



WORLD RULES OF 5 PINS BILLIARD

New Edition Applicable Since 01/09/2021

GENERAL REGULATIONS

Application of the rules

1. The world rules of 5 Pins billiard complete the statutes and regulations of the UMB. They are applicable at all world championships and intercontinental tournaments officially recognized by the UMB
2. For the situations not explicitly covered by the present rules, the UMB statutes and other regulations shall apply. In particular, the UMB Referee rules must be followed to define the referee capability to decide when exception cases not covered by the regulations. In such a situation the match sheet will contain a note about the decision taken
3. For cases are not covered neither by this document nor by other UMB regulations or cases of force majeure, the official UMB delegate or his substitute will decide after consulting with the official delegate of the organizing federation and the tournament director

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CHAPTER 1 - EQUIPMENTS

Article 1001 - Billiard, cushion, cloth

1. The billiard is a table with a rectangular, completely smooth and horizontal surface corresponding to the billiard used for carom billiard
2. The billiard table consists of slate or of any other UMB approved material with a minimum thickness of 45 mm
3. The demarcation of the playing surface is created by setting up rubber cushions of 37 mm in height at the frontmost point of the cushion. An allowance of plus or minus 1 mm is admitted. No holes are allowed on the cushions
4. The size of the playing surface is 2.84 m 1.42 m. A tolerance of ± 5 mm is permitted
5. The rubber cushions are fastened to the entire length of an external frame of 12.5 cm in width which surface is entirely smooth and of a homogeneous colour. They must be recognised and authorised by the UMB.
6. The surface which reframes the cushions will have indelible marks fixed at regular distance corresponding to 1/8 of the length of the playing surface. Neither the brand of the producer nor any other indication will be allowed on the surface of this frame. Two additional "diamonds" are allowed in the each of the four corners of the billiard
7. The cloth which covers the billiard must be new at the beginning of the tournament and must have the quality and colour accepted by the UMB. It must be stretched to the maximum, without pleat nor obstacle, on the slate and the cushions. The required details are published by the committee at the end of chapter I of the world organization rules. The cloth must cover the slate and the cushions.
8. The height of the billiard measured from the ground to the surface which reframes the billiard must be between 75 and 80 cm
9. The billiards meant for an official tournament will be equipped with an electrical heater eliminating any humidity of the slate and of the cloth. This heater with a thermostat will be switched on since the setup of the billiards and during the whole competition in order to ensure the best possible rolling

Article 1002 - Balls, pins, chalk

1. The three balls must be of an UMB approved material and colours. The balls are rigorously round, and their diameter must be between 61 and 61.5 mm. A ball's weight must be between 205 and 220 grams. The difference between the heaviest and the lightest ball should not exceed two grams. Balls at championships and official tournaments must be from an approved supplier
2. The five pins must consist of a material and colour approved by UMB. Four of them in one colour and the one placed in the centre of a different one. Each pin must be round and 25 mm high. **The diameter of the head and the base must be 7 mm**, the diameter of the largest part must be 10 mm (see scheme H at the end).
3. The chalk should not excessively soil the surface of the game

Article 1003 - Marking of the spots and position lines

1. The places which must be occupied by the balls and pins either at the beginning and during the match as specified by the rules are named "spots".
2. The positions of these spots will as fine as possible be marked in pencil or with ink.
3. The positions of the spots and positions lines are indicated in the appendix scheme G

Article 1004 - Billiard cue, rake

1. The balls are set in motion by means of an equipment made of wood or any other material which is named "billiard cue". The billiard cue may consist of one single piece or may be divided into several parts. The cue must be equipped with a ring at one of its ends called "leather tip". The player is only allowed to use the "leather tip" in order to touch the ball. He can use one or several cues of his choice and he freely determines its length, weight and diameter.
2. The player has the right to use a "rake", a stick with a stock at the end made of wood or any other material determined to replace the hand in certain positions of the body which are difficult to take

Article 1005 – Lighting

1. The light projected onto the billiard may not be lower than 520 lux on the whole surface, the measuring instrument must be put on the cloth to measure it
2. The light must not be too strong, either; in order not to blind the players (blinding starts at 5,000 lux concerning the direct view)
3. The distance between the source of light and the surface of the game must be at least 1 meter
4. The hall should not be in complete nightfall, but it will have to be lightened with at least 50 lux.

