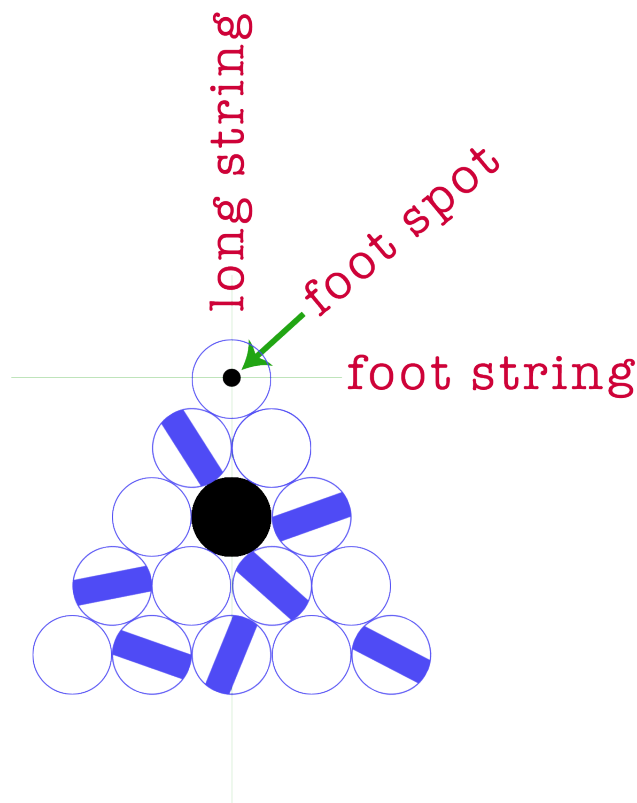


Alliance Billiards - STANDARDIZED RULES – 8-BALL *Adjusted December 2010*

1 OBJECT OF THE GAME Eight-Ball is a call shot game played with a cue ball and 15 object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colours, also called low balls), while the other player has 9 through 15 (stripes, also called high balls). The player pocketing either group first, and then legally pocketing the 8-ball wins the game.

2 CALL SHOT In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

3 RACKING THE BALLS The balls are racked in a triangle at the foot of the table with the 8-ball 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.



4 **LEGAL BREAK SHOT (Defined)** To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

5 **SCRATCH ON A LEGAL BREAK** If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see rule 7), (2) it is a foul, (3) the table is open. Please Note: The incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

6 **OBJECT BALLS JUMPED OFF TABLE ON THE BREAK** If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting.

7 **8-BALL POCKETED ON THE BREAK** If the 8-ball is pocketed on the break, breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the head string.

8 **OPEN TABLE (Defined)** The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open, it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

9 **CHOICE OF GROUP** The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups, because the table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

If the groups have been determined and the player mistakenly shoots at and pockets a ball of the group, the opponent must call a foul on him before he takes his next shot. If he fails to do so, the player automatically takes over the group of balls (solids or stripes) at which he has been shooting during this inning.

10 **LEGAL SHOT (Defined)** 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 a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail.

Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

11 “SAFETY” SHOT 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. A safety shot is defined as a legal shot. 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. It is the shooter’s responsibility to make the opponent aware of the intended safety 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.

12 SCORING A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball. The shooter will mark the designated pocket with a Drink Coaster or similar object. Failure to mark the intended pocket will result in a loss of game.

13 FOUL PENALTY Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage. With “cue ball in hand,” the player may use a hand or any part of a cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

14 COMBINATION SHOTS Combination shots are allowed; however, the 8-ball can’t be used as a first ball in the combination unless it is the shooter’s only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

15 ILLEGALLY POCKETED BALLS An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

15 OBJECT BALLS JUMPED OFF THE TABLE If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are not re-spotted.

18 LOSS OF GAME A player loses the game by committing any of the following infractions:

Fouls when pocketing the 8-ball (exception: see 8-Ball Pocketed On The Break).

Pockets the 8-ball on the same stroke as the last of his group of balls. Jumps the 8-ball off the table at any time. Pockets the 8-ball in a pocket other than the one designated. Pockets the 8-ball when it is not the legal object ball. Failure to mark the intended pocket will result in a loss of game.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

19 STALEMATED GAME

If, after 3 consecutive turns at the table by each player (6 turns total), a referee judges that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regardless of the number of balls on the table. Please Note: Three consecutive fouls by one player in 8-ball is not a loss of game.

