

## 150: LEGAL SHOTS

1. On all shots, the shooter must call their pocket before pocketing a ball.
2. The shooter must cause the cue ball or any other ball to contact a rail after the object ball has been hit. Failure to have any ball hit a rail after contacting your object ball is ball in hand, anywhere, for the opponent. When trying to pocket a ball that does not drop, is also ball in hand, if neither the cue ball or the object ball hits a rail.
3. **SAFETY SHOT:** For tactical reasons a player may choose to call a safety on a purple or orange ball, and discontinue their visit at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. The player marks the ball as pocketed on the scoreboard.

REMEMBER: If you call a safety on the orange, you also forfeit your Bonus Ball. You must return to playing a purple ball. **YOU CAN NOT CALL A SAFETY ON THE BONUS BALL.**

If the shooting player intends to play safe by pocketing an object ball, then prior to the shot, they must audibly declare a “**safety**” to their opponent. If this is **NOT** done, and one of the shooter’s colored balls are legally pocketed, the shooter will be required to shoot again.

### ILLEGALLY POCKETED BALLS

1. Any ball that is pocketed other than the ball that called is automatically re-spotted on the table. No flukes are ever allowed in Bonus Ball.
2. If the Bonus Ball is illegally pocketed it is simply re-spotted.
3. If you legally pocket your called ball, all other balls pocketed are re-spotted and you continue your visit.

FUTURE POOL



**EASY AS 1-2-3**

YOU WIN!

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