

## **CARAMBOLA**

Federazione Italiana Sport Billiards  
W.C.B.S. - U.M.B. - W.P.A. - C.E.B. - E.P.B.F.  
Section carom  
national regulation of the game has been  
in force since 1 September 2001

### **GAME RULES**

#### **Art. 1 - Billiards AND SIDE PANELS**

- 1) billiards table is a table whose surface is rectangular, rigorously flat and horizontal.
- 2) The plane of the billiard table is constituted by slate, whose minimum thickness is mm.45. It may also be of other material approved by F.I.Bi.S.
- 3) The boundary of the playing surface is obtained by applying the shores of caoutchouc, of a type approved by F.I.Bi.S., whose height considered in the point of contact of the balls can vary from mm. 36 to 38.
- 4) The surface free of game should measure mt.2,84x1,42.
- 5) The shores of caoutchouc must be fixed on a suitable support the shape of which determines the inclination. The banks thus formed must be reported by gluing on the perimeter frame of mt.3,10 x mt.1,6775. The upper side of said frame must be perfectly smooth and uniform hue and will contain the reference points (diamonds) located at regular intervals corresponding to 1/8 of the length and the width of the surface of the game.
- 6) The cloth that covers the floor of the billiard table must be new, of a type approved by F.I.Bi.S., stretched to the maximum both on the slate is on the shores and mounted at least one day before the beginning of the competition.
- 7) The height of the billiard table, measured from the ground to the surface framed by banks, is approximately of cm.80.
- 8) billiards, to eliminate the humidity of the slate and of the cloth, must be equipped with electric heating.
- 9) the light projected on the billiard table, may not be less than 520 lux. The brightness on the entire surface of the billiard table, is obtainable by the use of three/four lamps from 150 watts suitably arranged at a height from the floor variable from cm. 80 to 90.

#### **Art. 2 - Balls**

- 1) The balls must be of a type approved by the FIBiS; they may be: (ol style="list-style-type: none;">  - a) two white and red third. One of the two white must be marked with two points or opposite bead cores;
  - b) a white, one yellow and red third.
- 2) The diameter of the balls is mm. 61.5.
- 3) The weight of each ball must be between gr.205 and 215.

4) The difference in weight between the bilia heavier and lighter may not exceed the gram.

### **Art. 3 - THE CARTON**

- 1) The player has the right to play with a slat staff. To make the shot may: (a) servirsidiunrastrellod the appoggioallastecca;
- b) servirsidiunasteccamoltolunga;
- c) do exclusively using part of the tip in which is placed the rump in leather.

### **Art. 4 - MOUCHES AND STARTING LINE** (See. Tav. "A" p. 06)

- 1) are called mouches points that must occupy the balls for both for the beginning of the match, both when touching between them or jump out of the billiard table.
- 2) The mouches will be marked by crosses or circles traces to pen and as finely as possible. It is prohibited for the affixing of any type of material.
- 3) The mouches are five. Three are located along the vertical axis of the billiard table and at regular intervals of cm. 71, two are located in cm. 18.25 to the right and to the left of the mouche close to shore short; these last two are called departure, which is why the line they formed is called of departure.

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### **Art. 5 - THE GAME - Sight - Beginning**

- 1) The consignment or match can be a single distance or fractionated.
- 2) The game at a distance only (as well as the set) is constituted by a certain number of carambola to perform, variant according to the skill and the categories.
- 3) the split consignment is constituted by a certain odd number of sets, variant according to the skill and the categories.
- 4) The game starts when the referee square the balls of the players on the starting line (distant approximately cm. 20 By long sides) and the red one on mouche highest (opposite to the aforesaid line) and calls on the two opponents to perform the sight.
- 5) sight players tirano against the bank short high and the two who will stop its bilia closest to the side short low, has the choice to make the shot of the beginning, or handing it over to the opponent. Because the sight is valid, the player must first pull that the ball of the opponent has touched the short side high. Up to an error per player, the sight is repeated; will then be considered lost by what they commit a second. If in their journey the balls will collide, or stop at equal distance from the shore short low, or touch the shore long, the arbitrator will repeat the sight. If the ball to a player goes to touch the red, the right of choice of the first shot is of the opponent.
- 6) start for the two types of game, the winner of the sight has the faculty to the shooting of the beginning or handing it over to the opponent. It should be noted however that for the consignment is split, the player that starts performs the shot of the beginning in the odd sets (1°/3° etc.) while the opponent in those equal.

