

## Playing 220, 10-ball

(rules for semi-pro, advanced, open and intermediate divisions)



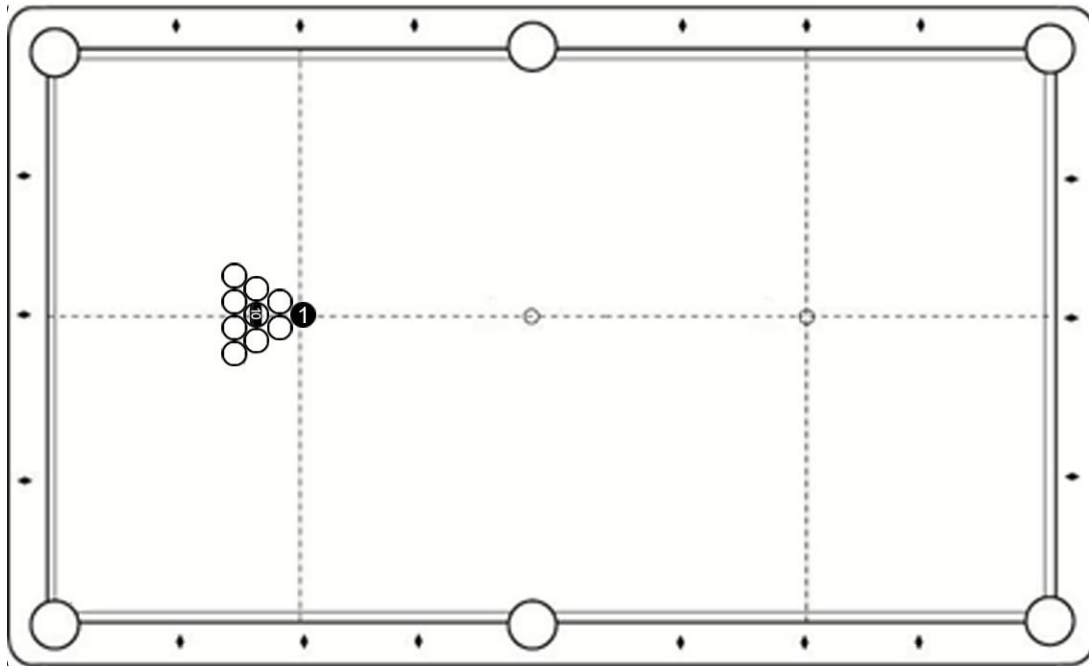
### Objective

The object of 220 is to break the balls and run out each rack for 11 games according to the game rules as follows:

All general rules apply to the game of 220. Be sure to read the general rules prior to playing your match.

### Racking

1. Rack balls one through ten in a triangle-shaped rack. The one ball is placed at the head of the triangle and rests on the foot spot. The ten (10) ball must be at the center of the triangle.
2. Players may use any type of rack they choose: wood rack, metal rack, film rack (such as the Tite-n-Rite Rack).



3. Spread the remaining balls in random order to fill out the top 4 rows of a standard triangle rack. Pattern racking is allowed.

4. Press the balls forward so all balls are touching.

### The Break

5. Take the cue ball in hand behind the headstring. Shoot the cue ball at the triangle to break up the balls. The cue ball must contact the lowest number ball on the table (which would be the one (1) ball on the break) first for the break to be legal.
6. When the 10ball is pocketed on the "Break" it is re-spotted at the foot spot. If the foot spot is occupied with another ball then it is spotted on the Head Spot. If the Head Spot is occupied then it is re-spotted in the center of the table. If all three spots are occupied by another ball then the 10ball is re-spotted behind the foot spot as close to the foot spot as possible.

### The Run

7. For each shot the player must contact the lowest-numbered ball on the table before hitting any other ball. The order that you sink the balls do not matter, so long as the cue ball contacts the lowest numbered ball on the table first.
8. When a ball is legally pocketed out of order, the ball remains down (it is not re-spotted) and the player continues to pocket balls by the game rules.
9. Pocketing an early 10ball is awarded one point and re-spotted. When re-spotting the 10ball during a game other than the Break, it is to be re-spotted on the foot spot or as close to the foot spot as possible.
  - a. The 10 ball must be re-spotted prior to taking the next shot. If you forget to re-spot the 10 ball prior to shooting, it is a foul and it is game over.

### Scoring Break and Run Games

10. Cut Game: When a player breaks the balls and does not pocket a ball, scratches or fouls on the break but runs out is called a "Cut Game". The game after the CUT game the player will break the balls and the player must decide whether or not to take ball in hand.
  - a. If the player takes ball-in-hand then the player will add the balls that were pocketed on this break to his/her previous game (CUT game). Or the player may execute the Cut Option (COE).

- b. If the player takes the COE (Cut Option Executed), the player will NOT take ball-in-hand after the break and play the table as it lays after the break. The player will earn all the points for this game and will also add all the points earned to the previous CUT game (now converted to a COE because they did not take ball-in-hand). Essentially receiving 2 points per ball with the COE option.
- 11. SNAP Game: A SNAP game is when a player pockets at least one ball on the break and legally pockets all the balls on the table.
  - a. Scoring the SNAP game: The player will 10 points for the break and run and then will add all the points earned in the game following to the SNAP game.
- 12. If the player is successful in the 11<sup>th</sup> game of running out without missing, the player is entitled to one last game, a 12<sup>th</sup> game to finish scoring the 11<sup>th</sup> game. This last game is played by the same rules as the rest of the match.
  - a. CUT game in game 11: If a player is playing off a cut game in game 12 then the Cut Option is in effect. The 12<sup>th</sup> game is only to finish scoring the 11<sup>th</sup> game. If a Cut game is scored in game 11 the player will have no option to take ball in hand in game 12 or it's game over and adding the points made on the break to their total match score. All the rules of a regular game are in effect.
    - i. However, if the player does NOT take ball-in-hand in game 12 and successfully pockets balls, ALL the points earned in the 12<sup>th</sup> game are added to the match score.
  - b. SNAP game in game 11: If there is a SNAP game scored in game 11 the rules for a SNAP game apply and all the points in game 12 are added to the match total.

### **A Perfect 220 Game**

Scoring a perfect match of 220 occurs after a legal break shot has been executed, pocketing at least one ball on the break or successfully executing the Cut Option (COE) and legally run-out without missing any of the balls on the table. You must successfully execute this in each game until you have played 12 games. To execute perfect games throughout your match (12 games) it is, considered to be a perfect match of 220 points. It is possible to score more than 220 points but scoring 220 points in the manner just described is viewed as a perfect game.