

8-Ball/Billiards Rules

Venue: CasaBlanca Resort – North shore Room

Date: Saturday, November 14, 2009

Times: 1:00 p.m. Start times will be given at registration

Format: Individual play

This tournament is single elimination with a maximum of five (5) games in a match.

The winning team is the first to score three wins (3 out of 5).

The game: The game is played with a cue ball and 15 object balls, numbered 1 to 15, inclusive or divided into two colors as in an 8-ball set. One player must pocket balls of the group numbered 1 through 7, while the opponent has 9 through 15. The player pocketing his group first and then legally pocketing the 8-ball wins the game.

Break: Start of play is determined by coin flip. The losing player breaks in all subsequent games. The breaker must make an open break (4 object balls to the rail). If not, opponent has the option of accepting the table in position and shooting, or having the balls re-racked and breaking himself. All balls pocketed on the break remain pocketed whether or not the shot is legal. If the player makes the 8-ball on the break, and the cue ball does not scratch or jump the table, he/she wins the game.

Alternating shots: The winner of the coin toss (male or female) continues to shoot until a missed shot or foul occurs. At that time, the opposing player (male or female) begins at the table. After a foul or missed shot is committed, the opposing team shall alternate shooters from a man to a woman or visa versa.

Choice of group: Choice is determined if a ball from only one group is pocketed on the break shot. If balls from both groups are pocketed, the choice remains open until a player legally pockets another ball during his/her inning at the table.

Call your pocket: On a player's final ball (8-ball), the player must mark the intended pocket before the shot. Failure to do so results in penalization. The target pocket must be made obvious by the shooter placing a marker score sheet indicator pointing at the intended pocket prior to the shot.

Rules:

1. Cue ball only on fouls: The only fouls called will be those committed on the cue ball. If an object ball is touched, the opposing player has the option to place the moved ball back to its original position or leave it as it is; it is not a foul.
2. Anytime a ball is jumped odd the table, the ball remains down and foul #1 applies.
3. Intentional 8-ball pocketed: Should the 8-ball be pocketed and not be the object ball, the player pocketing it loses that game. An 8-ball jumped off the table, or the cue ball jumped off the table while shooting the 8-ball, is cause for the loss of that game.
4. Anytime a player is shooting on the 8-ball and scratches the cue ball in a pocket, the shooter loses the game.
5. Any shooting foul: Ball in hand to opponent.

6. Combination on 8-ball: The 8-ball may not be hit first on a combination shot to pocket an object ball.
7. Break: Scratch on the break cue is placed behind the line.
8. Ball frozen to cushion: If a ball is frozen on a cushion, the player must be notified. When playing such a shot, the player must contact the frozen ball and:
 - a. Pocket the frozen ball
 - b. Cause the cue ball to contact the cushion, or
 - c. Drive the frozen ball to another cushion, or
 - d. Cause another object ball to contact a cushion, or
 - e. Pocket another object ball from either his or her opponent's group.
 Failure is a foul and ball-in-hand will apply.
9. Frozen cue ball: When the cue ball is in contact with a player's object ball, player may play directly at the object ball in contact with cue ball and must accomplish one of the five alternatives shown under "Ball Frozen to Cushion." Failure is a foul.
- Fouls:
 - a. One foot is not on the floor.
 - b. Anytime the cue ball or object balls are jumped off the table.
 - c. Failure to contact a rail with a ball after contacting one of the player's object balls.
10. Time limit: 50-minute time limit on all matches. After that, the time on each player shall take one turn each to determine a winner based on remaining balls on the table.

Note: On all shots, the player must strike one of his group balls first and pocket an object ball, or cause the cue ball or any object ball to contact a rail. Failure is a foul and ball-in-hand applies. Combination shots are allowed; however, the 8-ball cannot be used as the first ball in a combination.

Scoring: A player is entitled to any ball of his/her group legally pocketed and he/she continues shooting until he/she fails to pocket a ball of his/her group to execute a legal shot. After a player has legally pocketed all of his/her group of balls, he/she shoots to pocket the 8-ball. If the shooter hits one of his/her opponent's group of balls or the 8-ball before he/she hits one of his/her own, the shot is a foul. (Penalty #1 applies.)

Ball-in-hand: Following any shooting fouls, the opposition shall have the advantage of placement (Penalty #1). Rather than shoot behind the head string, the foul shall result in the opposition having the cue ball-in-hand. They may place the ball wherever they feel it is most advantageous to their shot position. (See Fouls.)

Penalty #1: Player takes the cue ball in hand and places it in any legal position on the table. It is not required that the cue ball be placed behind the head string, though it may be in that position at times.

Forfeits and removals: The element of the games that shall remain uniform and consistent is the enforcement of the game times, rules, and good attitudes of the

participants. Be sure you become familiar with the rules of the game and the time of your match.

Game time: Game time is forfeit time. This rule shall be enforced. Players must be prepared to play to start a game.

Call your own: The game will be played in a recreational manner. The sportsmanlike conduct of all participating individuals shall govern the fairness and atmosphere of the game. Each player shall serve as their own official until a disputed call requires an unbiased judgment. The judgment of the official is final!

Judge availability: Ample assistance will be available to make a judgment on calls. If a player feels that a call that is about to be taken is worthy of outside judgment, an official shall come over and view the call, and make a judgment if necessary. A judge's decision is final.

Decisions: The tournament official's decisions are final. The official's function is to eliminate the judgment of players and places the final decision on his/her discretion. There shall be no discussions or debating a call. If an individual is unable to control their conduct after a decision, the official shall also retain the authority to forfeit and remove any player from competition. These games are intended for recreational activity and social camaraderie.

Protest: Any protest shall be dealt with immediately. The judgment on all protest decisions shall be final and a mature and fair conduct from all participants following that decision is expected.

Coaching: Coaching from the side is not permitted. Each player must line up his or her own shot. Violations shall result in warning or forfeiture.

Unsportsmanlike conduct: Unsportsmanlike conduct is strictly prohibited and shall be dealt with immediately. Any individual who interferes with the orderly continuance of play shall be removed from the competition and the player will receive forfeiture.

Awards: Medals will be awarded to the top three players at the end of the event.