

POOL BARN LIVE

OFFICIAL 10-BALL RULES

These rules apply to ALL Pool Barn Live streamed and recorded 10-Ball matches.

1. RACK

- Balls **1 through 10** are racked in a triangle.
- The **1-ball** is placed at the front on the foot spot, the **2-ball** and **3-ball** are placed on the two rear corners, and the **10-ball** is placed in the center.
- All other balls are placed randomly. The rack must be tight.

2. THE BREAK

- **The break is not a called shot. No ball or pocket is called on the break.**
- The cue ball begins behind the head string (in the kitchen), and the breaker must contact the **1-ball first**.
- A legal break requires at least one object ball to be pocketed **or** at least four object balls to contact a rail.
- All balls legally pocketed on the break **remain down except the 10-ball**.
- If the **10-ball is pocketed on the break, it is immediately spotted**. Pocketing the 10-ball on the break does not win the game.
- If any object ball other than the 10-ball is legally pocketed, the breaker continues.
- A cue-ball scratch on the break gives the incoming player **cue-ball-in-hand in the kitchen (behind the head string)**.

3. AFTER THE BREAK

- After a legal break, the player taking the first shot may attempt a normal legal shot by contacting the **lowest-numbered ball first**, or declare a **PUSH OUT**.
- This option applies whether the breaker continues after pocketing a ball or the incoming player comes to the table after a legal dry break.

4. ORDER OF PLAY

- The **lowest-numbered ball remaining on the table must be contacted first** on every normal shot.
- The lowest-numbered ball does not have to be the ball that is pocketed.
- Combinations, caroms, banks and kicks are legal.
- A different ball, including the **10-ball**, may be pocketed as long as the lowest-numbered ball is contacted first and the intended ball and pocket were properly called.

5. CALL BALL & POCKET - NO LUCK

- PBL 10-Ball is **call ball and pocket**. The shooter must call the intended ball and pocket.
- The **route does not matter**. Banks, kicks, combinations, caroms and rail contacts do not have to be called.
- The lowest-numbered ball must still be contacted first.
- The shooter continues only when the **called ball is legally pocketed in the called pocket**.
- **There are no lucky or slop shots in PBL 10-Ball.**

6. ACCIDENTALLY POCKETED BALLS

- Any uncalled ball or ball pocketed in an unintended pocket **remains down**, except the 10-ball.
- If the called ball is **not** legally pocketed in the called pocket, the shooter's turn ends.
- If the called ball **is** legally pocketed in the called pocket, the shooter continues even if additional balls are accidentally pocketed. Those additional balls remain down, except the 10-ball.
- If the **10-ball is pocketed without being legally called and made**, it is spotted and the shooter's turn ends.

7. WINNING THE GAME

- The player wins by **legally pocketing the 10-ball in the called pocket**.
- The 10-ball may be legally pocketed at any point if the **lowest-numbered ball is contacted first**, the **10-ball and pocket are called**, and no foul occurs.
- A legal combination, carom, bank or kick that pockets the called 10-ball in the called pocket wins the game.
- The 10-ball pocketed on the break, accidentally, in an uncalled pocket, or during a foul is **spotted**.

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8. LEGAL SHOT

- The cue ball must contact the **lowest-numbered ball on the table first**.
- After that contact, an object ball must be pocketed **or** the cue ball or any object ball must contact a rail.
- If neither occurs, it is a foul.

9. FOULS

- Fouls include: scratching the cue ball; knocking the cue ball off the table; failing to contact the lowest-numbered ball first; failing to pocket a ball or drive a ball to a rail after legal contact; double-hitting or pushing the cue ball; shooting while balls from the previous shot are still moving; or any other foul identified in these PBL rules.

- **Penalty after the break: The incoming player receives cue-ball-in-hand anywhere on the table.**

- **Opening-break exception:** A cue-ball scratch on the opening break gives the incoming player **cue-ball-in-hand in the kitchen**.

10. PUSH OUT

- Immediately following a legal break, the player taking the first shot may declare a **PUSH OUT**.
- The push out must be clearly announced before the shot.
- During a push out, the cue ball does not have to contact the lowest-numbered ball and no ball is required to contact a rail.
- A ball pocketed during a push out remains down, **except the 10-ball, which is spotted**.
- After the push out, the opponent chooses either to **accept the table and shoot** or **give the shot back to the player who pushed out**.
- A cue-ball scratch during a push out is a foul and results in **cue-ball-in-hand anywhere on the table**.

11. ACCIDENTALLY MOVED OBJECT BALLS

- PBL 10-Ball uses **cue-ball fouls only**.
- If a player accidentally touches or moves an object ball, the player must **immediately notify the opponent**.
- The opponent decides whether to **leave the ball where it is** or **restore it to its original position**. The shooter may not move it back without the opponent's approval.
- Accidentally moving an object ball and properly notifying the opponent is **not automatically a foul**.
- **Intentionally moving an object ball without notifying the opponent is a foul**.
- If an accidentally moved ball **interferes with a ball in motion**, it is a foul.
- If a ball in motion **crosses the path previously occupied by the moved ball**, it is a foul.
- When either interference situation occurs, play stops and the incoming player receives **cue-ball-in-hand anywhere on the table**.

12. BALLS OFF THE TABLE

- Knocking an object ball off the table is a foul.
- An object ball knocked off the table remains down **except the 10-ball**, which is spotted.
- The incoming player receives **cue-ball-in-hand anywhere on the table**.

13. THREE-FOUL RULE

- There is **no three-consecutive-foul loss rule in PBL 10-Ball**.
- A player does not automatically lose the game for committing three consecutive fouls.

14. SPORTSMANSHIP & RULINGS

- Players must not intentionally distract, interfere with or obstruct an opponent.
- If a shot or rule is disputed, **stop play before the next shot is taken**.
- Either player may request an official ruling before a questionable shot.
- **The PBL official/referee's ruling is final for the match.**