CHAPTER 2 - GOAL OF THE GAME – THE MATCH

Article 2001 – GOAL OF THE GAME

1. The goal of the game is to win the defined number of sets. To win a set a sportsman must score at least the required number of points. The points beyond the required amount are not considered.
2. The required distance to win a match can be either a single set or multiple sets (odd number).
3. The sportsmen play one after the other, one shot each
4. A shot is valid if the cue ball is properly stroked with the cue stick and hits the object ball, directly or after one or more cushions, without first having hit the red ball or knocked down pins
5. In case the shot is valid, the sportsman scores points only if:
 - a. the object ball knocks down one or more pins
 - b. the object ball hits the red ball
 - c. the cue ball hits the red ball after having touched the object ball
 - d. the red ball knocks down one or more pins after b) or c)
6. If the shot is valid but the cue ball knocks down one or more pins, the opponent is credited with the total number of points scored
7. If the shot is not valid (cases listed in the article 4001), the opponent is credited with all the points scored plus 2 penalty points for the foul(s) and a "free ball"

Article 2002 – POINTS ALLOCATION

1. Pins:
 - a. outer pin: 2 points
 - b. central pin: 4 points
 - c. if the central pin is the only one knocked down (irrespective of the number of pins currently on the table): 10 points
2. Red ball:
 - a. cannon of the cue-ball with the red ball: 4 points
 - b. cannon of the object-ball with the red ball: 3 points
 - c. if the red ball is touched in a non-valid shot giving "free-ball" to the opponent (see from 4001.3 to 4001.19): 2 pointsonly the first cannon counts

3. If the shot is valid, the player is credited with the sum of the points for the pins and the red ball.
4. See articles from 4001.3 to 4001.19 for the list of the fouls and corresponding penalty points
5. If the shot is valid but the cue ball knocks down one or more pins, the total number of points is credited to the opponent

Article 2003 – BEGINNING OF THE MATCH

The match begins as soon as the referee has placed the balls in order to execute the starting stroke

Article 2004 - CUSHION DRAW

1. The referee places the white and the yellow balls on the starting line, on both sides of the second lowest spot approximately 30 cm from each long cushion and the red ball on the second highest spot. He also places the pins at the centre of the billiard as indicated in the scheme G at the end of this document. As far as the cushion draw is concerned the referee places the yellow ball on the left side and the white ball on the right side.
2. Once the balls and pins are placed the players draw the beginning at the top cushion. The two balls must be in motion before one of them reaches the top cushion. If this is not the case the draw will be repeated. The player who causes two times such a repetition loses the choice to begin
3. If the balls have touched each other on their way the player having sent his ball on the other side of the billiard will lose the draw
4. If the balls have touched each other on their way and if it is impossible to determine the faulty player or if the balls are at rest at the same distance from the bottom cushion the draw is repeated
5. If the ball of a player touches the red ball and/or one or several pins the faulty player will lose the draw
6. The player whose ball stopped nearest to the bottom cushion has the choice to start the match or to let the opponent start

Article 2005 – STARTING POSITION – CUE BALL

1. The player starting the match will have the white ball, the opponent will have the yellow ball
The balls are placed by the referee as follow:
 - a. the white ball is freely placed in the lower part of the billiard
 - b. the yellow ball is placed on the top spot near to the upper short cushion
 - c. the red ball is placed on the spot in the centre of the upper part of the billiard
2. The sportsmen keep the same ball during the entire match
3. The player receives his ball from the referee and positions it anywhere he wants in the lower part of the billiard table using only the cue (without touching the ball with the cue tip). When the shot is executed the cue ball must be entirely in the lower part of the billiard
4. Once the player has positioned his ball, he must play in order to touch the object-ball
5. The player cannot score points in the first shot. If no foul is committed but pins are knocked down or a cannon occurred, the shot is considered valid, but the points are credited to the opponent without additional penalties and a "free ball"
6. After the starting shot, it is the opponent turn to play with the other ball
7. For this first shot, the foot/feet on the floor must be located fully behind the billiard table inside the extended vertically outer edges of the long cushions
8. If the match is played in more than one set, the sportsmen alternate themselves to strike the initial shot regardless of the number of sets to be played

