

Billiards (8-Ball) Rules

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.

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. Faculty and staff must have a current valid membership to the Tennessee Tech University Fitness Center in order to participate.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ Players can compete for only one (1) team. Once he or she signs in for one (1) team, that player cannot transfer to another team in that league for the duration of the season.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Players should register on the TTU FusionIM site (recreation.tntech.edu) 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) sportsmanship, (3) Head-to-head record, (4) point differential, 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

- ✓ Defaults will not be allowed. Any game not played will result in a forfeit.
 - *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.
- ✓ Sportsmanship Rating will be as followed for forfeits:
 - Winning Team = 8
 - Forfeiting Team = 2

Rule 4: Playing Area & Equipment

Playing Area

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 (15) 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.