

Bellarmino University Intramural Sports

8-BALL RULES

ELIGIBILITY RULES

1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

THE GAME

1. There will be a "5 Minute Grace Period". Players are asked to show up on time!
2. **OBJECT OF THE GAME:** Eight Ball is played with all object balls numbered one through fifteen and a cue ball. On each shot the first ball the cue ball contacts must be the solid or stripe that is your ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are only required to call bank shots, combinations and the eight ball. A match ends when one of the players has won 2 of 3 games.
3. **RACKING THE BALLS:** The object balls are racked in a rack, with the one ball at the top of the diamond and on the foot spot, the eight ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with the cue ball in hand behind the head string.
4. **LEGAL BREAK SHOT:** The rules governing the break shot are the same as for other shots except:
 - a. The breaker must strike the 1-ball first and wither pocket a ball or drive at least four numbered balls to the rail.

- b. If a cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
- c. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted (exception: if the object ball is the 8-ball, it is re-spotted).

5. **CONTINUING PLAY:** If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If a player misses or fouls, the other player begins his inning and shoots until he misses, fouls, or wins. The game ends when the eight ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.

6. **FOULS:** When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the fouls hot are respotted (exception: if a pocketed ball is the 9-ball, it is respotted). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

7. **BAD HIT:** If the first object ball contacted by the cue ball is not the ball for which the shooter is responsible, the shot is foul.

8. **IN HAND:** When a cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

A player's inning begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

9. **END OF GAME:** A game starts as soon as the cue ball crosses over the head string on the opening break. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 8-ball; or when a player forfeits the game as the result of a foul.

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