UVM Intramural Sports • Pool/Billiards Rules

The rules governing this intramural sport activity are derived from rules used by the National Intramural-Recreational Sports Association (NIRSA) and rules unique to the UVM Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. All important policy information can be found in the Intramural Sports Handbook, which are available on our website. All team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General/Eligibility

See Overall Intramural Sports Handbook for complete listing of eligibility.

Intramural Team Participation: Individuals may only play on one team in this tournament.

UVM Identification: All players MUST present a UVM Cat Card to the IMS Supervisor prior to the start of the tournament. Players who do not have their Cat Card will be subject to the terms of the Campus Recreation ID Policy.

General Tournament Info

1. The tournament will be played on the pool tables on the first floor of Davis Center.

2. Pool balls and sticks will be provided by the Davis Center

Game Play

1. Object of the game: 8 ball is played with a cue ball and 15 object balls. The purpose of the game is for one player or team to pocket the solid balls numbered 1 to 7 or the striped balls numbered 9 to 15, and then marking and pocketing the 8 ball before his/her opponent. Choice of balls to be pocketed is made by the player legally pocketing the first ball of the game.

2. Lag: Method used to start a match. Players simultaneously shoot a ball from the “kitchen”, banking it off the foot rail and back to the head of the table. Striking the side rails or any pocket results in loss of the lag. The closest ball to the head rail wins. It is permissible to strike the head rail. If the lagged balls make contact during the lag, the lag should be attempted again.

3. The Rack: The balls are racked with a solid and stripe on opposite ends at the bottom of the rack, with the front ball on the foot spot and the 8 ball in the center. All balls should be frozen (touching) as tightly as possible.

4. Breaking: To be a legal break, players must break from inside the kitchen, the head ball or second ball must be struck first, and at least four object balls must be driven to the rails or a ball must be pocketed.
The cue ball may not be shot into a rail before the break. If the break does NOT qualify as legal, the balls are reracked and broken by the same player. If the break does NOT qualify as legal and results in a scratch, the balls are reracked and broken by the opposite player.

5. **After the Break:** Various circumstances can occur upon completion of the break. They are:
   a. No balls are pocketed and it is the other player’s turn.
   b. The 8 ball is pocketed. This results in the 8 ball being spotted. If the spot is taken, the ball is placed on a line directly behind the spot as close as possible.
   c. One ball is pocketed. It is still the breaker’s turn, but the table remains “open” until a designated ball and pocket is declared and the player is successful. If the player is not successful, the table remains open. The 8-ball is neutral when the table is open and can be used for a combination shot, but it is no longer neutral after a player/team has pocketed an object ball after the break. [See Exceptions]
   d. One (or multiple) of each category is pocketed. The breaker has his/her choice of balls. He/She may shoot any ball, except the 8 ball (which would be a foul), and each pocketed ball counts. If he/she misses or fouls on his second shot, his opponent has an “open table” and may choose which category of balls to play.

6. **Combination Shots:** Combination shots are legal, but the player must call the correct ball and pocket and must strike his/her own group ball first. The 8 ball is not neutral after the table is no longer open.

7. **Balls on the Floor:** If the 8 ball is knocked on the floor, it is loss of game. An object ball knocked on the floor results in a foul and is spotted.

8. **Safety Shot:** If a “safety” is called before a legal shot, a player may legally pocket the ball and in turn forfeit his next shot.

9. **Pocketed Balls:** Balls must remain in a pocket to be legal. All pocketed balls remain in the pocket for the remainder of the game.

10. **Fouls:**
   a) Anytime the cue ball goes in a pocket or leaves the playing surface, the incoming player will place the ball in the “kitchen” and may play any ball that is outside of the kitchen.
   b) Anytime a ball is pocketed in such a manner that it is determined to be “slop” (any pocketed ball that does not go into the obvious pocket as determined by the shooter’s shot selection), the turn will be forfeited and the incoming player will play the cue ball from it’s current location.
11. **How to Win:** A player/team has won the game when all the balls of his/her numerical group have been pocketed and he/she has legally pocketed the 8 ball in a properly called pocket without scratching.

12. **There are various ways to lose:**
    a) Your opponent pockets his/her numerical group and legally pockets the 8 ball
    b) You pocket the 8 ball out of turn or knock it on the floor
    c) You pocket the 8 ball in the wrong pocket or fail to properly indicate the pocket
    d) You foul the cue ball and then pocket the 8 ball
    e) When playing the 8 ball, you scratch