

SHARKS CLUB

RULES FOR 10-BALL

Following are the adopted rules for 10-Ball.

OBJECT OF THE GAME

The object of 10-ball is to win by legally pocketing the 10-ball into the “Called Pocket.”

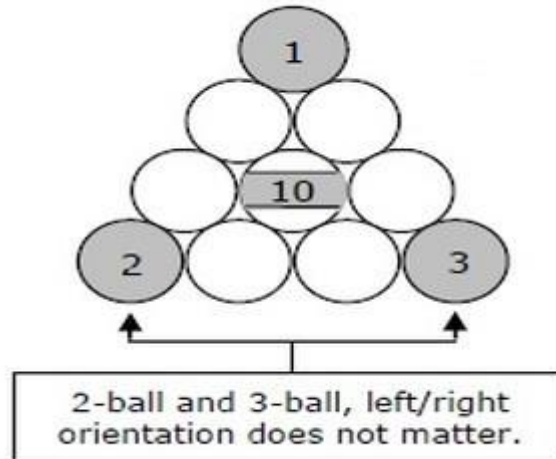
The cue ball must strike the lowest numbered ball first for a legal hit to occur. After the lowest ball is struck first, either the cue ball or any numbered ball may hit the 10-ball into any pocket for the win (call shot). If the shooting player pockets the lowest numbered ball after a legal hit, the shooting player continues. If no ball is pocketed, either the cue ball or any numbered ball must touch a rail after the cue ball contacts the lowest numbered ball for the shot to be legal.

NOTE: If the 10-ball is pocketed illegally, on the break, or without being “called,” then it is to be spotted on the foot spot, and the player continues to shoot.

THE BREAK

The sequence of breaking will be listed on the League sheets for the night. Each player racks for their own break. For tournament play, the opposing players have the option to agree on a coin toss or lag for break for the first game of each match.

- The Rack



The balls are racked in a triangle with the 1-ball on the foot spot at the top of the triangle, the 10-ball in the center of the triangle, with the 2-ball & 3-ball placed randomly at the bottom corners, and the rest of the balls randomly dispersed throughout the rack.

NOTE: Tables may have flaws that do not allow for acceptable racks directly upon the foot spot. In these cases, players are allowed to rack within a dime's radius of the direct foot spot to achieve a desired rack.

Legal Break Shot

For the break shot to be legal, the breaker (with the base of the cue ball placed anywhere behind the head string) must either pocket an object ball or drive at least three (3) object balls to one or more rails. If the breaker fails to make the legal break requirement, the balls will be re-racked and the opponent shall have the option of breaking, or requesting the offending player to break again.

If the breaker makes a legal break, however, commits a foul on the legal break the game is to continue with the opponent having ball in hand.

Break fouls include the following:

- If the 1-ball was not struck first.
- If the cue ball is pocketed or driven off the table.
- If any numbered ball leaves the table or comes to rest on top of a rail.

10-Ball Pocketed on the Break:

If the 10-ball is pocketed on the break, it is spotted and the breaking player continues to shoot.

PUSH OUT

Only on the shot immediately following the break, may the shooting player elect to call a "Push." On a "Push Out," (roll-out) the shooter is required to hit the cue ball, but the cue ball is not required to touch another ball or a rail. The shooting player must declare their intention to push to his opponent, or the shot is considered a normal shot. Any ball pocketed on a "Push" stays down except the 10-ball, which would be spotted on the foot spot immediately following the "Push."

Following a legal "Push" shot, the incoming player has the option to take the shot from the new position(s) or to pass the shot back to the player who "Pushed Out." No matter who shoots next, on the shot immediately following the "Push Out," the normal course of play continues.

CONTINUING PLAY – CALL POCKET

On the shot immediately following a legal break and/or a Push Out, the shooting player must contact the lowest numbered ball on the table, or it is a foul. 10-Ball is a "Call Pocket" game, and the shooter ***must*** specify all balls along with their intended pocket. Any bank shot (object ball to rail), kick shot (rail(s) to object ball), or combinations (2 or more balls) must be called to their designated pocket, or they are considered a miss. When a player successfully pockets the designated object balls, they continue their inning until either a miss, foul, or win occurs.