#### **Art. 6 - STARTING POSITION - shot of the beginning - BILIA player**

- 1) The balls are placed in the following manner:
  - a) the red ball on mouche high;
  - b) the ball of the opponent on central mouche low;
  - (c) the ball of the player to his choice, on one of the mouches of departure.
- 2) The shot of the beginning must be made against the red; directly or tailgate.
- 3) to the player who performs the shot of the beginning, is assigned the bilia episode to this, in the case of colored balls, is equated that white one.
- 4) The player, for the entire duration of the split consignment, remains assigned the same Bilia.

#### **Art. 7 - CAROM**

- 1) You carom when the ball of the player enters in contact with the other two, according to the rules laid down for the various specialties of the game.
- 2 Each carambola is worth one point.

#### **Art. 8 - INTERRUPTION OF THE LOT - ABANDONMENT OF THE PLACE RESERVED**

- 1) **Lot A UNIQUE distance**: a pause for five minutes is granted to half its distance or limit of footage. Exceeded the one or the other half, the pause can no longer be granted.
- 2) **Split consignment**: a pause for five minutes is granted at the end of each two sets (2°/4° etc.). The pause in other cases cannot be authorised.
- 3) Agree ambe two players , the pause is not granted.
- 4) **The pause can not be authorized during a series or if the players have not, to their active, the same number of times** (except for the set and if this is won by the player who has started).
- 5) **The player that during the match and without the authorisation of the arbitrator would, even temporarily, leave the place to him reserved; is declared the loser, penalized by a ranking dot and remains in the race.** If, however, in protest to the rule should assume an attitude disrespectful of the arbitrator or the race director; is excluded from the competition and incade in penalties for the abandonment of the match.

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#### **Art. 9 - The End Game - GAME FLAP - EQUALITY' shooting - TERM**

##### **SET- set**

- 1) **ONE LOT**  
Must be played until the last point or at the limit shooting fixed to its end; when the last point (or the last recovery) will have been carried out by the player that has a resumption in more; the opponent has the right to match the

number of shooting by performing the pull of the beginning with continuation of the recovery and up to the score fixed;  
if the number of points is reached by both players, the game is declared flap; if, at the limit of shooting, players have reached the same number of points, the game is declared flap;  
if, in a step for direct elimination, the game should be completed In parity, recourse is made to tye break (see paragraph 3).

### 2) **split consignment**

consists of an odd number of sets, therefore, must be played until one of the two players will not have achieved the best of their number (e.g.: 2 to 3; 3 On 5; etc.);

The set must be played until the last point or at the limit shooting fixed to its end;

the competitor who plays for second, if loses the set and even if the opponent, to the limit of shooting, has not reached the fixed distance, does not have the right to match the number of shooting; if the set is closed to the first shot by the player who has started, the opponent has the right to perform shooting beginning with continuation of the recovery and possibly even off. In the case of set equal, recourse is made to tye break.

### 3) **TYE break**

The arbitrator repositions the balls for the shot the beginning; players, perform a shot of the beginning with continuation of the recovery (the first carries out the one with the white ball); wins the game, or set, he who achieves the highest number of carambola. In the event of parity and always in the same order, will be repeated.

## **Art. 10 - The Fouls**

1) a carom is acquired only when the three balls are stops without that has been committed foul.

