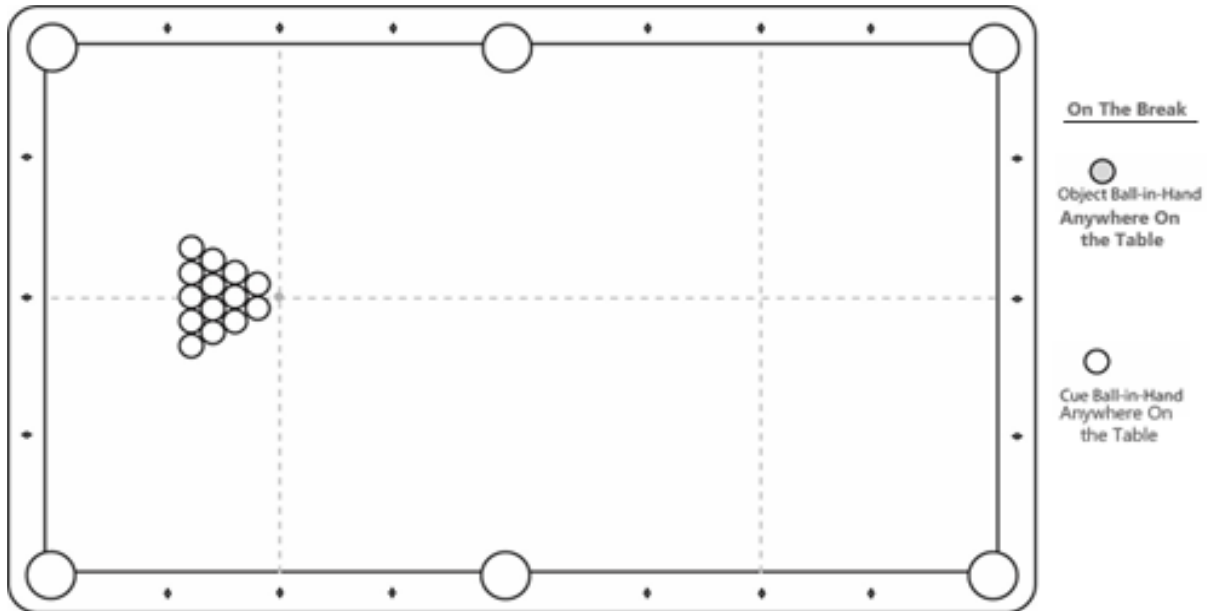# 110 Rules (Straight Pool)

1. Player must designate a pocket and ball for every shot.
2. One ball legally pocketed equals one point.

3. Player may shoot the balls in any order.

Start of the game.

On The Break

Object Ball-in-Hand Anywhere On the Table

Cue Ball-in-Hand Anywhere On the Table

4. 14 balls are racked in a triangle with the apex (see glossary) ball on the foot spot.

5. Player may place the 15th ball anywhere on the table for the break shot.

6. Player takes cue ball-in-hand on the break.

7. Player then shoots the balls in any order until 14 balls have been pocketed on that rack. Score the number of balls pocketed.

8. If 14 balls are pocketed, without disturbing the position of the 15th ball and the cue ball, the 14 pocketed balls are racked (in the same manner as above) with the apex on the foot spot.

9. The break shot for the next rack is by shooting the cue ball from where it lays and the 15th ball from where it lays from the previous rack. This is for a continuous game.

10. Player continues to shoot balls until 14 balls are pocketed in each rack and then racks the balls for the next run in the same manner described previously until the shooter misses, scratches or fouls. Any of these three things will conclude a game.

11. If a player misses, scratches or fouls then this is the end of that game and new game begins by the player re-racking as described in the "Start of the game" above.

12. Scratch on the break (first shot of each game) is minus 2 (-2) points and the game is over. Re-rack and start next game.

Special Racking Situations

1. When the cue ball or fifteenth object ball interferes with racking fourteen balls for a new rack, the following special rules apply. A ball is considered to interfere with the rack if it is within or overlaps the outline of the rack.

