

Bumper Pool Rules

Individual play (2 Players) or team play (4 players - 2 per team)

Each player or team select their color balls (5 balls per side)

Spot balls on each spot with the spotted cue balls in front of scoring holes. (Line up balls so that color balls will match scoring hole color at opposite end).

Start Game - Each player shoots spotted cue ball at the same time towards opposite scoring hole. Shots must hit cushion on player's right side.

Player coming closest to his scoring hole shoots first. If player makes his spotted cue ball, he will continue to shoot remaining balls until he misses scoring hole.

Opponent then shoots and tries to score. Whenever no score is made, other player shoots. (See #1 in Technicalities and Penalties below),

Player (or Team) sinking all their balls first wins.

Tips for Making You a Winner

Player should always shoot at opponent's ball if opponent is in good scoring position. Knock him into area where scoring becomes difficult.

Block opponent's scoring hole (if can) with your own ball so as to prevent scoring by opponent.

Always leave one of your balls in position to hit opponent's ball.

Technicalities and Penalties

Before shooting other balls, player must score his spotted ball.

If player uses unmarked ball before scoring his spotted ball, all balls disturbed must be placed in original position.

In event both players score their spotted balls on first shot, they shoot again using ball to the left of hole.

If you hit your own ball off table, place it in center of bumpers at center of table, and opponent shoots next.

If you hit an opponent's ball off table, replace it in original position, and place one of your balls in center of bumpers at center of table.

If player scores opponent's ball it will count for his opponent.

If player scores his own ball in opponent's scoring hole, his opponent can drop any 2 balls (by hand) for his score.

If player scores any ball before his spotted ball, his opponent drops any of his own 2 balls (by hand) for his score.

If player scores his last ball in opponent's scoring hole, he loses game.
