You must be an AU student, faculty or staff to participate.  
A valid AU ID must be presented upon signing in with site supervisor.

Forfeit and late policy: If you do not show up on time for your game, you have up to ten (10) minutes after the start time to show up. If you show up late but within the ten (10) minutes allotted the opponent automatically has the choice of breaking for the first game.

OBJECT OF THE GAME: Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. Players must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). THE PLAYER POCKETING HIS/HER GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.

- MATCHES WILL CONSIST OF THE BEST TWO (2) OUT OF THREE (3) GAMES.

DETERMINING BREAK: The person seeded on the top line of the bracket will break first. The breaks will alternate after that.

RACKING: When racking a game of 8-ball, there are only 3 rules to remember.

- The first ball should be on the “foot spot” on the table.
- The 8 ball must be in the middle of the rack.
- The two corners should be of different groups (one stripe and one solid).

CALL SHOT: In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if s/he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc; you only need to call the ball and the pocket. 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 shot." Any player performing a break shot in 8-Ball may continue to shoot his/her next shot so long as s/he has legally pocketed any object on the break.

**8-BALL POCKETED ON THE BREAK:** If the 8-Ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-Ball spotted and continue shooting.

- If the breaker scratches while pocketing the 8-Ball on the break, then the player loses the game.

**OPEN TABLE/CHOICE OF GROUPS:** 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 any solid or stripe or the 8-Ball first in the process of pocketing the called stripe or solid.** Once a player makes a legal called shot, that group belongs to the player and the table will no longer be open.

**SCRATCHING:**
- A scratch occurs when the cue ball is pocketed.
- 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.
- If a player scratches on a legal break shot, all balls pocketed remain pocketed (exception, the 8-Ball)
- There will be no penalty for a table scratch (the cue ball doesn’t hit any object ball)

**SCORING:** A player is entitled to continue shooting until s/he fails to legally pocket a ball of their group. After a player has legally pocketed all of his/her group of balls, s/he shoots to pocket the 8-Ball.

**COMBINATION SHOTS:**
- The 8-Ball cannot be used as a first ball in the combination except when the table is open.
- Once groups have been determined, the first ball contacted must be of the player’s group.
ILLEGALLY POCKETED BALLS: An object ball is considered to be illegally pocketed when the called ball did not go in the designated pocket.

OBJECT BALL JUMPED OFF THE TABLE: If any object ball is jumped off the table, it is a loss of turn, unless it is the 8-Ball, which is a loss of game. Any jumped object balls are spotted on the foot spot or as close to it (behind it) as possible.

LOSS OF GAME: A player loses the game if s/he commits any of the following infractions:
- Pockets the 8-Ball on the same stroke as the last of his group of balls.
- Jumps the 8-Ball off the table at any time.
- Pockets the 8-Ball in any pocket other than the one designated.
- Pockets the 8-Ball when it is not the legal object ball
- Scratches on the 8-ball.