Article 2006 – BREAK DURING THE MATCH

1. In case of a match in a single set, no break is allowed
2. In case of a match with 3 sets, 5 minutes break can only be made at the end of the second set upon request of at least one of the sportsmen
3. In case of a match with 5 sets, 5 minutes break can only be made at the end of the second and/or fourth set upon request of at least one of the sportsmen
4. In case of a match with 7 sets, 5 minutes break can only be made at the end of the third and/or sixth set upon request of at least one of the sportsmen
5. After the break the referee can possibly be changed

Article 2007 – QUIT DURING THE MATCH

1. A player who quits his place during the match without being authorized by the referee loses the match by doing so. The case of force majeure occurring during the championship will have to be assessed by the official delegate of the UMB or by his substitute.
2. Each player who refuses to continue the match after the referee's demand will be excluded from the championship.

Article 2008 – END OF THE MATCH – MATCH AND SET POINTS

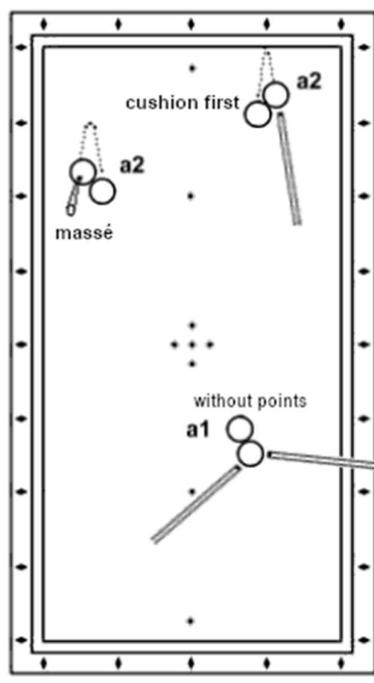
1. A match can be played in one or more sets. A set is won by the sportsman who first reaches at least the number of points required (distance of the set). The match is won by the sportsman who first wins the required number of sets
2. A match which has started must be played until there is a winner
3. If the match is at “best of three sets”, the match and set points are allocated as follows:
 - a. 2 to 0 = winner 1 match point and 3 set points
loser 0 match point and 0 set points
 - b. 2 to 1 = winner 1 match point and 2 set points
loser 0 match point and 1 set points
4. If the match is at “best of five sets”, the match and set points are allocated as follows:
 - a. 3 to 0 = winner 1 match point and 5 set points
loser 0 match point and 0 set points
 - b. 3 to 1 = winner 1 match point and 4 set points
loser 0 match point and 1 set points
 - c. 3 to 2 = winner 1 match point and 3 set points
loser 0 match point and 2 set points

CHAPTER 3 – SPECIAL CASES

Article 3001 – BALLS IN CONTACT

1. When the cue ball is in contact with a cushion the sportsman cannot play directly into this cushion
2. When the cue ball is in contact with the red ball the player can hit directly the object ball without moving the red ball. It will not be a foul if the red ball moves only because it loses the hold of the cue-ball
3. When the cue ball is in contact with the object ball the sportsman can (see diagram below):
 - a1) play the object ball thin laterally without scoring points. If points are scored, they will be credited to the opponents without additional penalties and without a free ball**
 - a2) play cushion-first or a massé shot without first touching the object ball in contact with the cue ball. It will not be a foul if the object ball moves only because it loses the hold of the cue-ball.

4. If it is impossible to execute a shot without incurring in a foul, the sportsman can choose whether he wants to simply touch the cue-ball or do the shot to achieve the best possible defensive position.



