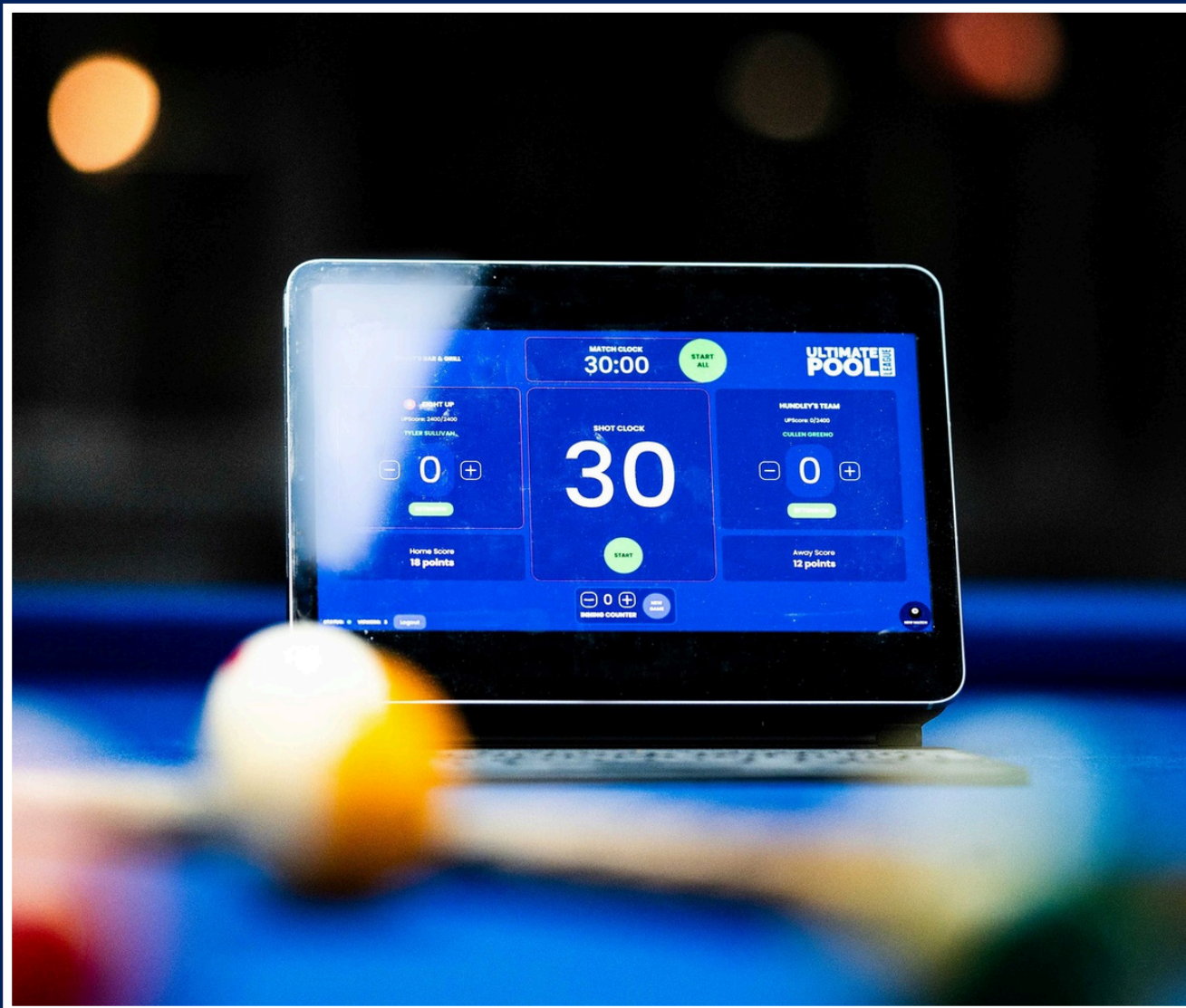


ULTIMATE POOL LEAGUE

LEAGUE MANUAL



ULTIMATE POOL USA

WWW.ULTIMATEPOOLUSA.COM

VERSION 4.0

WHO ARE WE?



Ultimate Pool was established in 2020 by entrepreneur Mark Quirk and two-time WEPF World Championship runner-up Lee Kendall. Our mission is to modernize 8 Ball Pool, making it more mainstream, appealing to a younger audience, and encouraging greater participation. Today, Ultimate Pool is recognized as the fastest growing cue sports organization in the world with its global television audience across 66 countries and 1.3 billion people reached via its social media channels in 2023. The Ultimate Pool group has offices in Australia, Morocco, Malta, Ireland, Reunion Islands, South Africa and now the USA. Our goal is to make 8 Ball Pool the premiere cue sport across the globe.

