



FUJIYAMA

Official Rule Book

What is “The OPEN” FUJIYAMA Championship ?

“The OPEN” is under the sponsorship of authorized organization,
“FUJIYAMA Council” which is in charge of making rules of FUJIYAMA.
Every year “The OPEN” is taken place within it’ s birthplace, Japan.
This tournament is designed to choose only one winner who deserves to
be the top of FUJIYAMA without bias of your nationality, sex, age, or any
other background.

Who’ s gonna be the winner next?

Who’ s gonna be able to kiss the championship emblem “The Rising Sun”?
“The Rising Sun” would only be given to the person who owns the goddess
smile of FUJIYAMA.

There seems occur not a few amazing dramas ‘til the end of “The OPEN”.



The Origin of FUJIYAMA

In 1998, summer.

Japan was wildly excited over FIFA World Cup that has been held in France.

Since that was the first time for Japan to attend World Cup of soccer, the craze was so strong that people hardly came to pool halls or pool bars. During that time, Masayuki Otaki (The originator of FUJIYAMA) was in one of those empty pool places. He has been contemplating how he could reproduce soccer's thrilling battles that were based on high-leveled tactics or strategies on the pool tables.

Mr. Otaki organized rules of this brand new game through trial and error, and eventually he made the first FUJIYAMA game on the planet. It is said that this was the start of everything.

Thereafter, as players of this game increased one by one, this game has gotten higher game performance. Rules were improved into more and more sophisticated one as various strategies were developed, it's become the prototype of current rules. Moreover, there invented formation or strategies that were first time ever in the billiard history.

Even from those days, players were beginning to be convinced that this game would be the main stream of pocket billiard games.

This Japan - oriented game is later named "FUJIYAMA" among players. Now No.5 table of Sansui Billiard (branch store) on which world's first FUJIYAMA was played, is designated as sanctuary for FUJIYAMA players.

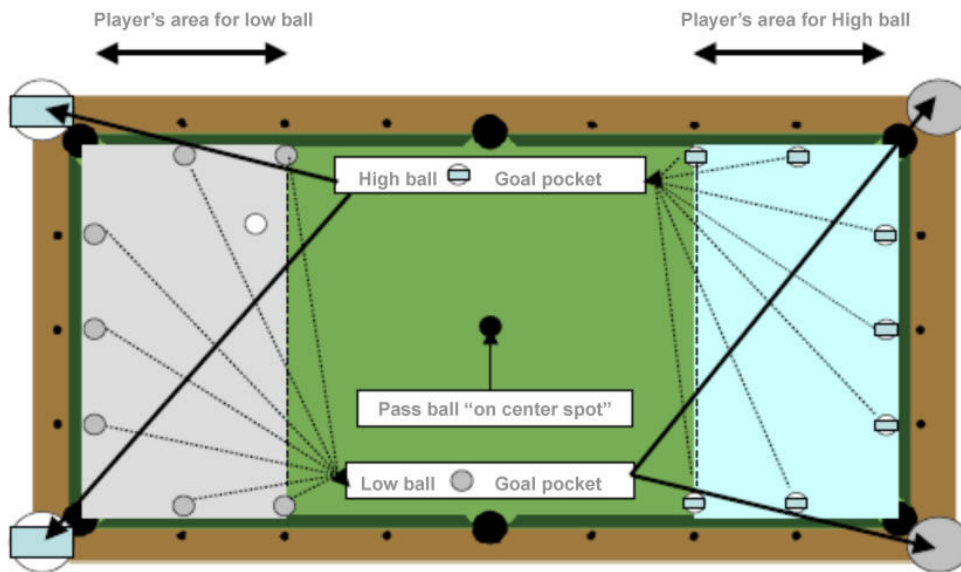
General

FUJIYAMAはシュート力やポジション力は当然の事、
はば広い知識や想像力によって競い合われるゲームである。
テーブル全体において繰り広げられる
相互の駆け引きからもたらされるダイナミックな展開と、
それを制した勝利のなんと爽快なことか！
奇跡のような一手に、それを観ている人々は、
つま先から頭まで痺れるほどの興奮を味わうだろう！
私はFUJIYAMAが全ての人々に深い満足感を与えうるものになると
心から信じてやまないのである。

