



Author of the “Strila” Billiards

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

1 SPECIAL RULES OF “STRILA” BILLIARDS

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

1.1 Billiard tables, cues, and accessories

For playing “Strila” 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

“Strila” billiards uses [special colored balls](#) with a diameter of 67 mm (a set of seven colored balls, as well as the cue ball – a white ball).

1.3 Start of a frame

1.3.1 At the beginning of a frame, seven colored balls are placed on the foot spot in the shape of an “arrow” (Fig. 1).

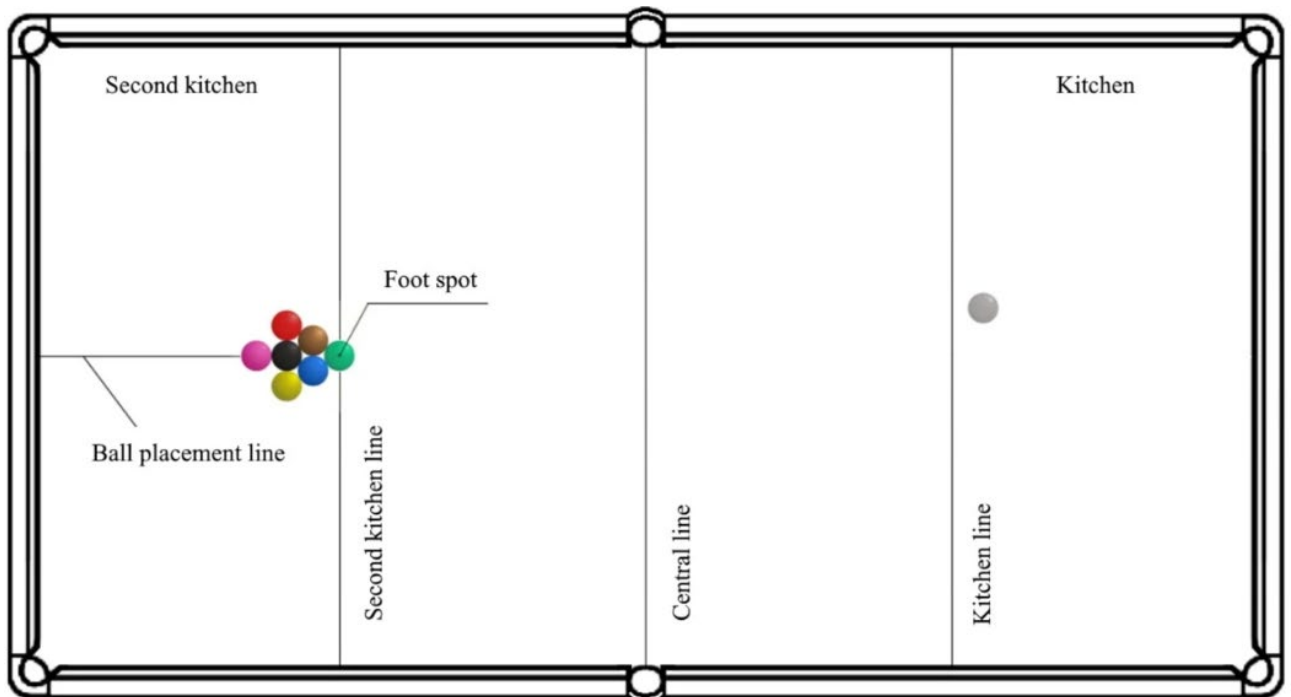


Figure 1 – Example of the initial ball setup

1.3.2 The black ball must be placed in the center of the “arrow”; the other balls in the “arrow” shall be placed in **random order** (in order to diversify the course of frames).

1.3.3 The player who wins the right to the opening shot (Section 2.6) places the cue ball anywhere in the kitchen (baulk area) and performs the opening shot.

1.3.4 The opening shot (break) may be performed by striking the cue ball into **any ball** of the “arrow”.

1.3.5 **The break is active.** When performing the opening shot, 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 table. If this does not occur, a foul is declared (Section 1.13).

1.3.6 All balls pocketed on the opening shot are counted.

1.4 Gameplay

1.4.1 The frame is played with one cue ball (white ball).

1.4.2 After the opening shot, players must execute shots so that the **first contact of the cue ball is with one of the active balls** (Section 1.6).

1.4.3 Playing into an active ball, both the cue ball and colored balls (including inactive ones) may be pocketed, for which the player is awarded points (Section 1.10).