Ultimate Pool prides itself on giving back to the players by providing the sport with the grandest stages and, most importantly, making it fun and accessible to everyone.

OUR MISSION



For The Players

Ultimate Pool USA shares the core values of the Ultimate Pool Group. We are committed to advancing the sport at all levels, with a special focus on the amateur game, which we believe is the foundation of the sport. It is where Champions are born and hone their craft, with each match as a stepping stone to greatness. Every person who has ever picked up a cue, whether for fun or competition, should be able to see a clear pathway to reaching the top of the sport.

Our leagues are for everyone, everyone should be afforded the conditions and consistency in play to improve and most importantly to have fun. So many friendships and relationships are forged from this great sport, this is always in our thoughts when presenting our unique style of play.

At Ultimate Pool USA, we aim to provide amateur players with the opportunity to enjoy the game without the inconvenience of match play extending past midnight. Our commitment extends to offering higher cash prizes than those typically seen at this level. We want every amateur competing in an Ultimate Pool USA league to benefit financially in unprecedented ways and feel motivated to practice and reach their full potential.

We at Ultimate Pool USA are passionate about the Women's and Junior games. Over the next few months, we will be announcing both a Women's and Junior program to further these areas of the game. For too long, the women's amateur game and the juniors have been overlooked. Ultimate Pool USA is firmly committed to ensuring the future of the game is well-maintained so that USA 8 Ball Pool remains the strongest in the world for multiple generations.

Ultimate Pool USA will represent a bright future for 8 Ball Pool in the United States. We're honored to have you as part of our family.

TABLE OF CONTENTS

WHO ARE WE	1
OUR MISSION	2-3
SEASON SCHEDULE	5
LEAGUE OPERATORS	6
UPSCORE	7-8
PLAYER REGISTRATION	9
<i>Membership Costs</i>	9
<i>Weekly Fees</i>	9
<i>Age Requirements</i>	10
<i>Gender Eligibility</i>	10
SEASON STRUCTURE	11
<i>Team Play</i>	11
<i>Team Qualifiers</i>	12-13
<i>Player/Team Eligibility Requirements</i>	14-15
NATIONAL SINGLES LEADERBOARD	16
<i>How it Works</i>	16
<i>Rules and Requirements</i>	17-18
GRAND FINAL EVENTS	19
<i>Singles Grand Finals Format</i>	19
<i>Team grand Finals Format</i>	20
MATCH AND SHOT CLOCK	21-23
6 BALL SHOOTOUT	23-25
SPORTSMANSHIP FOULS	26
RULE AND CLOCK DISPUTES	27
INTERNATIONAL 8BALL LEAGUE RULES	28-35
UPL 10 BALL RULES	36-45

SEASON SCHEDULE

Seasons commence in late August/early September; please consult your local operator for the precise start dates.

Sessions are 14 weeks of play and start dates will vary depending on area.

First Session – Late August/Early September

Second Session – Early January

Third Session – Late April/Early May

Grand Final Qualifiers (GFQ)

Will be held following the conclusion of the Third Session.

Grand Finals (GF)

Scheduled annually in November, with exact dates and location to be determined.

No League Play during the following weeks:

Independence Day – Thanksgiving

Christmas/New Year

Grand Finals Event

LEAGUE OPERATORS

League Operators play a crucial role in promoting, developing, and maintaining the highest standards of league play in their designated area(s).

All Operators receive training and education on the rules, structures, and formats of Ultimate Pool USA.

Players can have confidence in their Operators, who are committed to managing the league with fairness, efficiency, and accuracy.