Article 3002 – BALLS BOUNDING OUT OF THE BILLIARD

1. A ball is considered out of the billiard as soon as it falls outside of the billiard or hits the cloth on the upper part of a cushion or hits the billiard frame.
2. Sending one or more balls out of the billiard is a foul
3. The balls that went off are then placed by the referee for a "free ball" shot as follows:
 - a. If the ball that went out belongs to the player who did the faulty shot, the referee places it on the spot near the short cushion in the opposite side of the billiard from the location of the opponent's ball. If this spot is even partially occupied the ball is placed on the corresponding spot on the other side.
 - b. If the ball that went out belongs to the opponent, the referee places it for a "free ball" shot in the side of the billiard opposite to the location of the ball of the faulty player
 - c. If the red ball went out, the referee places it on the initial starting position on the second highest spot. If this spot is even partially occupied or hidden the ball is placed on the corresponding spot on the other side. After that, the referee places the opponent's ball for a "free ball" shot in the side of the billiard opposite to the location of the faulty sportsman's ball
 - d. To execute the next shot the player at play can take advantage of the article 3004.5 concerning "free ball".

Article 3003 – PINS KNOCKED DOWN

1. A pin is considered knocked down as soon as its base has completely lost the contact with the cloth
2. If a knocked down pin is going back to a standing position without human intervention, is still considered knocked down and the corresponding points are credited.

3. A pin knocked down by another pin is also considered knocked down. When a ball pushes a pin already knocked down and this pin knocks down other pins, the total amount of points is credited to:
 - a. The player if the ball responsible for this was the object ball or the red ball
 - b. The opponent if the ball responsible for this was the cue ball. There will not be additional penalty points nor a free ball
4. If a pin is shifted but remains standing, it will be considered knocked down only if it has been dragged **completely** outside of its original position. In any case, at the end of shot:
 - a. If its original spot is free, the referee puts the pin back before the next shot is played
 - b. If the original spot is occupied, even partially, by a ball the referee takes the pin out of the table for the next shot and he will put it back when the spot will be free
 - c. If a pin is **only partially** dragged outside of its original position it is not considered knocked down. The referee will put it back before the next shot if its spot is free
5. If a pin leaning against the cue-ball falls during the shot, it will be considered knocked down. The shot will not be valid, and the opponent will be credited with all the points scored plus 2 penalty points and a free ball
6. If a pin leaning against a ball other than the cue-ball falls when the holding ball moves, it is always considered knocked down
7. If a pin falls on its own or anyway for a reason not related with the game, the referee will place it back on its position even during the execution of the shot if this is possible. If this is not possible all the points that can be linked to this pin will not be counted
8. If the position of one or several pins is entirely or partially occupied by a ball, the referee will remove the affected pins and the shot will be executed with the remaining pins. The pins removed will not count and they will be placed back as soon as their spot is free before the execution of the next shot

Article 3004 – FREE BALL

1. When at least one of the fouls listed in the article 4001.2 is committed the opponent will execute a "free ball" shot with his own ball
2. After a faulty shot the referee takes in his hand the ball of the sportsman who must play next and places it in the side of the billiard opposite to the location of the faulty sportsman's ball. The ball of the faulty sportsman remains in its current position
3. The sportsman at play positions his ball anywhere within his side of the table using only the cue (without touching the ball with the cue tip) making sure the ball is not even partially on the other side of the billiard when the shot is executed
4. If the ball of the faulty sportsman is exactly positioned across the central line of the billiard, the referee put it on the spot used to begin a set
5. The sportsman having a "free ball" shot is entitled to ask the referee to place the object ball on the spot used to begin a set. If this spot is occupied by the red ball the object ball will be placed on the corresponding spot on the other side
6. It is a foul if the sportsman having a "free ball" shot touches the cue-ball before the referee has placed it. The opponent is therefore credited with 2 penalty points plus a "free ball" shot

Article 3005 – FOOT ZONE

For the starting shot and any "free ball" shot, the foot/feet on the floor must be located fully behind the billiard table inside the extended vertically outer edges of the long cushions

Article 3006 – INDICATION OF THE BALL

1. The referee cannot, even if explicitly asked, tell the player which one is his ball. The scoreboard must clearly indicate at any time which sportsman is playing with the white or the other ball.

2. Similarly, the opponent cannot warn the active player that he is going to hit the wrong ball. In case he does, the active player will be credited with 2 penalty points and a "free ball" shot.

