

# MIT INTRAMURALS

## BILLIARDS RULES

### Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

### Varsity/Club Sport Eligibility

After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

### Leagues

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A, B, and Co-Rec Leagues. See 'Number of Players' section for how many t-shirts will be awarded.

A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players' main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

### Sportsmanship

-Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's [Mind and Hand Book's](#) section on [Harassment](#), [Freedom of Expression](#), and [Institute Expectations of Student Behavior and Integrity](#) for further elaboration of standards and expectations.

*-Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.*

-The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.

-Any complaints should be reported to the manager immediately.

### Reporting Scores

-It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

### Number of Players

-MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.

-Teams must have at least 2 players on the roster. A minimum of 2 players is required to start the game. Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 5 shirts will be issued.

### **Forfeits**

- If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.
- If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.
- The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:
  - \* More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
  - \* 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
  - \* Less than 24 hour notice results in forfeit and fine

### **Fines**

- Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.
- Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.
  - Failure to attend captain's meeting: \$15
  - Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.
  - Dropping out of league (once games have been scheduled): \$75

### **Injuries**

- Most intramural games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1<sup>st</sup> aid and summon additional help if needed.
- Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

### **Playoffs**

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
2. Head-to-head result
3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
4. Goals for/Goals against
5. Coin toss

### **Equipment**

- Equipment will be provided at each pool table location.
- Locations of tables: Next House, MacGregor and Simmons. More locations may be added depending on which teams sign up for these leagues.

### **Playing Locations**

Billiards tables are available at Next House, Simmons, Zeta Psi, Phi Delta Theta, Burton Third, Theta Xi, and Kappa Sigma. If you know of other available playing tables on campus, please email the Intramural Office at [im-exec@mit.edu](mailto:im-exec@mit.edu) so we have the information available.

### **Game Play**

- Games will be played "best 2 out of 3" style.
- How you rack: 8-ball center, one stripe one solid on corners, nothing else matters.

- The 1<sup>st</sup> round of the series will start with a lag. For subsequent rounds, winner decides who breaks.
- If a player scratches on a legal break shot, all balls pocketed remain pocketed (except the 8-ball), it is a foul and the table is open.
- If the 8-ball is pocketed on the break, the breaker may ask for the re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the headstring.
- If four balls don't hit the rail after the break, the other player has the choice of calling a re-break or playing as is.
- 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.
- Players must call the ball and pocket. (It doesn't matter if it hits another ball in the process, or if the opposing player's ball gets pocketed as well, regardless of whose was pocketed first, the player can go again.)
- The responsibility falls to the winner to report the outcome of the game.
- Teammates can give each other advice up until the player starts to shoot. Teammates cannot "advise" a player by helping them position or shoot.
- Except for the 8-ball, if an object ball jumps off the table, it stays out of play. (gets put in a pocket) and the shot is a foul. The shot is still foul for the 8 ball, but the 8 ball is re-spotted at the foot spot (where the top of the triangle would be).
- Jump balls/masses are legal: just ask the home table for permission before you do it.
- A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.
- Combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination even if the table is open.
- An object ball is considered to be illegally pocketed when that object ball is pocketed on the same shot or foul is committed, or the called ball did not go in the designated pocket, or a safety is called prior to the shot. Illegally pocketed balls remain pocketed.

### **A Scratch**

- Allows a player to put the ball anywhere on the table
- Occurs if you don't hit any ball at all
- Either the cue or object ball doesn't contact a rail
- Does not end in a loss of game if on the 8-ball, the 8-ball is not pocketed
- It is not a scratch to miss the object ball if the cue ball hits a same-group ball first.

### **A "safety" shot**

- For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance.
- A safety shot is defined as a legal shot. If the shooting player intends to play safe 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.

### **Foul Penalty**

- The player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break.)
- This rule prevents a player from making intentional fouls which would put his opponent at a disadvantage.
- With the cue ball in hand, the player may position the cue ball on the table by hand.

### **Loss of Game**

- A player loses the game if he commits any of the following infractions:
  - Fouls when pocketing the 8-ball
  - 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 a pocket other than the one designated.
  - Pockets the 8-ball when it is not the legal object ball.