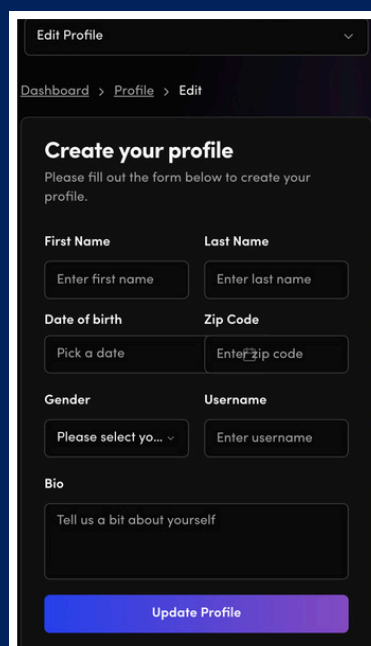
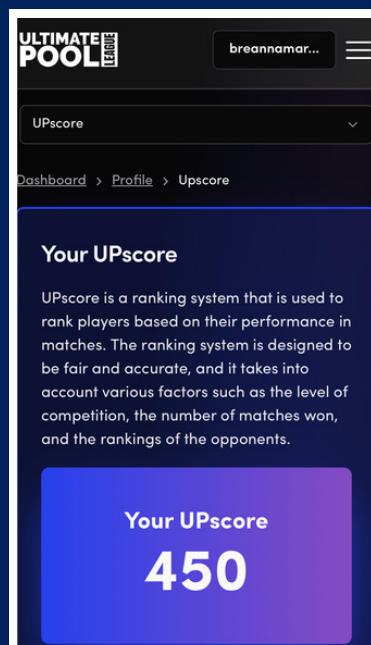
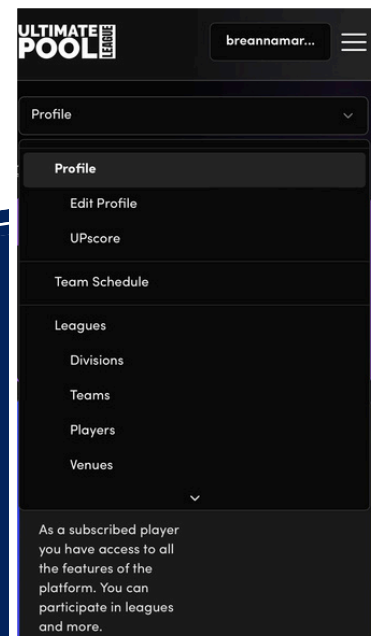
Key Responsibilities:

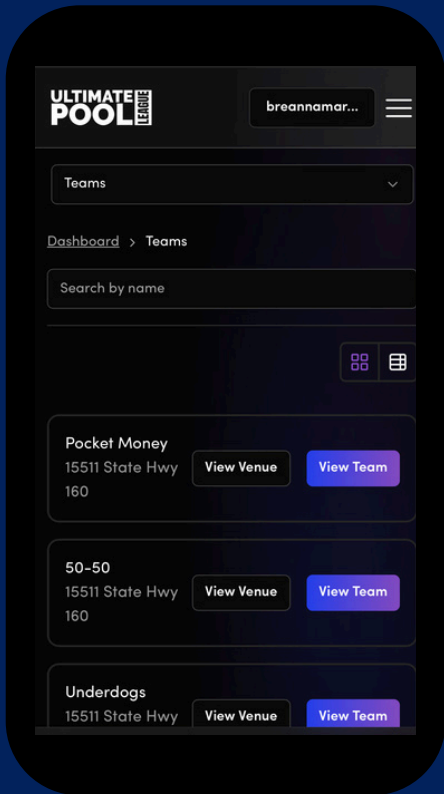
- Operators oversee scheduling, player registrations, qualifier events, and weekly league activities. This includes collecting all fees from weekly play, qualifiers, and memberships.
- Operators follow strict guidelines concerning league operations to uphold the highest level of integrity for each area and the league as a whole.
- Operators may recruit League Representatives to aid in their duties, with Reps adhering to the same guidelines. Operators hold the authority to make final decisions on all rulings during session play and qualifiers, as outlined in the provided guidelines.

UPscore

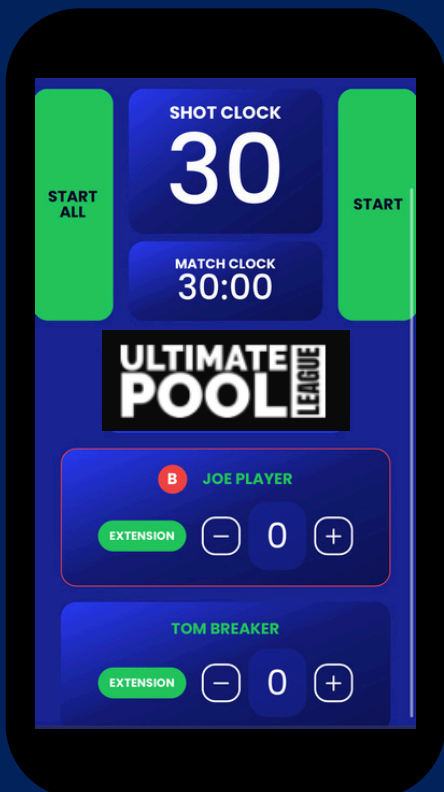
Ultimate Pool USA has partnered with Prof. Peter Grindrod (CBE) and Oxford University startup Hare Analytics to develop UPscore. Prof. Grindrod, a resident professor at Oxford University, has extensive knowledge in sports analytics, having developed algorithms for many of the world's leading gaming companies in sports betting.

His expert team has worked with Ultimate Pool USA to develop an algorithm that supports fair play and identifies inconsistencies in data. Consistent data gathering will improve the accuracy of ability ratings over time and, most importantly, find those who do not play within the spirit of the game.





