

Bumper Pool Rules

Setup, the break, play, penalties and winning -- one page for the wall

SETUP

1. Each player (or team) takes five balls of one colour. Put them in the cups along your own end rail, with the marked (spotted) ball in front of the pocket at your end.
2. Your target is the pocket at the far end of the table -- the one your opponent is standing at. Their target is the pocket in front of you.
3. Singles: one player at each end. Doubles: partners share an end and alternate shots.

THE BREAK

1. Both players shoot their marked ball at the same time, banking it off the right-hand side cushion toward the far pocket.
2. If one ball drops, that player shoots again. If neither drops, the player whose ball finished closer to their pocket shoots next. If both drop, break again.
3. The marked ball must be pocketed before any other ball you own.

PLAY

1. Keep shooting while you pocket your own balls; when you miss, your opponent shoots. Shoot any of your balls in any order once the marked ball is down.
2. Balls may be banked off any cushion and off the posts. Jumping a ball over a post is not allowed; a jumped ball is respotted where it left the cloth and the turn ends.
3. You may play your ball into an opponent's ball to move it. A ball that stops in front of a pocket stays there.

PENALTIES

1. Sink one of your unmarked balls before your marked ball: the ball comes back up to its cup and your opponent may drop one of their balls into their pocket by hand.
2. Sink your ball in the wrong pocket (the one at your own end), or knock any ball off the table: your opponent may drop two of their balls in by hand.
3. Sink an opponent's ball, in either pocket: it counts for them and stays down.
4. Scratch on the last ball (wrong pocket or off the table) when the opponent has balls left: you lose the game in most house rules -- agree before you start.

WINNING

1. The first player or team to pocket all five of their balls wins.
2. House rules vary more than in any other cue game. The version here is the one printed on most tables; if the house plays it differently, the house is right.