SECTION 1. EVENT FORMAT

I. Event Overview
   A. The event will be played on one (1) day and will consist of a single elimination tournament.
   B. Participants will only be able to play on the specified event date.

II. Location
   A. Games will be played at the Purdue Memorial Union’s Rack & Roll.

III. Supervision
   A. No officials will be present.
      i. Players are responsible for making their own calls.
      ii. It is recommended that any disagreements should be determined by a replay of that game or scenario.
   B. An Intramural Supervisor will provide oversight and aid with operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      iii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and at the court ready to begin at the scheduled time.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Players must call their shot in eight ball (see Section 8).
   B. At the start of the game, one (1) cue ball and 15 object balls are on the playable surface.
   C. Each player will attempt to pocket either solid color balls or striped colored balls until only the eight (8) ball remains. The first player to then pocket the eight (8) ball wins the game.
      i. Should the eight (8) ball be pocketed prior to pocketing all of a player’s designated object balls, that player loses the game.

II. The Playing Area
   A. All tables are standard size according to WPA regulations. III. Beginning Play
   B. Upon arrival, teams must check-in with the Rack & Roll staff.
C. The Rack & Roll staff will then coordinate table assignments and start times with participants.
D. Actual play begins with the lag. The objective of the lag is to have your ball hit off of the foot rail and return as close to the head rail as possible.
   i. Each player first places balls of equal weight behind the head spot.
   ii. Players then simultaneously strike their balls.
   iii. The player whose ball appears to be closest to the head rail wins the option of first break.
iv. A lag shot is illegal if the shooter’s ball:
   a. Contacts the foot rail multiple times.
   b. Contacts any side rails.
   c. Is pocketed.
   d. Exits the table.
v. A lag shot will be re-tried if:
   a. It is not simultaneous.
   b. It is unclear which ball is closer to the head rail.
   c. Both lags are illegal.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. House balls, cue sticks, chalk, and ball racks will be provided by the Rack & Roll.
   B. Participants may bring their own cue sticks provided they adhere to WPA regulations.

II. Illegal and Required Equipment
   A. Players must wear shoes.
   B. Players must wear shorts or pants and shirts.
   C. Altering the surface of a cue stick by material other than regulation cue stick chalk while playing under WPA competition is prohibited.
      i. Any cue sticks so altered must be removed from the remainder of competition.
      ii. Competition is defined as the remainder of the current game and remaining game(s) in the tournament.

SECTION 4. PLAYERS

I. Team Composition
   A. Billiards is an individual competition.

II. Substitutions
   A. Prior to each tournament, substitutions may be made.
   B. Once tournament play begins, no substitutions are permitted.

SECTION 5. TIMING

I. Warm-Up Period
   A. Players may warm up prior to the start of each game if the Rack & Roll equipment and table space is available.
   B. Should multiple players be present during the warm-up period, players must alternate shots.
II. Turn Length
   A. Players shall not take longer than 60 seconds to complete their shot.
   B. If a player is taking too long, please alert the Intramural Supervisor.

III. Official Game
   A. If at least one (1) game has been completed and inclement weather stops play, the game will be over and its score will be considered official.
   B. If at least one (1) game has not been completed and inclement weather stops play, the game will be considered cancelled.
      i. Cancelled games will not count toward playoff qualification.
      ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Winning the Game
   A. Matches are best two (2) out of three (3) games.
   B. To win the game, a player must be the first to pocket all balls in their group (solids or stripes) and then legally pocket the eight (8) ball.

II. Losing the Game
   A. A player may lose the game by committing any of the following infractions:
      i. Fouls when pocketing the eight (8) ball – does not apply on the break.
      ii. Pockets the eight (8) ball on the same stroke as the last pocketed group ball.
      iii. Jumps the eight (8) ball off the table.
      iv. Pockets the eight (8) ball in a pocket other than the designated pocket.
      v. Pockets the eight (8) ball when it is not the legal object ball.
   B. All infractions must be called before another shot is taken. Otherwise, it will be deemed that no infraction has occurred.

SECTION 7. RACKING AND BREAKING

I. Racking
   A. All balls, except the cue ball, shall be racked at the foot of the table in a triangle.
   B. Balls must be racked accordingly:
      i. The eight (8) ball must be in the center of the triangle.
      ii. A stripe ball must be in one (1) of the rack’s bottom corners.
      iii. A solid ball must be in the opposing bottom corner.
   C. Balls not subjected to the above stipulations may be racked in any order.

II. Break Order
   A. The winner of the lag has the option to break (See Section 2.III).
   B. The loser of each game has the option of breaking in the next game.

