MIDDLE TENNESSEE STATE UNIVERSITY
Campus Recreation
Intramural Sports

9 BALL BILLIARDS RULES HANDOUT

ELIGIBILITY RULES
1. You must have a MTSU ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!

2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.

3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Associate Director of Intramurals, Sport Clubs, and Wellness.

TEAM COMPOSITION:
1. TEAM: Depending on the type of league/tournament each team will consist of the number of players listed below:
   a. Doubles – 2 players
   b. Singles – 1 player
   c. Teams must have the correct amount of players to play the game

2. PARTICIPANTS: Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all intramural policies.

FORFEITS, DEFAULTS, AND PROTESTS:
1. DEFAULTS: A default is an un-played match that is recorded as a loss and no forfeit fee is charged. In order to receive a default, teams must have one less than the minimum number of participants required to play present at game time or the team must notify the Intramural Office of their inability to field the required number of participants for the game no later than 2:00PM on the day of the contest (once the default has been requested, it cannot be overturned).

2. FORFEITS: If a team fails to appear for a scheduled game or match on time (or following the grace periods) or default, a forfeit will be declared. If a team forfeits a contest, the captain’s student account will be charged a $20 forfeit fee, the team will be ineligible for postseason
competition, and the team may be dropped from the league if there is a wait list team to replace them. A team with two forfeits will be automatically dropped from the league.

3. **PROTESTS**: If a team wants to submit a protest, the team captain must stop play immediately and notify the games officials and supervisor. The supervisor will document the appeal and forward it to the Intramural Graduate Assistants and/or Coordinator. Teams cannot appeal an official’s judgment.

### THE GAME:

1. **SELF-SCHEDULING**: It is the responsible of both parties to contact each other to schedule a time to play. This match must be scheduled and played prior to the deadline posted for the round.

2. **OBJECT OF THE GAME**: 9 Ball is played with nine balls numbered one through nine and a cue ball. On each shot the first ball that the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot the cue ball from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table.

3. **THE BREAK**: One player shall flip a coin for the first break. After the initial break has been established, players will alternate who breaks in the following games.

4. **CALLING A SHOT**: Players are not required to call any shot.

5. **WINNER**: A match ends when one of the players has won 2 of 3 games.

6. **RACKING THE BALL**: The balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with the cue ball in hand behind the head string.

7. **LEGAL BREAK SHOT**: The rules governing the break shot are the same as for other shots except:
   a. The breaker must strike the 1-ball first and wither pocket a ball or drive at least four numbered balls to the rail.
   b. If a cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
   c. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted (exception: if the object ball is the 9-ball, it is respotted).
8. **CONTINUING PLAY:** On the shot immediately following a legal break, the shooter may
play a “push out.” (See Rule 5.). If the breaker pockets one or more balls on a legal break,
he continues to shoot until he misses, fouls, or wins the game. If a player misses or fouls,
the other player begins his inning and shoots until he misses, fouls, or wins. The game
ends when the nine-ball is pocketed on a legal shot, or the game is forfeited for a serious
infraction of the rules.

9. **PUSH OUT:** The player who shoots the shots immediately after a legal break may play a
push out in an attempt to move the cue ball into a better position for the option that
follows. On a push out, the cue ball is not required to contact any object ball nor any rail,
but all other fouls rules still apply. The player must announce his intention of playing a
push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed
on a push out does not count and remains pocketed except the 9-ball. Following a legal
push out, the incoming player is permitted to shoot from the position or to pass the shot
back to the player who pushed out. A push out is not considered to be a foul as long as no
rule (except rules 7. and 8.) is violated. An illegal push out is penalized according to the
type of foul committed. After a player scratches on the break shot, the incoming player
cannot play a push out.

10. **FOULS:** When a player commits a foul, he must relinquish his run at the table and no balls
pocketed on the fouls hot are re-spotted (exception: if a pocketed ball is the 9-ball, it is
re-spotted). The incoming player is awarded ball in hand; prior to his first shot he may
place the cue ball anywhere on the table. If a player commits several fouls on one shot,
they are counted as only one foul.

11. **BAD HIT:** If the first ball contacted by the cue ball is not the lowest-numbered ball on the
table, the shot is foul.

12. **NO RAIL:** If no object ball is pocketed, failure to drive the cue ball or any numbered ball
to a rail after the cue ball contacts the object ball on is a foul.

13. **IN HAND:** When a cue ball is in hand, the player may place the cue ball anywhere on the
bed of the table, except in contact with an object ball. He may continue to adjust the
position of the cue ball until he takes a shot.

14. **OBJECT BALLS JUMPED OFF THE TABLE:** An un-pocketed ball is considered to be
driven off the table if it comes to rest other than on the bed of the table. It is a foul to
drive an object ball off the table. The jumped object ball(s) is not re-spotted (exception: if
the object ball is the 9-ball, it is re-spotted) and play continues.

15. **JUMP AND MASSEE SHOT FOUL:** If a match is not refereed, it will be considered a cue
ball foul if during an attempt to jump, curve or masse the cue ball over or around an
impeding numbered ball, the impeding ball moves (regardless of whether it was moved
by a hand, cue stick follow-through or bridge).
16. **THREE CONSECUTIVE FOULS:** If a player fouls three consecutive times on three successive shots without making an intervening legal shot, he loses the game. The three fouls must occur in one game. The warning must be give between the second and third fouls.

17. A player’s inning begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

18. **END OF GAME:** A game starts as soon as the cue ball crosses over the head string on the opening break. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball; or when a player forfeits the game as the result of a foul.

19. **DOUBLES PLAY:** Players must alternate shots in doubles play. No player may take two consecutive shots.

*9 Ball Billiards……..8/25/15*