1.4.4 After pocketing a ball, the player continues their turn (run).

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

1.4.6 Objective: to score more points than the opponent by the end of the frame (Section 1.14).

1.5 Order of colored balls

- 1) Red ball
- 2) Yellow ball
- 3) Green ball
- 4) Brown ball
- 5) Blue ball
- 6) Pink ball
- 7) Black ball

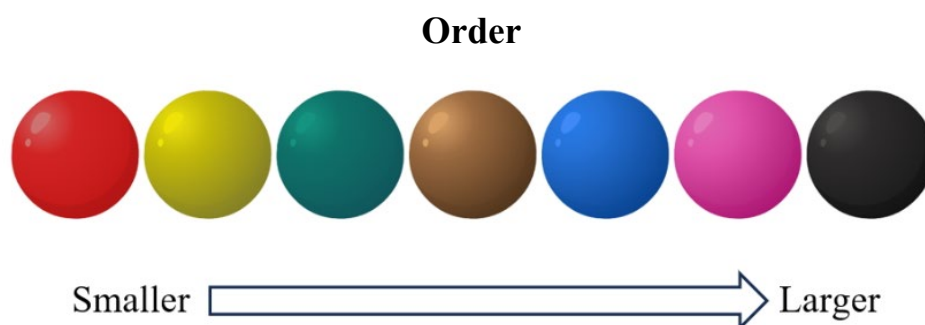


Figure 2 – Order of colored balls

1.6 Active balls

Contact of the cue ball, on its first touch, with an active ball is a mandatory condition of any legal shot.

The cue ball may be hidden (snookered) behind inactive balls in order to force the opponent to play a shot off one or more cushions to contact an active ball.

Definition of active balls:

- 1) When **three or more** colored balls are on the table, **the active balls are the two lowest-ranked colored balls according to the order** (Section 1.5). All other balls are **inactive**.
- 2) When **two colored balls** remain on the table, **the lower-ranked ball is the active ball**. The higher-ranked ball is **inactive**.
- 3) When **one colored ball** remains on the table, **that ball is the active ball**.

Note: Variants of play are possible in which from one to six lowest-ranked balls may be designated as active balls.

1.7 Legal shot (legally completed shot)

Any shot (except the opening shot, Section 1.3, and shots played when escaping from a mask (snooker), Section 1.12) is considered **legal (legally completed)** if none of the provisions of these Rules or the General Rules of “Strila” Billiards (Section 2) are violated, and additionally, **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 center line of the table, 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 [1].*

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

1.8 Pocketing colored balls

1.8.1 All colored balls pocketed by a legal shot (Section 1.7) are counted.

1.8.2 A colored ball pocketed by a legal shot is not spotted back on the table until the end of the frame (except for the situation “Respotted Black”, Section 1.15).

1.8.3 If a player first contacts an active ball with the cue ball and another ball (including an inactive one) is then pocketed, that other ball (balls) is counted. Thus, **combination shots (“plants”) are allowed**.

1.8.4 For pocketing any colored ball, the player is awarded **2 points** (Section 1.10).

1.8.5 If several balls are pocketed with one shot, the points for pocketing each ball are added together.

1.8.6 After the last colored ball on the table is pocketed, the players’ points are calculated and a decision is made regarding the end of the frame (Section 1.14).

1.9 Pocketing the cue ball

1.9.1 The cue ball played (pocketed) by a legal shot (Section 1.7) is counted.

1.9.2 If a player first contacts an active ball with the cue ball and then both the cue ball and any other ball (balls) are pocketed, all pocketed balls are counted. The points for pocketing each ball are added together.

1.9.3 A cue ball **pocketed in open play** by a legal shot is counted; **no balls are removed from the table**, the player is awarded **1 point**, and continues their turn with ball in hand from **the kitchen or the second kitchen**.

1.9.4 When playing with ball in hand from the kitchen (second kitchen), any ball may be pocketed into any pocket **after the cue ball contacts an active ball located outside the kitchen from which the shot is played**.

1.9.5 **The cue ball may be pocketed no more than two consecutive shots** (the first from open play, the second with ball in hand from the kitchen or second kitchen). If the cue ball is pocketed on the **third consecutive shot**, a foul is declared (after pocketing the cue ball on two consecutive shots, the player may continue the run **only by pocketing a colored ball**).

1.9.6 After **pocketing a colored ball with ball in hand from the kitchen (second kitchen)**, the player may continue the run by playing either **the cue ball** or a **colored ball**.

1.10 Points that may be scored in “Strila” billiards

1.10.1 For pocketing balls:

- cue ball – 1 point + ball in hand from the kitchen (second kitchen) (Section 1.9);
- colored ball – 2 points.

1.10.2 **For an opponent’s foul** – 1 point (if the player accepts or passes the position resulting from the opponent’s foul) (Section 1.13).

1.11 Mask (Snooker)

The cue ball is considered “masked” (snookered) if its straight-line path, when attempting a direct shot at each of the active balls, is completely blocked by an **inactive ball (balls) or by the jaw of a pocket**.

