

BILLIARDS RULES

Revised: January 2014



ASSUMPTION OF RISK STATEMENT

All Intramural participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

RULES CHANGES

All rules changes for the 2013-14 seasons have been highlighted for you to easily identify them.

RULE 1: ELIGIBILITY

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students and faculty/staff members with Recreational Sports Memberships.
- 2. SOUTHERN MISS ID CARD:** A current Southern Miss ID must be presented to the Supervisor to participate.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one corec team, regardless of league classification (example: participants cannot play for a men's recreational team and a men's fraternity team).
- 4. SIGNED IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

RULE 2: TEAM COMPOSITION

- 1. TEAMS:** Each team will consist of 1 player.
- 2. CAPTAIN:** Each team shall designate a team captain to make all decisions.

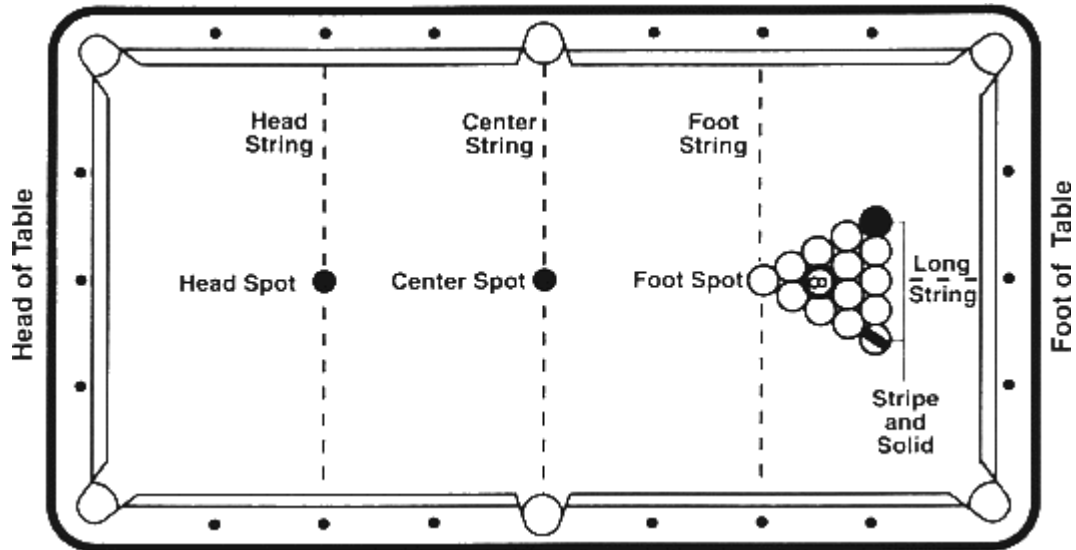
- 3. PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.

RULE 3: DEFAULTS, FORFEITS AND PROTESTS

- 1. FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the game, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Payne Center welcome desk. The captain of the forfeiting team will be suspended from play until that payment is made. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
- 2. DEFAULTS:** If a team knows that they will be unable to play a scheduled game, the Team Captain must contact the Intramural Sports office by 12:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
- 3. PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, they delay shall count as an official's time out. Official's judgment calls cannot be protested.

RULE 4: PLAYING AREA AND EQUIPMENT

1. **PLAYING AREA:** All games will be played at the Student Union Game Room.



2. **POOL STICKS/ POOL BALLS:** Players will rent equipment from the Game Room staff.

RULE 5: LENGTH OF THE GAME AND TIMING

1. **LENGTH OF THE GAME:** A match will consist of a best 2 out of 3 game series. The first team to win 2 games shall be declared the winner of the match. The third game shall not be played unless it is necessary to determine the winner of the match.
2. **TIME LIMIT:** There will be a 10 minute time limit for each match. After the time limit has expired, the team with the greater number of players remaining will be declared the winner of that game. If an equal number of players are remaining, a 1 minute overtime will be played between the payers remaining on the court until the winner is declared.

RULE 6: PLAYING THE GAME

1. A coin flip will determine the person that will break.

2. The person who wins the coin toss can rack the balls or have the person that lost rack the balls.

A. When racking the balls they must be placed in the triangle rack and pushed firmly together so that all the balls are touching. The eight ball must always be placed in the middle. The balls must be racked alternately solid stripe/ stripe solid. Make sure there is one stripe ball and one solid ball at each side of the back of the rack. (see diagram)

3. The person that decides to break can place the ball anywhere behind the head string line. Then a legal shot can be taken. A legal shot exist when the cue stick tip strikes the cue ball. (failure to do this is a foul and lose of turn)

4. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball, The 8-ball is placed back on the foot spot), (2) it is a foul, (3) the table is open. Please Note: The incoming player has cue ball in hand and may place the cue ball anywhere behind the head string. The player may not shoot at a ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit a ball. The same rules apply if the cue ball jumps off the table.

5. If a player sinks the 8-ball on the break with out scratching the person that sunk the 8-ball wins.

6. **OPEN TABLE**

(Defined) The table is "open" when the choice of groups (stripes or solids) 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. Note: The table is always open immediately after the break shot. When the table is open, it is legal to hit any solid or stripe first in the process of pocketing the stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; 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.

7. **Legal Shot**

(Defined) On all shots (except on the break and when the table is open), the shooter must hit one of their group balls first and, (1) pocket a called object ball, or (2) cause the cue ball or any object ball to contact the rail after the initial cue ball-to-object ball contact. NOTE: It is okay for the shooter to bank the cue ball off a rail before contacting their object ball, however, after contact with their object ball, an object ball must be pocketed, or the cue ball or any object ball must contact a rail.

- A. In singles one player keeps shooting until they fail to legally pocket a ball of their group. After all of the groups balls have been pocketed, they shoot to pocket the eight ball.
 - B. Once a player fails to legally pocket a ball of their group, the next shooter from the opponent's team shoots until they fail to pocket one of their balls.
8. If the shooter pockets the 8-ball before it is legal to do so, or if the shooter scratches on the 8-ball, the opponents automatically receive a win (except on the break).

9. Fouls

- a. Failure to execute a legal shot as defined above.
- b. A scratch shot (shooting the cue ball into a pocket or off the table)
- c. A scratch shot on a legal break.
- d. Shooting with out a least one foot touching the floor.

10. Fouls Penalty

A. Opposing team shooter gets cue ball in hand (behind head string). This means that the player can place the cue ball anywhere behind the head string. The player may not shoot at a ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit a ball.

B. With "cue ball in hand," The shooter may position the cue ball on the table by hand (more then Once if necessary). NOTE: on balls that are mistakenly moved or touched by a shooter, the opponent should mention the violation before the shot. The non-shooting team will replace the balls affected as close to their pre-shot position as possible and the same shooter shoots again. If the violation occurs during the shot, the non-shooting team can replace the balls affected and have the same shooter shoot again, or ignore the violation and take the result of the shot.

11. 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.

12. Loss of Game: Team loses if they commit any of the following infractions.

- A. Foul when pocketing the 8-ball.
- B. Pocket the 8-ball on the same stroke as the last of their 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.

RULE 7: SPORTSMANSHIP

- 1. RATING:** Each team will begin the contest with a 4 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.
 - A. (4.0) – Excellent Sportsmanship:** Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.
 - B. (3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the intramural sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.
 - C. (2.0) - Mediocre Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "C" rating.
 - D. (1.0) - Below Average Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.
 - F. (0) - Unacceptable Sportsmanship:** Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "F" rating and the game and season will be forfeited.

