

Billiards Tournament Rules
IU South Bend
Intramural Sports

Eligibility

1. All students, faculty/staff and Alumni who are matriculated, registered, and paying IUSB tuition for classes and all SAC fees are eligible.
2. Every student will be required to present his/her valid IUSB ID card to the game official prior to the start of the tournament.

Rules

1. **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). **MATCHES WILL CONSIST OF THE BEST TWO (2) OUT OF THREE (3) GAMES.**
2. **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 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 next shot so long as he has legally pocketed any object on the break.
3. **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.
4. **ALTERNATING BREAK:** Winner of the lag has the option to break. During individual competition, players will alternate breaking on each subsequent game.
5. **LEGAL BREAK SHOT:** (Defined) 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.
6. **SCRATCH ON A LEGAL BREAK:** If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball, see rule G), (2) it is a foul, (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.
7. **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, 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 head string.
8. **OPEN TABLE:** (Defined) 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. Note: the table is always open immediately after the break shot. 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.

9. 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 TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. The choice of group is determined only when a player legally pockets a called object ball after the break shot.
10. LEGAL SHOT: (Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket an object ball or (2) cause the cue ball or any object ball to contact a rail. PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, OR the cue ball or any object ball must contact a rail.
11. "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.
12. 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 their entire group of balls, s/he shoots to pocket the 8-ball.
13. FOUL PENALTY: Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table.