

Regulation- flasks - REGOLAMENTO- BOCCETTE

F.I.Bi.S. - FEDERAZIONE ITALIANA SPORT BILLIARDS

TECHNICAL REGULATION OF THE GAME - SPECIALTY FLASKS " 5 Skittles "

Chapter I - GENERAL PROVISIONS

Art. 1 - Application of the rules of

global rules of the game of billiards in flasks which complete the statutes and regulations of the UMB are applicable to all the world championships and the tournaments official intercontinental recognized by the UMB.

For cases not covered by this Regulation shall apply to the statutes and other regulations of the UMB. There are also applicable global rules of arbitration, which confer to the referee the competence to take a decision in cases not covered by the regulation. In this case a mention of the decision taken must appear on the sheet game.

Cases not covered by the present Regulation, ne' by other regulations of the UMB, or in cases of force majeure shall be governed by the official delegate of the UMB or his replacement after consulting the official delegate of the organising country or the race director.

Art. 2 - Code of Conduct

players must keep a correct behavior inspired by the principles of fair play in sport in respect of the opponent, judges of the race and the public.

The player must not lead a game of obstruction.

The player is not engaged in shooting must wait for his turn, standing in a place intended for this purpose and in any case in such a way as not to damage or disturb his opponent or enter in its field of view.

Chapter II - TOOLS OF GAME

Art. 11 - Billiards, shores, carpet, play area

the billiards table is a table with the top rectangular rigorously flat horizontal and similar to the pool of French carom.

The billiard table is slate of a minimum thickness of 45 mm. or of any other material approved by the Committee of the UMB.

The delimitation of the game plan takes place via the laying of the shores of rubber with a beak at the height of 37 mm.; is permitted tolerance of 1 mm. in more or less.

The size of the free surface of the game are of m. 2.84 x 1.42; a tolerance in more or less than 5 mm.

The banks in caoutchouc' are fixed for the entire length to a external spind with a width of cm. 12.5, in which the upper surface is completely smooth and uniform hue; is permitted tolerance of 1 cm, more or less. For the banks can be used only the material which is recognized by the Committee of the UMB.

Figure to

Figure B

on the outer surface which surrounds the banks must be plotted indelible marks placed at regular intervals corresponding to 1/8 of the length of the surface of the game. It is the brand name of the manufacturer nor any other sign can be positioned on the outer surface which surrounds the banks.

The cloth covering the billiard table must be new, quality and color allowed by the Committee of the UMB. The useful clarifications are published by the committee at the end of Chapter I of the international rules of organization. The

cloth must be stretched to its maximum on the slate and the banks. Can only be used a quality' of cloth recognized by the Committee of the UMB.

The height of the billiard table, measured from the base from the zone of clearance at the upper surface that the framed, must be between 75 and 80 cm.

The billiards intended to an official tournament must be provided with an electric heating device that eliminates moisture from the slate and the carpet.

This device, operated by a thermostat, will be put into operation after having mounted the billiards and will remain throughout the period of the race, in order to ensure the best possible slip.

Exactly in the central point of the long sides is plotted the center line that divides the playing field in two squares, lower and upper (Figure A).

At the center of the playing field must be plotted points that will constitute the seat of skittles; they are five, arranged in the form of a Greek cross, and should be drawn in the shape of circles (diameter of mm. 7) with a pencil. The distance of these between them must be - center-to-center - of mm. 66. On the central axis of the playing field in the sense of the length must be drawn with a pencil four circles of diameter of mm. 7 that are defined as "penance", two in the upper square and two in the lower square. Two are located at the center of the respective squares and two cm. 10 from the shore, calculated at the wire of the same (figure B).

The play area is the space reserved for players defined by the side lower short and the lines of the area, projections and ideal prolongation of the outer side of the long sides. The basis of the zone of clearance must be non-slip.

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Art. 12 - balls and skittles

the skill is played with eight balls and a bullet that must be manufactured with a material and color allowed by the Committee of the UMB. The useful clarifications are published by the committee at the end of Chapter I of the international rules of organization. The beads will be strictly spherical and their diameter will be comprised between 61 and 61.5 mm. The weight of a sphere will be between 205 and 220 grams or another authorised weight by the Committee of the UMB. The dot will be strictly joint and its diameter will be of mm. 59.