2) There is foul and hand passes:

- if, when performing the shot, one or more balls come out from billiards (for out of it is

to be understood also the wood portion of the side panels);

- if the carom failed;

- if the player pulls before the balls are immobile;

- if the player touches a ball with your hand with the carton or with any other object. In this case the bilia toccata remains where is located;

- if the player makes a carriage. And the carriage when:

a) The leather of the rump is still in contact with the ball of the player and in the moment in which this tap other bilia or a shoulder;

b) the player pulls directly against the ball in contact without first remove your with the detaché;

c) the player pulls against the bank in contact with its own bilia;

- if the player at the time of shooting, it touches the ground with at least a foot;

- if the gambler makes on the side reference marks visible;

- if the player does not conform to the requirements proper to areas of interdiction

- if, at the beginning of recovery or in the course of a series and still shot, the referee detects that the player rolls with the ball of the opponent. In this case, the hand passes immediately, the balls remain where they are and the opponent plays with his own. The player in defect however remain assigned all data points good by the arbitrator in the course of the recovery.

In the case in which to detect the aforesaid Fallo are the Race Director or the opponent, these will observe the arbitrator which, in addition to give a hand to the player in defect, not to award him the point possibly made at the time of detection of the foul.

#### **Following Art. 10 - The Fouls**

3) Any foul caused by a third person, arbitrator understood, which involves a displacement of the balls is not attributable to the player; in this case and as far as possible, the arbitrator ripiazzerà the balls in the position in which they were at the time of displacement.

#### **Art. 11 - FREE SKILL - DEFINITION OF THE GAME**

- 1) The player on the whole extension of the billiard table except that in the areas of angular cutoff, can realize consecutively all fixed points for the end of the game or the set.
- 2) In areas of the angular cutoff, the player cannot achieve consecutively two carambola without having made out one of the balls to the contrary.

#### **Art. 12 - Specialities 47/2 framework - DEFINITION OF THE GAME**

- 1) The player in the course of a series and in the same area of the interdiction cannot achieve consecutively two carambola without having made out at least one of the balls to the contrary.
- 2) The balls, after be outputs, can immediately fall into the same zone. In this event, the player reacquires the right to carry out a first carom internally to the area (the rule is valid for all specialties with zones of inhibition).
- 3) As provided for in the preceding paragraphs shall apply for each of the additional panels placed at horse of the lines and in the vicinity of the walls.

#### **Art. 13 - Specialities 47/1 framework - DEFINITION OF THE GAME**

- 1) The player in the course of a series and in the same area of the interdiction cannot achieve a carom without having made out at least one of the balls to the contrary.
- 2) The balls, after be outputs, can immediately fall into the same zone and the player retains the hand.
- 3) As provided for in the preceding paragraphs shall apply for each of the additional panels placed astride of the lines and in the vicinity of the walls.

#### **Art. 14 - specialty framework 7½ - DEFINITION OF THE GAME**

- 1) rules apply skill 47/2 Framework.

#### **Art. 15 - SPECIALTIES A TAILGATE - DEFINITION OF THE GAME**

- 1) The ball of the player before doing the carom, must touch at least one wall.

### **Art. 16 - skill 3 shores - DEFINITION OF THE GAME**

1) The ball of the player before doing the carom, must tap three sides or three times a same side.

### **Art. 17 - artistic skill - DEFINITION OF THE GAME**

1) In this skill the player performs carambola of different difficulty according to a program of figures divided into groups, established by C.E.B. (European Confederation Billiards).

### **Art. 18 - Areas of interdiction**

1) The zones of inhibition are delimited by lines drawn with white pencil and as finely as possible. They involve:

- a) **the Skill FREE** .....see Tab. "B" p. 07;
- (b) **the framework Skill 47/2 and 47/1** ..... see Tab. "C" p. 08;
- (c) **the framework Skill 7½** ..... see Tab. "D" p. 09.

