

SIOUX FALLS SDABA 10-BALL LEAGUE RULES FOR 2025-2026

1. 10-ball is a call shot game; the balls are played in ascending numerical order & the lowest numbered ball must be contacted by the cue ball in order to establish a legal hit.
2. In 10-Ball, the balls are racked in a triangle shape with the 1 ball as the head ball in the rack. The 10 ball is in the middle of the row of three balls and the remaining balls are placed at random.
3. The cue ball must contact the 1 ball before any other ball or cushion, or it is a foul. Breaker must drive four numbered balls to the rail or pocket one, failure to do so is a foul. If there is a foul on the break the incoming player accepts the table the way it lies with ball in hand or requests a re-rack with cue ball behind the head string. If the cue ball is pocketed or driven off the table, it is a foul & the incoming player has cue ball in hand anywhere on the table.
4. Making the 10 ball on the break is not an automatic win, the 10 ball will be spotted & the breaker will continue to shoot with the table in the position as it lies.
5. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul & the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted.
6. If there was no foul on the break, the player taking the first shot after the break has the option to shoot a push-out in an attempt to move the cue ball into a better position.
 - a. You must notify your opponent before the shot & your opponent must acknowledge your intention
 - b. The cue ball is not required to contact the lowest numbered ball first, or any object ball at all
 - c. No ball is required to contact a cushion
 - d. All other rules & fouls still apply
 - e. Any object balls except the 10 ball that are pocketed on a push-out remain pocketed & does not count
 - f. If the 10 ball is pocketed it is spotted
5. After a push-out your opponent may either accept the table in position & shoot or require you to shoot again with the table in position.
6. After the break (and push-out, if one occurs), you must contact the lowest numbered ball on the table first or it is a foul.
7. The 10 ball is spotted if it is illegally pocketed or if it is jumped off the table. Other balls jumped off the table or illegally pocketed balls are not spotted.
8. When it is your inning, you continue to shoot as long as you legally pocket a called ball on each shot. If the called ball is legally pocketed, object balls (other than the 10 ball) pocketed in addition to the called ball remain pocketed. If the 10 ball is pocketed in addition to the called ball, it is spotted. Your inning ends if you do not legally pocket a ball.
9. The game is won by the player who legally pockets the 10 ball.
10. On any shot after the break (and push-out, if one occurs) you may declare a safety. You must declare the safety to your opponent before the shot, and they must acknowledge your intentions.

11. If you do not declare a safety or it is not acknowledged, & you pocket an obvious ball, your inning continues & you must shoot again. A safety must meet the requirements of a legal shot or it is a foul.
12. A ball is illegally pocketed if it is:
 - a. Pocketed on a safety, including the lowest numbered ball
 - b. Pocketed in other than the called pocket
 - c. Pocketed on a shot in which the called ball is not legally pocketed
13. If the 10 ball is illegally pocketed it is spotted. All other illegally pocketed balls remain pocketed.
14. If you illegally pocket any ball, your opponent has the option to:
 - a. Accept the table in position
 - b. Or require you to shoot again.
15. Any touching of any object ball with a cue, an article of clothing, a bridge etc., is not considered a foul. However, the opponent has the option of leaving them where they lay or moving them back to the original position.
16. When a player commits a foul, the opponent must call it before the player shoots again. Otherwise, the foul is void. If necessary, the final decision will be made by the league director.
17. When a foul is called, the player calling the foul should get acknowledgment from the player that fouled before moving the cue ball on the table. This should eliminate any problems that could arise from moving the cue ball when a foul has not been committed.
18. The league director has the right to disqualify any player for unsportsmanlike conduct or tactics detrimental to the game.
19. Frozen ball rule - any frozen ball must be pointed out by the opponent before shooting. If a player shoots a frozen ball, he must drive the cue ball to a rail or drive any object ball to a different rail.
20. Coaching rule - three steps must be followed properly to constitute legal coaching:
 - a. Player must inform opponent that he needs assistance
 - b. Player must inform opponent whom he wishes to assist him
 - c. The player to be assisting must approach the table. If anyone of these steps are not followed properly or someone on the team offers advise freely, a foul will be assessed at that time.
 - d. A player may get advice only 2 times per game
21. Teams will be composed of 3 players and 6 substitutes. Players competing in the SDABA tournament must have played 32 games in one division.
22. 10 ball scoring: Point balls are the 2,4,6,8 each have a 1 point value. The 10 ball has a 6 point value for a total 10 points possible per game.
23. If a foul occurs while making a point ball (except the 10 ball it is spotted), the point goes to the opponent & they have cue ball in hand.
24. If a player misses his intended ball & pocket, & either makes the nominated ball in the wrong pocket or pockets another ball, his inning has finished & the incoming player has the option to take the shot as is, or hand it back to his opponent. (If a point ball is made, whoever makes the next shot gets the point.)
25. If a team drops out of the league, no refunds are given. A replacement team may qualify if they take the dropped team's standings. Replacement teams are at the discretion of the league director.

26. Matches start at 7:00 pm. Forfeit time will be 7:15 pm unless prior arrangements have been made. Make-up games need to be decided prior to league day and coordinated with the league director.
27. Playing short handed, teams with only 2 players will have a choice of forfeiting or playing with a short team. When playing short handed the absent player will get no points for the games he missed, and the opponent of the absent player will receive his average for his score. In case of a tie in total points of the teams, the players games that showed up will count as wins.
28. On a forfeit, the winning team will receive their average in points and 4 round wins.
29. Handicaps will be based on the difference in averages of the teams.
30. No spot points will be given to teams higher up in the league standings.
31. A maximum of 9 points a round will be spotted in handicap tournaments.