Colorado School of Mines ~ Intramural Sports

Billiards Rules – Eight Ball

I. Eligibility
All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.

II. Tournament Guidelines
Play-by-date format. Players are responsible for contacting their opponents and playing their game before the deadline. There is a table in the Student Recreation Center to play your games. You may check out equipment from the front desk. Winners must report scores on IMLeagues or by contacting the Intramural Sports Office via email intramurals@mines.edu or by calling 303-384-3646.

III. Object of the Game
Eight ball is a shot game played with a cue ball and fifteen object balls, 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.

IV. Racking the Balls
The balls are racked in a triangle at the front of the table with the 8-ball in the center of the triangle, the 1st ball of the rack on the foot spot, a striped ball in one corner and a solid ball in the other corner.

V. 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 he/she is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is NEVER necessary to indicate details such as the # of cushions, banks, caroms, etc. 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 he/she has legally pocketed any object ball on the break.

VI. **Break**
Winner of the lag has the option to break!

VII. **8-Ball Pocketed on the Break**
If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the headstring.

VIII. **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. The table is always open immediately after the break shot.

IX. **Choice of Group**
The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

X. **“Safety” Shot**
For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his/her turn at the table by declaring “safety” in advance.

XI. **Scoring**
A player is entitled to continue shooting until he/she fails to legally pocket a ball of his/her group. After a player has legally pocketed all of his/her group of balls, he/she shoots to pocket the 8-ball.

XII. **Combination Shots**
Combination shots are allowed; however, the 8-ball cannot be used as a 1\textsuperscript{st} ball in the combination except when the table is open.

XIII. **Illegally Pocketed Balls**
An object ball is considered to be illegally pocketed when:
1) The object ball is pocketed on the same shot a 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.

XIV. Playing the 8-Ball
When shooting at the 8-Ball, a scratch foul is not the loss of game if the 8-Ball is not pocketed or jumped from the table. Incoming player has cue ball in hand.

XV. Scratches
If no ball is pocketed and the cue ball goes in, then the opponent gets the ball behind the two white dots. If a ball is pocketed and the cue ball goes in, then the opponent gets the cue ball “ball in hand”.

XVI. Loss of Game
A player loses the game if he/she commits any of the following infractions:
1. Fouls when pocketing the 8-Ball
2. Pockets the 8-ball on same stroke as the last of his group balls
3. Jumps the 8-ball off the table at any time
4. Pockets the 8-ball in a pocket other than the one designated
5. Pockets the 8-ball when it is not the legal object ball

XVII. Sportsmanship
1. All players are expected to play with good sportsmanship and uphold the spirit of Intramural Sports.
2. HAVE FUN!!