In a mask (snooker) situation, special conditions for a legal shot apply (Section 1.12) (for a legal shot after the cue ball contacts an active ball, it is sufficient for either one cushion contact or crossing of the table’s center line).

1.12 Escape from a mask (snooker)

1.12.1 When a mask (snooker) situation occurs (Section 1.11), 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 mask (snooker).

1.12.2 **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 “Strila” 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 center line of the table;
- 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 are met, a foul is declared.

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

1.12.4 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 plays a shot at an inactive ball, **the positions of all balls are restored and a foul is declared**. A forceful direct shot straight into an inactive ball is considered unsportsmanlike conduct and **results in loss of the frame**.

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

1.12.6 Jump shots (jumps) (Section 2.24) are prohibited for escaping from a snooker (mask) – foul.

1.12.7 **Impossible snooker** – a situation in which the cue ball is positioned such 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 straight 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.

1.13 Foul

1.13.1 Any illegal shot results in a foul being declared (Section 2.27).

1.13.2 After an opponent’s foul, the player has the right to choose one of the following options:

- a) **Play from the resulting position** (receives **1 bonus point** for the opponent’s foul).
- b) **Pass the resulting position to the player who committed the foul** (receives **1 bonus point** for the opponent’s foul).

c) **Place the cue ball anywhere on the table and pocket either a colored ball or the cue ball (does not receive bonus points for the opponent's foul, but receives the corresponding points for successfully pocketed balls).**

1.13.3 **When playing with ball in hand after a foul**, pocketing both the cue ball and a colored ball **with one shot** is not allowed – **foul**.

1.13.4 If the cue ball is successfully pocketed **when playing with ball in hand after a foul**, the player continues the run as if the cue ball had been pocketed **from open play** (Section 1.9).

1.13.5 If as a result of an opponent's foul the cue ball is pocketed or jumps off the table, the player must act in accordance with Section 1.13.2(c) (place the cue ball anywhere on the table and pocket a ball or play safe, without receiving bonus points).

1.14 End of a frame

A player wins the frame if:

- 1) **they score 9 or more points.**
- 2) **they score 8 points and no colored balls remain on the table** (while the opponent has 7 or fewer points).
- 3) **they win in the “Respotted Black” situation** (Section 1.15). This situation is possible only if the last ball was pocketed and the score became 8:8.

1.15 “Respotted Black”

1.15.1 If the **last colored ball is pocketed and the score becomes 8:8**, a “Respotted Black” situation occurs.

1.15.2 In a “Respotted Black” situation, the black ball is placed on the foot spot.

1.15.3 By drawing lots (for example, by tossing a coin), the player who will take the first shot in the “Respotted Black” is determined.

1.15.4 The first shot in the “Respotted Black” is played with the cue ball from the kitchen.

1.15.5 **On the first shot, only the black ball may be pocketed; pocketing the cue ball on the first shot is not allowed – foul.**

1.15.6 **After the first shot, both the black ball and the cue ball may be pocketed.**

1.15.7 Any foul in the “Respotted Black” results in **loss of the frame**.

1.15.8 In a “Respotted Black” situation, when one of the players pockets the black ball or the cue ball with a legal shot, that player **wins the frame**.

2 GENERAL RULES OF “STRILA” BILLIARDS

The General Rules of “Strila” Billiards are based on the general rules of “Pyramid” Billiards [1], 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. 1):

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 playing surface.
4. Baulk line (line of the kitchen) – 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 playing surface.
6. Second kitchen line – a straight line drawn through the foot spot parallel to the foot cushion.
7. Ball-spotting line – a part of the table’s long (longitudinal) line drawn from the foot spot to the middle of the foot cushion.

2.1.2 Kitchen (baulk area) – 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 (white 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 a colored ball

2.4.1 **First-contact** collision of the cue ball with an active ball (Section 1.6) (accompanied by transfer of motion from the cue ball to the active 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 directed the other way from a touching ball (without transferring motion to it) is not counted as contact of the cue ball with that colored 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 If, when executing a shot, the rules are violated (a foul is declared), then after spotting incorrectly pocketed balls and balls that jumped off the table, one must act according to Section 1.13.

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 stop 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 1.3.

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, only 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 (see 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 (see 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 colored ball:

- 1) one of the balls is legally pocketed into any pocket;
- 2) at least three different colored balls contact a cushion (cushions); or
- 3) two colored balls contact a cushion (cushions) and another colored 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 1.13;
- 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 Bringing the cue ball into play with ball in hand from the kitchen (second kitchen) after pocketing the cue ball

2.13.1 When playing with ball in hand from the kitchen (second kitchen), the cue ball may be placed at any point in the kitchen (second kitchen), but not on the baulk line, and not frozen against colored balls located in the kitchen.

