

1. SPIRIT OF THE GAME

The game shall be known as 'ULTIMATE POOL LEAGUE 10 BALL' with rules that must be played in a sporting manner at all times.

2. PLAYER'S RESPONSIBILITY Players are responsible for knowing all rules, regulations, and schedules related to competition. Tournament and league officials will make every reasonable effort to provide this information, but the ultimate responsibility lies with each player.

3. EQUIPMENT & TABLE LAYOUT

All equipment that is generally accepted throughout the industry is permitted. No other equipment is allowed unless ratified by the Tournament/League Director.

However, using any equipment in a non-customary manner is never allowed and constitutes a foul. Ultimate Pool League 10 ball is played on a six-pocket rectangular table with six rails.

The playing surface is the flat part of the table bordered by the rails.

The headstring is defined as the line between the 2nd diamonds on the side rails at the non racking side of the table.

Equipment permitted:

(a) A cue ball

(b) Two groups of object balls consisting of solids and stripes

(c) A eight-ball

(d) Bridge. The player may use up to two bridges to support the cue stick during the shot. The configuration of the bridges is up to the player. Player may use own bridge if it is similar to standard bridges.

(e) Cue Stick – The player is permitted to switch between cue sticks during the match, such as break and normal cues. Player may use either a built-in extender or an add-on extender to increase the length of the stick.

(f) Chalk – The player may apply chalk to tip to prevent miscues, and may use own chalk, provided its color is compatible with the cloth.

(g) Gloves – The player may use gloves to improve the grip and/or bridge hand function.

(h) Powder – A player is allowed to use powder in a reasonable amount.

— 4. OBJECT OF THE GAME

Ten ball is a call shot game played with ten object balls numbered one through ten and the 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 ten ball is pocketed on a legal break shot, it will be re-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.

(a) Standard call shot. Ten ball is a game in which the shooter is required to call shots, 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. Only one ball may be called on each shot. For a called shot to count, the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, they may ask for a call.

— 5. THE BREAK

5a - A "Lag for Break" shall determine who breaks first with an alternating break format taking place thereafter. The winner of the lag is the player whose ball is closest to the head rail. The winner of the lag is given the choice to break or not.

5b - Lagging Procedure: (guidance, what should happen)

(1) Balls shall be of equal size and weight

(2) To start the lag the referee will count the players in by counting back from 3 to 1 (if a referee is present).

(3) The players shall simultaneously strike balls (on the referee's indication - if referee present) towards the foot rail.

5c - It is an automatic loss of lag if a ball:

(1) Crosses into the opponent's half of the playing surface OR

(2) Fails to contact the foot rail OR

(3) Drops into a pocket OR

(4) Hits a side rail OR

(5) Jumps off the table OR

(6) Comes to rest on the playing surface within the area of the corner pocket OR

(7) Player commits any standard foul

5d - Players will lag again if:

(1) Both players foul OR

(2) The referee or neutral 3rd party is unable to decide on which ball is closest to the head rail OR

(3) One player's ball strikes the foot rail before the other player's ball is hit.

In summary, the players shall simultaneously strike the balls towards the foot rail but if they don't strike simultaneously and one player's ball strikes the foot rail before the other player's ball is hit will result in both players lagging again.

5e - To commence a rack, the player who is breaking, shall position the cue ball anywhere behind the head string but **MUST NOT** position the cue ball over the head string by more than 50% of its diameter.

5f - The Break will be deemed a 'Legal Break' if the player breaking, obtains a minimum of three cumulative points. 1 point for each object ball pocketed (ten ball included, so thus does count). 1 point for each object ball that has passed an imaginary line between the two center pockets, that is not pocketed. A ball is deemed as having 'passed' the center line if the whole ball is over the imaginary line.

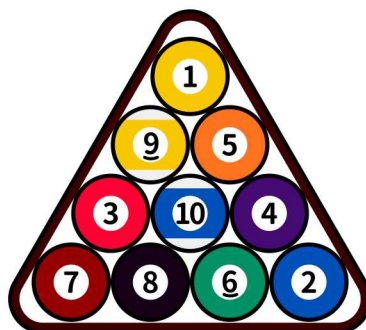
5g - Failure to perform a legal break **MUST** result in a re-rack. The opponent has the option to break or to choose to give the break back to the original breaker.

5h - If the ten ball is pocketed off the break, it is always re-spotted after all balls have come to rest on the table. To re-spot the ten ball, the center point of the ten ball is placed on the racking ball spot or if this is not available as near as possible to the spot in a direct line between the spot and the center of the foot rail.

If there is no space available on this line, place the ten ball as near as possible to its spot in a direct line between the spot and the head rail. Breaking player remains in control of the table.

5i - If the cue ball on a legal break, is pocketed (scratch), leaves the playing surface, or player fouls in any other manner loss of turn occurs and the incoming player is awarded one visit with cue ball in hand.

- **6. TEN BALL RACK** The object balls are racked as tightly as possible in a triangular shape, with the one ball at the apex of the triangle and the ten ball in the middle of the triangle, racked with the ten ball on the foot spot. The other balls will be placed in the triangle without purposeful or intentional pattern.



- **7. SECOND SHOT OF THE RACK – PUSH OUT** If no foul is committed on the break shot, the shooter may choose to play a “push out” as the shot. Shooter must make his intention known to the referee or opponent, and then rules Wrong Ball First and No Rail after Contact are suspended for the shot. If no foul is committed on a push out, the other player chooses who will shoot next. The ten ball pocketed during a Push Out is re-spotted, without penalty. Any other pocketed object balls on a push out remain pocketed.
- **8. SAFETY** The shooter, after the break at any time may call “safety” which permits them to make contact with the legal object ball without pocketing a ball and end the inning. However, if the shooter pockets the legal object ball the incoming player has the option to play the shot as left, or hand it back to his opponent. (See 9. Wrongfully Pocketed Balls which also applies during a safety.)
- **9. WRONGFULLY POCKETED BALLS** If a player misses the intended ball and pocket, and either makes the nominated ball in the wrong pocket or pockets another ball, the inning has finished and the incoming player has the option to take the shot as is, or hand it back to his opponent.
- **10. CONTINUING PLAY** If the shooter legally pockets a called/nominated ball on a shot (except a push out, see 7. Second Shot of the Rack – Push Out), any additional balls pocketed remain pocketed (except the ten ball; see 11. Spotting Balls), and continues at the table for the next shot.

If a player nominates and legally pockets the ten ball prior to the ten ball being the last remaining ball, the ten ball is re-spotted and the shooter continues, while pocketing the ten ball as a final ball at the table, player wins the rack.

If the shooter fails to pocket the called ball or fouls, play passes to the other player, and if no foul was committed, the incoming player must play the cue ball from the position left by the other player.

- **11. SPOTTING BALLS** If the ten ball is pocketed on the break, on a foul or push out, or accidentally in the wrong pocket, or driven off the table, it is re-spotted. Any other object ball driven off the table results in a standard foul, and it re-spotted.
- **12. STANDARD FOULS** Shall be called as soon as they occur, the fouling player is in control until all balls from that shot have come to rest. The incoming player is awarded one visit and a cue ball in hand which can be:
 - (a) Played from its current position, or
 - (b) Placed anywhere on the playing surface.
 The only exception to (a) is If the cue ball has come to rest and is frozen to an object ball and therefore must be repositioned. Failure to reposition the cue ball, if frozen ball is declared, will result in a standard foul as per rule 6e (7).

Standard fouls Ultimate Pool League Ten Ball:

- (1) Pocketing the cue ball - "Scratch"
- (2) A player who plays a shot immediately after playing a foul or immediately after the referee has called a foul on that player, has played out of turn. This also covers breaking out of turn.
- (3) Accidentally striking the cue ball with any part of the cue other than the tip in general play. When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface and may continue to move the cue ball until shooter executes a shot. Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion.
- (4) Accidentally striking any ball other than the cue ball with any part of the cue or cue tip.
- (5) Playing a shot before all balls have come to rest from the previous shot.
- (6) Playing a shot before any balls that require re-spotting or replacing, have been re-spotted or replaced.
- (7) Playing a "Push Shot" (defined as when the tip of the cue remains in contact with the cue ball once it has commenced a forward motion).
- (8) Coaching for players with UpScores greater than 450 : During a rack, while it is player's turn at the table, player is required to play without receiving any advice from other persons relating to the playing of the rack. If a team member or bona fide supporter of a player offers advice, this will result in the player being penalized via a Standard Foul.
- (9) Leaving the playing area without permission. If a player needs to leave the playing area during a rack or match during league play, player must make opponent aware and return in a reasonable amount of time. During Grand Finals and Grand Finals Qualifier, player must use allotted player break.
- (10) Double-hitting the cue ball.
- (11) Failing to perform a "Legal Shot".
- (12) Playing a shot while not having at least one foot touching the floor.
- (13) Failing to "Play Away" from a touching / frozen ball(s).
- (14) A ball that remains off the playing surface.
- (15) A player's body, clothing, jewelery or accessory, or part of a cue (except for the tip in a legal shot), comes into contact with any ball. A tip falling off a cue or chalk dropped is the player's responsibility. Should any of these contact a ball on the playing surface, it is deemed a foul.
- (16) Jump shot: If the cue ball leaves the bed of the playing surface and does not strike an object ball that it would have struck had the cue ball not left the playing surface on an otherwise identical shot, then the cue ball is deemed to have jumped over that ball.
- (17) Marking the table to assist a shot. This applies to players and coaches.
- (18) Time foul.

— 13. LOSS OF RACK FOULS

- (1) Intentional fouls including, but not limited to, picking up cue ball to give ball in hand to opponent, purposefully time fouling, deliberately shooting into an object ball other than the lowest numbered ball on the table.

- (2) Unsporting behavior / bringing the game into disrepute.
Including but not exclusive to:
 - (a) A second offense for foul language (A verbal warning is given for the first offense) OR
 - (b) Throwing a cue around / unscrewing as if to concede OR
 - (c) Continually arguing with the referee or opponent OR
 - (d) Interfering when the opponent is on the shot either verbally or physically.

- (3) Committing a standard foul when the ten ball is the last ball on the table and the shooter has an opportunity to win the game.

- (4) A player who clearly and intentionally fails to make an attempt to play the lowest numbered ball on the table.

- (6) Pocketing the ten ball legally, then proceed to move the remaining balls before they have come to rest. This includes stopping a rolling cue ball after the ten ball has been pocketed.

- (7) Deliberately striking the cue ball with any part of the cue other than the tip in general play.

- (8) Deliberately striking any ball other than the cue ball with any part of the cue or cue tip.

- (9) Deliberately moving a ball(s) other than playing as part of a shot. Two exceptions to this: If a player commits an all ball foul and instinctually grabs the ball and replaces it, this is a standard foul since the ball was not put in motion by a shot. The ball should be replaced to where it came to rest after the all ball foul occurred, before the player moved it back. On the break, if a player miscues and stabs at the cue ball or stops it from rolling, this is considered an illegal break, not loss of rack.

- (10) Player commits three consecutive fouls. **See rule 14.**

— 14. THREE CONSECUTIVE FOULS

If a player fouls three times without making an intervening legal shot, it is a loss of rack foul. The fouls must be in a single rack. The opponent or referee must warn a shooter who is on two fouls when they come to the table that they are on two fouls. Otherwise a possible third foul will be considered to be only the second foul. Breaks where a foul occurs and the break did not result as a legal break meeting the three cumulative point rule, will not be counted as first foul. It is simply an illegal break and incoming player has option to break or allow original shooter to break.

15. STALEMATE SITUATION

If any situation arises whereby a 'legal shot' cannot be played, It is a player's responsibility to ask for a stalemate. In other words, if there is not a path 'out' for the cue ball or not a path 'into' the ball 'on', in the first instance the player must ask for a stalemate if they believe a 'legal shot' cannot be played. A decision on whether a stalemate exists will be at the referee's discretion, or neutral third parties decision. A referee will disregard a player's ability when making a stalemate decision. If the referee (or opponent - if no referee) confirms a stalemate, the rack shall be restarted with a re-rack. The player who originally broke will restart the re-racked rack. If no stalemate is confirmed, the players must continue their visit.