ビリヤードを愛する全ての人々にこのゲームを捧ぐ・・・

大瀧雅之

Starting Position



The 7 Rules of FUJIYAMA

1. You have to shoot the balls in your area into the pockets of opponent area.

In order to win the game, you have to clear away seven balls of your area into the goal pockets of Opponent's area.

Even if you shoot balls into other pockets, you cannot gain points, and you cannot continue your turn, either.

2. You must hit either your object balls, or pass ball (Pass ball cannot be hit continuously).

Cue ball cannot continuously hit pass ball. Neither can cue ball hit opponent's balls as first touch.

3. It's own goal to pocket opponent's balls.

Into whichever pockets you shoot opponent's balls, it results in own goal.

(Even if it occurs with foul or scratch simultaneously, still counted as own goal.)

4. As long as the first touch is pass ball, you can continue your turn by pocketing any object balls.

Into whichever pockets you shoot object balls with hitting pass ball as first touch, you can continue your play. (In case

you pocket pass ball indirectly, you cannot continue your play)

5. As long as the first touch is pass ball, own goals would never be happened.

Even if you pocket opponent's balls, it's not counted as own goal by hitting pass ball as first touch,

6. Except “Goal” (valid point of score) every pocketed balls have to be returned on a table.

Pass ball always returns on center spot. Other balls are brought back on first position by opponent.

7. Foul and 3 kind of penalties.

- Hitting opponent's balls as first touch, hitting no balls, no ball touching rails, double hitting, touching balls with part of your body. = “Indirect free kick”: Opponent can hit pass ball from his/her area by putting pass ball on center spot, foot spot, or current position.
- Scratch, Having cue ball jumped out of a table. = “Direct free kick”: Opponent can hit his/her balls or pass ball from his/her area by putting pass ball on center spot, foot spot, or current position.
- Hitting opponent's balls in side of your area as first touch. = “PK”: Opponent gains not only “Direct free kick” but also he/she can pick one his/her ball and put it on center spot or foot spot.

Outline of FUJIYAMA

<Number of players>

Basically FUJIYAMA is played by 2 person, nevertheless, it's possible to play by team to team.

<Necessary balls for FUJIYAMA>

We use cue ball and 15 object balls.

Object ball are categorized into Low balls (1 – 7) and High balls (9 – 15). “8” ball is used as Pass ball.

<Starting position>

Low balls and High balls are initially positioned beside the cushion point touching cushion rail .

Pass ball (“8” ball) is set on center spot. (See “Starting position”)

<Deciding top or bottom>

Coin toss is adopted to decide top or bottom.

<Starting game>

“Top” player can decide player's area (High or Low), then “Top” player start the game by shooting cue ball from his/her area. (In terms of opening shot, pass ball has to be hit as first touch) .

<Definition of “Winning”>

After deciding player's area (High or Low), one player of the 2 who pocketed whole 7 balls into goal pockets of opponent area is the winner.

Detailed Rules:1

In order to make your shots legal...

You must hit either your area-balls, or pass ball (Pass ball cannot be hit continuously). Cue ball cannot continuously hit pass ball. Neither can cue ball hit opponent's balls as first touch. If the cue ball hit opponent's balls as first touch, the opponent will gain "indirect free kick". If the cue ball continuously hit pass ball, the opponent will gain "indirect free kick".

These shots are recorded as foul only when they're first touch.

Pass ball

As long as the first touch is pass ball, you can continue your turn by pocketing any object balls. Into whichever pockets you shoot object balls with hitting pass ball as first touch, you can continue your play. Every time you pocket pass ball you have to take it back on the table, therefore, there's no possibility of making shots without having pass ball on the table. Cue ball cannot continuously hit pass ball as first touch. If you do that, it's counted as foul.

