1. EQUIPMENT

1.1 All equipment will be provided by the University of Tampa Spartan Club.
1.2 All players must bring their Spartan ID Card to participate

2. TOURNAMENT RULES

2.1 Matches will be comprised of the best 2 out of 3 games.
2.2 It will be a single elimination tournament unless otherwise stated.
2.3 The players are responsible for making their own calls.

3. THE GAME

3.1 Nine-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball that the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he/she remains at the table for another shot. He or she will then continue until missing, committing a foul, or winning the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot. A match ends when one of the players has won the required number of games.

4. RACKING THE BALLS

4.1 The object balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the dot, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

5. ORDER OF BREAK

5.1 Winner of the lag has the option to break. In 9-Ball, the winner of each game breaks in the next.

6. LEGAL BREAK SHOT

6.1 The rules governing the break shot are the same as for other shots except:
6.2 The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail.
6.3 If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
6.4 If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted and remains off the table (exception: if the object ball is the 9-ball, it is re-spotted).
7. FOULS

7.1 When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are re-spotted (exception: if a pocketed ball is the 9-ball, it is re-spotted). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

8. BAD HIT

8.1 If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is foul.

9. NO RAIL

9.1 If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball on is a foul.

Example—No object balls have been pocketed. Player 1 takes a soft shot and makes legal contact with the one ball. If the legal contact does not result in either a pocketed ball or a ball hitting a rail, Player 1 will forfeit his turn and Player 2 will receive ball-in-hand.

10. IN HAND

10.1 When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. The player may continue to adjust the position of the cue ball until shooting.

11. OBJECT BALLS JUMPED OFF THE TABLE

11.1 An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted) and play continues.

12. JUMP AND MASSÉ SHOT FOUL

12.1 It will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impending numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

13. THREE CONSECUTIVE FOULS

13.1 If a player fouls three consecutive times on three successive shots without making an intervening legal shot, the game is lost. The three fouls must occur in one game. The warning must be given between the second and third fouls. A player’s inning begins when it is legal to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

14. END OF GAME

14.1 On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball, or when a player forfeits the game as the result of a foul.