

ARENA RULES for 10-BALL

(July 25, 2011)

- * **The player who is at the table after the break shot has the option to push out or have his opponent push out.** *(This assures that both players play each rack. Each player begins on a near equal par.)* After a scratch on the break, the incoming player may have “ball in hand” behind the headstring or may give his opponent “ball in hand” behind the headstring.

- * **If a player cannot “see” any part of the lowest numbered ball when he begins his turn, he may push out (unless it is the result of a push-out).** *(The game is lacking great shots. A player will think twice before playing a snooker knowing that he will be looking at a push out. He may shoot that tough shot which may now yield better results. It also eliminates unforeseen snookers that the incoming player would have to suffer.)*

- * **Sudden-Sudden Death.** In a race to eleven, when the score is tied at seven, eight, nine, or ten, the next rack will determine the winner. *(The most exciting game by far for viewers is when the match is tied with one deciding game left. By the time both players are tied at seven or later, they both shot every game, thus having enough chances by then to decide a winner. The result is more hill-hill matches for the viewers.)*

- * **When the 10-ball is the last ball on the table and a player scratches or fouls while playing the 10-ball, the 10-ball is spotted, and his opponent has “ball in hand” behind the headstring.** *(Where has the spot shot gone? It’s back! It’s more entertaining for the viewer to watch another “sweat shot” than to rack them up.)*

- * **Call pocket.** If you pocket a ball legally, any additional balls pocketed at the same time count. If you pocket a ball illegally, that ball is not spotted and the incoming player has the option of accepting the table as is or returning the table to his opponent. If a player intentionally calls a pocket that is not the intended pocket, that player forfeits that rack.

- * **Jump cues and extensions are not allowed.** *(Tradition has its place here. The mechanical bridge can be used.)*

- * **The “Magic Ball Rack” will be used.** *(It is PAINFUL for the viewers to watch players rack balls for minutes. The Magic Ball Rack takes seconds.)*

- * **Three “30-Second” Shot Clocks are displayed in the arena.** During the first shot of any inning or during the shot after the break shot, a 30-second countdown will begin as soon as the player addresses the pool table. After pocketing the first ball of a run, a 30-second countdown will begin when all balls stop rolling. As long as the player is addressing the cue ball when the countdown gets to 00, he may relax and shoot when ready. If, after the countdown gets to 00, that player stops addressing the cue ball, a foul will be called. If the mechanical bridge is needed, the clock will be paused so the bridge can be accessed. *Sorry, but the game is too boring for the viewer. How long does it take for a complete football team to prepare for the next play?)*