However, it doesn't matter to hit pass ball continuously, unless it's direct touch. In other words, you're able to hit your object balls and pass ball alternatively as first touch.

✂ In case you cannot put pass ball just on center spot (because of obstruction by other object balls), next player has to put back pass ball parallel to long cushion touching obstructing object balls. In order to continue your shots...

Players has to satisfy these contingents below in order to continue their play.

a) When you pocket your area-balls into your goal pockets.

✂ Even if you pocket other balls (except cue ball) into any other pockets simultaneously, you're still able to continue your play.

b) When you pocket any balls (except cue ball) into any pockets by hitting pass ball as first touch.

✂ In case you pocket pass ball indirectly, you cannot continue your play.

Detailed Rules:2

Foul

These kind of shots as you see below are counted as foul.

1. Hitting opponent's balls as first touch.
2. Hitting pass ball continuously as first touch.
3. Not hitting any balls on the table.
4. No cushion, double hitting, touching balls with part of your body.
5. Making shots without taking back pass ball on the table.

Restart after foul (indirect free kick)

After your foul, the opponent will gain indirect free kick immediately.

- Indirect free kick has to be executed by putting cue ball anywhere within player's area. (There's no possibility of restarting without moving cue ball)
- You cannot hit your balls as first touch that are inside of your area.
- You have choices to put pass balls on

A: current position

B: center spot

C: foot spot.

(If the pass ball is inside of your area, you have to choose B or C)

- In terms of indirect free kick, you have to hit pass ball as first touch. (if not it's foul)

Restart after scratch (direct free kick)

After your scratch or cue ball jumped out of table, the opponent will gain direct free kick immediately.

- If opponent's balls are jumped out of table, it's counted as own goal.
- If your balls are jumped out of table, they have to be taken back on the table.

Comparing to indirect free kick, you don't have to hit pass ball as first touch.

You're able to hit your balls as first touch. You cannot hit your balls as first touch that are inside of your area. Whether you move pass ball or not, you're able to hit your balls as first touch.

Detailed Rules:3

Special case of foul

Within your area, if you hit opponent's balls as first touch, you'll be penalized strictly rather than usual case of free kick. You're to move one of your balls on center spot or foot spot, as well as you gain direct free kick.

It's possible to move both pass ball and your balls simultaneously. You can choose any balls (including pass ball) to shoot first. (It's not necessary to shoot balls which you've just moved.)

Own goal

Into whichever pockets you shoot opponent's balls, it's counted as own goal (counted as opponent's goal) Even if foul or scratch occurs simultaneously, still own goal is prioritized. Then what's gonna happen when these 3 incidents below occur simultaneously?

1. Into whichever pockets you shoot opponent's balls
2. Foul or scratch occurs
3. You shoot your balls into pockets that are not your goals.

✕In this case, your ball that is pocketed not into your goals have to be taken back to one of the starting positions of FUJIYAMA by your opponent. By the way, opponent's ball that you've pocketed is counted as own goal.

3 common situation that pocketed balls are taken back on the table.

1. When pass ball is pocketed.

Pass ball is taken back on the center spot. If your first touch was pass ball, you'd be able to continue your play.

2. When you pocket your balls not into your goal pockets.

Your ball that is pocketed not into your goals have to be taken back to one of the starting positions of FUJIYAMA by next player. "Next player" indicates that, if you continue your play "Next player" is you, if you change your turn, "Next player" is your opponent.

3. Exception of own goal.

Even if you pocket opponent's balls, it's not counted as own goal by hitting pass ball as first touch.

Opponent's ball that is pocketed have to be taken back to one of the starting positions of FUJIYAMA by you. Next player (In this case "Next player" is you) can decide where to take back opponent's balls.

Detailed Rules:4

Summary of pass ball

As long as the first touch is pass ball...