### **Following Art. 18 - Areas of interdiction**

2) **The balls located exactly astride a line defining a zone of inhibition, will be judged within the same and then to the detriment of the player.**

### **Art. 19 - balls in contact**

1) In the case of the balls contact the arbitrator will observe as follows:

- a) per le Specialità LIBERA-FRAMEWORK-UNA SPONDA, di piazzarle nella posizione di partenza;
- b) for the Specialty three boards, of placing only those in contact and as specified in Table. "And" of p. 10. If the mouche corresponding to bilia from position is occupied or hidden, the ball will be placed on mouche corresponding to that occupied.

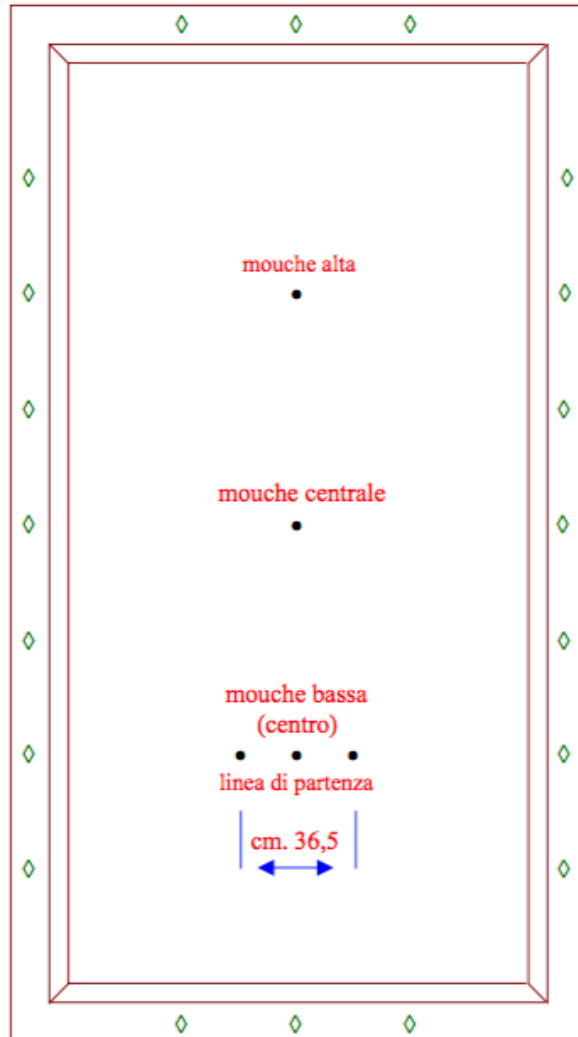
### **ART. 20 - BALLS SKIPPED OUT FROM BILLIARDS**

1) In the event of one or more balls jump out of the billiard table (for out of it is to be understood also the wood portion of the banks) it is the task of the arbitrator piazzarle in the following positions:

- a) For Proprietary Free - Instrument - A tailgate, all the balls in the starting position;
- b) For the Skill three boards, only those skipped out and as specified to the Tav."E" of p.10. If the mouche corresponding to bilia from position is occupied or hidden, the ball will be placed on mouche corresponding to that occupied. If jumping out of all the balls are from position them as depicted in the above table. "E".