Article 3007- PLACE OF THE SPORTSMAN

The sportsman who is not at play must stand or sit in a place without disturbing the opponent with gestures or noises

Article 3008- MARKS ON THE BILLIARD

It is forbidden to draw visible marking points on the playing surface, on the cushion or on the frame.

Article 3009 – TIME LIMITATION FOR THE EXECUTION OF A STROKE

1. If a timer is used, each sportsman must execute the shot within 40 seconds. The timer starts when the referee has put back the pins and/or the balls on their spots or when the balls stand still after the previous shot. In case the sportsman does not execute the shot within 40 seconds, 2 penalty points are credited to the opponent and the sportsman gets an additional 20 seconds. If the sportsman still hasn't executed the shot after the extra 20 seconds, he is not allowed to play, and the opponent is credited with 2 additional penalty points and a "free ball" shot
2. Given that timers are not available for all competitions, the time limit for the execution of the shot is not enforced for the time being. Nonetheless, if a sportsman is often too slow, to ensure a reasonable duration for the match, the referee can invite the sportsman to be quicker. The referee gives then 15 extra seconds and in case that the sportsman has not yet played when this period is expired, 2 penalty points and a "free ball" is credited to the opponent (announcement "Not played")

CHAPTER 4 - FOULS

Article 4001 – FOULS

1. If the player commits more than one foul (see points 3 to 19 below), only 2 penalty points are added to the points scored (cannon with red ball and/or pins knocked down) and the sum is credited to the opponent
2. If the shot is valid (see article 2001.4) but the cue ball knocks down pins, all the points scored (pins and cannon) will be credited to the opponent without any additional penalty points nor a "free ball" shot for the opponent. Announced as "Pins".
When the fouls listed below are committed (one or several), 2 penalty points plus all the points scored will be credited to the opponent who will also benefit from a "free ball" shot. The announce of the referee are indicated in bold at the beginning of each foul
3. **Wrong ball:** the sportsman strikes the wrong ball
4. **Red ball:** the cue ball hits the red ball before possibly hitting the object ball. As indicated above, the value of the red ball in this case will always be 2 points (corresponding to the minimum value of a pin). 2 points for the red ball are also counted in the cases 12 & 17 below if the ball being moved or touched is the red ball and the shot has been executed
5. **Pins:** the cue ball touches a pin before having hit the object ball and the pin eventually falls. If the pin is only touched but does not fall, the shot is valid
6. **Object-ball:** the cue ball does not touch or incorrectly touches the object-ball
7. **Ball outside:** one or several balls bounce out of the table during the execution of the shot. 2 penalty points are counted regardless of the number of balls bouncing out
8. **Ball in motion:** the sportsman executes the shot when there is a ball still moving/spinning
9. **Leather tip:** the sportsman strikes the ball with a part of the stick other than the cue tip.
10. **Touched:** the sportsman touches the cue ball with the cue tip more than once during the execution of the shot
11. **Touched:** If the player touches or moves a ball or a pin in order to remove a strange object

- attached to them instead of asking the referee to do it
12. **Touched:** If the player moves a ball or a pin by means of a direct or indirect contact without the shifting being the direct consequence of the execution of the stroke
 13. **Ball in contact:** the sportsman, when the cue ball is in contact with a ball or a cushion, plays directly toward the ball or the cushion. **See article 3001 for the details and exceptions**
 14. **Foot:** the sportsman does not touch the floor with at least one foot when he delivers the shot or if during the execution of the starting shot or a "free ball" shot, he has a foot on the ground trespassing the defined area
 15. **Touched:** the sportsman, before executing the starting shot or a "free ball" shot, moves the cue ball with something else than his cue stick or he touches the cue ball before the referee has placed it or has allowed him to take it
 16. **Jump of the ball:** the cue ball jumps above the pins and/or the red ball before having touched the object ball. Remark: it is a valid shot if the cue ball rolls through the pins without knocking them down
 17. **Touched:** before, during or after the execution of the shot, the sportsman touches or moves a ball or a pin with the hand, a part of his body or any another item
 18. **Pushed through:** in the execution of the shot the leather tip touches several times the cue-ball set in motion or it is still in contact when the cue-ball ball touches the object ball or the cushion
 19. **Not played:** the referee applies the article 3009.2

