Intramural 9-Ball Rules

Objective: Intramural nine-ball is played with just that; nine balls plus the cue ball. With each shot that is taken the cue ball must hit the lowest numbered ball that is on the table first. However, it does not matter what order the balls are pocketed in. Any player that pockets a legal ball stay at the table and takes another shot, he/she does so until a miss, foul, or win occurs (by pocketing the 9 ball). After one player misses, the next player takes his/her shot from the position in which the previous player ended; except after any foul is committed the incoming player may place the cue ball anywhere on the table. Players do not have to call any shots.

Racking the Balls: All object balls are racked in a diamond with the one ball at the top of diamond on the foot spot, the nine ball should be in the middle of the shape, and the other balls may be placed at random; but racked tightly. The cue ball should be left out of the diamond and placed behind the headstring.

How Play Begins: The home team breaks first, and each team alternates the break after that. The game officially starts after the cue ball crosses the headstring on the opening break.

Legal Break Shot: Break shot rules are the same as all other shots except in the following ways:

1. The person breaking must hit the number 1 ball and pocket it or drive at least four other numbered balls to a rail; if the breaker does not do so a foul is committed. The proceeding player then takes the table as it is or asks for a re-rack with the cue ball placed behind the headstring.
2. A legal opening break does not happen if the cue ball is pocketed or driven off the table or if any other requirements of an opening break are not met it is a foul. If this happens then the next player has the cue ball in hand anywhere on the table where ever he/she likes.
3. On the break shot if the person breaking makes any object ball jump off the table it is deemed a foul and the proceeding player has the cue ball in hand anywhere on the table. The object ball that was jumped off the table is not re-spotted.
4. Pocketing the nine ball on the break is an automatic win for the breaking player/team. If the cue ball is scratched at the same time the nine ball is pocketed, the nine ball is placed back to it original spot (or you may use a stripe from the tray in its place).

Play: On the shot that immediately follows a legal break the player may play a “push out.” If the shooter pockets balls (one or more) on a legal break then that player continues shooting until a miss, foul, or a win happens. If/when the player misses or fouls the other player shoots until he/she misses, fouls, or wins. The game as a whole ends when the nine ball is pocketed on a legal shot.

Push Out: The player who follows the breaker has the option to play a push out to position the cue ball in a better spot for the option that comes next. Push outs do not have to contact any other ball or rail, but all other foul rules still apply. On a push out shot the shooter must announce the play before doing so, if he/she does not then it is to be played like a normal shot. Balls cannot be pocketed on push shots and if they are they are not counted, all balls are left in the pocket except for the nine ball. The incoming player following the legal push out can shoot from that
position for push it back to the player whom pushed it out. A push out is NOT a foul unless a rule is violated. If the push is illegal it is a penalty; see fouls for the specific penalty.

**Fouls:** When a foul is committed the players turn is done and no balls pocketed on the foul shot are put back on the table, except for the nine ball. The proceeding player receives the ball and may place the cue ball anywhere on the table. If a player gets many fouls on one shot they are simply counted as one.

1. The first ball touched by the cue ball must be the lowest numbered ball otherwise it is a foul.
2. If an object ball is not pocketed and the cue ball or any object balls did not touch the rail after the cue ball contacted the object ball it is a foul.
3. If a ball is considered to have been driven off the table if it lays anywhere other than on the bed of the table, a foul is called if an object ball is off the table and the ball is not re-spotted, play then continues.
4. In intramurals touching or moving the cue ball is a foul.
5. Fouls must be made known before the next shot is taken.
6. At least one foot must be on the floor while shoot or it is a foul.
7. Pocketing or jumping the cue ball off the table is a foul.
8. No coaching is allowed and will result in a foul.
9. One cannot pocket the nine ball and the cue ball in the same shot.
10. The game is not over if you scratch. It is just a foul- ball in hand to opponent.

**Three Consecutive Fouls:** If a player commits three consecutive fouls (three in a row) with no legal shots between them he/she immediately loses the game. All three of these fouls must happen in one game and a warning shall be made in between the second and third fouls. In Iowa State Intramurals this rule may be waved. Technically a players turn starts when it is legal for him/her to take the shot and ends at the end of the shot, whether they miss, foul, or win; or when he/she fouls between shots. When the situation of having only two object balls on the table happens and a player scratches while pocketing the ball before the nine ball, it should be taken out of the pocket and placed on the footspot.