UPscore will introduce a world-first in pool: facial recognition technology. This will add a new layer of security in tournaments and ensure the integrity of the game is protected.



UPscore will work across multiple pool disciplines to ensure in time a true rating of ability and ensure pool matches will be fair, transparent and competitive.

PLAYER REGISTRATION

Players register online through the Ultimate Pool USA website.

ID verification is required. After registration, players will select their area's Operator and join the local players list.

MEMBERSHIP COSTS

- The Ultimate Pool League membership costs \$32 per player.
- The membership is valid for 1 year (365 days) from date of purchase
- Players must have a valid membership to register for league play and maintain eligibility for qualifiers or finals events.

WEEKLY FEES

- Weekly play costs will vary by area.
- This fee is due each week a player competes in an official league match.

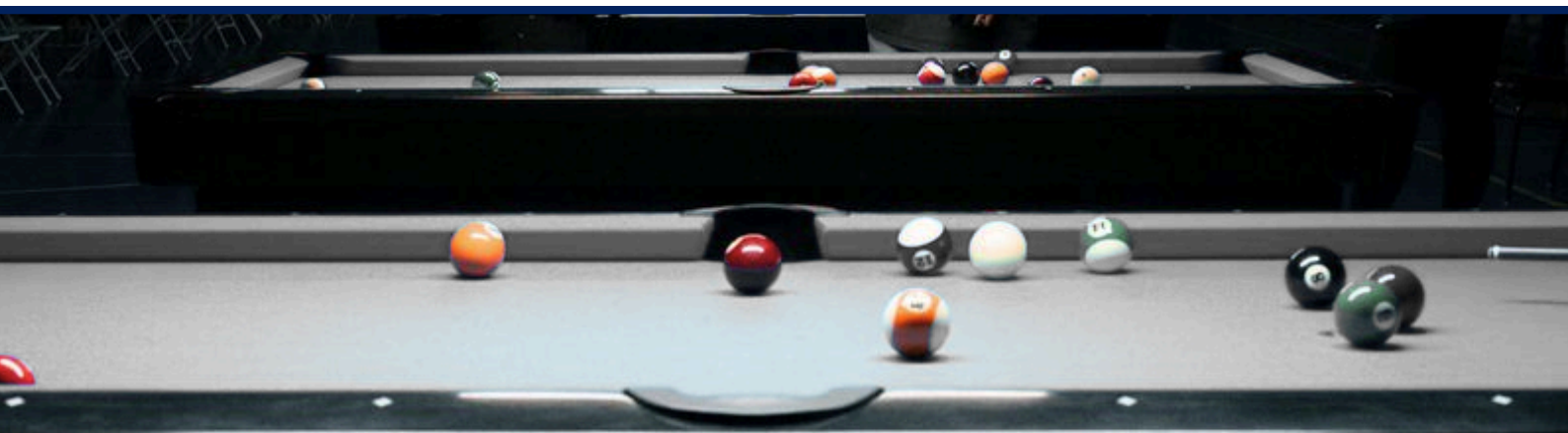
AGE REQUIREMENTS

All players competing in Ultimate Pool League MUST be 18 or over.

GENDER ELIGIBILITY

- Any division or category labeled as "Women's" or "Men's" will be reserved exclusively for that gender.
- ID verification is mandatory.

A birth certificate may be requested if necessary.



SEASON STRUCTURE

TEAM PLAY

A season of the Ultimate Pool League comprises three sessions, a Grand Final Qualifier (GFQ), and the Grand Finals event.

- Players will compete weekly during each session to secure their place in the GFQ event.
Top teams from each division will qualify for the GFQ in their area.
- Only the winning and eligible teams from GFQ events will qualify for the Grand Finals event held each year.
- Sessions span 14 weeks, with the GFQ event occurring after the conclusion of the third session.

The Grand Finals take place annually, typically 8 to 10 weeks following the completion of the GFQ events across the country.

TEAM QUALIFIERS

League Operators will conduct the Teams Grand Final Qualifiers at the conclusion of the season.

- **Dates** will be set by the Local League Operator.
- **Teams** must qualify through weekly league play throughout the season to be eligible for this event.

Teams that achieve a winning position in the Grand Final Qualifiers will receive a prize package valued at over \$6,000*, which includes travel funds, team jerseys, and entry into the Grand Finals.

Additionally, the top 25% of teams, based on their placement in GFQ, may enter the Grand Finals by paying an entry fee of \$2,750 by the deadline.

This fee consists of \$2,500 contributing to the Grand Final prize pool and \$250 for administrative fees, specifically for the 8Ball team format.

All teams participating in the Grand Finals must wear approved team jerseys.