## TAVOLA "A"

### MOUCHES E LINEA DI PARTENZA

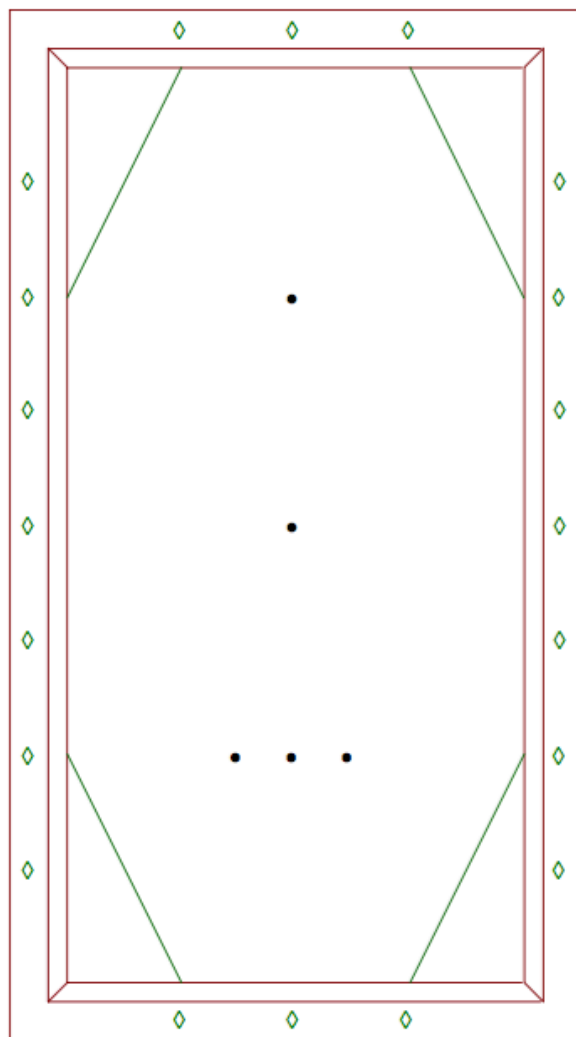


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## TAVOLA "B"

ZONE D'INTERDIZIONE – Specialità LIBERA

Delimitazione Zona – lati triangolo: sponda lunga cm 75; sponda corta cm. 35,5



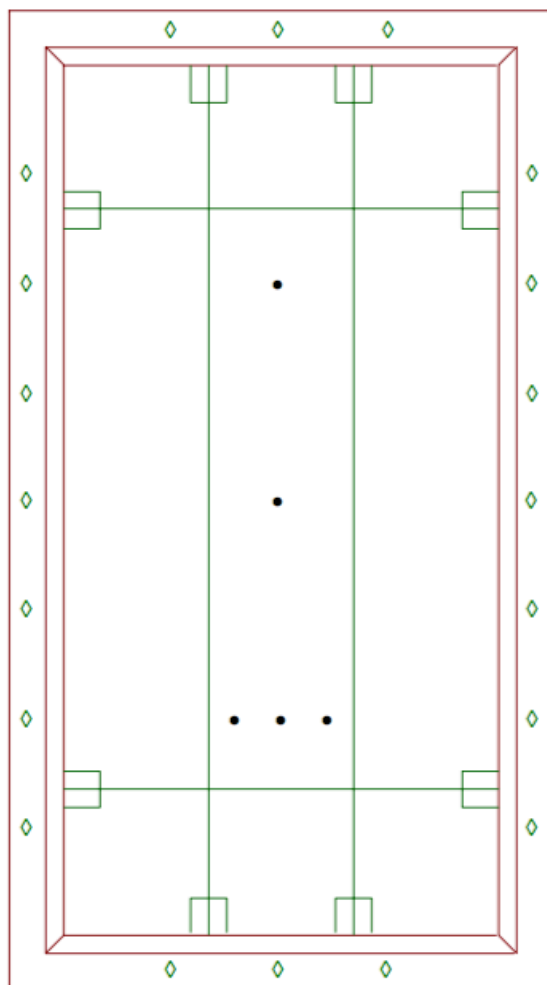
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## TAVOLA "C"