• **When pass ball is pocketed Into whichever pockets you shoot ,**

you can continue your play. Every time you pocket pass ball you have to take it back on the table. In case you cannot put pass ball just on center spot (because of obstructing other object balls), next player has to put pass ball parallel to long cushion touching obstructing object balls. Next player can decide which side to put pass ball (far side or near side for him)

• **When your object ball is pocketed**

If it's not goal pocket, next player (in this case it is you!) can decide where to take it pack on the table point (within your area). If it's goal pocket, it's counted as goal point.

• **When opponent's ball is pocketed**

it's not counted as own goal. Opponent's ball that Is pocketed have to be taken back to one of the starting positions of FUJIYAMA by you.

Special penalty

In terms of official tournaments that are authorized by FUJIYAMA council, referees have the rights to penalize players for misdeeds as you see below.

“Red card”

This card indicates a serious offence like using offensive language or violent action and results in a player being permanently suspended (by only one card) from the game.

“Yellow card”

A yellow card is shown by the referee to indicate that a player has been officially cautioned because of procrastinating the game or something like that. a player who receives a second caution in a match is sent off (shown the yellow card again, and then a red card), meaning that he or she must leave the field immediately and take no further part in the game.

Formal Way of Making Games:1

As a tournament form

We adopt coin toss to decide top or bottom, then winner is decided by “best of one game”. Sometimes as a short game, we adopt “race to 3Ñballs” game.

As a league form

Same as tournament form, we adopt coin toss to decide top or bottom, then winner is decided by “best of one game”, however, if we cannot decide winner by the number of “win” or “lose”,

1. We consider the total points of total game. (number of your balls that you pocketed through league match.
2. If we still don't have enough factor to decide winner, we consider the result of these tie-score players' match.

“Samurai”, “Ninja”, “Shogun”

“Samurai”

To shut out the opponent. If you clear up all of your object balls, before the opponents pockets none of his/her object balls, it's called “Samurai”

”Ninja”

If you accomplish 7 continuous pocketing of your object balls just in 1 turn , it's called “Ninja”.

”Shogun”

If “Top” player successfully clear up all of his/her object balls within 1st turn, (Before the opponent doesn't make any shots) it's called “Shogun”. No one has achieved “Shogun” yet. (as of August 2008)

These kind of 3 achievements are considered as a premium points during specific league of FUJIYAMA.

Formal Way of Making Games:2

Handicap

In order to give someone a handicap,

1. Decrease his/her number of object balls of starting position.
2. Decrease his/her number of object balls to pocket into goals.
3. Both of these 2 above.

✂For example, if you're given a handicap to decrease 3 of your object balls to pocket into goals, you're able to make use of these 3 balls as defense.

Therefore, the handicap of 6/7 goal is more effective than 6/6 goal.

By the way, during league games, handicap balls are not considered as total points.

(Only the number of balls that players pocketed are counted as total points.)

Handicap	pt	Handicap	pt	Handicap	pt	Handicap	pt	Handicap	pt	Handicap	pt	Handicap	pt
7/7goal	98												
6/6goal	84	6/7goal	80										
5/5goal	70	5/6goal	66	5/7goal	62								
4/4goal	56	4/5goal	52	4/6goal	48	4/7goal	44						
3/3goal	42	3/4goal	38	3/5goal	34	3/6goal	30	3/7goal	26				
2/2goal	28	2/3goal	24	2/4goal	20	2/5goal	16	2/6goal	12	2/7goal	8		
1/1goal	14	1/2goal	10	1/3goal	6	1/4goal	2	1/5goal	-2	1/6goal	-6	1/7goal	-10

FAQ

Q.1

In case it's impossible to put pass ball just on center spot because of obstruction by other object balls, how can you put it back?

A.1

Next player has to put pass ball back parallel to long cushion touching obstructing object balls. It depends on next player's choice which side to put pass ball (near side or far side for next player).

