

# Eight Ball Pool Doubles

## Intramural Rules & Explanations

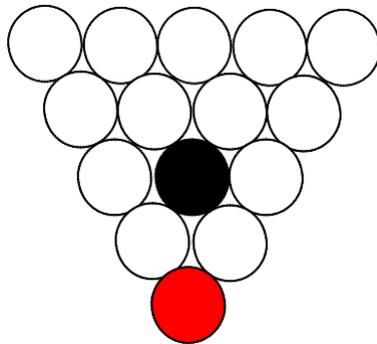
⇒ Each match is best 2 out of 3 games.

⇒ Partners must alternate shots.

**The object:** To be the first player to legally pocket either all the balls numbered from 1-7 (Solids) followed by the 8 ball, or all the balls numbered from 9-15 (Stripes) followed by the 8 ball.

**Options:** Where alternative forms of a rule exist, they are listed below. Tournament rules will specifically list which options are to be played.

**Balls at the start of play:** The balls are arranged in a triangular rack with the apex ball on the foot spot (shown in red). The 8 ball should be in the center of the rack (shown in black); the other balls should be placed at randomly within the triangle.



**Procedure:** On the opening break shot the starting player must force a minimum of four object balls out of the triangle onto the cushions; this is referred to as an open break. If he/she fails to make an open break, his/her opponent may play the table in position, or may re-racked the balls and shoot the opening break shot him/herself. If the 8 ball is pocketed on a legal opening break shot, the player who made the break wins the game.

**Open table:** The table is considered “open” until a player has legally pocketed more balls from one group (solids or stripes) than their opponent. The group from which he/she has pocketed the largest number of balls is then his/her group, his/her opponent shoots at the other group.

**Playing procedure:** When playing on an open table, the competitor may shoot at any ball he chooses. He/she must cause the cue ball to contact an object ball and then:

1. Pocket an object ball
2. Cause the cue ball or any object ball to contact a cushion.

Failure to accomplish one of these alternatives is called a foul. These options also apply when the player’s group has been determined. His/her cue ball’s first contact must be with an object ball of his/her own group, or the shot will be deemed a foul. A player’s inning continues until he/she fails to legally pocket a ball of either group when the table is open, or a ball of his/her own group when that has been determined. After all the balls of his/her group have been pocketed, the player shoots to pocket the 8 ball and also calls

the pocket at which he/she is aiming. The player may be required to pocket the 8 ball into the same pocket as his/her last group ball-which is called the "last pocket option."

He/she must still call the pocket at which he/she is aiming. If agreed in advance the player may call a pocket other than his last group ball's pocket, providing that he causes the cue ball to contact at least three cushions before contacting and pocketing the 8 ball.

**Jumped object balls:** The player's balls are spotted and his opponent's balls remain off the table; all jumped balls may remain off the table. The player is not penalized if he/she has played a legal shot at the same time unless the jumped ball is the 8 ball, when he/she automatically loses the game.

**Cue ball in hand:** If a player has the cue ball in hand behind the head string, and all his/her object balls are also behind the head string, the object ball of the group nearest the head string may be spotted on the foot spot at his/her request. This also applies to the 8 ball if it is his/hers next object ball. If two or more of his/her object balls are equidistant from the head string, the player may choose which of the two is to be spotted.

**Fouls:** Do not result in penalty points. Illegally pocketed balls are spotted only if they are the shooters; his/her opponent's balls remain off the table. All illegally pocketed balls can remain off the table. After a foul in which the cue ball is jumped or scratched the incoming player has the cue ball in hand behind the head string. After other fouls, the incoming player may take the table in position, or can play with the cue ball in hand behind the head string. He/she may have the cue ball in hand anywhere on the table.) Additionally, if the 8 ball is the incoming player's legal object ball, he/she may choose to play with the cue ball in hand behind the head string and the 8 ball spotted on the foot spot. A player automatically loses the game if he/she:

1. Pockets the 8 ball on an illegal or foul opening break shot
2. Pockets the 8 ball when it is not his/her legal object ball
3. Pockets the 8 ball on the same stroke as the last ball or balls of his/her group
4. Pockets the cue ball when the 8 ball is his/her legal object ball, with the exception of the "last pocket option."
5. Jumps the 8 ball off the table
6. Pockets the 8 ball in any pocket other than his/her called pocket
7. Pockets the 8 ball when it is his/her legal object ball but without calling his/her pocket.
8. Commits three successive fouls.

**Scoring:** Individual balls have no point value. A player wins a game if he/she legally pockets the 8 ball, or if his/her opponent commits one of the offenses listed above. A match is won by winning the most games (best out of 3).