

# DIAMOND RING GAME 10 BALL

*“Taking it to the streets of Central Florida!”*

## 2008 OFFICIAL RULES

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**NUMBER OF PLAYERS** – The Diamond Ring Game can be played with 3-7 players with “six” being the ideal number for **each** game on each table. The game can be played on a 7’, 8’, or 9’ table but a 9’ table is recommended with no more than 7 players on each table. For a larger field of players, the players are distributed among tables so that an equal number of players up to 7 and not less than 3 are on each table. Each game or table is an individual match with a winner in each game. Places 1<sup>st</sup> – 7<sup>th</sup> in each game receive points based on their finish. Points are accumulated each week or match by each player and used to establish the two players for the Championship Finals.

### **General Game Divisions – Single Play**

3 – 7	Players	One Game – One Table
OPTIONAL 7 <sup>th</sup>	Player	One Game or Two Games – Two Tables
8 – 12	Players	Two Games – Two Tables
13	Players	Optional Two Games (7 and 6) or Three Games
14 – 18	Players	Three Games – Three Tables
19 – 24	Players	Four Games – Four Tables
25 – 30	Players	Five Games – Five Tables
31 – 36	Players	Six Games – Six Tables

Games are operated at each establishment or location by local staff or individual players. An Official scoresheet must be used and completed for results to count toward the selection of the top two Players.

**THE FORMAT** - The Game is 10-Ball. It is racked in a triangle like 8-Ball with the one ball in front and the 10 ball in the middle of the third row. All other balls are in random order. Shots do not have to be called and the 10 ball made on the break is a win. The lowest numbered ball on the table must be struck first and a legal shot must be completed. