



# Tournament 8 Ball

## Rules of Play

(revised June 29, 2017)

**1. OBJECT OF THE GAME:** 8 Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 solid colors, while the other player has 9 thru 15 stripes. THE PLAYER POCKETING THEIR GROUP FIRST AND THEN LEGALLY POCKETING THE 8 BALL WINS THE GAME.

**2. CALL SHOT:** In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket is intended. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a Call Shot. If a ball is legally pocketed on the break, the breaker continues to shoot.

**3. RACKING THE BALLS:** 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.

**4. FOULS:** Any of the following is a foul:

- a. The cue ball is pocketed.
- b. The cue ball or any object ball other than the 8 ball is knocked off the table. If the 8 ball is knocked off the table, it is loss of game. Object balls jumped off the table are spotted.
- c. The cue strikes the cue ball more than once (double-hit). See Section 5.
- d. Except when the table is open, failure to first hit a ball in the shooter's group, or the 8 ball if all balls in the shooter's group have been pocketed.
- e. After the cue ball strikes an object ball, neither of the following occur:
  - An object ball or the cue ball strikes a rail.
  - An object ball goes into a pocket.
- f. The player, the player's clothing, or anything under the player's control touches or moves an object ball or the cue ball, other than:
  - The actual playing of the next shot.
  - Placing the cue ball under the *ball-in-hand* rule
- g. Striking the shot without having at least one foot on the floor.
- h. Intentionally jumping the cue ball by striking it below center (scooping). Jumping the cue ball over another ball by hitting it above center is legal. Accidental miscuing is not a foul unless other rules in this section are violated.

**FOUL PENALTY:** Opposing player gets cue *ball in hand*. This means that the player can place the cue ball anywhere on the table, and does not have to be behind the head string except on opening break. This rule prevents a player from making intentional fouls in order to put an opponent at a disadvantage. Even after having addressed the cue ball, a player may, if not satisfied with the placement, make further adjustments with the hand or cue stick.

**5. DOUBLE-HIT:** If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it, providing that any normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is a foul.

When the distance between the cue ball and the object ball is less than the width of a chalk cube, special attention from the referee is required. In such a situation, unless the referee can positively determine a legal shot has been performed, the following guidance may apply: if the cue ball follows through the object ball more than 1/2 ball, it is a foul.

**6. LEGAL BREAK SHOT:** Winner of the coin toss has the option to break. To execute a legal break, the breaker, with the cue ball behind the head string, must either (1) pocket a ball, or (2) drive at least four object balls to the rail. If the breaker fails to make a legal break, the

opposing player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

**7. FOUL ON THE BREAK:** If a player fouls on a break shot, (1) all balls pocketed remain pocketed (exception, the 8 ball: see rule 9), (2) the table is open. 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 the player 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.

**8. OBJECT BALLS JUMPED OFF THE TABLE ON THE BREAK.** 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 (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting. Object balls jumped off the table are spotted.

**9. 8 BALL POCKETED ON THE BREAK:** If the 8-ball is pocketed on a legal break, the breaker may ask for a rerack or have the 8 ball spotted and continue shooting. If the breaker fouls while pocketing the 8 ball on the break, the opposing player has the option of (1) having the 8 ball spotted and begin shooting with ball in hand behind the head string, or (2) having the balls re-racked and having the option of breaking or allowing the offending player to re-break.

**10. OPEN TABLE:** 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 or the 8-ball first in the process of pocketing the called stripe or solid. However, when 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 their turn and 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.

**11. 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.

**12. SAFETY SHOT:** 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. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the player must declare a safety to the referee. 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.

**13. COMBINATION SHOTS:** Combination shots are allowed. However, the 8 ball cannot be used as a first ball in the combination except when the table is open.

**14. PLAYING THE 8 BALL:** When shooting at the 8 ball, a scratch or foul is not loss of game if the 8 ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball.

**15. LOSS OF GAME:** Any of the following infractions results in loss of game:

- a. Fouls when pocketing the 8 ball. Exception: See Section 9: 8-Ball Pocketed On the Break.
- b. Knocks the 8 ball off the table at any time.
- c. Pockets the 8 ball in a pocket other than the one designated.
- d. Pockets the 8 ball when it is not the legal object ball.

**16. STALEMATED GAME:** If, after three consecutive turns at the table by each player, 6 turns total, the referee judges that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may only be used when there are only two object balls and the 8 ball remaining on the table. PLEASE NOTE, Three consecutive fouls by one player is not a loss of game.

**17. ADVICE:** No one other than the shooter's partner or one of the shooter's opponents may give material advice to the shooter. If another contestant gives material advice, they may, at the discretion of the referee, be disqualified. In addition, any contestant receiving material advice from anyone other than their opponent may, at the discretion of the referee, be disqualified. At any time a contestant may ask the referee a question about these rules.

**18. GOOD SPORTSMANSHIP:** Every contestant is expected to show proper consideration for fairness, ethics, respect, and a sense of fellowship with one's competitors. A display of poor sportsmanship may, at the discretion of the referee, subject the offender to one of the following:

- A warning.
- Forfeit of the current game.
- Disqualification from the tournament.
- Barred from future tournaments.

**Note:** Intentionally committing any of the fouls described in sections 4.a through 4.e is an acceptable tactic, and is not considered poor sportsmanship.