TEAM QUALIFIERS

The GFQ events will follow a Double Elimination tournament format, adhering to the same rules as weekly play.

- If there are fewer than 8 teams, the tournament will be a true Double Elimination throughout.
- If there are 9 or more teams, it will proceed as Double Elimination down to the final 4, 8, or 16, depending on the total number of teams.

It will then be Single Elimination.

If an area has more than [4] slots available, ties in a losing round will be decided by the total points scored by the team in that round. For example:

Five slots available for the area.

Two teams lose and place 5th/6th.

- Team A scored 12 points in losing round.
- Team B scored 8 points in losing round.

Team A would receive the Grand Finals slot. If teams are tied on points, a Six Ball Shootout will decide the winner. **See the Six Ball Shootout section for rules.**

TEAM QUALIFIERS – PLAYER/TEAM ELIGIBILITY REQUIREMENTS

Before a player can participate in any Qualifier or Grand Finals event in a Team Format, the following criteria must be met:

- A minimum of **4** matches played in any active **SESSION**.
- A minimum of **10** matches played in a **SEASON**
- Players must remain on the active team roster to retain their qualifications.

An active session is defined as one in which the team becomes eligible for GFQ or is already qualified for GF.

Qualified Team Requirements

After a team qualifies for a Grand Finals Qualifier or Grand Finals, the following conditions apply:

- Teams must retain 5 players from the winning roster to maintain their qualification.
- The team roster for the third session will be the roster eligible for the Grand Finals Qualifier.

TEAM QUALIFIERS – PLAYER/TEAM ELIGIBILITY REQUIREMENTS

Guidelines for Grand Finals Qualified Teams

- For teams that qualify for the Grand Finals, all players will have their UPscore rating "locked."
- Players can only decrease their rating by 25 points from their qualified UPscore.
- The UPscore rating will "unlock" following the Grand Finals, allowing for normal rating increases and decreases.

Additional Requirements

- All players must be on an active team roster in the following Season, Session 1 to maintain GF eligibility.
- Teams must finish in the top 50% in each remaining session of the season. Failure to achieve this may result in the loss of qualification.

The UP board will conduct an investigation, hold discussions, and vote on the matter.

NATIONAL SINGLES LEADERBOARD

How it Works

Players can enter the National Singles Leaderboard (NSL) for an annual fee of \$100.

Matches played in any eligible format will count towards your NSL record.

Current Eligible Format – Amateur 8-Ball Teams

- The best 10 matches will be chosen based on win/loss ratio and game-winning percentage.
- Top-ranked players can secure a spot directly in the money round of the Grand Finals Singles event.
- Additionally, other participants can qualify for the event and enjoy discounted entry fees.

National Singles Leaderboard

Players will compete throughout the Season for placement on the NSL for each class.

Breakdown and prizes are shown below.

- **1st-32nd** of each class
Advance to group play in Grand Final Singles and guaranteed prize money.
 - **33rd-128th** of each class
Earn free entry into Grand Final Singles preliminary rounds.
 - **129th+** of each class
Eligible for direct entry of \$175 (\$150 entry + \$25 registration fee)
- Note:** Class breakdown, prizes and eligible spots are subject to change.
- All ties will be decided by who beat the highest rated player during the eligible matches.
If still a tie, it will be decided by total Break and Runs.

National Singles Leaderboard

Rules and Requirements

- Must be a League Member with an active NSL membership for the current season.
- Must have a minimum of 5 matches played throughout the season.
- Matches must meet a minimum number of games played to qualify for the NSL.

The total games required for each match vary by class. Please refer to the chart below.

Class UPscore Range and Required Games

- **643 and Higher:** 6 games
- **562 – 642:** 6 games
- **481 – 561:** 5 games
- **400 – 480:** 4 games
- **399 and Lower:** 4 games

Note: Class breakdown and eligible spots are subject to change.

GRAND FINAL EVENTS

Singles Grand Finals

Players can qualify through NSL placement only.

Singles GF Format

- No maximum number of players.
- Classed with handicapped races.
- Preliminary Rounds Double Elimination – Top [x] players advance to Group Play and into prize money rounds.
- Group Play will decide who advances to the single elimination bracket for each class.

Note: Some players will be directly entered into the Group rounds based off their finish within the NSL standings for the season.

- Top [x] players from each group will advance into the Single Elimination Bracket.
- All Match ties will be decided by a 6 Ball Shootout (see 6 Ball Shootout for official rules)

For more information on how the NSL works, refer to the National Singles Leaderboard section of this manual.

Grand Final Events

Team Grand Finals

Teams qualify through Grand Finals Qualifiers or direct entry for eligible teams who place in the top 25% of Grand Finals Qualifiers.