Article 4002 – FOUL NOT ASCRIBED TO A SPORTSMAN

Each foul caused by accidental events or a third person, including the referee, resulting in the shift of a ball or a pin is not ascribed to the sportsman. In this case the balls and/or the pins are put back as precisely as possible by the referee. If resuming the previous position is impossible the referee may decide to setup the table in the initial position of the starting shot

Article 4003 – UNSPORTING BEHAVIOUR

If a sportsman "intentionally" touches or deviates the cue ball to avoid knocking down pins, he immediately loses the current set.

Article 4004 – UNDETECTED FOUL

If a player hits the wrong ball without the foul being noticed by the referee and the opponent does the same misled by the previous shot, the points scored are normally counted until the mistake is detected. At this moment the referee exchanges the location of the balls on the billiard table without giving penalty points to either of the sportsmen.

Article 4005 – MATCH DOUBLE

1. Each team is free to designate which player will play the cushion draw. The same player must also start the match. No change within the team is allowed between cushion draw and first stroke of the match
2. During the match the active player of a team is replaced by his teammate in the following cases:
 - a. The opponent realizes valid points
 - b. The active player loses points (two or more points of pins and / or red ball).
 - c. The active player gives a "free ball" to the opponent (2 penalty points)
3. The change of player who has made the foul does not imply a change in the opposing pair
4. Given that the player starting the game is not allowed to score points, he will not be replaced by his teammate if the opponent scores valid points in his first shot. He will however be replaced if he commits a foul or if he scores points (credited to the opponent)
5. The teammate can give advices to the active player for the shot. He cannot, however, replace

him at the table with or without the cue stick to help find the best shot option. The advice must be strictly theoretical

6. As soon as the active player positioned himself to deliver the shot, the partner can no longer intervene
7. If a team fails to comply with the points 5 and 6 above, the referee gives them a warning. In case the team keeps acting in this faulty manner, the referee can ask the tournament director who can decide to disqualify the team
8. Playing with the wrong ball or with the wrong player is a foul. The opponent team will be credited with 2 penalty points plus all the points scored and will benefit from a "free ball" shot
9. The players cannot ask the referee which one of them has to play the next shot

