

Playing 176, 8-ball

(rules for semi-pro, advanced, open and intermediate divisions)



Objective

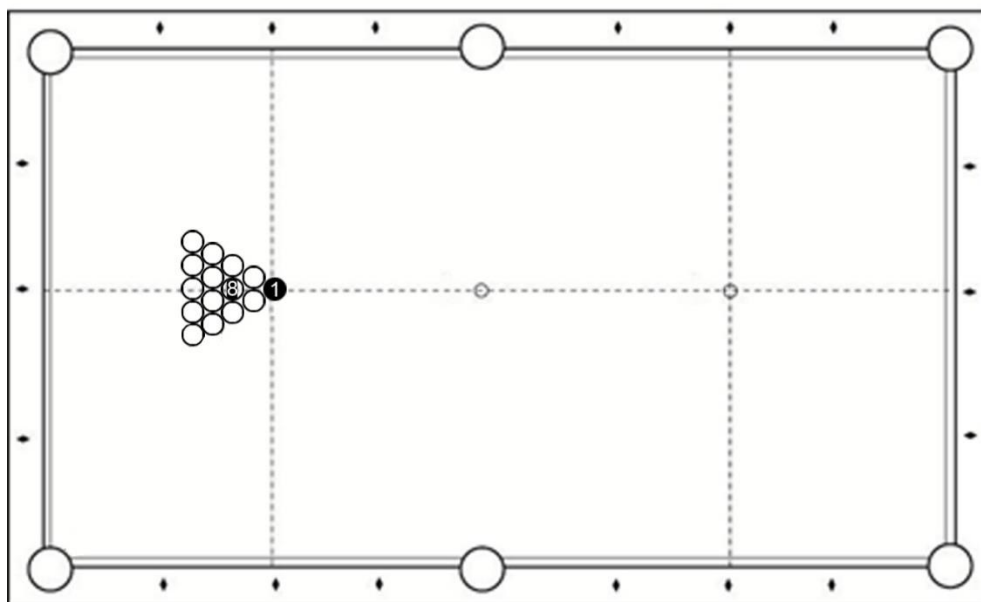
The object of 176 is to break the balls, select solids or stripes (red or yellow) and legally pocket the selected suite plus the 8 ball (black ball) for 12 games according to the game rules as follows:

All general rules apply to the game of 176. Be sure to read the general rules prior to playing your match.

Note for ALL Games: The shooter must legally sink a ball on all shots until all the balls on the table are pocketed successfully. If the player is able to successfully run-out, it is a game won. If the player performs an illegal shot (i.e. contacting a ball from the non-designated category first, jumping an object ball off the table etc.), or fail to sink a ball on a shot then this would conclude that game and is a loss of game and the earned points are scored.

Racking

1. Rack balls one through fifteen (15) in a triangle-shape using a standard triangle rack or the Magic Rack. The one (1) ball must be at the head of the rack and the eight (8) ball must be at the center of the triangle. Spread the remaining balls alternating solid stripe starting at the head ball (the one (1) ball) order to fill out the diamond. The second row will be any striped balls. The third row will be any solid ball. The fourth row will be a striped ball on the outsides and one solid and one striped placed below the eight (8) ball. The fifth row will have one striped ball and one solid ball in each corner with one striped, and two solid balls in the middle of the fifth row.



