

# The 36th Japan Open Men's Rules

**[There will be no explanation of the rules on the day of the event.] 2023/09/08**

<p>○Discipline: 10-ball: Winner breaks, rack sheets used, random self racks, call shots, push-outs available, No break ace, double elimination.  <b>With the exception of breaks, a 10-ball-in on a called shot (safe play with a cannon shot or combination shot) is scored.</b></p>
<p>○Preliminary round (September 16, Day 1): 8 racks, double elimination          ○Final round (September 17, Day 2): 9 racks, single elimination (from best 128 to best 16)          ○Final round (Sept. 18, Day 3): 8 racks, single elimination (from best 16)</p>
<p>○(1st qualifying day 16th, 2nd final day 17th) collared shirt, black slacks, black shoes, Jeans, chinos, cargo pants, sandals, sneakers, etc. are prohibited.          ○(3rd day of the finals, 18th) collared shirt, tie and vest (cummerbund allowed), black slacks, and black shoes.          Black leather sneakers with black soles are allowed in both the preliminary and final rounds.</p>
<p>○Please self-respond to wearing masks in the match venue by the store's infection guidelines.          ○Please be considerate of infection prevention and self-handle the wearing of masks during matches.          ○Please use your chalk during the game and make sure not to leave it on the table when you turn.</p>
<p>○Random self-rack: When racking, the number 1 should be foot, the 10-ball should be in the middle, and the other balls should be randomly self-set.          Aces are invalid in all pockets. <a href="https://jpba.ne.jp/wp/wp-content/uploads/2023/03/10ball-2020edit.jpg">https://jpba.ne.jp/wp/wp-content/uploads/2023/03/10ball-2020edit.jpg</a></p>
<p>○The rack sheet should be taken by the player who made the break after all balls have stopped.          •If the player cannot move the rack sheet, both players must take it.          •If a player touches the ball due to force majeure, no foul will be charged.          The ball must be returned to its original position to the mutual satisfaction of both players.          •If it is difficult to remove the sheet, please play it as it is.</p>
<p>○When the target ball is out of bounds for a safe break, the out-of-bounds target ball is returned to the foot spot for safe play.          In the case of a foul break, the target ball is not returned to the foot spot.</p>
<p>○The double touch is a foul. If the handball and target ball are touching, a cue-through shot is allowed.</p>
<p>○Basically, the referee is the opposing referee. If you make a shot that has a high possibility of foul or is difficult to judge, please ask a professional who is not at the management table or in the game to judge the shot.</p>
<p>○All matches, 1 rack practice (10 shots, 2 minutes max.)          *Only one breakshoot is allowed. Please measure your practice time against each other to ensure smooth progress.</p>
<p>○All shots are gentleman called. There is no double-in call. If the target ball is pocketed by a safety or by a no-call (flock), the opponent has the option to pass the ball.</p>
<p>○Time-out          •Each player may take one timeout of up to 5 minutes between racks. Smoking is not allowed during time-outs.          •During the timeout, opponents may practice. However, practice must end as soon as the player who took the timeout arrives at the table.          •The opposing player may also leave the table but should be ready to start the match immediately upon the return of the player who took a timeout.          •If the player returns later than the player who took the timeout, the opponent player has also taken a timeout.  <b>•If the number of time-outs and the time stipulated is exceeded, one rack will be added to the opponent as a penalty.</b>          (Players who may have to take two or more timeouts due to health conditions or other reasons must present a medical certificate or other documentation to the management in advance.)</p>
<p>○Failure to keep the score does not invalidate the score. Players with an available hand should keep score.          •If you forget to add a score or make a mistake, please check with both parties and make sure it is correct.</p>
<p>○If your opponent does not show up after the players have been called, please notify the management table.          •Players who do not come to the table within 5 minutes after being called again will be disqualified.</p>
<p>○Match-calling times are entered in minutes on the tournament table and on the match cards.          Match end times are also entered in minutes on the tournament table.          •The elapsed time of the match will be measured 5 minutes after the time called.          •In case of the slow progress of a match, a shot clock may be used at the discretion of the management.          ○The shot clock is based on 8 minutes per rack. Example: "Less than 6 racks at 48 minutes elapsed",          "less than 8 racks at 64 minutes elapsed", "less than 12 racks at 96 minutes elapsed".          •The shot clock is based on the 40-second rule, with a call at 30 seconds elapsed, a countdown from 5 seconds prior, and an automatic extension at 0.          •Extensions are 40 seconds per rack; the second time over is a foul.          •Shots taken at the same time as the call of zero will result in the use of extensions or a foul.</p>
<p>○When there is an interval of 90 minutes or more between games, the management may allow up to 20 minutes of practice.          Only players and opponents who have been confirmed as uncontested have already completed one match and may practice for 15 to 20 minutes, even if it is his/her first match.          (The above is limited to when there is room at the table and the player has a table that will not be used in the next match.)          Any request for practice must be made by the players themselves at the management table. Before the match, players can once again practice 10 shots per rack.</p>
<p>○Smoking or chewing gum while playing is not allowed.</p>
<p>○Smoking is not permitted on the premises. Please smoke in the designated smoking area.</p>
<p>○Prizes will be awarded starting with the best 32, and the best amateur eligible will also be within the best 32.          •In the case of amateur winners, you will be asked to provide us with your mailing address for the prizes at a later date.          •Players who advance to the best 16 will be required to meet at Newpia Hall on Monday, the 18th (national holiday) at 9:30 a.m. Registration will close at 9:30 a.m.</p>
<p>○Those with extremely bad manners may be asked to leave the venue at the discretion of the management.</p>
<p>○In the event of unforeseen circumstances, the management will discuss the situation and give the highest priority to the management's decision.</p>