2.13.2 If, when placing the cue ball in the kitchen (second kitchen), contact is made with any ball, a foul is applied and the opponent must act according to Section 1.13.

2.13.3 If the cue ball is placed outside the kitchen (second kitchen), the referee or the opponent must warn the player executing the shot before the shot is made. Otherwise it is considered that the cue ball was placed correctly.

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

2.13.5 A ball may be pocketed into any pocket after the cue ball contacts an active ball located outside the kitchen from which the shot is played.

2.13.6 A shot from the kitchen is considered illegal and is penalized with a foul if:

- 1) the cue ball, before leaving the kitchen (second kitchen), touches a ball in the kitchen;
- 2) no legal shot is made on an active ball outside the kitchen.

2.14 Start and completion of a shot

2.14.1 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.)

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

2.15 Touching balls

Except for touching the cue ball with the cue tip when executing a shot (see 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 colored ball) on the playing surface with the cue, rest, chalk, hand, clothing, etc. Otherwise – a foul.

2.16 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.

2.17 Push shot

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

2.18 Frozen and closely positioned balls

2.18.1 If the cue ball is frozen to a colored ball, or if the distance between the cue ball and a colored ball is so small that when striking the cue ball it is practically impossible to avoid an immediate triple contact “cue tip–cue ball–colored 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 colored ball).

Otherwise a foul is applied.

2.18.2 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 colored ball, by itself, is not grounds for a foul.

2.19 Legally completed shot (legal shot)

See Section 1.7.

2.20 Legally and illegally pocketed balls

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

2.20.2 For all legally pocketed balls, the player is awarded points in accordance with Section 1.10.

2.20.3 If, when executing a shot, the player violates at least one of the provisions 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 end of the frame (i.e., after the completion of the last shot as a result of which the final 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.

2.20.4 All illegally pocketed balls are not counted and are respotted (Section 2.25).

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

2.21 Ball hanging over a pocket

2.21.1 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 previous position and play continues.

2.21.2 If a ball hanging over a pocket falls into the pocket spontaneously without contact with another ball, and 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), then all balls are restored as accurately as possible to their previous positions and the shot is replayed.

2.21.3 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.

2.22 Jumped ball

2.22.1 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 cushion, on the floor, etc.).

2.22.2 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. However, if 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.

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

2.22.4 All balls that have jumped off the table are respotted after the completion of the shot (Section 2.25).

2.23 Miscue

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

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

2.24 Jump shot

A jump shot [2] is deemed to have occurred if the cue ball jumps over any part of a colored ball, regardless of whether it touches it or not, except in the following cases:

2.24.1 when the cue ball first contacts an active ball and then jumps over another ball;

2.24.2 when the cue ball jumps and contacts an active ball, but not beyond the far side of that ball;

2.24.3 when, after a correctly executed shot on an active ball, the cue ball jumps over that ball after contacting a cushion or another ball.

2.25 Spotting balls

2.25.1 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.

2.25.2 A single ball is spotted on the foot spot.

If several balls are being spotted, they are placed in arbitrary order along the ball-spotting line from the foot spot toward the foot cushion, as close as possible but not frozen to each other.

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.

2.26 External interference

2.26.1 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 previous positions and play continues. No foul is applied.

2.27 Foul. Detailed description

When a foul is applied, actions shall be taken in accordance with Section 1.13. If a player commits multiple violations during a single shot, the foul is applied only once.

2.27.1 Fouls are applied in the following cases:

- 1) if the cue ball does not first contact an active ball on a shot (see Section 1.6);
- 2) in case of an improper cue strike on the cue ball (see Section 2.3);
- 3) when striking the cue ball with both feet lifted off the floor (see Section 2.3.2);
- 4) violation of the order of shots (see Section 2.5);
- 5) an illegal opening shot (see Section 2.11);
- 6) if the next shot begins before the previous shot is completed (see Section 2.14);
- 7) prohibited touching of balls (see Section 2.15);
- 8) a double hit (see Section 2.16);
- 9) a push shot (see Section 2.17);
- 10) an illegal shot on frozen or closely positioned balls (see Section 2.18);
- 11) an improperly completed shot (see Section 2.19);
- 12) if the cue ball or any colored ball jumps off the table (see Section 2.22);
- 13) delaying the frame (see Section 2.28).

2.28 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 give an announcement to the player 10 seconds 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 (see Section 2.14). Each player has the right to one time extension per frame. If the match score is tied and the players are to play only one deciding (tie-break) frame, 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. General Rules of Pyramid Billiards. billiard.net.ua. URL: <http://billiard.net.ua/rules/pyramid/general-rules-pyramid.html> (accessed: 15.09.2022).
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