2. If the fifteenth ball was pocketed on the shot that pocketed the fourteenth ball, all fifteen balls are re-racked.
   a. If 15th ball and the cue ball interfere, all fifteen balls are re-racked and the cue ball is ball in hand behind the head string.
   b. If only the object ball interferes, it is placed on the head spot or the center spot if the cue ball blocks the head spot.

3. If only the cue ball interferes, then it is placed as follows:
   a. if the object ball is in front of or on the head string, the cue ball is ball in hand behind the head string
   b. if the object ball is behind the head string, the cue ball is spotted on the head spot, or on the center spot if the head spot is blocked.

4. In any racking situation, there is no restriction on which object ball the shooter may play as the first shot of the new rack.

Fouls

If the shooter commits a standard foul, a point is subtracted from his score and a new game is started with a new rack.

1. Cue Ball Scratch or off the Table
2. No Foot on Floor
3. Ball Driven off the Table
4. Touched or moved Ball at any time including during a shot (All ball foul rules are in play).
5. Double Hit of the Cue Ball
6. Player Strikes the Cue Ball When Balls Are Still Moving
7. Bad Cue Ball Placement (example special racking situations and cue ball is shot from the wrong location on the table).

8. Cue Stick on the Table
9. Exceeding the Time Limit: Your match will be scored with the number of completed games and the points earned at the time of the match expiration and will not be included in the average calculation.
10. 110 time limit:
    a. One player 75 minutes
    b. Two players 150 minutes

Scoring

1. If a player scratches on the break it is a 2-point deduction plus a one-point deduction if a ball was pocketed on that shot. Go to Stats Pg.

2. If the player scratches on the run (without pocketing a ball in the same shot), it is game over and go to Stats Pg.

3. If the player pockets a ball & scratches on the run, a one-point deduction is taken off the game score for the ball pocketed for committing a foul.

4. A match is finished when 110 points are scored OR 11 games have been completed. Whichever comes first (See Section 9).

5. Player scores one point for each ball legally pocketed in the designated pocket.

6. A player continues to shoot each rack and as many racks afterwards as long as he/she continues to legally pocket balls until there is a miss, scratch or foul or there is one object ball left on the table or 110 points have been earned which would conclude the match.

7. Completing a rack (running a rack), does not complete a game. A game continues in points until the player misses, scratches, fouls OR scores 110 points. If 14 more balls are pocketed, then the pocketed 14 balls are re-racked and the player shoots from where the cu ball and 15th ball lays. When racking the 15th ball and the cue ball must not be disturbed, or it is a foul and that game is over.

8. Maximum number of games (not racks) is 11.

9. There is no maximum number of points, but a match is completed when the player completes the game they are shooting when the player earns 110 points. If a player is shooting and they reach 110 points they finish the current game and continue to add points.
Once the player misses, scratches or fouls in the game where they score 110 points then the match is complete.
> Example: If a player reaches 110 points in their 6th game, they continue to shoot and score the 6th game until they miss, scratch or foul. This may be just a couple more balls or it might be a couple more racks. Since the player earned 110 points in the 6th game,

the match is completed at the end of the 6th game. It's possible for the player to score more than 110 points.

10. The players are ranked in the tournament who have scored the most points in the least amount of games.

Marking the Scoreboard

1. We keep many statistics for the matches. One of the statistics that we keep is if the break shot was missed. This is referring to if the player missed the break-out for the next rack not if the player missed pocketing the 15th ball. If the player misses the 15th ball (break ball) the player will mark "Missed" for what finished the game.
When shooting at the 15th ball the scoreboard needs to know if you hit the rack when *pocketing* the 15th ball.
For clarification of using the scoreboard this is how "Missed Break Shot" is defined.
After the player *pockets* the break ball (the 15th ball, the first ball of each continuous rack) and the player misses the rack for the break, the player will mark position error for what finished their game. The scoreboard will then ask the player if they "Missed Break Shot?". The player will then select Yes or No.

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