16. FROZEN BALLS

(1) An object ball is deemed frozen while touching a rail. It is a standard foul if the cue ball initially contacts a frozen ball first and the shot does not result in:

- (A) Ball being pocketed OR
- (b) The cue ball contacting a rail OR
- (c) The frozen ball contacting a different rail OR
- (d) Any other object ball contacting a rail, with which it was not already in contact with, before the shot is played.

(2) A ball is only deemed frozen if confirmed by the referee or player, prior to the shot being taken.

(3) A player must play away from 'ALL' frozen balls at an angle perpendicular (90 degrees) or greater than and fulfil the requirements of a 'legal shot'. A player shall not be penalized if playing away from touching / frozen ball(s) causes any touching ball to rock or move slightly because it was 'resting' on the cue ball.

(4) Once frozen ball(s) has been confirmed, the player must perform all the requirements of a 'legal shot'.

(5) If the cue ball is frozen to the lowest numbered object ball on the table, the player is deemed to have made 'initial contact' in order to fulfil the requirements of a 'legal shot'.

17. OUTSIDE INTERFERENCE

(1) There is no penalty if balls are moved in these circumstances:

- (a) By persons other than players taking part in the rack OR
- (b) As a result of players being bumped OR
- (c) Events deemed not within a player's control.

(2) The players, referee, or 3rd party will return the balls as close as possible to their original positions whenever possible. Re-racks will only be granted in extreme circumstances.

(3) Player should be given a new shot clock once all ball have been replaced.

18. SHOT CLOCK

League matches will have a standard 30 second shot. The tip of the cue must have made contact with the cue ball within this time or a standard foul shall be granted to the opponent. The shot clock will commence once all balls come to rest. One extension per rack is permitted per player, whereby timekeeper will grant 30 seconds to the remaining time at the request of the player.

19. BALLS FALLING INTO POCKET

A shot is 'complete' when all balls have come to rest.

(1) After a shot is 'complete', any ball(s) that drops into a pocket, without being struck, will be replaced to their original positions. A shot is 'in progress' when the cue ball has been struck and all the balls have not come to a rest.

(2) During a shot 'in progress', any ball(s) that drops into a pocket, without being struck and wouldn't have been played as part of a shot, shall be replaced to their original positions after all balls have come to rest.

(3) During a shot 'in progress', any ball(s) that drops into a pocket, without being struck and would have been played as part of a shot, in this instance ALL BALLS will be replaced to their original positions after all balls have come to rest.

After the balls have been reset to their original positions, the original player will always continue with no penalty, unless:

- (a) A foul had been committed or
- (b) The original player failed to pocket a ball 'on' (the exception to this is rule (3) where the original player will always continue).

20. BALLS OFF THE PLAYING SURFACE

It is a 'standard foul' if a ball leaves the playing surface at any point during the rack AND does not return by its own means and remains off the playing surface (other than being pocketed)

(1) If it is the cue ball, then it is ball in hand, to be played anywhere on the table.

(2) Object balls are re-spotted

(a) Returning object balls which leave the playing surface and remain off the table

An object ball is re-spotted with its center point on the foot spot or as near as possible to that spot in a direct line between the spot and the center point of the foot rail.

Return balls as close as possible to other balls without touching.

— 21. LEGAL SHOT

DEFINITION - To play a 'legal shot' the player must cause the cue ball's initial contact to be with a ball 'on' and THEN must either:

- (a) Pocket any object ball as called by the shooter
 - (b) Cause the cue ball or any object ball to contact a rail.
- The 'rail' is defined as the six rails and the six pockets of a pool table.

— 22. SIMULTANEOUS CONTACT

Simultaneous contact of object balls is allowed as long as one of the contacted object balls is 'on'.

— 22. COMPLETION OF A RACK

A rack is over when the 10-ball is pocketed on a legal shot and all the balls have come to rest or in a 'loss of rack' situation.

