

WBL – MATCH FORMAT

OVERVIEW

TriPocket is a points-based, team-oriented variant of traditional 8-ball designed for professional competition, broadcast clarity, and strategic depth.

The table features three blue pockets and three red pockets. The ball set consists of seven blue balls, seven red balls, and a black 8-ball. The objective is to score points by legally pocketing all balls from the team's assigned color (red or blue) into pockets of the matching color, and then legally pocketing the 8-ball.

Victory is determined by the total points scored within a fixed match duration, rather than by games won.

STRUCTURE

A match is played across three timed periods, each lasting fifteen minutes:

- ▶ **Period 1:** Team play
- ▶ **Period 2:** Doubles play
- ▶ **Period 3:** Singles play

Periods involving more than one player per team are played using a scotch format, in which partners alternate shots throughout the team's possession.

The match clock pauses between games while the referee re-racks and whenever a team activates a time extension. When the match clock expires at the end of a period, all play stops immediately and the current game is terminated.

Each legally pocketed red or blue ball is worth one point. A legally pocketed 8-ball is worth five points. A maximum of nineteen points is available per game.

The match concludes when the final period expires. The team with the highest total score is declared the winner. Regular-season matches may end in a tie. In playoff matches, ties are resolved by a single sudden-death game with no match clock. The first player to legally pocket all balls from their assigned group and then the 8-ball is declared the winner.

WBL – RULES OF PLAY

TriPocket follows the World Standardized Rules of 8-Ball as maintained by the Billiard Congress of America, except where modified below.

BREAK & OPENING PLAY

Break Order: The opening break is awarded to the home team as designated by the WBL schedule. Teams alternate breaks in all subsequent games.

Legal Break Shot: A legal break requires the cue ball to be struck from within the eighteen-inch break box and to register a minimum speed of thirty-five kilometers per hour (twenty-two miles per hour). Failure to meet either requirement constitutes a foul. The incoming player may elect to take ball-in-hand or request a re-rack.

8-Ball on the Break: If the 8-ball is pocketed on a legal break, the active team is awarded five points and the game ends immediately. If the 8-ball is pocketed on an illegal break, it is spotted on the head spot or the nearest available position directly behind it.

Open Table: The table is considered open immediately following the break shot. Either color may be contacted first. Initial contact with the 8-ball is a foul.

Choice of Group: Group color is assigned when a ball is legally pocketed into its matching-colored pocket. That color is assigned to the active team. If balls from both colors are pocketed into their matching pockets on the same shot, the active player chooses their group.

POCKETING & SHOT REQUIREMENTS

Call Shot: Call shot is not required for any balls, including the 8-ball.

Legally Pocketing a Ball: A ball is considered legally pocketed when initial contact is made with the shooter's assigned group and the ball is pocketed under one of the conditions below.

- ▶ **Assigned Pocket:** Balls from either color group may be pocketed into the shooter's assigned pocket.
- ▶ **Opponent's Pocket:** Balls from either color group may be pocketed into the opponent's pocket only via a skill shot, defined as a combination, carom, kick, or bank. Pocketing a ball into the opponent's pocket without a skill shot constitutes a foul.

Table Possession: Control of the table is retained whenever at least one ball is legally pocketed. Unlike traditional 8-ball, possession may be maintained

by legally pocketing a ball from the opponent's group. This principle also applies when shooting the 8-ball, which may be used to pocket other balls and retain possession.

SCORING & END OF GAME

Point Scoring: One point is awarded for each ball legally pocketed into its matching-colored pocket. The point is awarded to the team assigned that color, regardless of which team executed the shot. Multiple balls may score on a single legal shot.

Pocketing the 8-Ball: The 8-ball may be pocketed only after all balls from the team's assigned group have been removed from play. The 8-ball may be pocketed into any pocket. A legally pocketed 8-ball scores five points and ends the game.

Stalemate: The stalemate rule does not apply. The match clock ensures resolution.

FOULS & TIME CONTROLS

Fouls: All fouls result in ball-in-hand, including the first shot following an illegal break.

Ball Driven Off the Table: Driving any ball off the table constitutes a foul. Balls driven off the table are removed from play, except for the 8-ball, which is re-spotted on the head spot or the nearest available position directly behind it.

Shot Clock: Players are allotted a maximum of 25 seconds per shot. The shot clock begins once all balls come to rest. Failure to initiate a shot within the allotted time results in a foul.

Time Extensions: Each team is allocated three 25 second time extensions per period. Time extensions add time to the active shot clock. The match clock is paused while a time extension is active.