

	<u>7 Ball</u>	<u>8 BALL</u>	<u>9 BALL</u>	<u>9 Ball Pro</u>	<u>10 Ball</u>	<u>10 Ball Pro</u>
Call ball/Pocket	Yes	Yes	Only 9 ball	Only 9 Ball	Yes	Yes
Rack	1 at apex, 7 in the middle of hexagon. Numbered ball in order from right of 1.	8 in middle of triangle, stripe in one corner and solid in the other	1 at apex, 9 middle of triangle, 2 rear point of rack.	1 at apex, 9 middle of triangle, 2 rear point of rack. Alternate breaks Rack your own	10 middle of triangle and 2 left corner 3 right corner	10 middle of triangle and 2 left corner 3 right corner. Alternate breaks Rack your own
Not a legal break	Re-rack for opponent	Accept table as is or Ball in hand in kitchen or ask for re-rack	Ball in hand in kitchen if no contact or with contact rerack	Ball in hand in kitchen if no contact or with contact rerack	Ball in hand anywhere	Ball in hand anywhere
Cue ball off table	Ball in hand.	On break – in kitchen. Not on break then ball in hand	Ball in hand anywhere. Ball stays down.	Ball in hand anywhere. Ball stays down.	Ball in hand anywhere. Ball stays down.	Ball in hand anywhere. Ball stays down.
Object ball off table	Ball in hand and not spotted unless 7 ball	Spotted on foot spot. Foul. On break in kitchen.	Stays down. Ball in hand anywhere	Stays down. Ball in hand anywhere	Stays down, ball in hand anywhere	Stays down, ball in hand anywhere
Game ball pocketed on break	Win as long as no fouls	Win as long as no fouls	Win as long as no fouls	NOT a win. Spot. Continue shooting.	Win as long as no fouls	NOT a win. Spot and continue shooting.
Game ball pocketed by combo	NOT a win, spotted	A win	A win	NOT a win, spotted	A win	NOT a win, spotted
After break	Opponent selects three pockets on long side to make the 7 ball. Breaker gets the other side.	n/a	n/a	n/a	n/a	n/a
Illegally pocketed balls. See play option below	Stays down	Stay down	Stays down unless 9 ball, then spot. Legal shot you continue to shoot.	Stays down unless 9 ball, then spot. Legal shot you continue to shoot.	Stays down	Stays down

Safety allowed? Pocketing called object ball and giving up turn,	No	Yes	No	No	No	No
Push out allowed?	No	No	Yes first shot after break only	Yes first shot after break only	Yes first shot after break only	Yes first shot after break only
Play option	Yes. Called ball in pocket other than pocket called ball stays down. Opponent accepts table to turn it back to the shooter.	No	No	Yes but only when shooting 9 ball	Yes. Called ball in pocket other than pocket called ball stays down. Opponent accepts table to turn it back to the shooter.	Yes. Called ball in pocket other than pocket called ball stays down. Opponent accepts table to turn it back to the shooter.
Breaker commits foul on break loses possibility of rackless match	Yes	Yes	Yes	Yes	Yes	Yes