

TAP Break & Run Rules of Play

TAP 10 Ball format

- *Balls are racked in a triangle with the 1-ball positioned at the apex of the rack, the 10-ball positioned in the middle of the rack, and the other balls placed in any order.
- *Breaker will drive the cue ball directly into the 1-ball causing at least 4 balls to hit a rail or have a ball pocketed.
- *This game is a call ball / pocket format
- *After the break the shooter has cue ball in hand anywhere on the table
- *Shooter must hit the lowest ball on the table first to pocket a ball.
- *Once a player misses, their round is over.
- *Points are accumulated for each legally pocketed ball made in the round. Each ball pocketed is worth 1 point. This includes legally pocketed balls on the break. Players who meet the minimum point requirements for the round will advance.
- *If a player pockets a ball legally and scratches, they are still awarded the point
- *Any additional balls made on a legal shot do not count towards the point count.
- *Penalties:

On the Break -Cue ball off the table minus 2 points

-Cue ball pocketed minus 1 point

-Object balls off the table are pocketed

-Miscue / Failure to meet the minimum requirements
minus 1 point and player breaks again

After the Break -Cue ball off the table or pocketed, end of round

-Object ball(s) off the table, end of round

Groups will police their own shooters for questionable hits.

THIS SHEETS COVERS ONLY THE GENERAL RULES OF PLAY

OTHER RULES MAY BE APPLIED IF NECESSARY

TOURNAMENT DIRECTORS HAVE FINAL SAY ON ALL DECISIONS