8-BALL BILLIARDS DOUBLES 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 Intramural Sports Office, 135 War Memorial Hall, or 231-8297.

2. Any person who has purchased either the Full Intramural Membership or the Individual/Dual Membership is eligible to participate in 8-Ball. The following persons are eligible to purchase memberships:
   a. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.
   b. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.

**All memberships may be purchased online. To complete your purchase of an intramural membership, you will be required to watch an online video presentation covering the basic policies of the program.**

3. Participants shall, by mutual agreement, arrange for their own standard equipment and location for play. Tables are available at the BREAKZONE at Squires Student Center. There is also 1 table in McComas Hall.

4. Matches consist of the best three of five games.


6. Object: Eight Ball is a game played with a cue ball and fifteen object balls, numbered 1-15. One team must pocket balls of the group 1 through 7 (solids), while the other team has 9 through 15 (stripes). The team pocketing his group first and then legally pocketing the 8-ball wins the game.

7. 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.

8. 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.

9. Alternating break: Winner of the lag (each team shooting cue ball length of table, off one end rail/cushion) with the team closest to the original rail having the option to break. Teams alternate breaking with each subsequent game.

10. 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 team 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.
11. 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.

12. If a player jumps an object ball off the table on the break shot, it is a foul and the incoming team 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.

13. If the 8-ball is pocketed on the break, the team who broke wins, unless the player scratches, in which case his team loses.

14. 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.

15. Choice of Group: The choice of stripes or solids is not determined on the break unless balls are made. If only one category is made on the break, the shooter must continue with that category. If both categories are made on the break (no matter if more of one category is made compared to the other), the next pocketed ball by the shooter determines choice, unless shooter fouls or scratches, in which case the table is open for the other team.

16. 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.

17. 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.

18. 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.

19. 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.

20. Combination shots are allowed; however, the 8-ball is not neutral and as such can not be the first ball struck in a combination.
21. An object ball is considered to be illegally pocketed when that object ball is pocketed on the same shot a foul is committed. Illegally pocketed balls remain pocketed.

22. 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.

23. 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.

24. 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.
Challenge Ladder Guidelines

1. Tournament format for various individual/dual sport competitions will consist of a 5-week challenge ladder followed by a single elimination “play-by” tournament. The winner of the single elimination tournament will be considered the intramural champion. **The Intramural Sports Office holds the right to alter single elimination tournament format depending on the number of registered participants for the sport.

2. You may only challenge up to 3 people ahead of you or below you. This means that if you are at the top the only way you can challenge is down. Vice versa if you’re at the bottom of the ladder.

3. The Challenge Ladder determines rank for the single elimination tournament. Participants must play at least 3 matches over the 5-week challenge ladder in order to make the elimination tournament. **If you do not play the required matches then you do not qualify for the tournament.**

   See the chart below for dates that you must have played a minimum number of matches played in order to remain in the ladder. Failure to meet these requirements will result in removal from the ladder.

<table>
<thead>
<tr>
<th>Minimum # of Matches Played</th>
<th>Date Result Submitted By</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>February 21</td>
</tr>
<tr>
<td>2</td>
<td>February 28</td>
</tr>
<tr>
<td>3</td>
<td>March 14</td>
</tr>
</tbody>
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4. If after two days of trying to e-mail AND call an opponent you do not hear a response, you may submit the match as a forfeit. Individuals or teams that forfeits twice will be removed.

5. Extensions of time to play games are not allowed.

6. Winners must submit results on the website. E-mailed results will not be counted for an individual or team match count. Challenge ladders will be updated daily on the website. The following link will take you to the site where match results may be submitted: [link]

7. You may not challenge anyone outside your ladder. For example, a participant from the A1 division may not challenge someone from the A2, A3, or B divisions.

8. It is your responsibility to set up times, places, and dates for which to play. Don’t wait until the last minute.

9. All matches must be completed and submitted by 8:00am on **March 17th. The tournament will start March 18th for those who have played the required number of matches.**

10. If you have any other questions, comments, or concerns, please e-mail imsports@vt.edu.