The bowling in number of five, must be manufactured with a material and color recognized by the Committee of the UMB. The bowling form the so-called "Castle"; they may be of a single color, or four of these of a color and the central one of another. The pins have the following measures: height mm. 25; base diameter mm. 7; diameter at the widest point of the lower part mm. 10; head diameter mm. 6

Art. 13 - lighting

the light projected onto the billiard may not be lower than 520 Lights on its entire surface (check with the lux meter). The light should not in any case exceed the threshold of 5,000 lights.

The distance between the lamps and the playing surface must be at least 1 m.

The room should not be in complete darkness, but be illuminated with at least 50 lights.

Chapter III - THE AIM OF THE GAME - THE GAME - unwinding

Art. 21 - Goal of

the game is to provide the number of fixed points of the UMB. The player who first reaches this limit wins the game. If after the last shooting this limit is passed, you mark only the points established for the game. The limit can be a single match, or more manches, always in odd number.

Art. 22 - The game

a lot consists of a certain number of points (distance of the game) to produce fixed by the Committee of the UMB.

The game begins after the arbitrator has placed the beads to the sight and has placed the pins of the castle.

The Arbitrator Square dot on penance central square of corresponding to the zone of clearance; the height of the dot to the right and left of the same at about 30 cm from the two shores long square the two beads. If the players cannot agree on the choice of the sphere to pull, the referee pulls a fate.

Once placed marbles and skittles players tirano against the bank face. The two balls must be moving before that one of the two has touched the short side. If this does not happen, players withdraw the sight. The player, that for the second time ago happen this loses the right to choose for the departure. It is not allowed to double the sight.

If during the journey the beads will collide, the player who has guilt loses the right to choose for the departure.

If during the journey the beads will collide, and it is impossible to determine the culprit, or if you stop at equal distance from the shore short, the arbitrator does repeat the shot.

If a ball hits the bullet or one or more pins the offending player loses the right to choose for the departure.

If during the journey the beads will collide, and it is impossible to determine the culprit, or if you stop at equal distance from the shore short, the arbitrator does repeat the shot.

If a ball hits the bullet or one or more pins the offending player loses the right to choose for the departure.

The player that ago to stop the ball more near the bank short may choose whether to start the game or let the opponent.

Once started, the lot must be played until the last point. The game is finished at the moment that the arbitrator shall announce the end. This also applies if after a control there it discovers an error in mark the points on the sheet game.

The game consists of fractions or play, each of which begins with the positioning of the bullet and ends when they were brought into play all eight balls at the disposal of the players.

The points are made mainly with the approaches of dot (color dots) counted at the end of the play or with the slaughter of bowling. As regards the points made by the slaughtering of skittles, players totaling positive points after a shot adjust and that the points have been made.

Each game opens with the putting into play the dot and a shot of the same player; the next throw it is up to the opponent; subsequently to the player who has the situation of approaches to worst, up to exhaustion of the beads at the disposal of the players.

At the end of each game are counted in the points of the mile approaches the dot. Then the game resumed with a new positioning of the bullet carried out by the player who has achieved the best approaches in the previous game, and so on until the moment in which the predetermined score is reached or exceeded.

In the individual lot the two players using four marbles each; in the consignment in pairs two each.

In the match in pairs the two companions of the pair can teach to decide which shot to carry out and the two who it should perform. In the rejected at first glance one of the two can place the bullet and the other make the rejected.

In the case that the player reaches the score established for the victory with the slaughter of skittles, any beads to provision are not played. To win the game with the points of approaches is vice versa must be played all the marbles from part of the opponent.

Art. 23 - methods allowed in the execution of the shootings
the beads can be launched or streaking on the game plan.

The hand that does not make the shot can be rested or clinging to both the short side that those long, even in their inner part and without limit as regards the long sides.

It is allowed the jump of the castle by directly launching any sphere in the upper quadrante or causing it to rebound after touching the lower square (Figure C and D). It is allowed to play the ball flying on the shores long even before the centerline, i.e. in the square below.

