



SPRING 2024 BILLIARDS RULES

Updated 1/10/2024

Recent changes will appear in italicized and highlighted text

Rule 1: Facility

1. All games will be played at the UC Lion Byte Game Room and Clyde's GastroPub.

Rule 2: Eligibility

1. The Intramural Sports Program is open to all –University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass. The Semester Sport Pass can be purchased for \$20 per semester or \$10 Sport Pass per activity (league/event).
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or must provide a government-issued photo ID.
 - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural

Rule 3: Team Composition

1. The game shall be played between 2 teams of 1 player each. Anytime a player is unable to continue play, no substitutions will be allowed and a forfeit will be assessed.

Rule 4: Equipment

1. Players are allowed to bring in their own stick to play with. However, the University Center does provide sticks with the exchange of identification.

Rule 5: Ground Rules

1. Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. Players must pocket balls of the group numbered 1 through 15.
2. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes).
3. The player pocketing his/her group first and then legally pocketing the 8-ball wins the game

Rule 6: Coin Toss

1. Decision of whom shall break shall be decided by a coin toss. What ever medium this takes can be decided by the players. For example, if both captain's want to play rock, paper, scissors to decide that will be allowed. The winner of the coin toss will break.



Rule 7: Call Shot

1. In Call Shot, obvious balls and pockets do not have to be indicated.
2. It is the opponent's right to ask which ball and pocket if s/he is unsure of the shot.
3. Banks and combinations are not considered obvious and both the object ball and the pocket must be called.
4. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc.
5. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.
6. The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot his/her next shot so long as s/he has legally pocketed any object on the break.

Rule 8: Racking the Balls

1. 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

Rule 9: Game Play

1. Legal Break Shot

- a. To execute a legal break, the breaker (with the cue ball behind the head string) must either:
- b. Pocket a ball.
- c. Drive at least four numbered balls to the rail.
- d. If the player fails to make a legal break, it is a foul, and the incoming player has the option of:
- e. Accepting the table in position and shooting.
- f. Having the balls re-racked and having the option to shoot the opening break.
- g. It is not necessary to hit the apex ball (the ball that is on the foot spot) to initiate a legal break in Eight Ball.

2. Scratch on a Legal Break

- a. If a player scratches on a legal break shot:
- b. All balls pocketed remain pocketed (exception, the 8-Ball).
- c. It is a foul.
- d. The table is open.
- e. 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 s/he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

3. 8-Ball Pocketed on the Break

- a. If the 8-Ball is pocketed on the break, the breaker may ask for the re-rack or have the 8-Ball spotted and continue shooting.



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- b. If the breaker scratches while pocketing the 8-Ball on the break, then the player loses the game.
- 4. **Open Table**
 - a. The table is "open" when the choice of groups (stripes or solids) has not yet been determined.
 - b. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa.
 - c. When the table is open it is legal to hit any solid or stripe or the 8-Ball first in the process of pocketing the called stripe or solid.
 - d. On an open table, all illegally pocketed balls remain pocketed.
- 5. **Choice of Group**
 - a. The choice of stripes or solids is determined on the break.
 - b. If both one solid and one stripe are made on the break then the table is open.
 - c. If more than two balls are pocketed, then the type of ball (stripe or solid) with the greater number pocketed is the ball that must be played.
 - d. If the numbers of pocketed type balls are even, then the table is open.
- 6. **Legal Shot**
 - a. 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 an object ball or cause the cue ball or any object ball to contact a rail.
- 7. **"Safety" Shot**
 - a. For tactical reasons a player may choose to pocket an obvious object ball and also discontinue their turn at the table by declaring "safety" in advance.
 - b. A safety shot is defined as a legal shot.
 - c. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, s/he must declare a "safety" to their opponent.
 - d. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again.
 - e. Any ball pocketed on a safety shot remains pocketed.
- 8. **Scoring**
 - a. A player is entitled to continue shooting until s/he fails to legally pocket a ball of their group.
 - b. After a player has legally pocketed all of his/her group of balls, s/he shoots to pocket the 8-Ball.
- 9. **Foul Penalty**
 - a. Opposing player gets cue ball in hand.
 - b. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string, except on the opening break).
 - c. This rule prevents a player from making intentional fouls which put his opponent at a disadvantage.
 - d. With "cue ball in hand," the player may position the cue ball on the table by hand (more than one, if necessary).

