U-Toledo Intramural Billiards (8 ball) Rules
11/09/07

GENERAL
- Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
- All participants must be currently enrolled as a student, faculty, or staff member of the University of Toledo.
- All participants must present a current, valid UT Rocket Card upon checking in with the IM Staff. Participants who do not have their UT Rocket Card with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.
- Individuals may only play for one same sex team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that season.
- A player may not participate unless she/he is recorded on the score sheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook). During tournament play a doubles team may have a third person listed on their roster.
- Game time is forfeit time. There is no grace period. All players must be signed in and ready to play at the exact scheduled game time.
- The Table Tennis tournament is offered as a double elimination tournament format.

Forfeit/Default
- Forfeits:
  Any team or individual that fails to appear for any scheduled contest will be charged with a forfeit. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing field by the time of the game. Game time is forfeit time. There is no grace period. It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited contests will be recorded as a loss. This policy will be unilaterally enforced.

  Furthermore, any team or individual that forfeits a game will owe a $15 forfeit fee for each game forfeited. This fee will be charged to the manager of the team and must be paid for at the University of Toledo Student Recreation Center. Any team or individual that has forfeited a game and has not paid the $15 forfeit fee will not be eligible to participate in playoff games until the forfeit fee has been paid. If forfeit fees remain unpaid at the end of each sport season, the manager will be declared ineligible and will be suspended from any further Intramural participation. Once the forfeit fee is paid, the manager will be reinstated and become eligible to participate in all Intramural activities.

- Defaults:
  If a team knows in advance that it will not be able to make a schedule contest, the manager should contact the Intramural Department. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:
  - Games scheduled for Monday-Friday notification must be received by 5pm on the day before the schedule game
  - Games scheduled for Saturday/Sunday notification must be received by 3pm on the Friday before the schedule game. Managers may contact the Intramural Department by notifying the Coordinator of Intramurals at 530-3704 or by email at joe.bendix@utoledo.edu. This notification must come from the team manager only. All defaulted contests will be counted as a loss. However, the team manager will not owe a
GAMES. BALL WINS THE GAME. MATCHES WILL CONSIST OF THE BEST TWO (2) OUT OF THREE (3) GAMES. THE PLAYER POCKETING HIS/HER GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME. MATCHES WILL CONSIST OF THE BEST TWO (2) OUT OF THREE (3) GAMES.

The Game

OBJECT OF THE GAME: Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. Players must pocket balls of the group numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing his/her group first and then legally pocketing the 8-ball wins the game.

Lag - LAG FOR BREAK

The following procedure is used for the lag for the opening break. Each player should use balls of equal size and weight (preferably cue balls but, when not available, non-striped object balls). With the balls in hand behind the head string, one player to the left and one to the right of the head spot, the balls are shot simultaneously to the foot cushion and back to the head end of the table. The player whose ball is the closest to the innermost edge of the head cushion wins the lag. The lagged ball must contact the foot cushion at least once. Other cushion contacts are immaterial, except as prohibited below. It is an automatic loss of the lag if:

(a) The ball crosses into the opponent’s half of the table;
(b) The ball fails to contact the foot cushion;
(c) The ball drops into a pocket;
(d) The ball jumps off the table;
(e) The ball touches the long cushion;
(f) The ball rests within the corner pocket and past the nose of the head cushion, or;
(g) The ball contacts the foot rail more than once. If both players violate automatic-loss lag rules, or if the referee is unable to determine which ball is closer, the lag is a tie and is replayed.

Center.
CALL SHOT: In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if s/he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot his/her next shot so long as s/he has legally pocketed any object on the break.

RACKING THE BALLS: The balls are racked in a triangle at the foot of the table with the 8-Ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.

ALTERNATING BREAK: Winner of the lag has the option to break. During individual competition, players will alternate breaking on each subsequent game.

LEGAL BREAK SHOT: To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball or (2) drive at least four numbered balls to the rail. If the player fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting or (2) having the balls re-racked and having the option to shoot the opening break. It is not necessary to hit the apex ball (the ball that is on the foot spot) to initiate a legal break in Eight Ball.

SCRATCH ON A LEGAL BREAK: If a player scratches on a legal break shot:
(1) all balls pocketed remain pocketed (exception, the 8-Ball)
(2) it is a foul and
(3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

8-BALL POCKETED ON THE BREAK: If the 8-Ball is pocketed on the break, the breaker may ask for the re-rack or have the 8-Ball spotted and continue shooting. If the breaker scratches while pocketing the 8-Ball on the break, then the player loses the game.

OPEN TABLE: The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. When the table is open it is legal to hit any solid or stripe or the 8-Ball first in the process of pocketing the called stripe or solid. On an open table, all illegally pocketed balls remain pocketed.

CHOICE OF GROUP: The choice of stripes or solids is determined on the break. If both one solid and one stripe are made on the break then the table is open. If more then two balls are pocketed, then the type of ball (stripe or solid) with the greater number pocketed is the ball that must be played. If the numbers of pocketed type balls are even, then the table is open.

LEGAL SHOT: On all shots (except on the break and when the table is open) the shooter must hit one of his/her group of balls first and (1) pocket an object ball or (2) cause the cue ball or any object ball to contact a rail.
**SAFETY** SHOT: For tactical reasons a player may choose to pocket an obvious object ball and also discontinue their turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, s/he must declare a "safety" to their opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

**SCORING:** A player is entitled to continue shooting until s/he fails to legally pocket a ball of their group. After a player has legally pocketed all of his/her group of balls, s/he shoots to pocket the 8-Ball.

**FOUL PENALTY:** Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string, except on the opening break). This rule prevents a player from making intentional fouls which put his opponent at a disadvantage. With "cue ball in hand," the player may position the cue ball on the table by hand (more than one, if necessary). After placing the cue ball, the shaft and ferrule of the cue stick (not the tip) may also be used for positioning the cue ball for shooting.

**COMBINATION SHOTS:** Combination shots are allowed; however, the 8-Ball cannot be used as a first ball in the combination except when the table is open.

**ILLEGALLY POCKETED BALLS:** An object ball is considered to be illegally pocketed when
- (1) that object ball is pocketed on the same shot or foul is committed or
- (2) the called ball did not go in the designated pocket or
- (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed.

**OBJECT BALL JUMPED OFF THE TABLE:** If any object ball is jumped off the table, it is a foul and a loss of turn, unless it is the 8-Ball, which is a loss of game. Any jumped object balls are spotted in numerical order according to General Rules for spotting balls.

**PLAYING THE 8-BALL:** When shooting at the 8-Ball, a scratch or foul is the loss of game.

**LOSS OF GAME:** A player loses the game if s/he commits any of the following infractions:
- a. Fouls when pocketing the 8-Ball.
- b. Pockets the 8-Ball on the same stroke as the last of his group of balls.
- c. Jumps the 8-Ball off the table at any time.
- d. Pockets the 8-Ball in any pocket other than the one designated.
- e. Pockets the 8-Ball when it is not the legal object ball

**PLAY BY INNINGS:** During the course of play, players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

**STALEMATED GAME:** If, in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again.
**Match**

The winner of two (2) out of three (3) games wins the match.

**Doubles Play**
The object of the game is to make one group of numbered object balls, either stripes or solids, then rotating turns after each inning with your partner. Players must rotate after every inning (when it is their inning to shoot) and remain in order until the end of the match.