

Combined Pyramid

1. Objective

The objective is to score eight points before the opponent.

2. Balls

A standard set of sixteen pyramid balls is used:

- Fifteen white (ivory-colored) balls, which are used as object balls.
- One colored ball (preferably yellow), without a number, which is used as the cue ball.

3. Initial Ball Setup

The balls are set up according to the "General Pyramid Rules."

4. Opening Break Shot

The opening break shot is performed from the "home" area according to the "General Pyramid Rules."

5. Rules of Play

5.1. Any object ball or the cue ball can be pocketed.

5.2. If the cue ball is pocketed, the player removes one object ball of their choice and returns the cue ball into play with a shot from "home."

Note: The ball must be removed before the next shot. Otherwise, it remains on the table, and the score does not change.

5.3. Calling a specific shot is not required. All balls pocketed as a result of a legal shot count.

5.4. Every shot (except the opening break) must comply with the "General Pyramid Rules." Otherwise, a penalty is incurred.

6. Bringing the Cue Ball into Play

6.1. The cue ball is placed anywhere within the "home" area, but not on the "home" line or close to other balls in the "home" area.

6.2. If any ball is touched while placing the cue ball in the "home" area, a penalty is incurred, and the right to introduce the cue ball is transferred to the opponent.

6.3. As long as the cue ball has not been brought into play, it can be adjusted by hand or with the cue.

7. Penalties

7.1. In case of a foul, the opponent removes one ball of their choice and places it on their shelf.

7.2. If the cue ball was pocketed illegally or left the table, the opponent introduces it into play with a shot from "home."

8. Spotting Balls

All illegally pocketed and out-of-play balls are spotted according to the "General Pyramid Rules."

9. Scoring

Each legally pocketed ball earns the player one point. Removing a penalty ball adds one point to the opponent's score.