

EMORY & HENRY COLLEGE



Emory & Henry Intramurals 9-Ball (APA)

Game: Nine Ball

Tournament: Each player will compete in single elimination rounds. Players will be able to enter until registration is over. (5:30 pm)

Beginning a Match: Each match is a best 2 out of 3. The first player to win two games is the winner of the match. Each match is started with a lag. A lag is a procedure used to determine starting player of the game. Each player shoots a ball from behind the head string to the foot cushion, attempting to return the ball as closely as possible to the head cushion.

General Description: 9-Ball is played with a cue ball and nine balls numbered 1 through 9. 9-Ball is a rotation game, meaning the balls are shot in numerical order. The shooter must strike the lowest numbered ball on the table first. The game is over when the 9-Ball is legally pocketed. A player retains their turn at the table as long as he strikes the lowest numbered ball first and legally pockets a ball. They need not pocket the lowest numbered ball to continue shooting. **They may, for example, shoot the 1-ball into the 4 ball thus pocketing the 4-ball. They will continue shooting and must, once again strike the 1-ball first.** If the shooter shoots the 1-ball into the 9-ball and the 9-ball is pocketed without committing a foul, the game is over.

Racking: The balls are racked in a diamond shape. The 1-ball is at the front of the rack and on the foot spot. The 9-ball is in the center and the rest of the object balls can be placed in any numerical order.

Breaking: The first game of the match is determined by the lag. After that the players will alternate breaks. To be a legal break, players must break from behind the head string, the dead ball must be struck first and at least 4 balls must be driven or a ball pocketed. The cue ball must not be driven into the rail before the rack. If breaker fails to make a legal break the balls are re-racked and broke again by the same player. If the break results in a scratch, the balls are re-racking and broken by the opposite player.

Other Important Rules:

- *All balls pocketed when a scratch occurs stay pocketed* and the other player has ball in hand. If the 9-ball was pocketed, it will be spotted. (This is not a loss!)

- If on the break any object balls jump off the table the ball is pocketed and the other player has option to accept where the cue ball is or take “ball in hand” behind the head string.
- This tournament is cue ball fouls only. This means that only fouls involving the cue ball are penalized. Examples of Fouls: Scratch, touching a ball other than the object ball, Failure to contact a ball, contacting the eight ball illegally. Examples of violations without penalty: Moving a ball other than the cue ball with the cue tip, moving an object ball with a part of the body. (These balls are to be spotted before the player shoots).
- Combinations shots are legal. Just make sure to hit the lowest numbered ball on the table first.
- All balls that are pocketed stay pocketed.
- A scratch or foul is not a loss of game just ball in hand to other player.
- **Shots must be called.**

A player does lose the game if he:

Pockets the 9-ball in any pocket other than the called one
 Pockets the 9-ball when not a legal shot