Q.2

Is it valid point to pocket my own object ball by hitting pass ball as first touch?

A.2

Yes, it is. Only when it's foul shot, object balls have to be taken back on the table.

Q.3

In case I pocketed pass ball by hitting my object balls as first touch, is it possible to continue my shots?

A.3

No, it isn't. Even though you pocketed pass ball, you won't be able to continue your play if your first touch was your object balls.

Special Terms of FUJIYAMA

Goal

Usually we call it “pocketing” to shoot object balls into 6 Pockets of pool tables, however, in terms of playing FUJIYAMA, we call it “Goal” to shoot legally object balls into goal pockets.

Goal pocket

2 corner pockets located inside of opponent’s starting area are called your goal pockets.

Formation

When you consider about the strategy of FUJIYAMA, you have to make formation which is the style of making offense & defense.

Pass ball

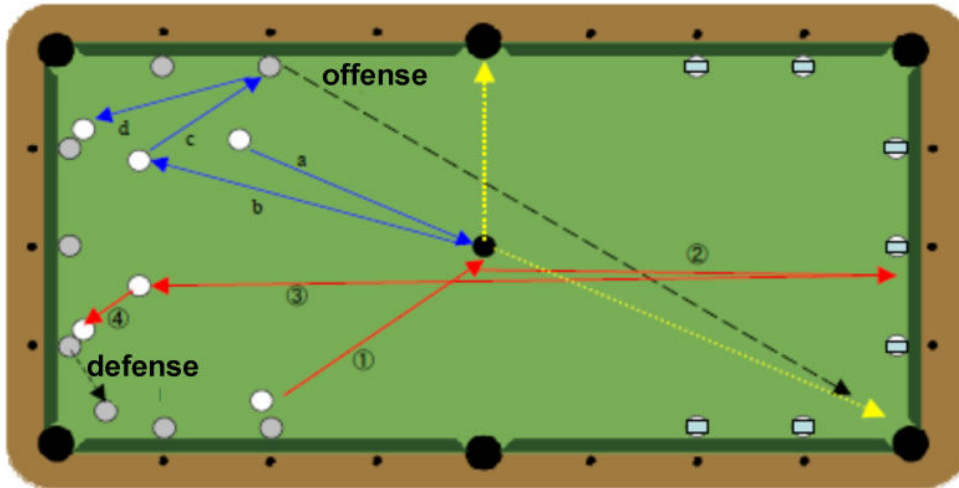
“8”ball (when you use official ball it’s appearance is black ball) is called pass ball. As long as the first touch is pass ball, you can continue your turn by pocketing any object balls or pass ball itself . Even if you pocket opponent’s balls, it’s not counted as own goal by hitting pass ball as first touch. Cue ball cannot continuously hit pass ball as first touch. If you do that, it’s counted as foul.

Free kick

The restarting shot which is after either player’s foul or scratch is called Free kick. In terms of “direct” free kick, you can shoot any of your object balls (including pass ball) as first touch, however, in making “indirect” one, you can only hit pass ball as first touch.

