

37th Japan Open Women's Rules
[There is no rule explanation on the Qualifying day]

- Events: 9-ball winner break, use of rack sheet, self-random rack, three-point rule, push-out, no break ace
- 【9/15】 The Qualifying day: 7-rack first double elimination
Preliminary Final: First to 8 racks, single elimination (from best 64 or best 32)
Chess clock used/55 minutes per player (**excluding timeouts**), 25-second shot clock after use, 25-second extension per rack
- 【9/16】 Final: First to 7 racks, single elimination (from best 8)
Tablet clock used/55 minutes per player (**including timeouts**), 25-second shot clock after use, 25-second extension per rack
- Clothes <Qualifying day> Jeans material, shorts, miniskirts, casual shirts, mules, sneakers, etc. prohibited (only black leather sneakers allowed)
<From Quarter finals day> Full dress or full dress (Polo shirts, sports shirts, jeans material, shorts, miniskirts, casual shirts, mules, sneakers, etc. prohibited, black leather sneakers only allowed)
- Please use your own chalk during the game and be careful not to leave it behind when making turns.
- Random self-rack: When racking, set No. 1 as foot, 9-ball as middle, and other balls as random.
- Aces are invalid in all pockets. Please return to the footspot as in.
<https://jpba.ne.jp/wp/wp-content/uploads/2019/04/9ball.jpg>
- After all the balls come to rest, the player who broke the ball must take the seat. If you can't move it, please remove it by working on both sides.
At that time, if you touch the ball due to force majeure, it will be off-play and will not be a foul.
"Please return to the original arrangement that you are both satisfied with and play." If it is difficult to remove, please play as it is.
- Break out of the target ball: Returns the target ball that is out of range to the footspot during a safe break, and does not return the target ball that is out of range to the footspot during a foul break.
- If the three-point rule is illegal, the opponent player can choose to "play as is" or "pass", but cannot choose "push out".
If the opponent passes, the broken player can choose to "play as is" or "push out".
In the case of no-in and illegal, the illegal is given priority, and the opponent player can select "play as is" or "pass", but cannot select "push out".
- It is a foul to hit the ball twice. If the cue ball and the target ball are touching, a penetrating shot is possible.
- For shots that are likely to be fouled or difficult to judge, please ask a professional or a professional who is not in the game to judge.
- There is 1 rack practice for the first match, and 1 rack practice is possible even after entering the single tournament.
- The player who do not have the first round can practice 2 racks. It is also possible to practice at the time of the opponent.

● Timeout [Preliminary Round]

Each player can take a time-out within 5 minutes only between racks. Smoking is not allowed during timeout. "The other player can practice." However, the practice must end as soon as the player who took the time returns to the table.

It's okay for the opponent to leave the table too, but please be ready to start the match as soon as the player who took the timeout returns.

Both players check the time of the timeout, and if it is within five minutes, it will not count as a timeout if the player who did not take the timeout returns later.

However, if more than five minutes have passed, the opposing player will also have taken a timeout.

When taking a timeout, both players must confirm the time 5 minutes later and take the timeout with a common understanding. There is no penalty if the common understanding is not met.

If the number of timeouts or time limit is exceeded, one rack will be added to the opposing player's penalty.

(Players who may need more than one timeout due to physical condition, etc., should consult with the organizers and present a medical certificate in advance.)

● Forgetting to add a score is not invalid. Players with free hands should score.

If you forget to add it or make a mistake, please check with both parties and set the correct score.

● If the opponent does not come after calling the players, please inform the management desk.

Players who do not come to the table within 5 minutes after being called again will be forfeited.

● If the game is judged to be slow (see below), a 40 second shot clock will be entered.

There are no extensions for qualifying.

*In the case of winning 7 racks: If the total score of both players is less than 7 after 45 minutes have passed

* In the case of 8 rack first wins: If the total score of both players is less than 8 after 50 minutes have passed

Call after 30 seconds, countdown from 5 seconds, and automatic extension at 0.

The extension is 40 seconds once per rack.

The second time over will be considered a foul.

A shot at the same time as calling zero will be considered an extension or a foul.

● There will be no extensions in qualifying, but only in the case of Hill Hill, both riders will be allowed two 40-second extensions.

After entering the final single, each rack can be extended once, and if it becomes a hill hill, you can get two extensions, just like in the qualifying round.

● Athletes with a gap of more than 90 minutes from the previous match may be able to practice for up to 15 minutes before entering the singles.

(Only if there is room for table usage and there is a table that the player will not use in the next match)

The player himself/herself must apply to the management seat for practice, but if there are no vacant tables, it cannot be practiced.

● Prize will be from the last 16 players. The 20.42% tax is imposed on the prize money for Foreign players.

The draw for the final day will be held after the qualifying day matches have finished.

● You cannot smoke or chew gum while playing.

● Please smoke in the designated smoking area.

● Persons with extremely bad manners may be asked to leave at the discretion of management.

● In the event of an unforeseen situation, we will discuss it with the management and give top priority to management decisions.