Call pocket notes:

- If the shooter, following a legal hit, pockets a called ball into the called pocket, the shooter continues. In the case of the 10-ball, the shooter may call both the 10-ball and another ball. If the called ball is pocketed (but not the 10-ball), the shooter continues. If the 10-ball is pocketed, the shooter wins whether or not the other called ball is pocketed.

- If the shooter pockets any called ball (including the 10-ball) in an unintended pocket, the pocketed ball stays down except in the case of the 10-ball, which is spotted.
- If the shooter legally pockets the called ball and an unintended ball is pocketed as well, the shooter continues, and the unintended ball remains in the pocket (except in the case of the 10-ball being the unintended ball. In this case, the 10-ball would be spotted).
- If the shooter legally pockets the called ball but then scratches, the pocketed ball remains down, and the opponent has ball in hand. In the case of the 10-ball, pocketing the 10-ball and then scratching constitutes a loss of game.
- Any ball pocketed remains pocketed (not including the 10-ball).
- It is never necessary to specify details such as the number of banks, kisses, caroms, rails, etc.
- The break shot is never considered a “called shot.”
- Following a legal hit, a ball must hit a rail or go into a pocket after contact with the cue ball. The cue ball hitting a rail after a legal hit satisfies this requirement as well.
- If the shooter pockets a ball after calling a “Safety” the ball remains pocketed, and the shooter’s turn terminates.

BALL IN HAND FOUL PENALTIES

When a player commits a ball in hand foul, they must relinquish their turn and the incoming player may now place the cue ball anywhere on the table to start their inning. If a player commits more than one foul on one shot, only one foul will be called.

Cue Ball Fouls Only

Touching the cue ball: Touching or causing even the slightest movement of the cue ball (other than a normal shot), even accidentally, is a foul. A player may use their hand, or the ferrule or shaft of the cue to position the cue ball when a “cue ball in hand” is in play. Using the tip is allowed unless there is even the slightest bit of forward motion, in which case it is a foul and ball in hand will be given to the other player.

Touching a moving object ball: Touching a moving object ball or allowing a moving ball to hit a foreign object is a ball in hand foul. If the accidental movement of a ball(s) results in the disturbed ball(s) being struck by any moving balls in play, it results in a ball in hand foul.

Touching a still object ball: Any still object ball moved can only be moved back to its original position with the permission of the opponent. The opponent may exercise the option of keeping disturbed ball(s) in new position if they so choose. Only after receiving consent from the opponent, the player who has committed the error may move the disturbed object ball(s) back to original position. If the player who has committed the infraction touches any of the disturbed balls without consent of the opponent, it will result in a ball in hand foul to the opponent.

NOTE: If the 10-ball was pocketed by a player’s hand or cue, it is a ball in hand foul to the opponent, and the opponent has the option of placing the 10-ball back to its original position or having it placed on the foot spot. Opponent shall continue with ball in hand.

Scratch

Pocketing the cue ball or driving it off the table is a ball in hand foul. Pocketing the cue ball on a

called 10-ball shot is a ball in hand foul, but does not constitute a loss of game unless the 10-ball is also pocketed on the same shot.

Bad Hit

If the first object ball contacted by the cue ball is not the lowest numbered ball in the remaining order it is a ball in hand foul.

No Rail

If after the cue ball strikes a legal ball and neither the cue ball nor any other ball hits a rail or is pocketed, it is a ball in hand foul. A “Frozen” (touching) object ball to the rail does not meet this requirement by virtue of it not “hitting” a rail.

NOTE: Players are encouraged to mutually acknowledge when the object ball is “Frozen” (touching) to the rail.

