

Rules of Kaisa

1. General

Kaisa is played with a set of 5 balls; 2 reds, 1 yellow (“kaisa”) and 2 whites (cueballs) for each player, marked respectively with one dot and two dots. One game is played to 60 points. Order of turns is determined by lagging. In lagging two players hit their cueballs after referee’s signal from the head line to the foot cushion and towards the head end of the table. The lagged cueball may not touch other balls, the long cushion or go into the pocket or otherwise he will lose the lag. The player who gets his cueball nearest the head rail has the option to choose if he plays with the one-dot cueball, shooting first, or the two-dot cueball, shooting second.

A player must always call his shots to enable scoring. Calling includes designating the object ball, pocket, contacts with cushions for both cueball and the object ball, combinations, caroms and kiss shots. If calls are valid and the object ball is made with a legal shot according to the calling, the shooter’s inning continues. If a ball is not made or a ball is made with not according to the calling or if the player pockets the cueball, the inning is over. Cueball’s caroms to other balls after contacting the object ball don’t have to be called.

Player must have at least one foot in contact with the floor at the moment the cue tip contacts the cue ball. The cue has a maximum length of 180cm. Extra equipment such as rests are not allowed.

Starting position
(kuva)

2. Scoring

White ball pocketed	2 points
- cueball caroms to red	4 points
- caroms to 2 reds	7 points
- carom to kaisa	7 points
- caroms to kaisa and red	10 points
- caroms to kaisa and 2 reds	13 points
Red ball pocketed	3 points
- carom to white	5 points
- carom to red	6 points
- caroms to white and red	8 points
- carom to kaisa	9 points
- caroms to kaisa and white	11 points
- caroms to kaisa and red	12 points
- caroms to kaisa, red and white	14 points
Yellow ball (kaisa) pocketed	6 points
- carom to white	11 points

- carom to red	12 points
- caroms to white and red	14 points
- caroms to 2 reds	15 points
- caroms to 2 reds and white	17 points

Yellow ball (kaisa) one or more cushions to the middle or Cueball one or more cushions yellow ball in the middle	12 points
- carom to white	17 points
- carom to red	18 points
- caroms to white and red	20 points
- caroms to 2 reds	21 points
- caroms to 2 reds and white	23 points

Carom = cueball hits another ball after pocketing a called object ball. Kaisa is not allowed to be pocketed in the middle pocket twice in a row. This doesn't apply if kaisa is pocketed in the middle pocket from a carom, combination or from one or more cushions. If the caromed balls are pocketed, their values are added to the score. If the object ball by caroming the cueball from another ball or by a combination, possible caroms don't add to the score. If kaisa is pocketed in the middle from one or more cushions from a combination or a carom, only 6 points are scored. Only one of each, a combination or a carom is allowed to use in a single shot. They cannot be combined with each other or used twice respectively.

3. Opening shot

After the lag, the loser of the lag will play with the cueball with two dots and may place the cueball anywhere behind the centerline in the foot of the table. But he cannot block the path to the corner pocket the other player might play the kaisa to. The winner of the lag will play with the cueball with one dot and will start the game with a ball in hand behind the head string. The player cannot play kaisa in the middle pocket nor play the red ball on head spot on his opening shot. On the opening shot all rules for cueball behind the head string apply, except the lower body interference.

4. End game

The game of kaisa is a race to 60 points. The last winning shot can be anything except pocketing just the white ball without caroms.

Special situations:

- If a player pockets the white ball without caroms and reaches 60 points with this shot, the game does not end. The shooter continues with his inning.
- If a player has 59 or more points and he pockets the white ball without caroms, the player scores 2 points but his inning ends.
- Maximum losing score is 60 points in the tournament chart.