Standard Moves of Initial Phase

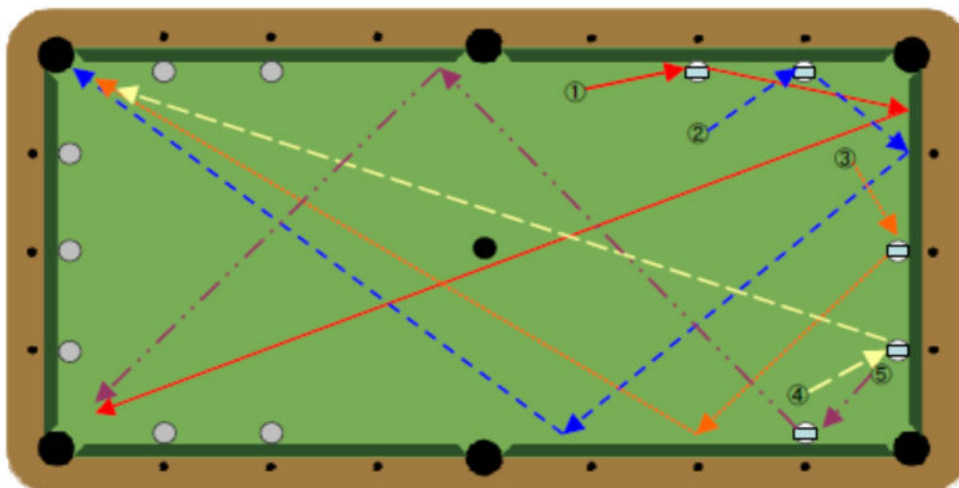
As a standard moves of initial phase, you usually shoot pass ball (into coner or side pockets)by controlling cue ball to come back to your own area in order to be ready for offense. Considering about defense, you also have to control cue ball, because as far as cue ball is inside of your area, the opponent has no choice but make long bank shot.



Various Idea of Offense

When playing FUJIYAMA games, you'll find that it's absolutely necessary to make bank shots. Because comparing to other pocket games, you need to make not only 1-rail bank shots but also 2~4-rail bank shots as basic shots.

Even though your bank shot doesn't successfully result in goal points, it's really important to control your object balls to be positioned around your goal pockets, therefore, you definitely need to grasp various bank shots, movements of cue ball, and power balance of your shots.

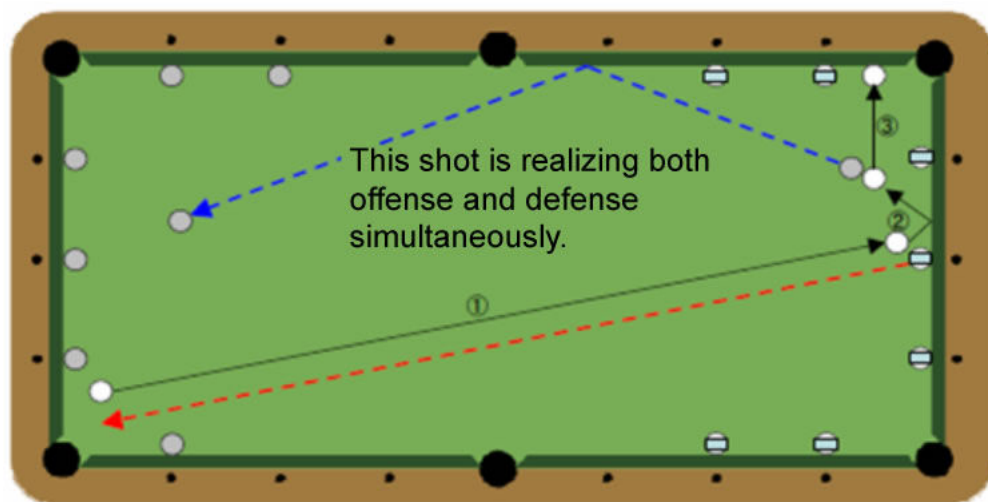


Various Style of Defense

When your opponent makes an attack towards your area, you mainly have 3 choices to protect yourself.

1. Hide cue ball from pass ball or other opponent's object balls.
2. Obstruct opponent's shooting course by putting your objectballs on the way.
3. Push opponent's object balls back to their own area by hitting them indirectly.

Comparing these 3 choices, No.3 seems to be the most effective way to protect yourself. let's try to do it.



“Audience Manual” You’ve got to make it enjoyable!!

*Every time the turn of your favorite players comes,let's beat time with your hands and toes to cheer them.

*Please clap your hands and cheer for wonderful shots whether or not it's your side.

*Please be quiet when players are to make shots!

*It's considered as a bad manner to make booing. Once FUJIYAMA council judges that someone's having bad manner,he/she will immediately be suspended from watching games.

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translated by Y.T.

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