



Department of Recreational Sports Intramural Sports



Team Pocket Billiards Rules

I. GOVERNING RULES

The rules of the Billiards Congress of America will apply in all except where a special Oregon State University Intramural Sports rule applies.

II. ELIGIBILITY

All Participants must be either students registered at Oregon State University or Faculty/Staff/Affiliate with a Recreational Sports Membership. For more information on eligibility, consult the Intramural Sports Handbook.

III. FORMAT

- A. Four players constitute a team with two players assigned to a table.
- B. Table assignments can not be changed during a match.
- C. Substitutions may not occur between tables but an "outside" substitute may be made between games.

IV. TABLE RULES

- A. **LAG FOR BREAK.** Winning team has the choice to break or allow the opposing team to break first. After the first game teams will alternate breaking for the next three games. Before the start of the fifth game teams will lag for break to determine who will break for the fifth and final game.
- B. **AFTER THE BREAK:** If no balls are pocketed on the break, the table is turned over to the non-breaking team. If one or more balls are pocketed on the break, the breaking team retains control of the table. The table is open until a team has pocketed a ball on a shot after the break.
 1. **Rules Applying to the Break:** A scratch on the break turns control of the table over to the non-breaking team. The game is not lost if a scratch occurs on the break. If the eight-ball is pocketed during the break the game is automatically won.
- C. **PLAY:** Stripes or solids are determined by the first ball sank after the break occurs. Balls do not need to be pocketed in numerical order. The first team to pocket all of their designated balls and the eight-ball wins that game, and is awarded one point. There is a maximum of five points possible per table and ten points possible per team, per match. **PLAYERS MUST CALL THEIR SHOT WHEN ATTEMPTING TO POCKET THE EIGHT-BALL.**
- D. **TABLE SCRATCH:** If the cue ball does not strike your team's designated group of balls first on an attempted shot or if the cue ball jumps off the table, a table scratch will be called and control of the table will be turned over to the opposing team. The cue ball will be placed behind the head-string for the ensuing shot. **THREE RAIL SAFETIES ARE ALLOWED.**
- E. **CUE BALL SCRATCH:** A cue ball scratch on a shot results in control of the table being turned over to the opposing team with the cue ball being placed behind the head string for the ensuing shot. If a ball is pocketed on the same shot as a cue ball scratch the pocketed ball in not placed back on the table. A cue ball scratch while attempting to pocket the eight-ball results in an automatic loss for the shooting team.



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F. OTHER RULES:

1. Players must have at least one foot on the floor while attempting a shot
2. No "ball in hand" (cue ball is always placed behind the head string)
3. **NO JUMPS ALLOWED**
4. Players are NOT allowed to masse (shoot straight down on the cue ball causing lots of spin).

VI. CONDUCT

- A. The Intramural Sports program promotes positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

I. EJECTIONS

- A. Any player ejected from a game will be immediately suspended from participating in all Intramural Sports activities. The ejected player must then make an appointment with the Coordinator of Intramural Sports and Sports Coordinator to determine the length of suspension and any other sanctions. The following actions can result in ejections from Intramural Sports:
 1. Improper language
 2. Unsporting conduct