

## 10-Ball Rules

- Flip for the break – alternate break after that.
- The 1-ball must be on the head spot and 10-ball must be in the middle of the rack. Also, the 2-ball and 3-ball must be placed in back corners of rack.
- Must contact the 1-ball first to be a legal break.
- 10-ball break – if the 10-ball is made on the break, it is NOT a win, **the 10-Ball is spotted and game continues with the breaker shooting.**
- On the first shot after the break, the shooter can call a push shot. There is NO foul on a push shot. The incoming shooter can either take the shot or push it back to the original shooter.
- A legal hit is made by contacting the lowest numbered ball on the table, then any other ball contacting a rail. If a shooter makes a legal shot but pockets his called ball in a place other than where called, the ball stays down and the incoming shooter has option of making him shoot again
- It is **CALL** pocket. **Short racks are NOT allowed, the 10-ball must be the last ball on the table to be legally pocketed.** Slop does **NOT** count.
- Races are based on your skill level and should be indicated on your score sheet.