



INTRAMURAL SPORTS

Billiards Pool

SECTION 1: PLAYERS AND EQUIPMENT

1. It is suggested that all participants show up at least 15-30 minutes prior to their scheduled time. ***Game Time is Forfeit Time... No Excuses!***
2. Each participant must be currently enrolled at Tarleton and provide a current, valid Tarleton ID card in order to play. Players must have cards at every game in order to play. **No Exceptions will be made.**
3. **Ejection:** If an official removes a player, he/she will not be eligible to participate in any intramural event until they have met with the Assistant Director of Intramural Sports & Youth Programs. Ejected players are required to leave the facility for the remainder of the night. It is the responsibility of the ejected player to contact the Assistant Director of Intramural Sports & Youth Programs the following day to set up a meeting. gheath@tarleton.edu or (254.968.0763)
4. **Equipment / Uniforms:**
 - a. **Equipment:** The following will be provided to all competitors:
 - i. Pool Sticks. *Players may provide if desired.*
 - ii. Pool Balls
 - iii. Chalk
 - iv. Triangle
 - v. Pool Table
 - b. **Clothing:** Players must wear athletic attire.
5. **Scheduling / Playoffs:**
 - a. **Tournament Times:** Tournaments will be played Wednesday Starting at 5:00PM.
 - b. ***GAME TIME IS FORFEIT TIME!***
 - c. **Tournament Format:** Matches will be played in a single or double elimination format depending on number of participants.

SECTION 2: RULES OF PLAY || The following settings WILL NOT be altered:

1. **Format:**
 - a. In 8-ball pool, players are assigned either solids (1-7) or stripes (9-15) after the break, aiming to pocket their group and legally sink the 8-ball last to win. A foul, such as scratching or hitting the wrong ball first, gives the opponent "ball-in-hand". The 8-ball must be called and pocketed in a specific pocket.
2. **The Break:**
 - a. The game starts with a lag to determine who breaks. A legal break requires pocketing a ball or at least four balls to drive to the rails.
3. **Assigning Groups:**
 - a. The table is "open" after the break. Groups are assigned when a player legally pockets a called ball after the break.
4. **Legal Shot:**
 - a. The player must strike one of their own balls first and then either pocket a ball or drive any ball to a cushion.
5. **Winning the Game:**
 - a. The player must pocket all balls in their group and then sink the 8-ball in a designated pocket.
6. **Loss of Game:**
 - a. A player loses if they pocket the 8-ball before clearing their group, pocket the 8-ball on a foul, or knock the 8-ball off the table.
7. **Ball-in-Hand:**
 - a. Following a foul, the incoming player may place the cue ball anywhere on the table.

8. **Common Fouls**
 - a. Scratch: The cue ball goes into a pocket.
 - b. Wrong Ball First: The cue ball hits an opponent's ball or the 8-ball first.
 - c. No Rail: No ball hits a rail after the cue ball contacts the object ball.
 - d. Off Table: A ball is knocked off the table.
 9. **Game Time is Forfeit Time: No Excuses!**
 - a. ***Forfeit Fee: A team that does not show up or have the minimum number of players necessary to play the game will be charged a \$20 forfeit fee. Forfeit Fees are to be paid in the Campus Rec office (between 8AM and 5PM, M-F) prior to the teams next regularly scheduled game. Two (2) forfeits back to back will result in a team being dropped from the league.***
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SECTION 3: PLAYER CONDUCT

1. Throughout the tournament, players must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators (including youth and minors), tournament administrators, and to other players.
 - a. The following violations will result in immediate removal from the tournament:
 - i Harassing, threatening, bullying, repeatedly sending unwanted messages or making personal attacks, statements/hate speech about gender, race, immigration status, sexual orientation, religion, heritage, or similar characteristics.
 - ii Publishing, posting, uploading, or distributing content, or organizing/participating in any activity, group or guild that Tarleton Campus Recreation determines is inappropriate, abusive, hateful (e.g., expressing negative views about a person or group of people based on gender, race, immigration status, sexual orientation, religion, heritage, or similar characteristics), harassing, profane, defamatory, threatening, obscene, sexually explicit and/or exploitive, infringing, privacy-invasive, vulgar or otherwise inconsistent with the goodwill of Tarleton, offensive, indecent or unlawful.
 - iii Promoting, encouraging or taking part in any prohibited activity described above.
 - iv Every Competitor must maintain an appropriate level of respect, in Tarleton Athletics' sole judgment, toward the other players and the tournament administrators. Threatening behavior towards the officials, administrators, and/or other players will not be tolerated.
 - v Collusion, which includes but is not limited to:
 - 1 Intentionally losing a match for any reason at any time
 - 2 Any form of match-fixing.
 - 3 Soft play, defined as a player not taking reasonable and fair actions to gain advantages against their opponent during a match.

SECTION 4: ACCIDENTS AND INJURIES

1. *Participation in the Intramural program is voluntary and at the participants own risk. Tarleton State University and the Recreation Sports Department do not assume financial responsibility for any injuries. It is strongly recommended that each participant be certain he/she has some form of insurance which would cover claims resulting from accidental injury during Intramural participation. The participants or their insurance companies are responsible for any expenses, due to injuries occurring while participating in the program. Each person must sign a team roster prior to participation in any intramural event.*
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Tarleton State University Intramural Staff Contact Information

Garthon Heath, Assistant Director of Intramural Sports & Youth Programs
254.968.0763
gheath@tarleton.edu Office
Hours: M-F 8am-5pm