The dot or the beads may be rejected only when they exceed with its entire circumference the centerline. In that case they can always be directly affected. When the position of the dot or a ball has margins of doubt, the player, before the shot, has the obligation to verify this by asking the consent of the opponent or the arbitrator. Otherwise the arbitrator, approached in this respect, shall pronounce the regularity or less of the shot. In the rejected at first glance the bullet, regularly positioned, must be struck directly (Figure and).

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(b) Tiro a carom.

Figure and

Art. 24 - Categories of shootings

the shootings are divided into

1. 1) regular shots;
2. 2) regular shootings, but with outcome of score always negative;
3. 3) irregular shootings.

1.Regular shootings.

Part of this category, in addition to the shootings of approaches, regularly made, the following shootings: a) direct hit.

The ball flying directly affects the dot or a bead or both and these, after touching one or more' shores, slashing skittles or send other beads on the bowling themselves (Figure F).

Figure F

the sley tap a sphere any or the dot and then hits the target sending it on bowling (Figure G).

Figure G

C) Shot of false carom.

The sley striking pallino or sphere and these are deviated on the bowling another marble or from dot (Figure H).

Figure H

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(d) indirect shot.

The ball flying tap one or more banks before hitting other balls or the dot or anyway before slaughter bowling (Figure I).

Figure

2.Regular shootings, but with outcome of score always negative.

The game situation that has arisen since these shootings is valid, but all points in any way made are attributed to the opponent. They are part of this category the following shootings:

a) Shot of Friso.

Consists in touch a bead or the bullet by directing them directly on the bowling (Figure 1).

Figure 1

b) Shot of crossbar (or false friso).

Is in touch with the ball flying the side board before hitting other balls or the bullet that slashing directly the bowling (Figure 1 bis).

Figure Ibis

consists in hitting a bead or the bullet, which in turn directs directly in the castle other bead or the dot (Figure M).

Figure M

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c) fixed shot.

3.irregular shootings.

The game situation that has arisen since these shootings is invalid. We must therefore recover, after which the beads have completed their travel, the previously existing situation to shooting. The sphere in which it was carried out the irregular shooting is canceled, i.e. removed from the play field, and the points made are in each case assigned to the opponent. The shot is irregular if the player during execution:

a) b)

c) d)

e) f)

g) h)

Not keeps the body within the zone of clearance;

rests on the game plan with the hand which does not execute the shot, what is not allowed even in the stage of preparation of shooting;

pushes or resumes in hand the ball after it has been freed by the close of the hand and has already begun its rotation on the plane;

excluding rejected at first glance, launches directly the sphere leaf against beads or pallino without touching first the game plan (Figures N and O);

strikes with its marble directly bowling;

tap directly, with its own sphere, a sphere any on Game plan;

tap directly with the ball flying the top of the tailgate before touching the game plan.

performs the shot before all the pins have been placed in their seats,

Figure P

) m) n) or

p)

q) r)

performs the shot before the dot has been placed in the game, in the cases provided for by the Regulation; performs the shot before all of the beads are completely immobile;

raises both feet from the floor in the enthusiasm of shooting;

causes the fall of one or more pins with the hands or with effects of clothing;

tap beads or dot with effects of clothing or with your hands before, during or after the execution of shooting;

in the case The dot is located in the lower square, carries out a shooting of approaches not using the tailgate upper short or not supporting the wing any sphere bocciabile; (Figure P)

rejects a ball not completely located above the centerline;

does not fulfill the obligation to play the beads one at a time and keep the hand that makes the shot a single sphere (dot or bead).

Art. 25 - Conduct of the game

at the beginning of each match the right to choose the color of the beads and make or no the first rejected at first glance it falls to the player who wins the approaches to the side lower short. Such approaches must be carried out by playing on the tailgate upper short, without break bowling and without touching the long side or the bottle of the opponent, under penalty of loss of this right.

If it is a game articulated in more manches, the first rejected at first glance will be performed alternately from the two players, regardless of the result of the first round.

