BILLIARDS RULES

Intramural Rules published by the Recreation and Athletics Department are not meant to be all inclusive. Some rules that govern play may not be outlined in this document. The department uses NIRSA or NFHS rules for the majority of our sports. For a ruling on a specific situation not outlined here, please request one from the IM Supervisor or Manager.

Eligibility:

- All participants must present a S&T ID or Government Issued ID to participate
- All participants must be shown on the IM Leagues online team roster in order to compete
- All participants must fall into one of the following categories: Student, Faculty, Staff
- A participant must not have any current sanctions/suspensions outstanding against them
- A participant may not participate on more than one single gender team, and one co-rec team
- A participant must abide by all rules within the Intramural Participant Handbook and facility usage guidelines
- Participants must wear proper attire in order to compete in all Intramural events. This does not include: jewelry, billed hats (unless playing softball), metal spiked cleats, flip flops, slides, bare feet, etc.
- A member of the recreation staff has final ruling on all eligibility and permitted attire decisions.

The Game:

- A Match consists of the best of 3 games.
- Racking: 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 footspot, a stripe ball in one corner of the rack and a solid ball in the other corner.
- Eight ball: a called shot game played with a cue ball and fifteen object balls, numbered 1 through 15.
  - One player or team must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes).
  - The player or team pocketing their group first and then legally pocketing the 8-ball wins the game.
- Called shot: obvious balls and pockets do not have to be indicated; however an opponent has the right to ask for the intended ball and pocket if they are unsure.
  - Bank and combination shots are not considered obvious, and should be called in advance.
  - Any balls that were pocketed unintentionally will remain pocketed, with the players turn ending.
• **Breaking**: to execute a legal break, the breaker (with the cue ball behind the headstring) must either pocket a ball, or drive at least four numbered balls to the rail.
  - If a legal break does not occur, the incoming player has the option of accepting the table in its current position and shooting, or having the balls re-racked and having the option of shooting the opening break him/herself or allowing the offending player to re-break.
  - If a player scratches on a break, all balls pocketed will remain pocketed (exception, 8-ball), and the table will remain open. The incoming player will have the cue ball in-hand behind the head string and may not shoot an object ball that is behind the head string, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball.
  - If the 8-ball is pocketed on a break, the incoming player may ask for a re-rack or allow the 8-ball spotted with the original breaker to continue shooting.

• **Open table**: when the choice of groups (stripes or solids) has not yet been determined. The table will always remain open immediately after a break shot. When the table is open it is legal to:
  - Hit a solid first to make a stripe or vice-versa.
  - Hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid.

• **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 either pocket a numbered ball, or cause the cue ball or any numbered ball to contact a rail.
  - It is permissible for the shooter to bank the cue ball off a rail before contacting his/her object ball; however, after contact with his/her 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.

**Fouls, Penalties, and Scratches:**

• If a foul or penalty is committed, the opposing player will receive the 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).

**Competition Rules:**

• Participants are expected to officiate and keep score of their own contests.
• Participants must report their scores to the IM Managers or online on IM Leagues as soon as possible after the match is completed

**Sportsmanship:**

• The Intramural Program encourages fair and honorable play between its participants and spectators. Below are the criteria of how teams are graded. If there is an issue of fairness or sportsmanship during your match, contact a member of the Intramural staff and explain the situation.

4 – Excellent Conduct and Sportsmanship- Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators. Teams that win by forfeit will receive a “4”. Teams that receive 1 verbal warning for use of profanity cannot receive higher than a “3” rating.
3 – Good Conduct and Sportsmanship- Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball) cannot receive higher than a “3” rating.

2 – Average Conduct and Sportsmanship- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams receiving multiple yellow cards (soccer, volleyball, softball), unsportsmanlike flags (flag football), or technical fouls (basketball) cannot receive higher than a “2” rating.

1 – Below Average Conduct and Sportsmanship- Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team which receives one red card (soccer, volleyball, softball) or an ejection (flag football, basketball) cannot receive higher than a “1” rating.

0 – Poor Conduct and Sportsmanship- Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections will receive a “0” rating.

Forfeit Policy:

- Participants in this event are required to:
  - Register Online at IMleagues.com/mst
  - View the bracket
  - Contact their opponent regarding a time to play the contest
  - Reserve a court and time for the contest
  - Complete the contest
  - Report/Confirm the score of the contest on IM Leagues or via paper form at the SRC front desk
  - Repeat the process for each opponent they are scheduled to face

- Participants will have a “Play By” date issued to them. This means the opponents must complete their contest before the conclusion of that day. If they fail to do so, it will be a double forfeit.
  - If any opponent does not communicate with another, and there are proven attempts to get the match scheduled by one individual, then that individual who attempted to communicate will move forward in the tournament, resulting in a forfeit for their opponent.
  - Special circumstances will be ruled on by the Rec Advisory Board and the IM Managers