



Camp Cale
"Experiences 4 Life"

Carpetball Rules

Objective: To knock all of your opponent's pool balls into the basket at the opposite end of the table using the white cue ball.

- Each player must stand at opposite ends of the table
- Each player can set up their six pool balls within arm's reach of where they are standing.
- Players take turns rolling the cue ball in an attempt to knock their opponents pool balls into the basket.
- The game continues until one player has all of their balls knocked into the basket.
- At this point, the player with no balls gets one more throw.
- If they manage to knock all the opponent's remaining balls in, each player gets to put one pool ball back on the table.
- If one of the players cannot knock the ball out then the game is over.
- If each player knocks their opponents one ball in during the same play then they both put two balls back on the table.
- Play can continue like this and eventually players could put all six balls back on the table.
- Once the game is over another player can challenge the winner.
- Once the game has started players cannot move the pool balls with their hands.
- If a ball gets hit with another ball, it must remain in its new location.
- Once a ball is hit into the basket it must remain there for the rest of the game, unless there is a tie.
- If a player causes a ball to fly out of the table by rolling it too hard or throwing it, they will suffer a "one ball penalty" and must choose of their own pools balls to put into their basket.
- If a player rolls too gently and it does not hit anything or make it down the table, they are not allowed to re-throw.