Whatever the mechanism of the game players always play with the same color of the beads. The alternation of the players in the shot is, as a general rule, determined by the approaches: the right/duty to pull it falls to the player who has, on the field, the worst approaches.

If after a shot, two beads of different color are judged by the arbitrator equidistant from the dot, the next throw must be carried out by those who played last.

In the subsequent play the right to pull brought into play the dot belongs to the player who has made a point of approaches in the previous bet.

If the

rejected at first glance will be acquired with a approaches of the two players to the side lower short.

If a player plays a ball of the color used by the opponent, the shot is valid to all effects and to game stopped, the arbitrator will replace the ball with a the right color.

If a ball any jumps on the shore and therefore falls within the scope of the game without touching foreign obstacles is valid.

If the bubble pops out from the play field, it goes back in the game by placing it in penance high above or, if this is not free in the subsequent penance free. In the case where all the penances were occupied, the dot will be returned to the game, resting it to the side wall at the point where, in the opinion of the arbitrator, it came out from the play field.

The player should not leave one or more balls on the game plan or on the shores while performing a shot.

The player should not leave on the game plan one or more balls to measure points or to envisage gaming solutions or to measure the distances between the sphere and the tailgate.

The player is forbidden to reference points on the surface of the game or on the shores.

The player must not, game moving or stationary, touch it in any way, move or remove a ball from the game plan, if not after the bet is finished and were attributed the color dots.

end of the bet there is equidistance from the dot between two beads of different color, the end point of the approaches is not assigned and the right to

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Art. 26 Positioning (brought into play) the dot

Figure Q

the player places the bullet by causing it to roll over the centerline in order to later reject.

The player must place the bullet only when all the marbles were withdrawn from the game plan and the banks and with the five skittles placed in their seats.

The bullet must be positioned and let it roll indicatively from the height of the third diamond located below the centerline of the lower square (cm. 35 ca.

Figure Q)

during the step of positioning the bullet must not reduce the bowling.

During the step of positioning the player must hold in the hand that makes the shot exclusively the bullet.

At the end of the shot of positioning the bullet must pass, with the whole circumference, the centerline.

Art. 27 - approaches, dots of color

the shot of approaches is the pull with which the player sends a ball as close as possible to the dot or to the side.

At the end of each stake it proceeds to possible measurement and counting of points of approaches (or "color"); the balls of the same color that are located, with respect to the dot, at a distance of less in respect of the nearest sphere of the other color, produce points d'approaches thus counted:

- a marble = 2 points
- two beads = 3 points
- three balls = 4 points
- four marbles = 8 points

the player may ask for the measurement of the distances between the bullet and any sphere.

The task of measuring points belongs exclusively to the arbitrator, whose judgment is final. If during the measurement the referee moves the bullet or sphere in question, two cases occur:

1° Case: the arbiter has however established the membership of the point; he declares and rearrange this' that has moved;

2° Case: the arbitrator has not been able to ascertain the membership of the point. In this case acts as follows:

- 1.) If the error avvienelquando there are still balls to play, the point is not declared and the next throw must be carried out by those who played last;
2. (b) if the error occurs at the end of the game, the point is not assigned and players will make a approaches to the side lower short to establish the right to rejected at first glance later.

Art. 28 - culling of skittles

A peg member is considered to be shot down when its base completely lose contact with the carpet. The point value of skittles is the following:

the four lateral skittles have the value of 2 points each;

the central peg member has the value of 4 points if the central peg member is knocked down alone, even with the castle incomplete, it is always worth 5 points.

The bowling killed with the beads opponents or col pallino produce positive points, those killed by their own produce negative points, in that they are attributed to the opponent.

If with the same shot are made positive points and negative points, the total number of points obtained is attributed to the opponent.

If the referee considers the shot adjust and that were made of positive points or negative points, it must announce in accordance with the rules of arbitration.

In the event of negative points the number of points announced is transformed into positive points to the opponent of the person who has carried out the shot.

In the indirect shootings the value of skittles slaughtered is double, whether they are made positive points, whether they are made negative points. Exceptions to this rule, and are always and in any case considered simple, points made:

1. a) with indirect shot on the dot positioned on upper penance following a foul in the sight;
2. (b) when the ball flying tap before the long side then the fixed ball that, after having touched the tailgate upper short cuts bowling (so-called shot shore/bead).

