

LSOG SPORT: BILLIARDS

EVENT (recreational)

8 BALL TOURNAMENT

Competition in an age group will only be conducted if there are at least two entries in that age group.

EQUIPMENT

Six pocket pool table, 15 object balls, cue ball, cue sticks.

DESCRIPTION

Play will be conducted in accordance with the Billiard Congress of America Rules. Billiards is a head-to-head event (see General Rules & Instructions). The game is **Call Shot**. To legally pocket an object ball the player must indicate in advance the object ball to be made and the pocket.

RACKING - All balls must be frozen (touching). Breaking player may request a rerack.

BREAKING - Winner of a flip of the coin gets to break.

1. To execute a legal break, the shooter must (1) pocket a ball or (2) drive four numbered balls to the rail. Failure is a foul and gives the opponent the option of (1) shooting the balls as they lie, or (2) having the balls reracked and making the break himself.
2. If the 8-ball is pocketed on break, shooter is allowed to determine whether it will be a re-rack or the 8-ball will be spotted, with the same shooter staying at the table.
3. Choice of stripes or solids is not determined on the break. The table is open immediately after the break shot. Choice of group is determined when a player legally pockets an object ball after the break shot. When the table is open it is legal to hit a solid first to make a called stripe or vice-versa.
4. Scratching on a legal break: (1) all balls pocketed remain pocketed except 8-ball which is spotted, (2) it is a foul, (3) table is open. Incoming player has cue ball in hand behind headstring and may not shoot an object ball behind headstring unless he shoots the cue ball to point outside headstring first.

LEGAL SHOT - On all shots, except on the break and when the table is open, the shooter must hit one of his group of balls first and, (1) pocket an object ball, or (2) cause the cue ball or any object ball to contact a rail.

COMBINATION SHOT - combination shots are allowed; 8-ball cannot be used as a first ball in the combination except when the table is open.

FOULS: When player fouls, opponent gets cue ball in hand. This means player can place cue ball anywhere on table (except on opening break.) Following infractions result in fouls: (1) failure to execute a legal shot; (2) a scratch shot (shooting the cue ball into a pocket or off the table); (3) a scratch shot on a legal break; (4) shooting without at least one foot touching floor; (5) moving or touching any ball by means other than legal play; (6) shooting a jump shot over another ball by scooping the cue stick under the cue ball; (7) when playing a ball frozen to the cushion, failure to contact the cue ball with the frozen ball and then (a) pocket the frozen ball or any other object ball, or (b) drive the frozen object ball to another cushion, or (c) drive the cue ball or another object ball to any cushion.

PLAYING THE 8-BALL: When playing the 8-ball, the shooter should clearly designate the intended pocket. If the shooter pockets the 8-ball without designating the pocket, and the opposing player or referee did not question which was the intended pocket, shooter wins the game.

LOSS OF GAME: Player loses if any of the following infractions are committed: (1) fouling when pocketing the 8-ball; (2) pocketing the 8-ball on the same stroke as the last of his group balls; (3) scratching when the 8-ball is the legal object ball; (4) jumping the 8-ball off the table at any time; (5) pocketing the 8-ball in a pocket other than the one designated; (6) pockets the 8-ball when it is not the legal object ball.