5. Spotting the balls

Pocketed balls or balls jumped out of the playing are spotted as follows:

- a) white ball – ball in hand behind head string
- b) red ball
 - a. head spot or if not available

- b. foot spot or if not available
 - c. head end spot or if not available
 - d. foot end spot or if not available
 - e. center spot
- c) kaisa
- a. center spot or if not available
 - b. the same with red ball a.-d.

If the kaisa cannot be spotted to the center spot, thus spotted elsewhere according to the list above, kaisa is returned to the center spot as soon as it becomes available, if the kaisa has not been touched by any of the balls. If the kaisa is not returned to the center spot for some reason when available, the kaisa will not be returned at all.

When a ball is spotted, it must not touch any other ball.

6. Ball in hand behind the head string

When a player has a ball in hand, it must be played anywhere behind the head string. A player must keep his body from the waist down between the long imaginary lines drawn by the outer edge of the long rails. With a ball in hand, a player can only score by making the object ball in the corner pocket or banking it in the middle pocket. A player can only shoot balls located above the head string. The shot is not legal and shall be replayed until the cueball crosses the head string or if the object ball is on the head string, then a contact with this ball will give a legitimate shot. If a player chooses to play cushion first, the contact with the cushion must be above the head string.

7. Penalty shoot-out

In tournament games, if a game has not ended within the time margin of 60+5 minutes, a penalty shoot-out will decide the winner. The referee announces both players that 5 minutes of play time is remaining when 60 minutes have been played. When the 60+5 minute limit is due, both players still have 2 more inning, in a way that the player shooting with the two spot cueball shoots last. Then all balls are removed from the table except the kaisa and one white ball as the cueball. There will come new lagging and the winner of it can decide which one starts the shoot-out. The player who shot first will start the shoot-out by shooting the kaisa from the center spot to the corner pocket with cueball behind the head string according to kaisa rules. 6 points are scored if the kaisa is made legally. After successful pocketing player can continue from the place where own cueball stops and try to do as many kaisa for middle or corner as he can or if player reach 60 points he wins the match. After failing pocketing there will come another player's turn to try same. If the cueball is pocketed, a player get deducted 6 points. Both players has 10 attempts to reach 60 points and first one reaching 60 wins every situations doesn't matter is he first or second shooter. If both players has less than 60 points after 10 shoot-out attempts the one who has more points wins. If the situation is a draw players, will continue as sudden death more attempts until there will be diviation between players. Winning points can be less than 60.

8. Fouls

Cueball is pocketed or stops outside the playing area the penalties are:

- cueball does not touch any balls -2
- cueball touches the red ball first -3
- cueball touches the kaisa first -6

- If a player with his body part, clothing or cue touches any ball, the inning is over without a penalty
- A foul made with a ball in hand will give a new ball in hand but the inning is over.
- Object balls made with a double hit or a push shot do not give points.
- Object balls made with a jump shot do not give points.
- Object balls rolled along and near the cushion do not give points.
- If the object ball is frozen to the cushion, it does not give any points if pocketed, unless it's near the pocket beyond the pocket point.
- Object ball made by caroming off another ball which was frozen to the cushion, does not give points.
- If the player uses the wrong cueball (opponents white ball), the player may keep his points if he has made points before the mistake was notified but not from the latest shot.
- If the referee decides that a foul was made intentionally and has gained the shooter extra benefit, the referee may return the balls to their original positions and let the opponent shoot.

9. Special situations

- If the cueball is frozen to another ball, it must be shot away from it. If that is not possible, the cueball is allowed to be shot through the frozen balls but not interfering with opponent's possible clear shots.
- If a ball stops in front of the pocket but falls in while another ball is still in motion, the ball is declared pocketed.
- If a ball drops in spontaneously, it is replaced to its original spot.
- A ball is declared out of playing area if it touches any part outside of the playing area, for instance the wooden parts of the rails are outside playing area.
- If a carom ball goes outside the playing area, the score from the pocketed ball is allowed but the inning is over.
- Inside part of the pocket, jaws, are not considered to be rails.