The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

I. General
   A. Catcards are required. NO I.D. = NO PLAY! No exceptions!
   B. Single or double elimination based on number of entries
   C. Please arrive early to check in
   D. Played at the Cat’s Den

II. Rules
   A. Eight Ball: Eight Ball is a call shot game played with a cue ball and fifteen object balls, 1 through 15. One player must pocket balls of the group numbered 1 to 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing their group first and then legally pocketing the ball 8-ball wins.
   B. Call Shot: Obvious balls and pockets do not have to be indicated. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break. One foot must be on the ground.
   C. Racking the Ball: First ball should be on foot spot, 8 ball in middle, a stripe ball in one corner and a solid ball in the other corner.
   D. Jump and Masse Shots: A player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).
   E. Legal Break Shot: The breaker (with the cue ball behind the headstring) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. If he fails to make a legal break, it is a foul, and the incoming player has the option of shooting the opening break himself or allowing the offending player to rebreak.
   F. Open Table: A table is still open until a player makes a legal called shot, then that group belongs to the player and the table will no longer be open. Any ball could be used in combination when the table is open.
   G. Scratch on Legal Break: If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see 8-BALL POCKETED ON THE BREAK), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoot the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball.
   H. Object balls jump off the table on the break: If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting.
I. **8 ball pocketed during the break:** 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, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the headstring.

J. **Legal Shot:** On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail. PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

K. **Safety shot:** For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent. If this is NOT done, and one of the shooters object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

L. **Foul Penalty:** Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to behind the headstring except on opening break. With "cue ball in hand," the player may use his hand or any part of his cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

M. **Object balls jumps on table:** If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order according to General Rules for spotting balls.

N. **Combination Shots:** Combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination except when the table is open.

O. **Illegally pocketed balls:** An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed.

P. **Playing the 8-ball:** When shooting at the 8-ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball.

Q. **Loss of Game:** A player loses the game if he commits 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 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.
   vi. Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

R. **Stalemate Game:** If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges (or if no referee, both players agree) that attempting to pocket or move an object ball will result in loss of game, the balls will be reracked with the original breaker of the stale.

S. **Conduct:** The Intramural Sports program promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

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