



# Lamar University Intramural Sports

## 8 BALL POOL RULES

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### 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.

*All Intramural 8-ball rules shall be governed by the United States Professional Pool players Association's 2009-2010 First edition. The following rules are cited for your information and/or clarification.*

**1. OBJECT OF THE GAME:** 8-Ball is played with a cue ball, and fifteen object balls, numbered 1 through 15. Balls 1-7 are solid colors and balls 9-15 are striped. One player must pocket balls of solid colors, while the other player the striped ones. The player pocketing their entire group and then legally pocketing the 8 ball wins the game. A player winning two of three games will win the match.

**2. LAG FOR BREAK:** Both players will have a solid or striped ball on the first dot at the end of a table. Both hit simultaneously to make the balls hit the opposite bank and return back to the original position. The player with their ball closet to the bank breaks first.

**a. HOW TO RACK:** To begin the game of 8-ball, the colored balls are placed randomly in a triangle, called the "rack." The base of the rack is parallel to the short end of the pool table and is position so the ball in the tip of the rack is located on the foot spot. The balls in the rack are pressed into contact with the footspot and remain in contact after the rack is removed. Within the rack, the 8-ball is centered while the two corners are occupied by two opposite groups with one being a solid and one stripe ball. The game begins with the cue ball in hand anywhere behind the head string, second dot. (that is, the quarter of the billiards table farthest from the rack), and area also commonly referred to as the "kitchen."

**b. RACK YOUR OWN:** When there is no official observing the game, each breaking player shall be responsible for providing his/herself a legal and solid rack.

**3. LEGAL BREAK SHOT:** For the break shot to be legal, the breaker, with the cue behind the head string, must either pocket a ball, or drive at least four numbered balls to the rail. When a foul occurs, the incoming player has the option of accepting the table position and shooting, or requesting the balls be re-racked and having the offending player re-break. If the breaker pockets a ball, it is still the same player's inning.

Break fouls include:

- a.** If the cue ball is touched by the cue tip and does not meet the legal break requirements, it is a foul and gives the non breaker the above choices.
- b.** If the cue ball is pocketed or driven off the table it is a foul and the non-breaking player has a cue ball in hand behind the head string.
- c.** If any numbered ball leaves the table or comes to rest on top of a rail, it is a foul and the non-breaking player has a cue ball in hand.

**4. 8-BALL POCKETED ON BREAK:** Legally pocketed the 8-ball on the break wins the game for a breaker; assuming no other foul has been committed.

- a. When the 8-ball is pocketed on the break and the break did not meet all legal break requirements it results in a loss of game for the breaker.

**5. OPEN TABLE:** The table is always open immediately after the break shot. The player's designated group (solids or Stripes) will not be determined until a player legally pockets a called object ball. The table is considered an "open table" when the choice of groups has not yet been determined. When the table is open, it is legal to hit one group of balls in order to pocket another ball from the opposite group. NOTE: The 8-ball can never be struck first; this action would result in a foul.

**6. BALL IN HAND SITUATIONS:** When a player commits a ball in hand foul, he must relinquish his turn at the table. The incoming player may now place the cue ball anywhere on the table to start the inning. If a player commits more than one foul on one shot, only one foul will be called. A player must make sure he has the ball in hand before touching the cue ball. The following are cue ball in hand fouls:

### **6.1 FOULS ON ALL BALLS:**

- a. Touching the cue ball: Touching or causing even the slightest movement of the cue ball (other than a normal shot), even accidentally, is a foul. However a player may use the ferrule or shaft of his/her cue to line up the cue ball when a cue ball in hand is in play (using the tip is a foul, and ball in hand will be given to the other player).
- b. Touching a moving object ball: Touching a moving object ball is a foul as is allowing a moving ball to hit a foreign object.
- c. Touching a still object ball: Any ball moved accidentally can only be replaced by the opponent. However the opponent may exercise the option of keeping disturbed ball(s) in new position if they so choose. The player who has committed the foul may move the fouled object ball back to the original position only after receiving consent from the opponent. If the player who has fouled touches any of the disturbed balls without consent of opponent it will result in loss of turn with ball in hand to the opponent.

**6.2 SCRATCH:** Pocketing the cue ball or driving it off the table is a ball in hand foul.

**6.3 BAD HIT:** If the first object ball contacted by the cue ball is not a numbered ball from the shooter's established group, it is a ball in hand foul. NOE: If the shooter has no remaining balls from his/her group in play, the 8-ball may then be contacted first.

**6.4 NO RAIL:** If, after the cue ball first strikes a legal ball, and neither the cue ball nor any other ball hits a rail or is pocketed, it is a ball in hand foul.

**6.5 BALLS OFF THE TABLE:** Except for a legal shot, causing any ball to come to rest off the playing surface is a foul. This includes any accidental movement of a ball which results in a ball falling into a pocket. The ball accidentally pocketed is not brought back in to player and the incoming player has cue ball in hand.

If a player knocks a ball off the table, it is a foul. If the ball returns to the playing surface after hitting a person or an object, it is a foul. Note: If a player removes the 8-ball from the playing surface it results in a loss of game.

**6.6 FOOT ON THE FLOOR:** Failure to have at least one foot on the floor at the moment the cue tip strikes the cue ball is a ball in hand foul.

**6.7 JUMP BALL:** Any miscue on a jump shot is a ball in hand foul. A legal jump shot must be executed by stroking down through the cue ball (no scooping or miscues).

**6.8 MOVING BALL:** Shooting while any ball is moving or spinning is a foul.

**6.9 DOUBLE HIT:** If the cue tip strikes the cue ball twice on the same stroke it is a ball in hand foul.

**6.10 BALL IN HAND PLACEMENT:** To touch the object ball in anyway while placing the cue ball is also a foul.

**6.11 INTERFERENCE:** Non shooting players should remain away from the table to give enough space for the shooter to make a shot.

Talking, making noises, moving around, causing distraction (sharking) in some way or misconduct while the shooter is at the table may also result in a tournament official calling a foul for interference.

## 7. LOSS OF GAME

- a. **OPPONENT WINS:** The opponent legally pockets the 8-ball.
- b. **BALL TAPPING:** Tapping balls is not permitted. The penalty for ball tapping shall result in loss of the current game after a clear warning has been granted to the offender.

## 8. GENERAL POOL RULES

- a. **SPLIT HITS:** If the cue ball strikes a legal and a non-legal object ball at about the same instant, and it cannot be clearly determined which ball was first hit, the judgment will go in favor of the shooter.
- b. **BALL REBOUNDS FROM THE POCKET:** Balls must remain in a pocket to count as a pocketed. If a ball goes into a pocket and bounces back on the playing surface, it is not considered pocketed. If it is the 8-ball, it is not a win. If it is a cue ball, it is not a scratch. Clearing pockets which are fully or nearly full is the responsibility of the shooting player.
- c. **HANGING BALL:** If an object ball hangs in a pocket, the ball is considered to be pocketed if it drops for 5 seconds or less after coming to complete rest by the hole. If a hanging ball drops in the pocket after being at rest for 5 seconds or more, the ball is returned to the original position on the edge and it is the incoming player may begin his/her inning.
- d. **JUMP SHOTS:** Jump shots will not be allowed in order to better preserve our pool tables and its felt.

**9. TOURNAMENT DIRECTOR/REFEREES:** The decision of a tournament referee is final unless overturned by the tournament director.

All players are responsible to be aware of the rule, regulations and schedules of the tournament. If players cannot come to an agreement amongst themselves during a match then it will result in a double forfeit.