Team GF Format

- No maximum number of teams.
- Preliminary Rounds – Group Play – Top [x] Teams from each group advance to Single Elimination Bracket.
- All Total Match ties will be decided by a Scotch Doubles 6 Ball Shootout (see 6 Ball Shootout for official rules)
- Placement within your groups is as follows:
It will first go by W/L record of total matches, if tied it goes by overall game win %, if still tied it goes to winner of match between the tied teams.

All teams and players competing in an Official Ultimate Pool League event at GF will be required to have a Jersey and adhere to the Dress Code at all times during play.

MATCH AND SHOT CLOCK

Match Clock

All matches will have a 30-minute Match Clock.

Shot Clock

All matches will have a 30-second Shot Clock for each player.

Each player has a 30-second extension per rack.

During the extension, if a player is under 450 UPscore, a coach is allowed to help them during an extension and for that shot only.

Match Clock Starts

Match Clock will start once cue ball is struck in the first game.

Match Clock Stops

- When a game ends, either by a player pocketing the game winning ball or by any other means that ends the game and all balls come to a complete stop.
- During an ALL STOP situation.

Match and Shot Clock

Shot Clock Starts

- Shot Clock will start once **all balls** come to a complete stop.

Shot Clock Stops

- During an ALL STOP situation or once a game is complete.

All Stop Situation

These refer to when both Match and Shot Clocks need to be stopped.

The following situations are ALL STOP:

- Area occupied and unable to address the table. (e.g., waiting on a player from another table to shoot)
- Retrieving a ball that has been driven off the table.
- Retrieving a rest/crutch if one isn't readily available.

Retrieving your own equipment, such as personal bridge or extension, would not be considered an All Stop.

- Scratching during play

When a player scratches, the **shot clock** should start only once the cue ball is retrievable by the player.

The match clock should continue to run.

Match and Shot Clock

- If a ruling is required or if a request to watch a hit has been made.

Once the person watching the hit is in place, all clocks must start.

Rules and procedures for keeping time can be found within the format manual for each format offered.

6 BALL SHOOTOUT

The 6 Ball Shootout will be the tiebreaker for tied matches in qualifier events and Grand Finals.

There will be NO 6 Ball Shootout during weekly league play.

If both teams are tied at the end of all five sets, a Doubles 6 Ball Shootout will take place to decide the winning team. Both teams will put up two players for the tiebreaker.

Each two-player team must have a combined UPscore under 1200.

6 Ball Shootout – Teams

A player from each team will lag to decide who goes first. The winner of the lag gets the option of going first or having the opponents go first.

Winner of the shootout will be the team that pockets all six balls in the quickest time.

6 Ball Shootout – Singles

If players are tied at the end of the Match Clock, a 6 Ball Shootout will take place to decide the winner.

Winner of the shootout will be the player who pockets all 6 balls in the quickest time.

6 Ball Shootout – Rules

- Clock will start when the cue ball is struck and will stop when the last object ball is pocketed.
- Player can shoot once cueball is completely stopped and can shoot at any object ball completely stopped. **All other balls can still be moving.**

6 Ball Shootout – Rules

- At least (1) object ball must hit a rail off the break or its considered a foul. **If there is a foul on the break continue with rack.**
- Players must make a legal shot or its considered a foul.
- **No Ball in Hand** except on a scratch, player shoots from where it lies.
- Any foul will add (5) seconds to the final time.
- Players must rotate shots: Player A shoots, then Player B shoots. (Does not apply for Singles)
- A **Scratch** is considered a foul and player will receive ball in hand anywhere on table.
- Referee/Timekeeper will need to have a 2nd Cue Ball on hand.

In case of a Scratch the Ref/Timekeeper simply hands the player the 2nd Cueball to continue.

Back middle ball racks on the spot.

SPORTSMANSHIP FOULS

Sportsmanship and professionalism are the most important aspects of a league night. Players are expected to behave in a professional and respectful manner at all times during play.

Arguing, cussing, fighting, or any type of misconduct can result in suspensions or lifetime bans. If there are any issues, please speak directly to your team captain or co-captain. They will relay any concerns to the league operator.

Any action deemed to be a sportsmanship foul during play will first receive a warning, and second will result in forfeiture of the current match with possible suspension from League.

Sportsmanship foul examples would be,

- Sharking or attempting to distract opponent while they are at the table.
- Purposely or repeatedly keeping time incorrectly for the match.
- Conceding games or match before complete.

Ruling and Clock Disputes

Any dispute in rulings needs to be discussed by Team Captains and the players involved only. Co-captains can sit in for the Captain if necessary.

Please consult the handbook for rulings. If still unclear, Captains can reach out to the League Operator for rule clarification.

If a solution can't be reached through these means, the ruling will go to the shooter and play will continue.