Balls Off the Table

Causing any ball to come to rest off the playing surface is a foul and any such ball(s) are pocketed. This includes any accidental movement of a ball which results in a ball falling into a pocket. The ball accidentally pocketed is not brought back into play, and the incoming player has cue ball in hand. If a player knocks a ball off the table and the ball returns to the playing surface after hitting a person or an object, it is a foul (the ball remains on surface). If no object or person was contacted, then normal rules of play apply once the ball returns to the playing surface.

NOTE: If a player removes the 10-ball from the playing surface, it results as a foul and the 10-ball is placed on the foot spot.

Foot on the Floor

Failure to have at least one foot on the floor at the moment the cue tip strikes the cue ball is a ball in hand foul.

Jump Shot

Any miscue on a jump shot is a ball in hand foul. A legal jump shot must be executed by stroking down through the cue ball (no scooping or miscues).

Moving Ball

Shooting while any ball is moving is a foul.

Double Hit

If the cue tip strikes the cue ball twice on the same stroke, it is a ball in hand foul. In order to avoid a double hit, the cue ball must be struck at a minimum of a 45° angle whenever it is less than ¾” away from the intended object ball.

The shooting player may also use an extreme, downward hit on the cue ball such that there is no additional forward motion by the cue ball once it hits the target ball.

NOTE: Asking the opponent to watch “the hit” is always preferable. It shall be assumed that a foul has been committed if the above allowances were not utilized by the shooter.

Head String

The base of the cue ball must be inside the head string on the break, or it is a ball in hand foul.

Ball in Hand Placement

To touch an object ball, in any way, while placing the cue ball is a ball in hand foul.

Interference

While the shooting player is at the table, the non-shooting player (including teammates), cannot disturb, make noises, move around, cause distraction (sharking) in any way. All players must conduct themselves in a respectful manner consistent with that of a professional. Consistent “sharking” behavior will result in the calling of a foul (ball in hand) for interference.

NOTE: It is understood that the match is between the two players and teammates are not permitted to instruct unless called upon by the shooting player for a Rules Clarification or Time Out

Marking the Table

Marking the table in any way, which could provide a player with an advantage in executing a shot, is a foul, unless the mark is removed to the satisfaction of the opponent prior to shooting.

Playing Out of Turn

If/when a player shoots out of turn and it is brought to the attention of the offending shooter, the rightful player is to return to the table and continue without any penalties/fouls. It is the responsibility of both players to assume control of the table on their proper inning.

LOSS OF GAME**Opponent Wins**

The opponent legally pockets the 10-ball.

Conceding a Game

Concession of a game or games in tournament play is never encouraged. The shooting player must finish his/her inning, or the result shall be a loss of game(s) for the conceding player. Any concession of game, for any reason, is considered a loss for the offending player.

Forfeits

Players are allotted ten (10) minutes to begin their match, or the match is considered forfeited.

Concession of a Match

Unscrewing any cues during the last game, putting on a jacket, leaving the room, or undertaking any other actions which would indicate that the match is over, is considered a forfeiture of the match.

Ball Tapping

Tapping balls is not permitted. The penalty for ball tapping shall be the loss of the current game.

TIME OUT / COACHING

Coaching Assistance

During their inning and only once per game, the shooting player or the designated coach for the team may call a “Time Out” that shall last no more than a two (2) minute period in order to receive instruction from the designated coach. The designated coach may be different for each player. It is the responsibility of each player in a match to inform the other player who will act as their designated coach. Failure to abide by these guidelines shall grant a ball in hand foul to the opponent.

Calling a Time Out

When the shooting player calls a “Time Out” they are to immediately request that their designated coach assist them without conferring with other parties.

GENERAL POOL RULES

Split Hits

If the cue ball strikes a legal object ball and a non-legal object ball at about the same instant, and it cannot be clearly determined which ball was hit first, the judgment will go in favor of the shooter.

