All players MUST check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate

OR

2) Have a registered IMLeagues.com profile and be part of the team’s roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

GAME TIME IS FORFEIT TIME
A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

I. The Game

1.1 In this tournament, each game will be played between two individuals. Male and females will play in the same division (open).

1.2 The first player to legally pocket the nine ball will be declared the winner.

1.3 The player who wins the lag chooses who will break the first rack (See III. Lagging below).

1.4 The object balls are racked as tightly as possible in a diamond shape, with the one ball at the apex of the diamond and on the foot spot and the nine ball in the middle of the diamond. The other balls will be placed in the diamond without purposeful or intentional pattern.

1.5 The following rules apply to the break shot: (a) the cue ball begins in hand behind the head string; and (b) if no ball is pocketed, at least four object balls must be driven to one or more rails, or the shot is a foul.

1.6 If no foul is committed on the break shot, the shooter may choose to play a “push out” (the player can play any shot and no foul will be against them) as his shot. If no foul is committed on a push out, the other player chooses who will shoot next.

1.7 If the shooter legally pockets any ball on a shot (except a push out), he continues at the table for the next shot. If he legally pockets the nine ball on any shot (except a push out), he wins the rack. If the shooter fails to pocket a ball or fouls, play passes to the other player, and if no foul was committed, the incoming player must play the cue ball from the position left by the other player.

1.8 If the nine ball is pocketed on a foul or push out, or driven off the table, it is spotted. (III. Spotting Balls.) No other object ball is ever spotted.

1.9 If a stalemate occurs the original breaker of the rack will break again. (See V. Stalemate).

II. Lagging

1.1 The lag is the first shot of the match and determines order of play.

1.2 The player who wins the lag chooses who will shoot first.

1.3 The referee will place a ball on each side of the table behind the head string and near the head string.

1.4 The players will shoot at about the same time to make each ball contact the foot cushion with the goal of returning the ball closer to the head cushion than the opponent.

1.5 A lag shot is bad and cannot win if the shooter’s ball: (a) crosses the long string; (b) contacts the foot cushion other than once; (c) is pocketed or driven off the table; (d) touches the side cushion; or (e) the ball rests within the corner pocket and past the nose of the head cushion. In addition, a lag will be bad if any non-object-ball foul occurs.

1.6 The players will lag again if: (a) a player’s ball is struck after the other ball has touched the foot cushion; (b) the referee cannot determine which ball has stopped closer to the head cushion; or (c) both lags are bad.

(Revised Aug. 2018)
III. Spotting Balls
1. Balls are spotted (returned to play on the table) by placing them on the long string (long axis of the table) as close as possible to the foot spot and between the foot spot and the foot rail, without moving any interfering ball.
2. If the spotted ball cannot be placed on the foot spot, it should be placed in contact (if possible) with the corresponding interfering ball.
3. When the cue ball is next to the spotted ball, the spotted ball should not be placed in contact with the cue ball; a small separation must be maintained.
4. If all of the long string below the foot spot is blocked by other balls, the ball is spotted above the foot spot, and as close as possible to the foot spot.

IV. Standard Fouls
1. If the shooter commits a standard foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface. The following are standard fouls at nine ball:
   1. Cue Ball Scratch or off the Table
   2. Wrong Ball First; The first object ball contacted by the cue ball on each shot must be the lowest-numbered ball remaining on the table.
   3. No Rail after Contact
   4. No Foot on Floor
   5. Ball Driven off the Table; The only jumped object ball that is spotted is the nine.
   6. Touched Ball
   7. Double Hit / Frozen Balls
   8. Push Shot
   9. Balls Still Moving
   10. Bad Cue Ball Placement
   11. Cue Stick on the Table
   12. Playing out of Turn
   13. Slow Play

V. Stalemate
1. If the referee observes that no progress is being made towards a conclusion, he will announce his decision, and each player will have three more turns at the table.
2. If the referee determines that there is still no progress, he will declare a stalemate.
3. If both players agree, they may accept the stalemate without taking their three additional turns.