



8-BALL BILLIARDS RULES



- 1. Rules are BASED on the latest APA rules, as amended herein. Any questions concerning rules or rules interpretations may be directed to the Recreational Sports Office, Room 118 Campus Center.**
- 2. Matches consist of the best two of three games.**
- 3. Object: Eight Ball is a game played with a cue ball and fifteen object balls, numbered 1-15. One player must pocket balls of the group 1 through 7 (solids), while the other player has 9 through 15 (stripes). The player pocketing his group first and then legally pocketing the 8-ball wins the game.**
- 4. One Foot on the Floor: While shooting, at least one foot must be on the floor at all times if a bridge is available. There is no foul—simply stop the shooter and hand him the bridge. League Management cannot guarantee the presence of bridges and some Host Locations may not have them. Exception: Players shooting from a wheelchair must remain seated in their wheelchair while shooting.**
- 5. Racking: The balls are racked in a triangle at the foot of the table with the 8-ball in the center, the first ball of the rack on the footspot, a stripe in one corner, and a solid ball in the other.**
- 6. Alternating break: Winner of the lag (each player shooting cue ball length of table, off one end rail/cushion) with the shooter closest to the original rail having the option to break. Players alternate breaking with each subsequent game.**
- 7. Legal Break: The breaker (with the cue ball behind the headstring) must either pocket a ball, drive at least 4 numbered balls to the rails. Failing to make a legal break is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and shooting the break or allowing the offending player to re-break.**
- 8. Scratch on Legal Break: If a player scratches on a legal break, all balls remain pocketed (exception, the 8-ball), it is a foul, and the table is open. Incoming player has cue ball in hand behind head string and may not shoot an object ball that is behind the head string, unless player first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball.**
- 9. 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 accepting the table and shooting, or taking cue ball in hand behind the head string and shooting. Jumped balls are spotted.**
- 10. If the 8-ball is pocketed on the break, breaker may ask for re-rack or have the 8- ball spotted and continue shooting. If breaker scratches while pocketing the 8-ball on the break, incoming player has the option of having a re-rack or having the 8- ball spotted and begin shooting with ball in hand.**
- 11. Open Table: The table is “open” when the choice of groups 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. The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe. If the table is**

open and the 8-ball is the first ball contacted, no stripe or solid may be scored in favor of the shooter. The shooter loses his/her turn, any balls pocketed remain pocketed, and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

12. Choice of Group: The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. The table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

13. Legal Shot: On all shots (except on the break and when the table is open), the shooter must hit one of his/her group of balls first and pocket a numbered ball or cause the cue ball or any numbered ball to contact a rail.

14. Safety Shot: A player may choose to pocket an obvious object ball and discontinue his/her turn by declaring "safety" in advance. A safety shot is a legal shot. If the shooter intends to play safe, it must be declared prior to the shot. If this is not done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

15. Scoring: A player is entitled to continue shooting until he/she fails to legally pocket a ball of his/her group. After a player has legally pocketed all of his/her group, the shooter shoots to pocket the 8-ball.

16. Foul Penalty: Opposing player gets cue ball in hand. The player can place the cue ball anywhere on the table (does not have to be behind the headstring, except on opening break). This rule prevents a player from making intentional fouls which would put opponent at a disadvantage. With "cue ball in hand," the player may place the cue ball any spot on the table as long as no other balls are moved in doing so.

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

18. An object ball is considered to be illegally pocketed when that object ball is pocketed on the same shot a foul is committed or the called ball did not go in the designated pocket. Illegally pocketed balls remain pocketed.

19. 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.

20. How to Win: A player has won the game when all the balls of his numerical group have been pocketed and he has legally pocketed the 8-ball in a properly marked pocket without scratching. To properly mark the pocket, a coaster or some other reasonable object, not chalk, must be placed next to the pocket the 8-ball is intended to enter. Both teams may use the same marker. Only one marker should be on the table. If the marker is already at the intended pocket from a previous attempt or game, it is not necessary for the shooter to touch it, pick it up or reposition it. Note: You cannot play the 8-ball while simultaneously playing the last ball of your category. The 8-ball must be a separate shot.

21. Loss of Game: A player loses the game if he commits any of the following infractions:

- a. Fouls when pocketing the 8-ball
- b. Pockets the 8-Ball on the same stroke as the last of his/her group of balls.
- c. Jumps the 8-Ball off the table at any time.
- d. Pockets the 8-Ball in a pocket other than the one designated.
- e. Pockets the 8-Ball when it is not the legal object ball.