

“Ten-Twenty”

by
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OFFICIAL RULES

Note: Unless otherwise covered below, the general rules for 14.1 Continuous Pocket Billiards apply.

1 – “Ten-Twenty” is a game of indeterminate innings, preferably seven to ten. The number of innings to be played shall be determined before play starts. For Television purposes, representatives of “Ten-Twenty” Inc. will determine the number of innings. Each player shall be entitled to score ten points in each inning up until the final inning. In the final inning, if he scores ten points, he shall be permitted to score an additional twenty points, for a total of thirty. His total for the inning is the number of points scored.

2 – The total number of balls that a player pockets in each inning shall be added to his score, but at no time shall he be permitted to pocket more than ten balls, except in the final inning. When he has completed his run of ten, or missed, his opponent shall come to the table for his inning. Highest total number of points at the end of the final inning shall win the game.

3 – The game shall start with the contending players lagging for the break. The player lagging closest to the head rail has the choice of making the opening break or requiring his opponent to do so. The player shall break from inside the head string into fifteen object balls that are racked in a pyramid at the foot spot. He must drive at least two object balls to the rail. Failure to do so shall cause him to lose two points, and it is optional whether the opposing player shall accept his turn at the table or force the opening player to break again, after having the balls re-racked. The opening player loses two points for each successive failure to meet the requirements of the break.

(The opening break is merely a procedure that leads into the beginning of the game itself, and does not count as a half-inning.)

4 – The opposing player now comes to the table to begin the first half of the first inning of the game.

5 – The player shall call the number of each ball and the pocket into which he intends to score. Each ball shall count for one point if it goes into the designated pocket. All extra balls that are pocketed shall also count as one point each, provided the called ball has been properly pocketed. The referee will call all obvious shots to expedite the game. However, the player shall be the final authority on which shot he is playing.

6 – Whenever fourteen of the fifteen object balls have been pocketed, leaving only one object ball on the table, the fourteen object balls shall be racked at the foot spot. The player now has his choice of playing a safety, taking a scratch, or attempting to pocket the remaining ball and break the fourteen balls, in order to continue his run.

7 – A safety consists of driving an object ball to any cushion with the cue ball, or of causing the cue ball to touch any cushion after contacting an object ball. Failure to complete the safety costs the player one point, and terminates his half-inning.

8 – A contestant who plays two safeties in succession shall be penalized five points. His opponent may then take the option of accepting the shot or causing the balls to be racked, forcing the offending player to break. The same rules shall apply as at the opening break.

9 – A scratch consists of the following:

- (a) Failure to drive an object ball the the cushion.
- (b) Failure to drive the cue ball to the cushion after touching an object ball.
- (c) Causing the cue ball to go into any pocket.
- (d) Committing a foul by touching the cue ball with any part of the cue except the tip, in executing the shot.
- (e) Committing a foul by touching the cue ball with any item of clothing, any part of the body, or any object except the tip of the cue.

- (f) Committing a foul by touching the cue ball with the tip of the cue and not completing the shot.
- (g) Committing a foul by touching any object ball with the cue, any item of clothing, any part of the body, or any object whatsoever.
- (h) Causing the cue ball to leave the table.

Each scratch shall cause the offending player to lose one point, and shall terminate his half-inning.

10 – Two successive scratches, as described above, regardless of the order in which they fall, shall cause the offending player to lose six points. (One point for the scratch, and a five point penalty for having committed two successive scratches.) His opponent then has the option of accepting the shot or causing the balls to be racked. The same rules shall apply as at the opening break.

11 – One scratch shall be permitted following one safety, or one safety shall be permitted following one scratch, without a penalty, except for losing one point for the scratch. After completing one scratch following a safety, or one safety following a scratch, a player must attempt to pocket a ball. Failure to make this attempt shall subject the offending player to a penalty of five points, in the case of a safety, six points, in the case of a scratch. It shall then be optional for the opposing player to accept his shot, or cause the balls to be racked, forcing the offending player to break, in which case rules of the opening break shall apply.

12 – Whenever a player has been penalized five or six points, the scratches and/or safeties which caused the penalty shall no longer be charged against him.

13 – If a player attempts a shot that, in the opinion of the referee, is not a legitimate attempt to pocket a ball, but only an attempt to avoid a safety, it shall be counted a safety. The referee's interpretation of the identity of that shot shall be final.

14 – When pocketing the tenth ball in any inning but the final inning, or the thirtieth ball in the final inning, a player shall be permitted to pocket that ball and play to leave his opponent safe, without having it count as a safety against him. However, **a player cannot leave his opponent safe by pocketing a ball at any time during the game, except on the tenth ball or thirtieth ball**, as provided above. Should he do so, it shall be optional for the opposing player to accept his shot at the table or to force the offending player to shoot as a continuation of his inning.

15 – A player **cannot** take a deliberate scratch in the last half of the inning preceding the final inning, or in the first half of the final inning. (For example: in the last half of the seventh inning of an eight-inning game, or in the first half of the eighth inning of an eight-inning game.) He must play a shot or a safety. He shall be allowed a second consecutive safety, without a penalty, in these half-innings only. If he takes a deliberate scratch, or should he foul in these half-innings, he shall lose one point. If it is his second consecutive scratch, He shall lose six points. **However, in either case**, It shall then be optional for his opponent to accept his shot at the table or cause the balls to be racked, forcing the offending player to break, with the same rules applying as at the opening break.

16 – If, in the opinion of the referee, there is any sign of collusion on the part of either or both players, the player or players involved shall forfeit all prize money that he or they are competing for, and shall be barred from competition for life.

17 – Players must conduct themselves as gentlemen at all times. If, in the opinion of the referee, any player demonstrates unsportsmanlike behavior, which is detrimental to the game, he may forfeit the game and declare the opposing player the winner, 1 – 0. The referee may later take more drastic action, if necessary.

18 – The referee shall have complete control of the game, and his opinion shall be final in all decisions.