CHAPTER 5 - FINAL CLAUSES

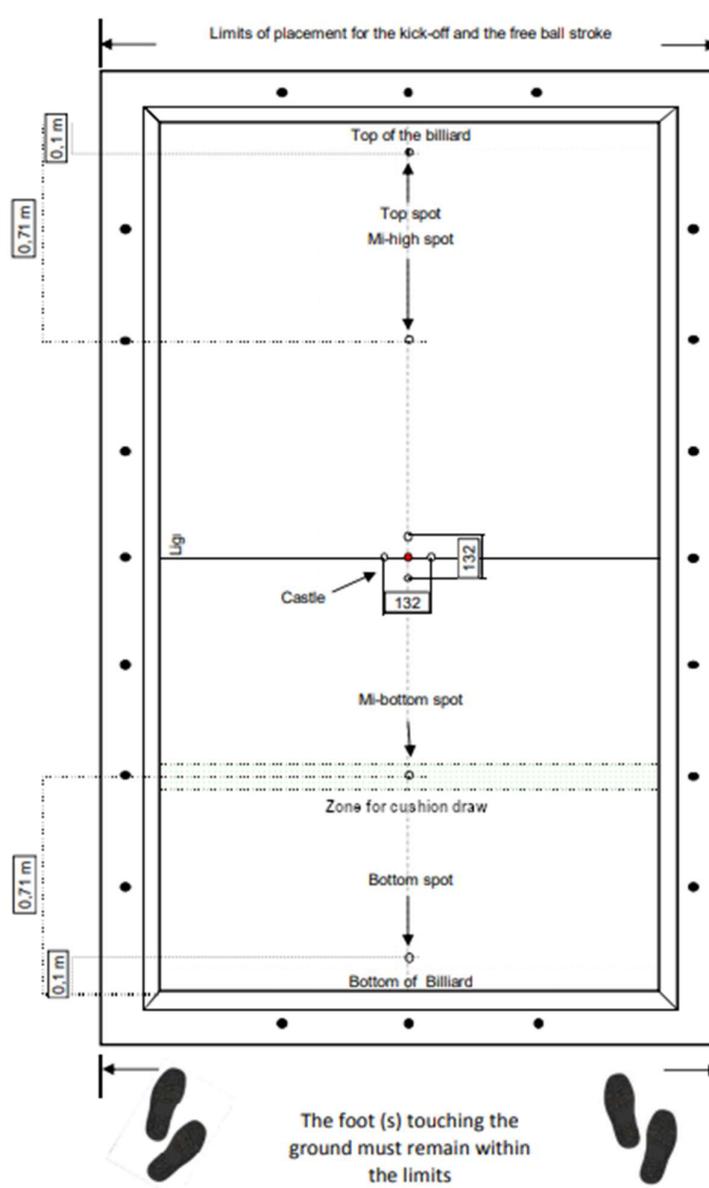
Article 5001 - Infringements

Any infringement of the present rules will be treated according to the statutory regulations relating to disciplinary proceedings.

Article 5002 - Enforcement and annulment

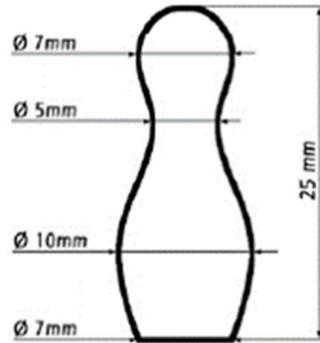
1. The present regulation is established by the UMB Board, according to the proposals of the UMB-commission for the development of the 5-Pins-billiard and on the basis of the statutory regulations taking effect.
It is applicable since 01/09/2021 and it annuls all previous and contrary regulations.
2. The affiliated federations, the recognized confederations, the associated members, as well as the contractual partner of the UMB are committed to respect them and cause them to be respected.

SCHEME G

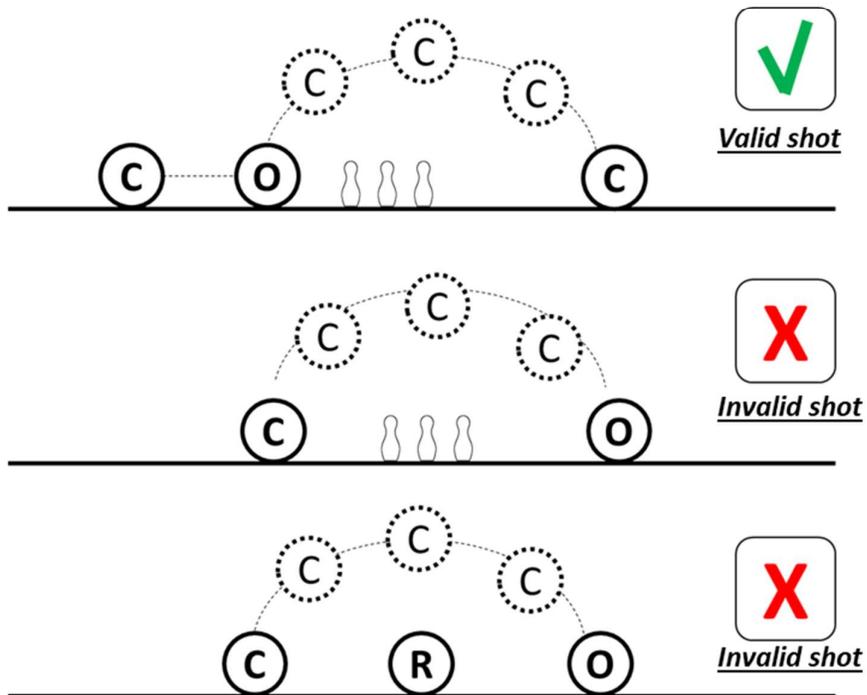


SCHEME H

Pin



Jumping of the cue ball



C = Cue ball, O = Object ball, R= Red ball