When a ninepin, after being slaughtered, returns in the foot out of the seat or the seat of a another peg member, it is still counted and positioned on the original seat. If this is not free, you will have to wait that, in the course of the next game, it is freed.

When a peg member without being torn down, is pushed out from its seat by the bullet, from a bead or from another peg member, it is not counted and, if not slaughtered before, it will be placed in their original location at the end of the bet.

If a ninepin felled, lying on the plane of the game, is struck by a bead or by the dot and is pushed to demolish other skittles, two cases occur:

1. a) the peg member is struck by the bullet or by a marble adversary : in this case all the points made are positive;
2. b) the peg member is struck by its own sphere: in this case all the points made are negative (are attributed to the opponent).

If a ninepin, tilted because supported the dot or a sphere, falls to the game stopped or during the execution of the next throw, but without being touched, is not counted and must be returned in the exact position in which it is to be found.

The pins are considered to be regularly located in its own seat only when not touching ne' pallino ne' beads. Consequently, if the premises of one or more pins is fully occupied or in any case in such a way that it is not possible to meet this

condition, the peg member is temporarily removed from the game until its seat does not return free.

Players can check the position of the pins is only at the moment in which the same are relocated in their seats.

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Art. 29 - pause during the game and abandonment of the consignment of a pause can be carried out in mid-game.

It is regarded as half game the moment in which a player at the end of a round reaches or exceeds half of the fixed distance.

The pause will however be carried out only if the game lasts for at least 45 minutes, at the moment in which a player has reached half the distance but not yet the 3/4 of this.

In the case of a match the best of the three runs, the break may not take place after the second round.

In the case of a match the best of the 5 manches the pause can take place after the 2° manches and/or after the 4° manches.

At the occasion during the pause you can proceed to the replacement of the arbitrator.

The player who without permission of the referee stops play during a game has match lost. If a case of force majeure should arise during a championship will be evaluated by the official delegate of the UMB or his replacement.

The player who refuses to continue the game after they have been invited to proceed from the referee is excluded from the championship.

Art. 30 - Game of manches, points game and runs

in a game played in manches, when one player reaches the number of fixed points for the rounds, this is finished and he is the winner.

In the moment in which a player has won a necessary number of runs (2 in a game to the best of 3), is declared the winner of the game and this is interrupted.

In a game to the best of 3 manches, points of consignment and manches are allocated at the end of the match in the following manner:

1. a) score 2 runs at 0: Winner 1 point of game and 3 points of the leg, the loser 0 points of game and 0 points of rounds.

2. b) score 2 runs at 1: Winner 1 point of game and 2 points of the leg, the loser 0 points of consignment and 1 point of rounds.

In a game to the best of 5 manches, points of consignment and manches are allocated at the end of the match in the following manner:

1. a) score 3 runs at 0: Winner 1 point of game and 5 points of the leg, the loser 0 points of game and 0 points of rounds.

2. b) score 3 runs at 1: Winner 1 point of game and 4 points of the leg, the loser 0 points of consignment and 1 point of rounds.

3. c) score 3 manches 2: Winner 1 point of game and 3 points of the leg, the loser 0 points of game and 2 points of manche

CHAPTER IV - FOULS OF GAME AND PENALTY

Art. 41 - fouls the game and penalties

if a sphere (or the dot) as a consequence of the execution of a shot exits from snooker is committing a foul. A ball is considered out of billiards in the moment in which leaves the cabinet that surrounds the banks or tap foreign bodies.

All the marbles and the geniality skipped out from the play field are penalized with two points each (both in the case of direct hit, both in the case of indirect shot), to assign to the opponent together with all points possibly made in shooting.

If, contrary to paragraph 2 of art. 26 positioning, i.e. putting at stake the dot, executes before all the marbles were withdrawn from the game plan or from the banks and the five skittles placed in their seats, the dot is placed in the upper penance. Subsequently the same player can choose between a shot of approaches, a direct hit or an indirect shot (in the latter case, any points are made of simple value).