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- e. After placing the cue ball, the shaft and ferrule of the cue stick (not the tip) may also be used for positioning the cue ball for shooting

10. **Combination Shots**

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

11. **Illegally Pocketed Balls**

- a. An object ball is considered to be illegally pocketed when:
- b. The object ball is pocketed on the same shot or foul is committed.
- c. The called ball did not go in the designated pocket.
- d. A safety is called prior to the shot. Illegally pocketed balls remain pocketed.

12. **Object Ball Jumped off the Table**

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

13. **Playing the 8-Ball**

- a. When shooting at the 8-Ball, a scratch or foul is the loss of game.

14. **Loss of Game**

- a. A player loses the game if s/he commits any of the following infractions:
- b. Fouls when pocketing the 8-Ball.
- c. Pockets the 8-Ball on the same stroke as the last of his group of balls.
- d. Jumps the 8-Ball off the table at any time.
- e. Pockets the 8-Ball in any pocket other than the one designated.
- f. Pockets the 8-Ball when it is not the legal object ball.

15. **Play by Innings**

- a. During the course of play, players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls.
- b. When an inning ends free of a foul, the incoming player accepts the table in position.

16. **Stalemated Game**

- a. If, in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate.
- b. The balls will then be re-racked and the breaker of the stalemated game will break again.

Rule 8: Racking the Balls

- 1. 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

Rule 9: Forfeit Scoring

- 1. Should a team win by forfeit, the reported score for the game will be in the following list below.

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The winning team will receive a "5" for their Sportsmanship Rating while the losing team will receive a "2" for their Sportsmanship Rating.

d. Billiards 1-0

Rule 10: Sportsmanship

1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team behavior and issue sportsmanship points to all teams. In the regular season, captains may view their sportsmanship score online and questions about scores should be directed to the sport's league coordinator. **To be eligible for the playoffs, a team must have a minimum average sportsmanship rating of 2.5.** During playoffs, a score of at least 2.5 will guarantee advancement for the winning team. A winning team with a sportsmanship rating less than 2.5 must contact and meet with the Coordinator of Intramural Sports no later than the day of the next contest to determine if the team should advance. Teams playing multiple games on the same night must meet with the Intramural Sports Supervisor prior to their next contest if a rating below four is received. The breakdown of sportsmanship ratings are as follows:
 - a. 5 points:
 - i. Team displays excellent sportsmanship while treating opponent with respect. Players always demonstrate excellent sportsmanship. Team respects Intramural Sports Officials and Supervisors and accepts their decisions without gesture or argument. Captain calmly converses with officials about rules/calls. Team maintains an attitude of complete cooperation with staff. Players always display self-control.
 - b. 4 points:
 - i. Team displays good sportsmanship. Team plays hard but within the rules. Team respects Intramural Sports Staff and generally accepts their decisions without gesture or argument. Team is mostly cooperative with game Officials and Opponents. Team Captain is able to control his/her players. Team Captain is the only participant discussing rules with the officials.
 - c. 3 Points:
 - i. Participants display disagreement/frustration with decisions of staff/officials. Questioning of judgment/rules interpretation not presented in a respectful manner. There are minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include, but are not limited to, trash talk, cursing in any manner, publicly questioning an official's abilities, mocking the skill level of an opponent. Team defaults a game. Participants other than the captain dispute rules with officials.
 - d. 2 Points:
 - i. Team repeatedly questions judgment/officiating abilities. Participants are openly arguing calls with officials on multiple incidents. Unsportsmanlike call-in volleyball; flag football; yellow card in soccer; technical foul in basketball; team/player warning in softball.
 - e. 1 Point:
 - i. Team receives multiple unsportsmanlike calls and/or technical fouls (not on the same participant). Team receives any ejection other than ejection prior to or during the contest. Official or supervisor has to suspend play to talk to a team or participant.

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- f. 0 Points:
 - i. Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season. Sportsmanship ratings are affected by a team's participants and spectators conduct before, during and after a contest.