

World Standardized Rules of Eight Ball (8 Ball)

Eight ball is played with fifteen **object balls** and a **cue ball**. The fifteen balls are grouped by numbers 1 - 7 which are solid in color and numbers 9 - 15 which are colored by stripes and the **eight ball**.

- The object of the game is to pocket all seven balls in a group (solid or stripe) and the **eight ball** last.
- The **object balls** in the players group do not need to be pocketed in order.
- The player must contact an **object ball** in their specified group first and call the ball and the pocket (call the shot) to continue the player's turn.
- If any ball is pocketed during a legal **shot**, the player's turn continues until the player misses, fouls or wins the game by pocketing all of the player's group (solids or stripes) and then finally the eight ball.
- When a player's turn ends due to a foul, the incoming player has **cue ball in hand** anywhere on the **table** with the exception after the break; otherwise, the incoming player must shoot the **cue ball** from it's original position.

Racking & Breaking for Eight Ball

- The **object balls** are racked in a **triangle** at the **foot of the table**, the first ball on the **foot spot** and eight ball in the center of the **rack**.
- Breaker has **cue ball in hand** behind the **head string**.
- To legally break, the player must **pocket an object ball** or drive four or more balls into the **rail**. When an illegal break occurs, the opposing player has the option to accept the **table** and take their turn or to **re-rack** and decide who breaks.
- All balls that are pocketed on a break remain pocketed with the exception of the 8 ball which the incoming player has the option to spot the 8 ball or **re-rack**.
- If the **cue ball** is pocketed on the break, the incoming player has **ball in hand** behind the **head string** and may not contact an **object ball** behind the **head string** without shooting the **cue ball** past the **head string** first.
- It is considered a foul if object balls jump off of the **table** and the incoming player has the choice of accepting the **table** in it's current position or taking **cue ball in hand** behind the **head string** and shooting.
- If the **eight ball** is pocketed or jumps off of the **table** on the break, the breaker has the option to **spot** the 8 ball on the **foot spot** to continue shooting or **re-rack**. The breaker will break again when the **object balls** are re-racked.
- If the eight ball and **cue ball** is pocketed or jumps off of the **table** on the break, the incoming player has the option to **spot** the 8 ball on the **foot spot** with **cue ball in hand** behind the **head string** or **re-rack**. The breaker will break again when the **object balls** are re-racked.

Legal Shots & Fouls

- All fouls result in **ball in hand** for the opposing player.
- If **object balls** are pocketed during the break, it is still considered open **table** until the breaker legally pockets an **object ball** which will remain his group to pocket the rest of the game. When the **table** is open, the player may contact any ball, except the 8 ball, to pocket a called **object ball**.
- After the **object ball** groups are determined for each player, the player must contact any one of their **object ball** group first. If the player pockets their opponents grouping, the opponent must call a foul before the player contacts their group during the next legal **shot**. If the opponent does not call a foul, the player must continue the game with that group of **object balls** in which the player pocketed. If the opponent calls the foul, the player gives them **cue ball in hand** on the entire **table**.
- If a player fails to contact any **object ball** from their determined group first or any ball fails to contact a **rail** after contacting their **object ball** grouping, it is considered a foul and the opposing player is given **cue ball in hand** anywhere on the **table**.

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- At any time during the game, if the opposing player does not call a foul before the next shot is made (cue ball touching the object ball), the foul is dismissed and the player continues shooting.
- Players sometimes choose to pocket their object ball for a safety. It is considered a legal shot to call a safety and then pocket a ball from your grouping which ends the players turn. Failure to call the safety requires the player to continue shooting and any balls pocketed are not spotted.
- A players turn ends when the object ball is not pocketed in the called pocket, a foul is committed during the shot or a safety is called prior to a shot.
- Object balls that jump off the table are not spotted and the shooting players turn ends or in the case of the eight ball it is considered a loss of the game.
- Pocketing or fouling the cue ball when the 8 ball is legal object ball is not a loss of game. In this case, the incoming player is given cue ball in hand.
- Pocketing or fouling the cue ball when the 8 ball is pocketed or driven off of the table is a loss of game.
- The first player to pocket all object balls in the player's designated group and legally pocket the eight ball wins the game.

~Rules adapted from the World Pool-Billiard Association Standardized Rules~

Variations of Eight Ball

Some players play with additional rules or variations of games for any given reason. Some intend to make it fun or more challenging and others to make it fair when the difference in playing ability is significant. Below are some of the variations we've heard about. Please contact us if you know of additional variations to eight ball.

Valley Forge Eight Ball Bar Box Championship

All rules above apply in addition to

- The order of play is determined by whoever wins the lag.
- The Three Fouls Rule | If a player fouls three times without making an intervening legal shot, he/she loses the game. The three fouls must occur in one game. The warning must be given between the second and third fouls. If the warning is not given and the shooter makes a third foul, it is not loss of game and that shooter is back "on two" fouls. At this point, the player still must be notified he/she has two fouls.
- Eight on the break wins the game. If a player commits a foul and makes the 8-ball, it is loss of game.

Eight Ball Neutral

When playing with the "Eight Ball Neutral" rule, you may use the 8 ball to combination an object ball into the pocket.