

Intramural Billiards
Information and Rules Sheet

1. Eligibility:
 - a. You must be a current Manchester College student, faculty or staff to participate

2. The Match:
 - a. The winner of the match will be determined by a best of three games format

3. Forfeit Policy:
 - a. If you do not show up on time for your game, you have up to ten (10) minutes after the start time to show up. If you show up late but within the ten (10) minute allowance, the opponent automatically has the choice of breaking for the first game.

4. Lag for Break:
 - a. The following procedure is used for the lag for the opening break: Each player should use balls of equal size and weight. Players will simultaneously shoot their ball from behind the head string to the foot cushion and back to the head end of the table. The player whose ball is the closest to the innermost edge of the head cushion wins the lag. The lagged ball must contact the foot cushion at least once. Other cushion contacts are immaterial, except as prohibited below. If the Intramural game goes to three (3) games, you must lag to determine who gets to break for game 3.

It is an automatic loss of the lag if: (1) the ball crosses into the opponents half of the table, (2) the ball fails to contact the foot cushion, (3) the ball drops into a pocket, (4) the ball jumps the table, or (5) the ball contacts the foot cushion more than once. If both players violate the automatic-loss lag rules, the lag is replayed.

5. OBJECT OF THE GAME:
 - a. Eight Ball is a call shot game played with a cue ball and 15 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 either group first and then legally pocketing the 8-ball wins the game.

6. RACKING THE BALLS:
 - a. 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.

7. STRIKING THE CUE BALL:
 - a. Legal shots require that the cue ball be struck only with the cue tip. Failure to meet this requirement is a foul.

8. FOOT ON FLOOR:
 - a. Players must have at least one foot in contact with the floor at the moment the cue tip contacts the cue ball or the shot is a foul. Foot attire must be normal in regard to size, shape and manner in which it is worn.

9. CUE BALL ON OPENING BREAK:
 - a. The opening break shot is taken with cue ball in hand behind the head string. On the opening break, the game is considered to have commenced once the cue tip has struck the cue ball.
10. SCRATCH ON A LEGAL BREAK:
 - a. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8- ball), (2) it is a foul, and (3) the table is open. The incoming player has cue ball in hand behind the head string (see applicable rule).
11. 8-BALL POCKETED ON THE BREAK:
 - a. 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, it is not a loss of game; the incoming player has the option of a re-rack or having the 8-ball spotted and begins shooting with ball in hand behind the head string.
12. OPEN TABLE:
 - a. 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, except the 8-ball.
13. FAILURE TO POCKET A BALL:
 - a. A player is entitled to continue shooting until failing to legally pocket a ball of his/her group. If a player fails to pocket a ball on a legal shot, then the player's inning is over, and it is the opponent's turn at the table. After a player has legally pocketed his/her entire group of balls, he/she shoots to pocket the 8-ball.
14. COMBINATION SHOTS:
 - a. Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.
15. LOSS OF GAME:
 - a. A player loses the game by committing any of the following infractions:
 - i. Fouls when pocketing the 8-ball (exception: see 8-Ball Pocketed on The Break).
 - ii. Pockets the 8-ball on the same stroke as the last of his/her group of balls.
 - iii. Jumps the 8-ball off the table at any time.
 - iv. Pockets the 8-ball in a pocket other than the one designated.
 - v. Pockets the 8-ball when it is not the legal object ball.
16. See the **MC Source for appropriate conduct principles**. No changes or additions to team rosters will be allowed after competition begins.
17. The winning captain is responsible for reporting the scores to the Intramural Student Supervisor. Any accident or injury must be reported immediately to the Intramural Student Supervisor on duty.