

Official Hidden Acres Carpetball Rules

1. Players set up their colored balls in the classic X shape (four balls in a square with a fifth ball in the middle of the square).
2. Players take turns throwing the white ball towards their opponent's side of the table, trying to knock down all of their opponent's balls.
 - a. A ball is "down" once it is knocked into a player's pocket.
 - b. If a throw hits a ball so that the ball moves out of its original position but not hard enough to knock it down into the pocket, the ball stays where it is until it is knocked down.
 - c. Do not stop the white ball while it is still moving.
 - i. If a player stops the white ball while it is moving toward a colored ball, their opponent gets to rethrow.
3. The player who knocks down all of their opponent's balls first is the winner.
4. When a player's final ball(s) is knocked down, they get one final throw.
 - a. If they are able to knock down all of their opponent's balls with their final throw, that is a tie and the game goes into overtime.
 - b. In overtime, both players place one ball on their side, and continue trying to knock down the other player's ball.
 - c. If they tie again, the game goes to double overtime in which both players place two balls on their side.
 - d. This continues (three balls for triple overtime, four balls for quadruple, etc.) until one player cannot knock down their opponent's balls with their final throw (their throw after their final ball has been knocked down).
5. If a player's throw causes the white ball to leave the table, their opponent gets to replace all of their fallen balls.
6. If a player's throw causes an opponent's colored ball to leave the table, their opponent only gets to replace the ball that left the table.
7. Once any ball strikes the back of the pocket, it is "dead," so if it bounces back and strikes any balls still on the table, those balls are immediately returned to the position they had before they were struck by the "dead" ball.
8. If a player hits one of their own colored balls and it stops before it crosses the halfway point, the ball stays where it is.
 - a. If it crosses the halfway point, it is considered knocked down and placed in that player's pocket.
9. Shaking the table, bumping the table, or in any way affecting the normal roll of the white ball is not allowed.
10. Opponents may pick their sides and choose the starting player however they want, but we recommend a quick round of rock-paper-scissors or a coin toss.