2. When using a standard rack, press the balls forward so all balls are touching. We not only endorse using Tite-n-Rite racks but encourage players to incorporate it into their game. Using a Tite-n-Rite rack ensures a tight rack and creates consistency in your break shot.
3. Take the cue ball in hand behind the headstring. Shoot the cue ball at the triangle to break up the balls. Any ball may be contacted on the break shot.
4. On the break shot, four object balls must hit the rail on the break.
5. If the 8-ball is pocketed on the break, one point (1 pnt) is awarded, and the 8-ball is spotted on the foot spot or as close to and in a straight line between the foot spot and the foot rail.
6. If no ball is pocketed on the break, then the player will declare a category of solid or stripe balls. The player, will then shoot and commence running-out all the balls in that category plus the eight (8) as the last ball.
7. For each shot the player must contact a declared category ball prior to the cue ball hitting any other ball. This will be either a stripe or a solid ball designated either by pocketing a ball on the break or the player declaring a category after the break. The order the shooter sinks the balls does not matter, so long as the ball pocketed is in the player's designated category.
8. Unless obvious, the shooter must call the pocket that is intended for the object to be pocketed. If the player does not call the pocket on an unobvious shot and a ball is pocketed, it is declared an unearned shot and it is game over. No points are awarded for the undeclared ball pocketed.
9. If a player calls a pocket and makes the designated ball in that pocket and simultaneously in the same shot pockets another ball of the declared suit for that game in a pocket that is not called, the ball remains down, is awarded a point and player continues shooting.
10. If a player calls a ball and pocket and misses the called ball and pocket, but pockets another ball of the declared suit, this is an illegally pocketed ball and it is game over. No points are awarded for the ball pocketed.
11. If a player pockets the eight (8) out of order it is a loss of game and $\frac{1}{2}$ point is awarded for each ball pocketed in that game.
12. If a player scratches on the eight (8) ball it is a loss of game. Points awarded are one point per ball and a two (2) point deduction for scratching on the 8 ball. No point is awarded for the 8 ball.

Scoring Break and Run Games

CUT Game

1. When a player breaks the balls and does not pocket a ball, scratches, or fouls on the break, but pockets all the balls of the declared suit plus the 8 ball, it is called a "CUT Game". On the players next turn at the table he/she breaks the balls and has a choice of how to play the table.
 - a. Player will declare the suit they will be shooting.
 - b. Player will have the option to take ball-in-hand.
 - i. If the player decides to take ball in hand then the player will add the balls that were pocketed on this break back the previous game (the cut game). So the CUT game will be scored as 8 points for the run and then the points made on the break following the CUT game.
 - ii. Or the player may forego ball-in-hand and play the table as it lays after the break. This option is called a Cut Option Executed (COE) which converts their CUT game to a COE. A COE is scored: 8 points for the CUT game plus all the points earned in the game following are added back to the CUT game.
 - iii. NOTE: The COE option is only allowed the game after a CUT game.

SNAP

A SNAP game is when a player pockets at least one ball on the break and legally pockets all the balls of the declared suit plus the 8 ball off the table.

- a. Scoring the SNAP game: The player will earn 8 points for the break and run and then will add all the points earned in the game following to the SNAP game back to the SNAP game.
13. If the player is successful in the 11th game of running out without missing, the player is entitled to one last game, a 12th game to finish scoring the 11th game. This last game is played by the same rules as the rest of the match.
 - a. CUT game in game 11: If a player is playing off a cut game in game 12 then the Cut Option is in effect. The 12th game is only to finish scoring the 11th game. If a Cut game is scored in game 11 the player will have no option to take ball in hand in game 12 or it's game over and adding the points made on the break to their total match score. All the rules of a regular game are in effect.
 - i. However, if the player does NOT take ball-in-hand in game 12 and successfully pockets balls, ALL the points earned in the 12th game are added to the match score.
 - b. SNAP game in game 11: If there is a SNAP game scored in game 11 the rules for a SNAP game apply and all the points in game 12 are added to the match total.

A Perfect 176 Game

Scoring a perfect match of 176 occurs after a legal break shot has been executed, pocketing at least one ball on the break or successfully executing the Cut Option (COE) and legally run-out without missing any of the balls on the table. You must successfully execute this in each game until you have played 12

games. To execute perfect games throughout your match (12 games) it is, considered to be a perfect match of 176 points. It is possible to score more than 176 points because of the balls pocketed on the break but scoring 176 points in the manner just described is viewed as a perfect 176 match.