Ball Rebounds from Pocket

Balls must remain in a pocket to count as pocketed. If a ball goes into a pocket and bounces back on to the playing surface, it is not considered pocketed. If it is the 10-ball, it is not a win. If it is the cue ball, it is not a scratch. Clearing pockets which are full or nearly full of balls is the responsibility of the shooting player.

Hanging Ball

If any ball hangs in a pocket and drops within 5 seconds after coming to a complete rest, the ball is considered to be pocketed. If a hanging ball drops in the pocket after being at rest for more than 5 seconds, the ball is returned to the original position on the edge, and the incoming player may begin.

Suspended Balls

If one or more balls become suspended in a pocket beyond the edge of the slate because it is partially supported by other pocketed balls, it is considered pocketed if the removal of the supporting ball(s) would cause the supported/suspended ball(s) to fall into the pocket.

Jump Shots

It is legal to cause the cue ball to leave the surface of the table by elevating the butt of the cue and, with a downward stroke, forcing the cue ball to rise off the playing surface. For the shot to be legal only the cue tip may touch the cue ball – the shot must not be “scooped” by the ferrule or shaft. Any miscue on a jump shot is a ball in hand foul.

Use of Equipment

All equipment that is generally accepted throughout the industry is permitted. However, using any equipment in a non-customary manner is never allowed and constitutes a foul. It is the responsibility of the shooting player to know what the intended use of each piece of equipment is: the bridge, jump cues, extensions, etc.

NOTE: The use of headphones and other devices are not permitted. The use of racks and balls not provided by the venue must be agreed upon by both players.

TOURNAMENT / LEAGUE RULES

Player Responsibility

It is the responsibility of each member to be aware of all rules, regulations, and schedules relating to competition. The Club 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.

NOTE: Players may always call for rule clarifications during league play. This is not considered a “Time Out.”

Referees

A spectator may sub as a “referee” when agreed upon by both players.

Playing Without a Referee

The Sharks Club league play is played without referees. The players in the match will be responsible for racking balls, watching/calling fouls (including on themselves), and insuring adherence to these rules of competition. Both players may agree on an audience member (familiar with these rules) to stand in and perform any duty of a tournament official.

Questionable Shot

If there is a shot that could be a questionable hit or foul, the seated player is responsible for calling for an agreed upon third (3rd) party (the “referee”) to watch the hit before the opponent shoots. Once notified, the player at the table must then wait for the “referee” to watch the shot. Likewise, if a player is uncertain whether some rule has been broken, he/she is responsible for seeking immediate clarification from the rulebook before play continues.

NOTE: If a “referee” was not utilized to watch a hit, “the call” shall be left to the shooter without further discussion.

Scoring

Players are encouraged to score their own matches to ensure accuracy, however a third (3rd) party is permitted. The scorer is charged to accurately record what actually took place on the pool table and may clarify with the shooter what the intention was whenever needed. A player always has the right to consult the Scorecard with the scorekeeper.

Advice vs. Rules Clarification

The “referee” must never give advice nor offer an opinion on points of play. Only when asked for clarification of a rule will the “referee” then explain that specific rule. Any incorrect statement made by the “referee” will not protect a player from enforcement of the actual rule. When asked, the “referee” must tell either player the score, whether the cue ball is frozen to an object ball or rail, etc.

If the “referee” or any other player sees that a foul is about to be committed by either player, he must say nothing until after the foul, since any warning before the foul would constitute “advice”.

Calling Fouls

The players in the match will be responsible for watching/calling fouls (including on themselves), and insuring adherence to these rules of competition. and will inform the incoming player that they have ball in hand.

Restoring Position

If the balls were disturbed by a player in the match, the opponent has the option of preventing restoration.

SPECIAL RULINGS

Any rule or situation not covered in this text shall be decided in an expedient manner by appointed representatives or any Board member.

Disclaimer

Sharks Club shall not be liable for any loss or injury to any member or guest or to any goods or property of either while on the premises of the Club.

PASSED AND ADOPTED THIS _____ DAY OF _____, 2021

Brian Brown, President