During weekly play and without a referee present, if it is questionable whether a player shot before the shot clock expired, the ruling will always go in favor of the shooter.

In the weekly setting, there are variables that are uncontrolled and WILL cause clock disputes.

Please use Common Sense in the spirit of fairness to resolve any issues.

INTERNATIONAL EIGHT BALL RULES

ULTIMATE POOL LEAGUE VERSION



1 SPIRIT OF THE GAME The game shall be known as 'Ultimate Pool League International Eight Ball' with rules that must be played in a sporting manner at all times.

2 EQUIPMENT & TABLE LAYOUT

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

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

- (a) A cue ball
- (b) Two groups of object balls consisting of solids and stripes
- (c) A eight-ball
- (d) Bridge or Crutch
- (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- Player is allowed to use powder in a reasonable amount.

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

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

3 THE OBJECT OF THE GAME

Ultimate Pool League International eight-ball pool is played with a cue ball and fifteen object balls, seven solids, seven stripes and an eight-ball. One player must pocket all balls of one group, while the other player must pocket the alternate group of balls. The player who pockets their entire group and THEN legally pockets the eight-ball wins the game. The eight-ball must be pocketed in a separate shot.

4 THE BREAK

4a - 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.

4b - 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.

4c - 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 corner pocket OR
- (7) Player Commits any standard foul

4d - Plays will lag again if:

- (1) Both players foul OR
- (2) The referee or neutral third 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.

4e - 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.

4f - 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 (eight-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.

4g - 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.

4h - Groups are not decided on the break. The table remains open after the break. If the player in control of the table does not pocket a ball legally, the table is still deemed open for the incoming player.

4i - If the eight-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 eight-ball, the center point of the eight-ball is placed on the foot 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 eight-ball as near as possible to its spot in a direct line between the spot and the head rail. If the 8 ball is pocketed and the criteria of a legal

break has been fulfilled, the 8 ball is spotted and the breaker continues.

4j - If the cue ball on a legal break:

- (1) Is pocketed (scratch), a loss of turn occurs and the incoming player is awarded one visit with cue ball in hand, to be played from behind the head string, in any direction.
- (2) Leaves the playing surface, a standard foul will be called against the breaker, with the incoming player receiving ball in hand, played from anywhere on the playing surface. (See Rule 6l (1))

INTERNATIONAL EIGHT BALL RULES ULTIMATE POOL LEAGUE VERSION

5 THE RACK

Arrange as shown with the eightball on the foot spot.

The Position of the balls with the rack are dictated by solids and stripes only, not numbers. Solids and stripes MUST be placed in this arrangement.



6 IN PLAY

6a Deciding groups

- (1) Groups are decided on the first ball legally pocketed.
- (2) The table is considered an "open" table when the choice of groups (solids or stripes) has not yet been determined. The table is always open immediately after the break shot. Balls pocketed from the break are disregarded. The player's designated group (solids or stripes) will not be determined until a player legally pockets an object ball. Once groups are determined, object balls from a player's group are referred to as 'on' ball (s).
- (3) Failure to pocket a ball legally results in the table remaining open.
- (4) If one of each group is pocketed in one shot, the player will be 'on' the group struck by the cue ball first unless a foul has occurred, in which case the table remains open.
- (5) Where the choice of group is not obvious. (e.g. player cues up to a group of object balls OR object balls of both groups sitting close to each other OR player is hooked behind the eight-ball OR the lay of the table is such no object ball is a clear target).
 - (a) The player MUST indicate to the referee and/or the opponent the intended group.
 - (b) Failure to call a group, after pocketing a ball, while the table is open, is loss of turn (See Rule 6d), the table remains open.
 - (c) Failure to strike called group is loss of turn (See Rule 6d), the table remains open.
 - (d) Striking a called group but pocketing the other group is loss of turn (See Rule 6d), the table remains open.
 - (e) Pocketing a called group is a legal shot and the group is assigned to the striker/player.
 - (f) The onus is on the player in control of the table, to make a call for the groups to be decided in a fair and sporting manner.
- (6) Groups are not decided on a foul shot.
- (7) In the event of a touching ball / frozen ball (object ball touching the cue ball), you MUST indicate to the referee and/or opponent the intended group. See Rule 6o (2).

6c Combination shots (Both groups pocketed)

Object balls from both groups can be pocketed without penalty in a single 'combination' shot. Combination shots do not have to be called. The pocketed balls may drop into the pockets in any order but 'on' ball must be struck legally first. Attempting to complete a combination shot that results in only pocketing ball not 'on' is LOSS OF TURN.

