



10-Ball Rules

- Object of the Game:
 - 10-Ball is a call-shot game played with a cue ball and 10 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.
- The Rack:
 - Rack in a triangle, like 8-Ball minus the last row of balls. 1-ball in front 10-ball in the middle. All other balls are random. 1-ball on the spot.
- The Break:
 - Must strike the 1-ball, and four balls must hit a rail (the cue ball may be one of these balls), or must pocket one ball.
 - If the break is not legal the opponent may ask for a new rack or may elect to break.
 - If a break is attempted (cue ball passes the head string) but the cue ball does not strike the rack the opponent has the option to break or allow the shooter to attempt to break again.
 - If any balls are driven off the table, they remain down and the opponent has ball in hand.
 - If the cue ball is driven off the table or pocketed on the break, the opponent has ball in hand.
 - If the 10-ball is pocketed on a legal break the ball is spotted and the player continues to shoot, unless the breaker scratches then the non-breaking player has ball in hand.
 - If the 10-ball is driven off the table the ball is spotted and the opposing player has ball in hand.
- After a Legal Break:
 - The shooter has the option to “push out”, same as 9-Ball.
- Shooting:
 - Legal Hit: Player must strike the lowest numbered ball on the table first and drive any ball to the rail or pocket a called ball to make a legal hit.
 - You can pocket any ball as long as you make a legal hit and call the ball & pocket.
 - If the player pockets the target ball (lowest numbered) in a pocket other than the called pocket, that ball stays down and the opponent has the option to play as is or have the shooter shoot again.
 - If the player pockets the called ball (other than the lowest numbered) in a pocket other than the called pocket play passes to the opponent.
 - Any time the 10-ball is pocketed out of turn (e.g., not called) it is spotted.
 - You may only call one ball per shot. Any ball that is pocketed, but not called is a dead ball.
- Shooting the 10-Ball:
 - To win the game you must sink the 10-ball into a called pocket. This can either be done after all other balls have been pocketed or as a combo/ carem during a legal shot, as long as the 10-ball is called
 - If the 10-ball is the only ball on the table and shot into the wrong pocket, it will be spotted and the opponent has the option to play the table as is or have the shooter shoot again.