If, contrary to paragraph 3 of art. 26 in positioning the dot the player visibly exceeds the height of the third diamond lower square, the shot is not valid and the dot will be placed in the last upper penance.

If, contrary to paragraph 4 of art. 26, in step of putting at stake the dot the player breaks down one or more' skittles, as the only penalty the dot is placed in the upper penance. Subsequently the same player can choose between a shot of approaches, a direct hit or an indirect shot (in the latter case, any points are made of simple value).

If, contrary to paragraph 5 of art. 36, during the step of positioning the dot the player holds in the hand that makes the shot one or more marbles, in addition to the dot, the ball or the beads held in hand together the dot are canceled, i.e. removed from the play field, the dot should be placed in the upper penance and the next throw it is up to the opponent. The latter will be able to choose between a shot of approaches, a direct hit or an indirect shot (in the latter case, any points are made of simple value).

If, contrary to paragraph 6 of art. 26, at the end of the step of positioning the bubble does not exceed, with the whole circumference, the centerline, it should be placed in the upper penance and the next throw belongs to the same player who made the shot to put into play the dot. These will be able to choose between a approaches, a direct hit or an indirect shot (in the latter case, any points are made of simple value).

If, contrary to paragraph 5 of art. 23, the dot regularly positioned - is not directly affected, i.e. is struck with indirect shot, or if you do not hit, game stopped it will place in penance and points possibly formed, always counted of simple value will be negative.

The bottle is canceled and removed from the play field, and the next throw it is up to the opponent.

If the player makes one of the irregular shootings specified by paragraph 4 of art. 24, after the conclusion of shooting the ball is canceled (removed from the play field); as regards the bowling slaughtered in the execution of the shot, the points made, both positive and negative ones, are given to the adversary; all the marbles and the dot, possibly moved in shooting, should be relocated in the position prior to the shot to care and at the sole discretion of the arbitrator.

If, in contravention of paragraph 8 of art. 22, a player in a lot of torque uses the same fraction more than two beads, the penalty provided for is the annulment of the sphere played and points possibly made, both positive and negative.

If, in contravention of paragraph 11 of article 25, the player while performing a shot, leave one or more balls on the game plan or on the shores, the penalty

provided for is the annulment of the sphere played and points possibly made, both positive and negative.

If, in contravention of paragraph 12 of article 25 The player leaves on the game plan one or more balls to measure points or to envisage gaming solutions or to measure the distances between the beads and the shore, the penalty provided for is the elimination of the marbles left on the game plan.

If, in contravention of paragraph 13 of article 25 the gambler makes reference points on the surface of the game or on the shore the penalty envisaged is the annulment of a marble not yet played.

If, in contravention of paragraph 14 of article 25 The player in the game moving or stationary - tap in any way, moves or removes a ball from the game plan, before the bet is finished and have been attributed the color dots, the penalty provided for is the annulment of a marble not yet played or, in the case has played all of the last who played.

The judge of the race, where a player clips or deviate the stroke of one or more beads or dot at the shot was vitiated by a foul by game, has the right to apply penalties. Such penalty will be commensurate with the score that would have been the likely product without allocation of points of approaches from beads or from pallino deviated or stopped.

Art. 42 - Fouls are not attributable to the player

all fouls caused by third persons, arbitrator comprised, which cause inadvertent displacement of beads or bowling, are not attributable to the player. In this case the arbitrator settle the beads and skittles in the previous position in the infringement.

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Chapter V - FINAL PROVISIONS

Article 51 - Infringements

all violations of the code of conduct referred to in art. 2 lead by the judge of the race, depending on the severity, the following penalties:

- (a) a warning;
2. b) repetition of shot by the player damaged;
3. c) loss of the Manche;
4. d) loss of game.

These penalties may be accompanied by referral to the organs of justice and discipline.

Art. 52 - Entry into force and repeal

this regulation was adopted by the Committee of the UMB on the basis of the statutory provisions in force. This enters into force as from 01.09.1996 and from this day cancel all previous provisions and to the contrary.

The affiliated federations, the Confederation recognized, associate members, as well as the contractual partners of the UMB undertake to respect and enforce it.

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