

33 ROTATION - PLAYER QUICK START

Objective

Score the most points over 3 rounds. Each round has a maximum of 11 points. A perfect game is 33.

Legal Shots

- Players may pocket the called ball by direct hit, carom, or combo
- The called ball is the only ball that may score on a shot
- Any additional balls pocketed do not count
- These rules apply at all times (in rotation and out of rotation)

How a Round Works

1. Break
 - Legal break required
 - Balls made on break count
 - No ball required on break; if none are made, play continues
2. Play
 - Shoot in rotation for best scoring
 - You may shoot any ball at any time
3. Paths
 - In rotation = points always count + bonus possible
 - Out of rotation = points become potential
4. Lock-In
 - Pocket 11 intentionally to lock in points
 - After 11, all balls count
5. End
 - Miss after break ends round
 - Scratch after break = -1 and ends round

How to Score 11 Points

Perfect Rotation (11 points)

- Pocket all balls in rotation (lowest to highest)
- Pocket the 11 last
- Earn +2 bonus points

11 on the Break (11 points)

- 11 made on break = 1 point + 1 bonus point
- Clear remaining balls in rotation = +1 bonus point

Early 11 (No Bonus)

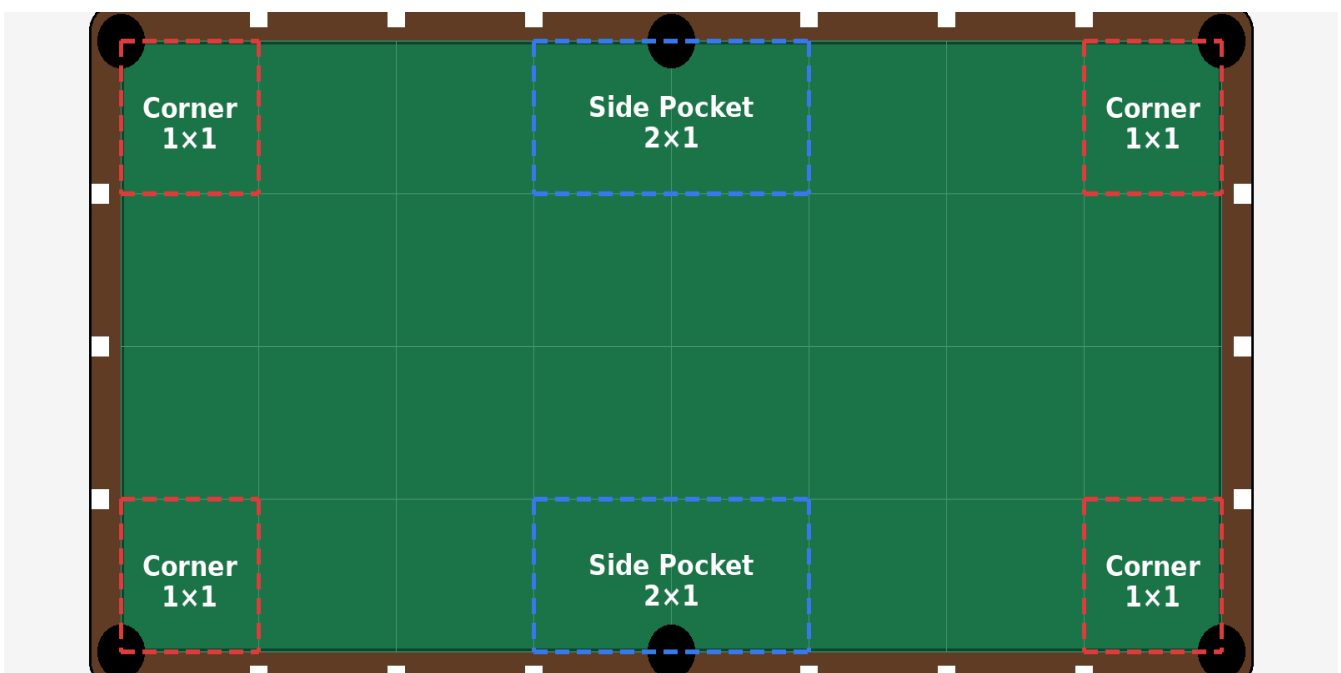
- Pocket the 11 early to lock in points
- Continue shooting freely
- No bonus points available

Break Rules

- Must be a clear powerful break
- Legal break requires:
 - 4 balls hit a rail, OR
 - 2 balls pass first diamond past midpoint
- Balls pocketed on the break count as rail contact
- No ball required on break
- Illegal break = -1, re-rack, re-break
- Second illegal break = -2 total and round ends
- Penalties are cumulative and can exceed -2

Scratches & Placement

- Scratch on break: -1, play continues
- Scratch after break: -1 and round ends
- Pocketed called ball still counts on a scratch
- Cue ball is placed in front of the scratch pocket
- Cue ball may be placed anywhere within the placement boundary; touching the boundary is allowed
- Balls within the placement boundary may not be pocketed to score points, but it is legal to carom or combo off them



Unintended Balls (Important)

- Only the called ball may score
- Any additional balls pocketed do not count
- Unintended balls are removed from play
- If the 11 is pocketed unintentionally, it is spotted and does not count
- Pocketing unintended balls may eliminate bonus opportunities

Scoring

- Each ball = 1 point
- Max 11 per round
- Break + rotation balls = locked points
- Out of rotation = potential until 11
- Miss before 11 = potential lost

Winning

- Highest after 3 rounds wins
- Tie = up to 3 sudden-death rounds
- Still tied = draw