

bar rules

Rule No.1

the following and other rules are to be cleared at the table.

Claim

This rule is standard in many bars. A person or team that wants to play, while somebody else is playing can make a claim. This happens by putting the price for a game onto the table while knocking on the table or expresses himself by letting them know that they wish to play. ("We make a claim!") The new person or team playing has to pay, as soon as the losing team is leaving the table and is usually taking their place.

Ball entry

It is often played a snap. Next to the normal entry through the ball entry hole. The ball is brought to the table via one of the corners, so that the team against whom the last goal was made possesses the ball. If the ball cannot be brought into the game with the two man rod, you may start a new effort. (Goodwill) Often the ball is brought into the game due to action of the five man rod, which last made the goal.

Shots from the five man rod

By some players goal shots aren't approved when played with the middle rod. At times it is agreed that goals that are shot this way don't count. (Also called French, since goals that are shot by the middle role are invalid within French rules.

Dead ball

Is a unreachable ball between the area of the keeper and the two man rod, it is given back to the keeper or the two man rod (optionally by the players or the bystanders) Other dead balls, that are on the playfield are brought in by the regular ball entry.

Goals

Goals are only counted once they stay in the goal and don't pop out again. In some locations a keeper goal is counted double. A professional ethnology reported that since the movie "Absolute Giganten" was shown it has become practice to do so.

Winner

In earlier days they played till 6, since most automats gave 11 balls. This way 6 goals couldn't be hauled in (max count was 6:5). Often there are automats that only give up 9 balls. By tournament and advanced players it is usually played until 5 or 6.