



Lamar University Intramural Sports

8 BALL POOL RULES

Player Eligibility:

1. Participation is limited to currently-enrolled, Lamar University-Beaumont or LIT students, faculty and staff.
2. In order for participation in an intramural contest each player must present their validated LU-Beaumont or LIT- ID and print their name on the score sheet.
3. Players not signed in by two minutes after match time will be a forfeit.

The Game: The game is played with 15 object balls numbered from 1 to 15 and a cue ball. Balls are racked at the foot spot, with the 8-ball in center of triangle.

One player must pocket balls numbered from 1 to 7 or from 9 to 15. The opponent pockets the group of balls not selected by the player with original choice.

The player pocketing numerical group first and then legally pocketing the 8-ball wins the game.

Jumping is allowed, but if a ball that is not the cue ball jumps off the table, it will be spotted back on the table.

If the cue ball jumps off the table, ball in hand will be awarded for the opponent.

Order of Play: Order of play can be determined by lot or lagging.

If the breaker pockets one or more high and low balls on the break, he/she has choice of the high or low balls.

If the breaker fails to pocket a ball on the break, his/her opponent has the choice of pocketing either the high or low balls.

Scoring: Each player is entitled to all balls legally pocketed, unless he/she pockets a ball belonging to his/her opponent, in which case the opponent is credited with the ball. If a player pockets only an opponent's ball, it is considered a miss (a miss is the failure on the part of a player to accomplish his/her intention on a stroke).

Combination shots are allowed at all times, except in an attempt to pocket the 8-ball. Players may play combination of opponent's balls.

After a player has pocketed all the balls in his/her numerical group, he/she shoots to pocket the 8-ball, calling his/her shot. If shooting directly at the 8-ball, the player must pocket that ball or cause the 8-ball or the cue ball to contact a cushion.

An official match consists of the best two out of three games.

Loss of Game: If a player accidentally pockets the 8-ball before he/she pockets all the balls of his/her numerical group, he/she loses the game.

When playing for the 8-ball, players must hit that ball first. If he/she pockets the ball on a combination, he/she loses the game.

Since a player is required to call his/her shot when playing for the 8-ball, he/she loses the game if the 8-ball drops into a pocket not designated on the call.

When a player is shooting to make the 8-ball, he/she loses the game if the cue ball scratches in the pocket or if the cue ball jumps off the table.

Rule to add:

Legal Breaks:

- ball sunk on the break
- how many balls must hit the back rail
- can the opponent select to re-break if not legal or has to hit it as it is.
- How is it determined who is what suit?

Legal/illegal shots

- jumps (have an image)
- push shots
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What happens when:

- You touch an opponents ball first
- You miss the 8ball on an attempt
- You miss any ball on an attempt
- You touch the a ball with hand or stick by accident
- A player just taps a ball but it does not hit anything, no other balls, or rails

Sportsmanship:

- Courtesy while the person is shooting
- no talking to opponent while they are shooting
- no loud noises or yelling during the match.
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