

OFFICIAL RULES OF THE BCA POOL LEAGUE

RULES SECTION 4

10-BALL

4.1 The Game

10-Ball is a *call shot game* played with a cue ball and ten object balls numbered 1 through 10. You shoot the balls in ascending numerical order. The 10-ball is the game winning ball. The object of the game is to pocket the 10-ball on any legal shot *after the break*. The game is played by two players or two teams.

4.2 10-Ball Rack

The balls are racked as follows (see Figure 4-1):

- in a triangle shape with the 1-ball as the apex ball on the foot spot;
- the rows behind the apex are parallel to the foot string;
- the 10-ball is in the middle of the row of three balls;
- the remaining balls are placed at random.

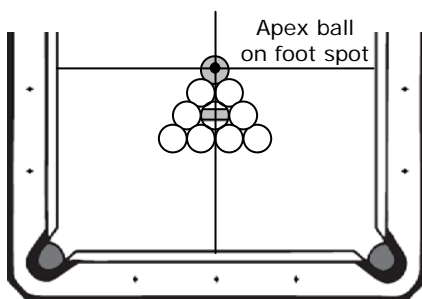
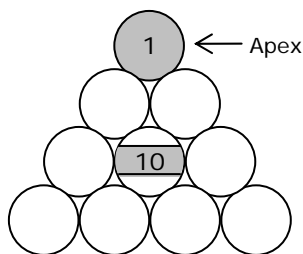


Figure 4-1

4.3 Break Requirements

- You begin the break with ball in hand behind the head string. ***There is no requirement to call a ball on the break.*** The cue ball must contact the 1-ball before any other ball or cushion, or it is a foul. You must either pocket a ball or cause at least four object balls to contact one or more cushions, or it is a foul.
- If you legally pocket a ball, you continue to shoot. Your inning ends if you do not legally pocket a ball or if you foul.
- If you legally pocket the 10-ball on the break, ***it is spotted and your inning continues.***
- Jumped object balls other than the 10-ball are not returned to the table. If the 10-ball is jumped, it is spotted.

OFFICIAL RULES OF THE BCA POOL LEAGUE

4.4 Push-out After the Break

1. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out. On a push-out:
 - a. you must notify your opponent before the shot and your opponent must acknowledge your intention;
 - b. the cue ball is not required to contact the lowest numbered ball first, or any object ball at all;
 - c. no ball is required to contact a cushion
 - d. all other rules and fouls still apply.
2. Any object balls except the 10-ball that are pocketed on a push-out remain pocketed. If the 10-ball is pocketed it is spotted.
3. After a push-out, your opponent may:
 - a. accept the table in position and shoot, or;
 - b. require you to shoot again with the table in position.

4.5 Continuing Play

1. After the break (and push-out, if one occurs), play continues as follows:
 - a. you must contact the lowest numbered ball on the table first or it is a foul;
 - b. the 10-ball is spotted if it is illegally pocketed or if it is jumped;
 - c. other jumped balls and illegally pocketed balls are not spotted.
2. When it is your inning, you continue to shoot as long as you legally pocket a *called* ball on each shot. ***If the called ball is legally pocketed, object balls, other than the 10-ball, pocketed in addition to the called ball remain pocketed. If the 10 ball is pocketed in addition to the called ball, it is spotted.*** Your inning ends if you do not legally pocket a ball.
3. The game is won by the player who legally pockets the 10-ball.

4.6 Safety Play

1. ***On any shot after the break (and push-out, if one occurs), you may declare a safety. You must declare the safety to your opponent before the shot, and they must acknowledge your intentions.***
2. ***On a safety, your inning ends after the shot unless you pocket a ball. If you pocket any ball on a safety, your opponent may require you to continue shooting (see Rule 4.8).***

OFFICIAL RULES OF THE BCA POOL LEAGUE

3. If you do not declare a safety or it is not acknowledged, and you pocket an obvious ball, your inning continues and you must shoot again. A safety must meet the requirements of a legal shot or it is a foul. (AR p. 67)

4.7 Illegally Pocketed Balls

1. A ball is illegally pocketed if it is:

- a. pocketed on a safety, including the lowest numbered ball;*
- b. pocketed in other than the called pocket;*
- c. pocketed on a shot in which the called ball is not legally pocketed;*

2. If the 10-ball is illegally pocketed it is spotted. All other illegally pocketed balls remain pocketed.

4.8 Opponent's Option

If you illegally pocket any ball, your opponent has the option to:

- a. accept the table in position, or;*
- b. require you to shoot again.*

4.9 Three Successive Fouls

You lose the game if you commit three successive fouls in one game.

4.10 Stalemate

If a referee judges that the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has had three consecutive innings without significantly changing the position, the referee will declare a stalemate. The game will be replayed with the player who broke the game breaking again. (AR p. 89)