Each player must meet one of the following conditions to sign-in:

1) Present their own, valid WildCard before each contest to be eligible to participate.

OR

2) Present a government-issued photo ID and community member pass to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of their physical condition should check with their family physician or the student health center before participating in Intramural Sports.

All matches will be governed by the UPA rules except where intramural rules allow for variation:

1. Location and Divisions
   1.1 All matches will be played at Wildcat Lanes and Waldo’s Corner Pocket.
      1.1.1 All verified singles and doubles matches are allowed to use one table for one hour at no additional costs other than the initial Intramural Membership. Any additional tables or time will be at the participant’s expense.
   1.2 Participants must arrange their own time and date of play. The schedule dates are considered “Play by” dates which means the match must be completed by that time.
   1.3 It is the responsibility of the winning player/team to report the outcome of the game to the Competitive Sports office via email.
      1.3.1 If after two days of trying to email AND call an opponent you do not hear a response, you may submit the match as a forfeit.

2. Teams for Doubles
   2.1 Teams will consist of two players.
      2.1.1 If a team only shows up with one player, the game will be forfeited at the start time of the match.
   2.2 Partners must alternate turns. Example: TeamA1 – TeamB1 – TeamA2 – TeamB2

3. Objective
   3.1 Eight Ball is a game played with a cue ball and fifteen object balls, numbered 1-15.
   3.2 One player/team must pocket balls of the group 1 through 7 (solids), while the other player/team must pocket balls of the group 9 through 15 (stripes).
3.3 The player/team pocketing their group first and then legally pocketing the 8-ball wins the game.
3.4 A match shall consist of the best 2 out of 3 games.

4. Racking

4.1 The balls are racked using a triangle with the balls as close together as possible
4.2 The 8-ball must be in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack, and a solid ball in the other corner.

5. Breaking

5.1 The winner of the lag (one player from each team shoots the cue ball the length of the table off the opposite rail) with the player/team whose ball stops closest to the original rail having the option to break.
5.2 Players/Teams will alternate breaking in each subsequent game.
5.3 Legal Break:
   5.3.1 Must break from behind head string.
   5.3.2 The head ball (on the foot spot) must be struck first.
   5.3.3 Four balls must be driven to a rail or a ball must be pocketed.
5.4 If a player scratches on a legal break, all balls remain pocketed. It is a foul and the table is open. The opposing player/team has cue ball-in-hand behind head string and may not shoot an object ball that is behind the head string, unless a different object ball past the head string is hit first.
5.5 Failing to make a legal break is a foul, and the opposing player/team has the option of either:
   5.5.1 Accepting the table in position and shooting.
   5.5.2 Having the balls re-racked and shooting the break or allowing the offending player to re-break.
5.6 If the 8-ball is pocketed on the break it is an automatic win, unless the player also scratches. If the player pockets the 8-ball and scratches on the break, they automatically lose.

5.7 If a player jumps an object ball off the table on the break shot, it is a foul and the opposing 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 (placed at the foot spot).

6. Open Table
6.1 “Open Table” means that the choice of groups has not yet been determined.
6.2 When the table is open, it is legal to hit a solid first to make a stripe, or vice-versa. (See Combination Shot).
6.3 On an open table, all illegally pocketed balls remain pocketed.
6.4 The choice of group is determined by the team legally pocketing the first ball of the game.

7. Types of Shots
7.1 Legal Shot: On all shots (except on the break and when the table is open), the shooter must hit one of the balls from their group (stripes or solids) first. In addition, the shooter must pocket a ball or cause the cue ball or a ball from either group to contact a rail.
7.2 Safety Shot: A safety shot is a legal shot. A player may choose to pocket an object ball and discontinue their turn by declaring “safety” in advance. 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.
7.3 Combination Shot: A combination shot is a legal shot. The shooter must strike a ball from their group first except in an open table situation.
    7.3.1 The 8-ball is not neutral. If the 8-ball is hit first, no ball may be scored in favor of the shooter.
7.4 While shooting, at least one foot must be on the floor at all times.

8. Ball-in-Hand and Fouls
8.1 Ball-in-hand means you are allowed to place the cue ball anywhere on the table and shoot at any object ball. This rule prevents a player from making intentional fouls which would put their opponent at a disadvantage. With ball-in-hand, the player may place the cue ball anywhere on the table as long as no other balls are moved in doing so. This occurs for the following fouls:
    8.1.1 Anytime the cue ball goes in a pocket or ends up off the playing surface.
    8.1.2 Hitting a ball from your opponent's ball group first.
    8.1.3 Failure to hit a rail after contact. The shooter must pocket a ball or cause the cue ball or a ball from either group to contact a rail.
    8.1.4 During the course of a shot, the cue ball does not touch anything.
8.1.5 If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball. If the 8-ball is jumped off the table, it is a loss of game. Any jumped object balls are spotted.

8.2 An object ball is considered to be illegally pocketed when that object ball is pocketed on the same shot a foul is committed, or if the called ball did not go in the designated pocket. Illegally pocketed balls remain pocketed.

9. Scoring
9.1 A player is entitled to continue shooting until they fail to legally pocket a ball of their group.
9.2 After a player/team has legally pocketed all of their group, the shooter shoots to pocket the 8-ball.

10. How to Win
10.1 A player/team has won the game when all the balls of their group have been pocketed and they legally pocket the 8-ball in the designated pocket without scratching.
10.2 To properly designate the pocket, the team must declare the pocket to your opponent before shooting.
10.3 Teams cannot play the 8-ball while simultaneously playing the last ball of your category. The 8-ball must be a separate shot.

11. Loss of Game
11.1 A player/team loses the game if they commit any of the following infractions:
   11.1.1 Fouls when pocketing the 8-ball
   11.1.2 Pockets the 8-Ball on the same shot as the last of their group of balls.
   11.1.3 Jumps the 8-Ball off the table at any time.
   11.1.4 Pockets the 8-Ball in a pocket other than the one designated.
   11.1.5 Pockets the 8-Ball when it is not the legal object ball.