20 STANDARD FOULS

If the shooter commits a foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface. (Cue Ball in Hand) The following are standard fouls at eight ball in **Alliance Billiards**. If a foul is not called before the next shot begins, the foul is deemed not to have happened.

- Cue Ball Scratch or off the Table If the cue ball is pocketed or driven off the table, the shot is a foul.

- Wrong Ball First In those games which require the first object ball struck to be a particular ball or one of a group of balls, it is a foul for the cue ball to first contact any other ball.

- No Rail after Contact If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul.

- No Foot on Floor If the shooter does not have at least one foot touching the floor at the instant the cue tip contacts the cue ball, the shot is a foul.

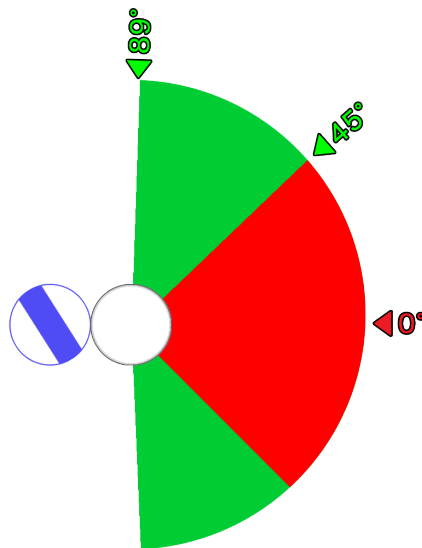
- Ball Driven off the Table It is a foul to drive an object ball off the table. Whether that ball is spotted depends on the rules of the game.

- Touched Ball It is a foul to touch, move or change the path of any object ball except by the normal ball-to-ball contacts during shots. It is a foul to touch, move or change the path of the cue ball except when it is in hand or by the normal tip-to-ball forward stroke contact of a shot. The shooter is responsible for the equipment he controls at the table, such as chalk, bridges, clothing, parts of his body, and the cue ball when it is in hand, that may be involved in such fouls. If such a foul is accidental, it is a standard foul, but if it is intentional, it is Unsportsmanlike conduct.

- Double Hit / Frozen Balls If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is assumed not to violate the first paragraph of this rule, even though the tip is arguably still on the cue ball when ball-ball contact is made. However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (provided it is a legal target within the rules of the game) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball. (Even though it may be legal to shoot towards such a touching or “frozen” ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by.) The cue ball is assumed not to be touching any ball unless it is declared touching by the referee or opponent. It is the shooter’s responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball.

- Push Shot It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

- SHOOTING LESS THAN 45 DEGREES When shooting a frozen ball or one that is very close



- Balls Still Moving It is a foul to begin a shot while any ball in play is moving or spinning.

- Bad Cue Ball Placement When the cue ball is in hand and restricted to the area behind the head string, it is a foul to play the cue ball from on or below the head string. If the shooter is uncertain whether the cue ball has been placed behind the head string, he may ask the referee for a determination.

- **Bad Play from Behind the Head String** When the cue ball is in hand behind the head string, and the first ball the cue ball contacts is also behind the head string, the shot is a foul unless the cue ball crosses the head string before that contact. If such a shot is intentional, it is unsportsmanlike conduct. The cue ball must either cross the head string or contact a ball in front of or on the head string or the shot is a foul, and the cue ball is in hand for the following player according to the rules of the specific game.

- **Cue Stick on the Table** If the shooter uses his cue stick in order to align a shot by placing it on the table without having a hand on the stick, it is a foul.

- **Jump Shot** It is a foul to shoot into the cue ball causing it to leave the surface of the table to jump it over an impediment. These shots are damaging to the table surface.

- **Playing out of Turn** It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it should be treated like unsportsmanlike Conduct.

- **Unsportsmanlike Conduct** The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible are a warning; a standard-foul penalty; a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points.

Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. It includes (a) distracting the opponent; (b) changing the position of the balls in play other than by a shot; (c) playing a shot by intentionally miscuing; (d) continuing to play after a foul has been called or play has been suspended; (e) practicing during a match; (f) marking the table; (g) delay of the game; and (h) using equipment inappropriately.