

SDABA 10-Ball 2025



SDABA 10-Ball Rules

A. OBJECT OF GAME. Ten ball is a call shot game played with ten object balls numbered one through ten and a cue ball. The balls are played in ascending numerical order and the lowest numbered ball must be contacted by the cue ball in order to establish a legal hit. If the 10 ball is pocketed on a legal break shot, it will be spotted and the player continues with his inning. Only one ball may be called on each shot, except on the break shot where no ball may be called.

1. Call shots and pocketing balls. Whenever a shooter is attempting to pocket a ball (except on the break) they are required to call the shot, the intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. (if it is a point ball it will be awarded to the shooter except for the 10-ball it will be spotted)

B. RACKING THE BALLS. The Object balls are racked in a triangle shape, with the one ball at the top of the triangle and on the foot spot, the ten ball in the center of the triangle, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the headstring.

C. START OF PLAY. A game starts as soon as the cue ball crosses over the headstring on the opening break.

D. LEGAL BREAK SHOT. The rules governing the break shot are the same as for other shots except:

1. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to a rail; failure to do so is a foul. Incoming player accepts table the way it lies with ball in hand or requests a re-rack with cue ball behind the headstring.

2. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.

3. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted.

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4. Making the ten ball on the break is not an automatic win for the player breaking, the 10-ball will be spotted and continue to shoot with the table in the position as it lies.

5. If the cue ball is scratched when making the ten ball, the ten ball is re-spotted. (using another stripe from tray), It is a foul and opponent has cue ball in hand.

E. CONTINUING PLAY. On the shot immediately following a legal break, the shooter may play a “push out.” If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his turn and shoots until he misses, fouls, or wins. The game ends when the ten ball is pocketed on a legal shot.

F. PUSH OUT. The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed, except for the ten ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule is violated. An illegal push out is penalized according to the type of foul committed.

G. FOULS. When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are spotted, except the ten ball. The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

1. All fouls must be called and acknowledged before the next shot is taken.
2. Touching or moving the cue ball is a foul.
3. Coaching is a foul.
4. Shooting the cue ball into a pocket or off the table is a foul.
5. If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
6. If no object ball is pocketed, failure to drive the cue ball or some object ball to a rail after the cue ball contacts the object ball is a foul.
7. Pocketing the ten ball and the cue ball with the same stroke is a foul.
8. Shooting without at least one foot on the floor is a foul.
9. An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not spotted and play continues.
10. Push shots or double hits are fouls

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When the cue ball is in hand, the player may place the cue ball any where on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

H. A player's turn begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.

I. END OF GAME. The game ends at the end of a legal shot which pockets the 10-ball.

J. TEAM PLAY:

1. 4 person teams
2. 32 game format
3. Point balls are the 2,4,6,8, each have a 1 point value. The 10-ball has a 6 point value for a total 10 points possible per game.
4. If a foul occurs while making a point ball (except the 10-ball it is spotted), the point goes to your opponent and they have cue ball in hand.
5. Home team breaks the first, third, sixth, and eighth round, Visitors break second, forth, fifth and seventh rounds.
6. You break your own rack.

K. Wrongfully Pocketed balls

If a player misses his intended ball and pocket, and either makes the nominated ball in the wrong pocket or pockets another ball, his inning has finished and the incoming player has the option to take the shot as is, or hand it back to his opponent. (If a point ball is made, who ever shoots the next shot gets the point).

Sportsmanship is the #1 Rule