On an open table the 'on' ball is considered the group the shooter makes contact with first. Shooter MUST pocket something from that group to establish groups on an open table. If a player, on open table, strikes a solid first and pockets a stripe, or vice versa, this is loss of turn. Groups are not established, incoming player has control of the table.

6d Loss of turn

As long as the player strikes an 'on' ball first, should an opponent's ball be pocketed without also pocketing an 'on' ball, it will be loss of turn. Control of the table returns to the opponent; the cue ball is played from where it lies. The only exception to this is during an open table where the choice of groups has yet to be decided, see point (4) below.

For example:

- (1) Pocketing an opponent's ball accidentally.
- (2) Failing to complete a legal combination shot.
- (3) A defensive shot e.g. playing a designated group legally to pocket an opponent's ball.
- (4) Failure to call a group after pocketing a ball, while the table is 'open', if the group was not obvious.

6e 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).

- (1) Pocketing the cue ball - "Scratch" (Except off the break - See rule 4j).
- (2) Playing from past the headstring when obliged to play from behind headstring. The "headstring line" is considered to be part of the head string. (See rule 4e)
- (3) A player who plays a shot immediately after playing a foul or immediately after the referee/third party/timekeeper has called a foul on that player, has played out of turn. This also covers breaking out of turn.
- (4) Accidentally striking the cue ball with any part of the cue other than the tip in general play. When 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.
- (5) Accidentally striking any ball other than the cue ball with any part of the cue or cue tip.
- (6) Playing a shot before all balls have come to rest from the previous shot.
- (7) Playing a shot before any balls that require re-spotting or replacing, have been re-spotted or replaced. (See Rule 6m).
- (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.

6e Standard fouls ctd.

- (10) 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).
- (11) Double-hitting the cue ball.
- (12) Failing to perform a "Legal Shot".
- (13) Playing a shot while not having at least one foot touching the floor.
- (14) Failing to "Play Away" from a touching / frozen ball (s).
- (15) A ball that remains off the playing surface. (16) A player's body, clothing, jewellery 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.
- (17) 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.
- (18) Marking the table to assist a shot.
- (19) Time foul.

6f Loss of rack fouls

- (1) Deliberately not playing a ball from their own group first, or an "on" ball after a foul.
- (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 foul in the same shot that the eight-ball is pocketed. (Except on the break)
- (4) Pocketing the eight-ball when a ball or balls of the player's own group are still on the table. (Except on the Break) Including pocketing the last group ball and eight-ball in the same shot.
- (5) A player who clearly and intentionally fails to make an attempt to play a ball (s) of their own group.
- (6) Pocketing the eight-ball legally, then proceed to move the remaining balls before they have come to rest.
- (7) Deliberately striking the cue ball with any part of the cue other than the tip in general play. Positioning the cue ball with the cue is allowed as long as the tip of the cue is not used.
- (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.

6g Stalemate situation

If any situation arises whereby a 'legal shot' (see Rule 6e (12)) 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 third party. A referee/3rd party will disregard a player's ability when making a stalemate decision.

If the referee (or opponent or 3rd party - 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.

6h Frozen balls

(1) An object ball is deemed frozen whilst 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.

6i 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 referee will return the balls as close as possible to their original positions whenever possible. Re-racks will only be granted in extreme circumstances.

6j Shot clock

Ultimate Pool League International 8 ball will be played with a 30 second shot clock. 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 the timekeeper will add 30 seconds to the remaining time at the request of the player.

6k Balls falling into a 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.

6k Balls falling into a pocket ctd.

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).

6l 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 (See Rule 6m).

6m 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 eight-ball spot or as near as possible to that spot in a direct line between the spot and the center point of the foot rail.

Object balls are re-spotted in the following order:

- (a) Eight-ball
- (b) Solids
- (c) Stripes

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

6n Player responsibility

It is the responsibility of each player to be aware of all rules. Tournament officials/league directors will make every reasonable effort to make the information readily available to all players. However, the ultimate responsibility rests with each individual player.

There is no recourse if a player does not obtain correct or complete information.

6o Frozen balls

(1) 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.

(2) If the table is 'open' and frozen ball (s) have been confirmed, the player must, in the following order:

- (a) Nominate a group. (This is for clarity of the shot, and not to decide a group for the remainder of the rack) See Rule 6a (1) on deciding groups.
- (b) Perform all the requirements of a 'legal shot'.

(3) If the groups have been decided and frozen ball (s) has been confirmed, the player must perform all the requirements of a 'legal shot'.

(4) If the cue ball is frozen to an 'on' ball, the player is deemed to have made 'initial contact' in order to fulfil the requirements of a 'legal shot'.

6p 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 ball or balls (except the eightball if not ball 'on') OR
- (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.

6q Simultaneous contact

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

7 COMPLETION OF A RACK

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

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.