III. Legal Break Shot
   A. The cue ball must be placed anywhere behind the head spot.
   B. To execute a legal break, the breaker must either:
      i. Pocket any numbered ball aside from the eight (8) ball.
      ii. Drive at least four (4) numbered balls to the rail.

IV. Scratches or Illegal Break Shot
   A. If a player scratches on a legal break shot:
i. All balls pocketed remain pocketed – with exception to the eight (8) ball.
ii. It is a foul.
iii. The table is open and the opposing player receives the ball in hand.

B. If an object ball exits the table’s surface on a break shot, it is an illegal break.

C. Should the breaker fail to legally break, the incoming player may choose from one of the following options:
   i. Accept the table position and begin shooting.
   ii. Have the balls re-racked. Then, this player may choose to break or have their opponent attempt the break again.

V. Pocketing the Eight Ball on the Break
   A. If the eight (8) ball is pocketed on the break, the breaker may ask for:
      i. A re-rack.
      ii. The eight (8) ball to be spotted. The player may then continue shooting from where the cue ball lies.
   B. If the eight (8) ball is pocketed on the break and the breaker scratches the cue ball, the incoming player may ask for:
      i. A re-rack.
      ii. The eight (8) ball to be spotted. The player then receives the cue ball in hand and may place the cue ball behind the head spot.

VI. Open Table
   A. The table is “open” when the players have yet to determine who is shooting stripes and who is shooting solids.
   B. The table is always open immediately after the break shot.
      i. However, if the table is open, it is a foul to contact the eight (8) ball first and no object ball may be scored in favor of the shooter.
      ii. The opposing player is awarded the cue ball in hand.
      iii. Any balls pocketed illegally are to remain pocketed.
   C. The choice of group, stripes or solids, is determined only when a player legally pockets a called object ball after the break shot.
   D. When the table is open, it is legal to hit a solid first to make a stripe or vice versa.

SECTION 8. CALLS, LEGAL AND ILLEGAL SHOTS

I. Obvious Shots
   A. Obvious shot attempts do not have to be indicated.
   B. However, it is an opponent’s right to ask which ball and pocket are in play.
      i. Should a ball be made in an unintentional pocket, that ball remains pocketed but the player committing the foul forfeits their next shot to their opponent.

II. Legal Shot
   A. On all shots (except the break and when the table is open), the shooter must hit one (1) ball from their group of balls and either pocket a numbered ball or cause the cue ball or any numbered ball to contact a rail.
   B. Banks are permissible (see below); however, once the object ball is contacted it must still meet the requirements in 8.II.A.

III. Bank and Combination Shots
   A. Bank shots and combination shots are not considered obvious.
B. Patrons should take time to explain/indicate the object ball, intended pocket, and any details involving the following:
   i. The number of cushions
   ii. Banks utilized
   iii. Kisses and caroms

IV. Calls and Break Shots
   A. The opening break is not a called shot.
   B. Any player pocketing any object ball legally on the break may continue to shoot.

V. Safety Shot
   A. A safety shot is defined as a legal shot.
   B. For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a turn at the table by declaring “safety” in advance.
   C. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a “safety” to the opponent.
      i. It is the shooter’s responsibility to make the opponent aware of the intended safety shot.
      ii. If this is not done, and one of the shooter’s object balls is pocketed, the shooter will be required to shoot again.
   D. Any ball pocketed on a safety shot remains pocketed.

VI. Jumping the Table
   A. Should a player jump an object ball off the table, a foul occurs.
   B. The opponent may choose one of the following:
      i. Accept the table in position and resume shooting.
      ii. Take the cue ball in hand behind the head spot and resume shooting.

SECTION 9. PLAYING THE EIGHT BALL

I. Obvious Shots
   A. Obvious shot attempts while playing the eight ball do have to be indicated.
   B. Should the eight ball be made in an unintentional pocket, the eight ball is removed from the pocket and the opponent shall have ball in hand.

II. Bank and Combination Shots
   A. Bank shots and combination shots while playing the eight ball are not considered obvious.
   B. Patrons should take time to explain/indicate the object ball, intended pocket, and any details involving the following:
      i. The number of cushions
      ii. Banks utilized
      iii. Kisses and caroms

III. Scratching while playing the Eight Ball
   A. A scratch made while playing the eight ball will be treated as any other scratch. That is, the game will not end on a scratch while playing the eight ball.

SECTION 10. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policy and Procedure Manual Section I. Eligibility for more details), the game may be played under protest.
B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Rack & Roll Staff and both captains will be required to fill out information on the protest form.