**ZONE D'INTERDIZIONE – Specialità QUADRO 47/2 e 47/1**

**Delimitazione Zona – lati quadrato: cm. 47,333; lati quadrato aggiuntivo piccolo: cm. 17,8**



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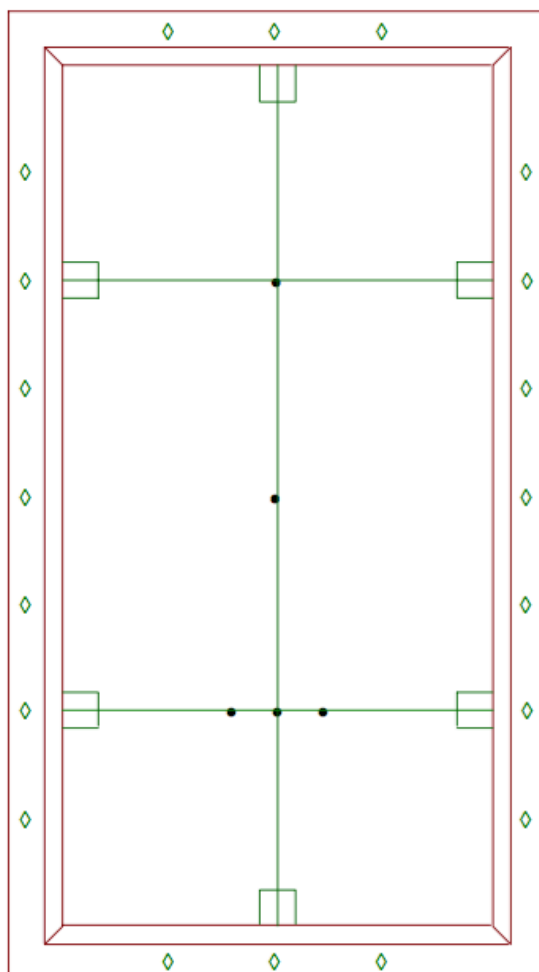
## TAVOLA "D"

ZONE D'INTERDIZIONE – Specialità QUADRO 71/2

Delimitazione Zona – lati quadrato: cm 71

lati quadrato aggiuntivo piccolo: cm. 17,8

lati rettangolo: Altezza cm. 142; Base cm. 71

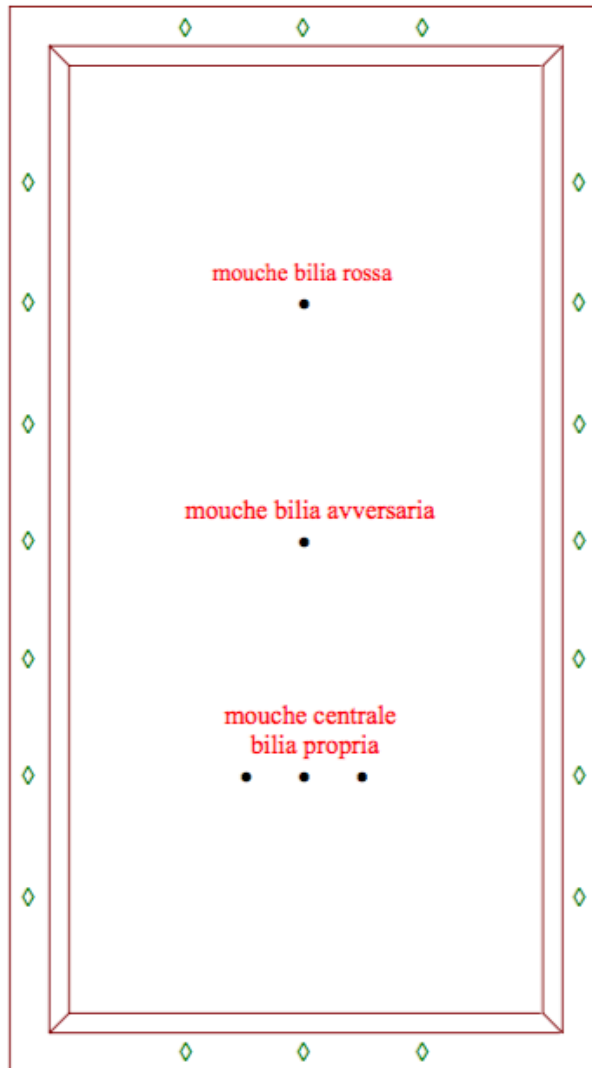


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## TAVOLA "E"

SPECIALITA' 3 SPONDE

**RIPIAZZAMENTO  
BILIE IN CONTATO E/O SALTATE FUORI DAL BILIARDO**



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