

# Billiards (8-Ball) Rules

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Any rule and situation not specifically covered are subject to the current version of the National Intramural Recreational Sports Association (NIRSA) Flag Football rules and the judgement and discretion of the intramural sports staff.

**All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.**

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## **Rule 1: Player Eligibility & Registration**

### **Player Eligibility**

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must present a valid Tennessee Tech University EagleCard.
- ✓ Players can compete for only one single-gendered team. Once he or she signs in for one team, that player cannot transfer to another team in that league for the duration of the season.
- ✓ For postseason eligibility, a player must have participated in at least one regular season game.
- ✓ Current and Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

### **Registration**

- ✓ Teams should register on the TTU IMLeagues site by the posted deadline.

## **Rule 2: League Format & Team Composition**

### **League Format**

- ✓ A pool play section shall precede the postseason tournament. The overall number of registered teams will determine the number of pools and number of teams in each pool.
- ✓ Pool standings will determine a team's eligibility for the postseason tournament. The following criteria will determine the pool play standings: (1) number of wins, (2) Head-to-head record, (3) point differential, (4) sportsmanship, and (5) coin toss.

### **Match Format**

- ✓ Each match will be best two-out-of-three games.

### **Leagues**

- Open

## **Rule 3: Defaults, Forfeits, Grace Periods, & Protests**

### **Defaults**

- ✓ A default is an unplayed game without penalty (e.g. dropped from the league or assessed a forfeit fee).
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by 2:00 PM on the day of the contest.
- ✓ In order to verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person.

### **Forfeits**

- ✓ A forfeit is defined as one of the following:
  - Failing to field a team for an intramural contest without contacting the Intramural Sports Office.

- The final score shall be 2-0.
  - Defaulting two games during pool play.
- ✓ Teams may be assessed a forty dollar (\$40) fee for each forfeit. The team captain will have a hold placed on his/her eagle online account until the fee is paid.
- ✓ If a team forfeits its first game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Any team that forfeits a game will be ineligible for the postseason tournament.
- ✓ A second forfeiture may result in removal from the league.

#### **Grace Period**

- ✓ If at least one team member is present at game time, the team will be granted a five-minute grace period.
- ✓ Once a team reaches the minimum number of players to start the game, the team must start when directed by IM staff.
- ✓ A team may not wait for additional players once the minimum number of players have arrived.
- ✓ If the team has not reached the minimum number of players required to play at the end of the grace period, a forfeit will be declared.

#### **Protests**

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
- ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.
- ✓ Protests regarding the judgement of the game officials will not be recognized.
- ✓ When protesting player eligibility:
  - *Regular season*: The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
  - *Postseason Tournament*: Player eligibility must be protested before the start of the contest. Protests made after the start or end of the game will be not recognized.

### **Rule 4: Playing Area & Equipment**

#### **Playing Area**

- ✓ All games will be played in the Marc L. Burnett Student Recreation and Fitness Center game room, room 102.

#### **Rack, Cue Sticks & Balls**

- ✓ Players will be provided the rack, cue sticks, and balls for all contests.
- ✓ Players may bring their own cues.

#### **Clothing & Equipment**

- ✓ All attire and equipment are subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal must be removed prior to competition.

### **Rule 5: Timing & Scoring**

#### **Timing**

- ✓ Each match will last 30 minutes.

#### **Scoring**

- ✓ Players score by pocketing their set of balls.

## **Rule 6: Playing Rules**

*TTU Intramural Billiards (8-Ball) is self-officiated. Players should review the rules prior to play and honor the legitimate calls of their opponents. The Intramural Sports Office will settle disagreements that cannot be resolved in a reasonable time.*

### **Overview**

- ✓ Eight ball is a game played with a cue ball and fifteen object balls, numbered 1 through 15.
- ✓ A player must pocket balls of the group numbered 1 through 7 (solids), while the other player pockets the group numbered 9 through 15 (stripes).

### **Determining who breaks**

- ✓ Players will come together at the beginning of the contest to play paper-rock-scissors to determine who will break.

### **Racking**

- ✓ The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle and all other balls alternating a solid-stripe pattern.
- ✓ The top of the triangle is placed at the footstring (the middle of the table between the second to last circles on the sides of the table).
- ✓ Make sure there is no space between any of the balls.

### **Breaking**

- ✓ To execute a legal break, the breaker, with the cue ball behind the headstring (the middle of the table between the second circles on the sides of the table), must pocket a ball or drive at least four numbered balls to the rail.
  - If a legal break does not occur, the incoming player has the option of accepting the table in its current position and shooting, or having the balls re-racked and having the option to shoot the opening break his/herself or allow the offending player to re-break.
  - If a player scratches on a break, all balls pocketed will remain pocketed (exception, 8-ball), and the table will remain open. The incoming player will have the cue ball in hand behind the headstring and may not shoot an object ball that is behind the headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball.
  - If the 8-ball is pocketed on a break, the balls will be re-racked and the incoming player has the option to shoot the opening break his/herself or allow the offending player to re-break.
- ✓ If a player makes a ball from each group during the break, the player's group will be determined by which group has a majority pocketed.
  - If the number of balls is equal, the player will choose which group they will be playing.

### **Open Table**

- ✓ When the choice of groups (stripes or solids) has not yet been determined, the table will always remain open immediately after a break shot.
- ✓ When the table is open, it is legal to:
  - Hit a solid first to make a stripe or vice-versa.
  - Hit any solid, stripe, or the 8-ball first in the process of pocketing a stripe or solid.

### **Legal Shot**

- ✓ On all shots (except on the break or when the table is open), the shooter must hit one of his/her group of balls first and either pocket an object ball or cause the cue ball or any object ball to contact a rail.
- ✓ The shooter may bank the cue ball off a rail before contacting his/her object ball; however, after contact with his/her object ball, an object ball must be pocketed OR the cue ball or any object ball must contact a rail.
- ✓ Players do NOT have to call their shots throughout the game.

- EXCEPTION: Before the 8-ball can be played, the player will HAVE to call the pocket they intend to make the 8-ball into.

### **Fouls and Scratches**

- ✓ A foul occurs when any of the following situations happen:
  - Failure to meet legal shot requirements.
  - Touching an object ball with the cue ball while it is in hand.
  - Shooting before all object balls or cue ball is motionless and/or touching a moving ball.
  - Double hitting the cue ball.
  - Cannot touch any object ball at any point once the break occurs.
  - Balls jump off of table (if it is an object ball, it will be replaced on the table as close to where it bounced off as possible).
- ✓ A scratch occurs when you pocket the cue ball
- ✓ If a foul or scratch occurs, the opposing player will receive the cue ball in-hand.
  - The opposing player may place the cue ball anywhere on the table (except on the opening break).
- ✓ If any of the players group was made when the player scratched, those balls remain in the pocket.

### **Winning the Game**

- ✓ Making all of your group into pockets then pocketing the 8-ball.
- ✓ The opposing player hits in the 8-ball out of turn.
- ✓ The opposing player makes the 8-ball but scratches.
- ✓ The opposing player hits the 8-ball onto the floor.
- ✓ The opposing player hits the 8-ball into an undesignated pocket.

