

Rules for ONE-FIFTEEN-EIGHT-BALL

One-Fifteen is a variation of Eight-Ball in which special rules apply to the 1-ball and the 15-ball. The below rules are hereby adopted for use in the Kings Point Billiard Room and will apply in tournament play. These may be slightly different from other regions of the country.

PLAYERS: Two, three or four. If three players the play would be a team of one against a team of two, the individual breaking making up the team of one. Break rotates from game to game. If four, the play consists of two teams of two. The break rotates through all the players in a predetermined consecutive order.

BALLS USED: The standard set of object-balls numbered 1-15, plus a cue-ball.

NOTE: For purposes of these rules, the terms *right* and *left* apply as though standing at the foot of the table, the end where the balls are racked.

THE RACK: Standard triangle rack with the apex on the spot and the 8-ball in the center of the triangle. One ball from each group is placed in the two rear corners. The 1-ball is placed immediately behind the 8-ball (right of center) and the 15-ball is placed immediately behind the 8-ball (left of center). The other balls may be placed at random. The 1 and 15 balls are referred to as *Special Balls*.

OBJECT OF THE GAME: To legally pocket all the balls of the player's group (see below for how the player's group is determined) and then the 8-ball.

OPENING BREAK: The starting player must make an open break or pocket a ball. Any balls which pocket as the result of an opening break count as legally pocketed balls if there were no fouls. Should a player foul on the break, their opponent has cue-ball in hand behind the head string, also referred to as *In the Kitchen*. If the 8-ball is pocketed on an opening break, the breaker wins the game, unless there is also a cue-ball foul in which case the breaker loses the game.

DETERMINATION OF GROUPS: The table remains open until a player legally pockets one or more balls. The player who first legally pockets a ball from a group is assigned that group, the player's opponent then has the other group. If balls are first sunk from more than one group, then the group from which the most balls were sunk becomes the shooter's group. If a player pockets an equal number of balls from both groups the table remains open.

RULES OF PLAY: Combination shots involving balls of both groups are legal when the table is open. After groups have been determined, the player must cause the cue-ball's first contact to be with a ball of the player's own group. Failure to do so is a foul. When shooting, the player must cause the cue-ball to contact an object-ball (of his group if groups have been determined) and then either:

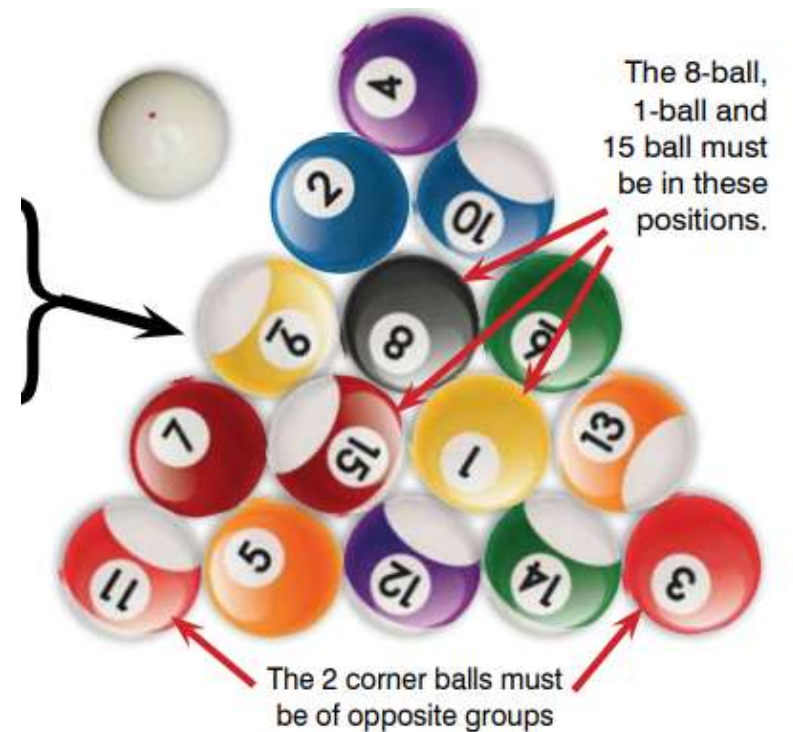
1. pocket an object-ball,
2. pocket an opponent's ball, or
3. send any ball (object ball, opponent's ball or cue-ball) to a cushion. Failure to do so is a foul.

A player may shoot at any ball of the player's own group. The player need not call the shot or any detail such as kisses, caroms, combinations, or cushions (all of which are legal). A legally pocketed ball of the shooter's own group entitles the shooter to continue.

The player with the "solids" must legally pocket the 1-ball in the left side-pocket for it to stay down. The ball can be pocketed in any other pocket but it will immediately be spotted if it didn't go down in the left side-pocket on a legal shot. The 15-ball is played similarly except that it must be legally sunk in the right side-pocket in order to stay down.

If a player's opponent pockets the player's *special ball* (the 1-ball or the 15-ball depending on the player's group) then it will stay down. It does not matter if the stroke was legal or not.

After all the balls of a player's group are pocketed, the player then shoots to pocket the 8-ball (player is said to be "on the 8-ball"). The 8-ball must enter one of the three pockets that are on the same side as the player's *special ball*, i.e., 1-ball is the left, 15-ball is the right. At this time the player must call the pocket. The exception to this rule is if the last of the player's group balls to be sunk is the *special ball*, then the 8-ball must go into the same pocket.



LOSS OF GAME: A player will lose the game for:

1. pocketing the 8-ball on an illegal, or foul, opening break shot,
2. pocketing the 8-ball when the shooter still has group balls remaining, and either of the *special balls* have already been pocketed,

Note: pocketing the 8-ball when neither *special ball* has been pocketed results only in spotting the 8-ball

3. pocketing the 8-ball on the same stroke as the player's last group ball(s),
4. fouling when the player is on the 8-ball as a result of being stitched by the player's own action,
Note: Fouling after being stitched by one's opponent is not loss of game, simply a foul giving opponent ball-in-hand
5. knocking the 8-ball off the table,
6. pocketing the 8-ball in an uncalled pocket, or
7. fouling on 3 successive strokes.

ILLEGALLY POCKETED BALLS: Any of the shooter's balls pocketed on a foul shot will be spotted. If any of the shooter's opponent's balls were sunk, they will stay down.

CUE-BALL SCRATCH OR FOUL: Other than after opening break, incoming player has cue-ball in hand anywhere on the table.

Original Source: kingspointbilliardclub.com/PDFs/Rules_1-15_8-Ball.pdf