



## INTRAMURAL SPORTS **Billiards (8-Ball) Rules**

### **1. Players & Equipment**

- 1.1. TEAMS: Depending on the type of league/tournament each team will consist of the number of players listed below:
  - 1.1.1. Doubles – 2 players
  - 1.1.2. Singles – 1 player
- 1.2. Teams can be comprised of any ratio of males/females. Teams must have the correct number of players to play the game.
- 1.3. Players may NOT wear baseball-style caps. Knit and stocking caps are permitted. Players may wear a headband made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas and other headgear with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
- 1.4. No jewelry or any other item deemed dangerous by UTC Intramurals staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.
- 1.5. Pool cues and balls will be provided by the intramural program. Participants are free to use their own pool cues as well.
- 1.6. All players must wear closed toe shoes.

### **2. Game Factors & Timing**

- 2.1. Shall consist of the best 3 out of 5 games.
- 2.2. Shall be won by the first player who legally pockets the 8-ball.
  - 2.2.1. 8 Ball Fouls – 8 ball comes to rest off the table, 8 ball is pocketed in the wrong pocket or out of order, 8 ball is pocketed and foul occurs on the same shot.

### **3. Starting Play**

- 3.1. Lag for Break - Each player will shoot an object ball from behind the head string into the foot cushion.
  - 3.1.1. The player whose ball is the closest to the innermost edge of the head cushion wins the lag and breaks in the first game.
  - 3.1.2. Break alternates between players for the following games.
- 3.2. The Break - The break must either pocket an object ball or drive at least 4 object balls into one or more rails.
  - 3.2.1. If a legal break does not occur, the balls are re-racked, and the non-breaker has the option to break or have the breaker rebreak.
- 3.3. 8-Ball Pocketed on Break
  - 3.3.1. Automatic win if the 8-ball is pocketed on the break.
  - 3.3.2. Automatic loss if the 8-ball comes to rest off the pool table.
- 3.4. . Open Table - Following the break, the table is considered open.
  - 3.4.1. The players' designated group is determined once a called ball is legally pocketed.
  - 3.4.2. Any balls can be contacted when the table is open, except for initial contact on the 8-ball.

### **4. Game Play**

- 4.1. Players continue shooting as they legally pocket their object balls.

- 4.2. Play alternates between opponents each time there is a miss, or a foul occurs.
- 4.3. Obvious shots do not need to be called.
- 4.4. Bank shots, kick shots, and combinations must be called.
- 4.5. Balls pocketed in unintentional pockets remain pocketed but will be considered a miss and play will proceed to the opponent.

## **5. Ball in Hand Fouls**

- 5.1. When a ball in hand foul occurs, play switches to the opponent, and the opponent may place the cue ball anywhere on the table (the cue ball does not need to be placed behind the head string).
- 5.2. Common ball in hand fouls:
  - 5.2.1. Touching the cue ball (other than the normal shot)
  - 5.2.2. Touching or moving or still object ball
  - 5.2.3. Scratch – pocketing the cue ball or driving it off the table.
    - 5.2.3.1. An automatic loss occurs when on the 8-ball the 8-ball is pocketed, and the cue ball is scratched.
  - 5.2.4. Bad hit – one of the shooting player's object balls is not contacted first.
  - 5.2.5. No rail – neither the cue ball nor any other ball hits a rail.
  - 5.2.6. Ball off table – object balls knocked off the table are replaced nearest where they left the table.
    - 5.2.6.1. An automatic loss occurs if the 8-ball is knocked off the table.
  - 5.2.7. Foot on the floor – at least one foot must be on the ground when the cue ball is contacted.

## **6. Doubles Modifications**

- 6.1. When playing doubles, teammates must alternate hits every hit.
  - 6.1.1. Even if a player makes a shot, their teammate must shoot next.
  - 6.1.2. If a player has two consecutive turns, a ball in hand foul will be assessed.