

City/ County Pool League

10 Ball Rules 2026

The Game:

10 Ball is a rotation game like 9 Ball, where the lowest numbered ball on the table is struck first. One key difference is that all shots are called pocket shots.

Making the 10 ball as a called shot in the called pocket wins the game.

A **“Good hit”**: is when the player first connects with the lowest numbered ball on the table and then drives any ball to a rail or is pocketed. **Failure to contact the lowest numbered ball** or to **contact a rail** or **pocket an object ball**, results in a ball in hand foul for the opponent.

Balls do not have to be pocketed in order since combinations and caroms off the **lowest numbered** ball are legal shots, if called. If the 10 ball is made on a legally hit and called combination or carom shot it is a win. Any called shot must be clearly understood as such by the opponent. It is the responsibility of the player to clarify the shot to the opponent before shooting. Obvious shots need not be called.

A **“Bad hit”**: occurs when any ball other than the lowest numbered ball is contacted first. This results in ball in hand for the opponent. Ball in hand is always anywhere on the table. If an **object ball is frozen to a rail**, the cue ball must hit a rail after contacting the object ball or the object ball must hit a different rail. A **scratch** is when the cue ball is pocketed or leaves the table and results in ball in hand for the opponent.

“Scratch on the 10 ball”: Scratching on the 10 ball is not a loss. It is a foul giving your opponent ball in hand. If the 10 ball is pocketed on a scratch, it shall be spotted on the foot spot. If the 10 ball cannot be retrieved then use the next available ball.

“The Break”: Breaking first is determined by the scoresheet. The 10 balls are racked in a triangle with the **1** ball positioned on the foot spot, and the **10** ball is placed in the middle of the rack and other balls are placed randomly. The player

breaking must hit the **1** ball first. Failure to hit the **1** ball first results in ball in hand for the opponent. At least **4 balls must be driven to a rail** on a legal break or the other player has the **option** of shooting from the **current cue ball position** or asking for a **re-break by the first player**. The opposing player will be awarded ball in hand following a cue ball scratch on the break. **If the 10 ball is pocketed on a legal break it shall be spotted** and the breaker continues shooting.

“The push out”: The player that shoots immediately after a legal break has the option to “push out” to move the cue ball to a different position. The cue ball is not required to contact any object ball or rail **but it can**. The player must clearly **announce the intention of playing a push out** before the shot. Following a legal push out, the incoming player is permitted to shoot from the current cue ball position or to pass the shot back to the player who pushed out.

If a player pockets **only the wrong ball**, or pockets the **called ball** in the **wrong pocket**, the incoming player has the **option to play** the cue ball in the current position or require the original player to shoot again. **If the 10 ball is illegally pocketed it is spotted** and the opponent has the choice to accept the table as is or require the player to shoot again. **There is no 3 foul rule**.

“Ball in Hand”: Opposing player will be awarded ball in hand anywhere on the playing surface shooting in any direction following:

- a) Any cue ball scratch.
- b) Any cue ball foul or double hit. If a player **disturbs in any manner**, the **cue ball** with their hand, body, clothing, cue, etc. they have fouled.
- c) Failure to strike the lowest numbered ball first. (except where push shot applies).
- d) Failure to drive any object ball or the cue ball to a rail after contact with the lowest numbered ball first.
- e) If balls are **frozen** and the player **strokes the cue ball in line with the object ball** following through on the stroke, he/she will have double hit the cue ball, resulting in a cue ball foul. Must shoot the **cue ball** with at least a **45-degree angle from the object ball**.

“Movement of object balls”: If **prior to contact with the cue ball**, a player moves an **object ball(s)** by touching with hands, clothing, cue,

bridge, etc., the balls will be replaced to both players' satisfaction. **This is not a foul.** If **after the shot** has been made, a player disturbs a ball, this constitutes a table scratch. **Ball in hand is awarded** to the opposing player. Any intentional sweeping or movement of balls shall result in an automatic win for the opponent.

“Jump shots and Masse shots: Jump shots and Masse shots are allowed only if not prohibited by the establishment.

“Safety shots”: In 10 ball a safety shot involves declaring “safety” to leave your opponent with a tough shot by making legal contact with the lowest numbered ball without pocketing it. You **must declare a safety** to your opponent before the shot, and **they must acknowledge** your intentions. However, if you **accidentally pocket any ball** (even the 10) on a called safety your **opponent gets to choose** to play the shot or give it back to you. The 10 ball would be spotted on the foot spot.

“Ejected Balls”: If a pocketed ball rebounds back onto the table, it will not be considered a pocketed ball. The ball remains in play where it comes to rest on the table.

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