

2016 ADI BALL IN HAND OFFICIAL 8-BALL RULES OF PLAY

A. BALLS AND RACKING

1. The game is played with one cue ball and 15 numbered object balls.
2. 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.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then LEGALLY POCKET THE 8-BALL, which then wins the game.

B. BREAK SHOT

1. If the breaker hits the racked balls with the cue ball driving four or more number balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls re-racked and shooting the break himself or have original breaker re-break.
2. Miscues on the break and stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive cue ball in hand behind the head string.
3. When positioning the cue ball for the break shot, the base of the ball must be behind the head string (kitchen).
4. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open. PLEASE NOTE: 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.
5. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not so inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he must then reposition the cue ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.
6. The base of the object ball in relation to the head string determines whether or not a ball is playable. The base of the object ball must be outside the head string (toward the foot of the table) to be playable. (This applies after a legal break).
7. If an 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball or re-racking and assuming the break. Should the incoming player decide to spot the 8-ball, he must shoot from behind the head string. A game cannot be won or lost with an 8-ball break, regardless of what is pocketed on the same shot. If a re-rack is requested, the breaker will pay for the re-rack.
8. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.

C. OPEN TABLE – 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 or the 8-ball first in the process of pocketing the called strip or solid. On any open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both group of balls. 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.

D. GAME – In Call Pocket, 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. Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is a loss of turn. 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 Pocket.” Any player performing a break shot in 8-ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break. When a player has pocketed all of the balls in his group, he then shoots at the 8-ball.

E. PLAY

1. If a shooter inadvertently pockets his ball, it remains down. However, if the shooter does not legally pocket one of his own group, he loses his turn.
2. Each player continues to shoot so long as he legally pockets any of his object balls. Should a player fail to pocket his designated group ball, he shall lose his turn.
3. If a player fails to hit or make the 8-ball while shooting at it, the game continues.
4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stomping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before the interference.
5. 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 spotted in numerical order.
6. SLOW PLAY RULE: Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. Referee’s judgment will prevail and both players will be timed.
7. STALEMATED GAME: If in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re-racked and the breaker of the stalemated game will break again. PLEASE NOTE: Three consecutive fouls by one player are not a loss of game.

F. LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Scratching when the 8-ball has been pocketed.
4. Jumping or knocking the 8-ball off the table at any time.
5. Pocketing the 8-ball in a pocket other than the one designated.
6. fouling while (pocketing) the 8-ball in the designated pocket.
7. Third infraction of the slow play rule.

NOTE: Loss of game means the game is over. It does not matter what happens after the game!

G. LEGAL SHOT – 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 an object ball, or (2) cause the cue ball or any object ball to contact a rail. PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball. However, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any object ball must contact a rail. “SAFETY” SHOT: For tactical reason a player may choose to

pocket an obvious object ball and also discontinue his turn at the table by calling “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play a “safety” by pocketing an obvious object ball, then prior to the shot, he must declare a “safety” to his opponent. 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.

H. FOULING – Fouls must be called and acknowledged before the next shot is taken. The following results in fouls:

1. Failure to make a legal shot as noted previously.
2. Shooting the cue ball into a pocket or off the table.
3. It is a foul when a player scratches on the break, or miscues or deflects the cue ball prior to hitting the racked balls. The incoming player receives cue ball in hand behind the head string.
4. When placing the cue ball in position, any forward cue stroke motion contacting the cue ball is a foul, if it is not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching.. Any member of a team called for coaching will result in a foul on the team member shooting.
7. If a ball is frozen on a cushion, (the opposing player must notify the player shooting before the shot) the player must contact the frozen ball and then (1) pocket the frozen ball, or any other object ball, (2) cause the cue ball to contact a cushion, (3) drive the frozen ball to another cushion, or (4) cause another object ball to contact a cushion. Failure is a foul.
8. ACCIDENTALLY moving or touching any ball is not a foul unless the ball is the cue ball (cue ball only fouls). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul. However, if you accidentally move an object ball during a shot and it makes contact with the cue ball, it is considered a foul.
9. Picking up or shooting the cue ball while any balls are still in motion is a foul.
10. Push shots and/or double hits will be considered fouls.
11. With cue ball in hand, touching any object ball with the cue ball is a foul, or touching any object ball with your hand while touching the cue ball is a foul.
12. When slow play rule is enforced, taking longer than one minute between shots is a foul.
13. Knocking object balls off the table.

I. PENALTY FOR FOULING

1. Only players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. The player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on the break).
2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

YOU RACK YOUR OWN BREAK