots (Section 2.5);
- 6) an illegal opening shot (Section 2.11);
- 7) if the next shot begins before the previous shot is completed (Section 2.13);
- 8) prohibited touching of balls (Section 2.14);
- 9) a double hit (Section 2.15);
- 10) a push shot (Section 2.16);
- 11) an illegal shot on frozen or closely positioned balls (Section 2.17);
- 12) an improperly completed shot (Section 2.18);
- 13) if the cue ball or any object ball jumps off the table (Section 2.21);
- 14) delaying the frame (Section 2.27).

## **2.27 Slow play**

If a player, by slow play, delays the course of the competition or the frame, the referee, after an appropriate warning, may impose a 45-second time limit for shot preparation for both players. The referee controls the time using a stopwatch and must announce to the player when 10 seconds remain before the expiration of the allotted time. If the player does not act within the established time limit, a foul is declared.

The control stopwatch is started immediately after the completion of a shot (Section 2.13). Each player has the right to one time extension per frame. If the match score is tied and only one deciding (tie-break) frame remains to be played, each player has the right to two extensions in that frame. The player must announce the extension in a timely manner and ensure that the referee is informed.

## REFERENCES

1. Rules of “Strila” Billiards. strila.pro. URL: <https://strila.pro/pravyla/> (accessed: 01.09.2024).
2. Rules of Pool Eight-Ball. billiard.net.ua. URL: <https://billiard.net.ua/rules/pool/pool-8-ball.html> (accessed: 01.09.2024).
3. Pyramid “Zhemchuzhyna” (author: Nikolai Alekseevich Zhemchuzhyn).
4. General Rules of Pyramid Billiards. billiard.net.ua. URL: <http://billiard.net.ua/rules/pyramid/general-rules-pyramid.html> (accessed: 01.09.2024).
5. Snooker. *billiard.net.ua*. URL: <http://billiard.net.ua/rules/snooker.html> (accessed: 01.09.2024).