



## BILLIARDS RULES

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*All players must show their Blugold ID Card before every game to participate.*

### A. THE GAME

- a. This is an open event. There are no gender restrictions or stipulations for teams
- b. Doubles rosters may have up to three (3) people. If a team needs to switch out a player, they must be on the roster prior to the start of your first match. Once competition begins, substitutions cannot be made.
- c. A coin toss or rock/paper/scissors will determine which team/individual breaks on the first game of the match. The winner of the previous game will break on the second and third games, respectively.

### B. CLOCK

- a. Each match will consist of the best two out of three rounds.
- b. For doubles, teams determine the order of throwing for their own members.

### C. SCORING

- a. The format is best two-out-of-three games. The first team to win two games wins the match.

### D. MERCY RULE

- a. Game time is forfeit time. Teams should be ready to play at the scheduled game time.

### E. PLAYER CONDUCT

- a. Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the court of play will result in suspension.
- b. Team conduct will be registered, by the officials, following the game, on a 0 to 6 scale.
- c. A team must maintain a minimum sportsmanship of 4 to remain in the tournament.

### F. DEFINITION OF PLAYING TERMS

- a. Standard eight ball rules will apply in any situations not covered below:
- b. Any ball(s) pocketed on the opening break will designate stripes or solids to the leading player. If an even number of balls are pocketed, then the table is open. If an uneven number of balls are pocketed the greater number of balls pocketed (stripes or solids) will designate the leading player.
- c. Shots must be called. "Slop" shots will result in loss of turn. To call a shot a player must announce the ball and its intended pocket but not "kisses" off other balls.
- d. To win, a/an team/individual must pocket all balls of the solids or stripes, followed by the eight ball in a called pocket. Pocketing the eight ball before all solids or stripes will result in loss of game.
- e. The eight ball shall not be neutral; it cannot be used in any combination to pocket a ball.
- f. Scratching on an attempt to pocket any ball other than the eight ball will result in ball in hand.
- g. Scratching on an attempt to pocket the eight ball will result in the loss of that game.
- h. Scratching on the break does not result in immediate loss. Play shall resume with the opposing team's possession in the kitchen. Knocking the cue ball off the table results in loss of turn, ball to kitchen.
- i. Pocketing the eight ball on the break will result in the replacement of the ball on the table opposite of the kitchen.
- j. A player that does not make a legal shot, meaning drive an object ball to a cushion OR drive the cue ball to a cushion after striking the team's own object ball, will lose his/her turn. The opponent will receive the cue ball in hand and place the cue ball anywhere on the table in preparation for the next shot.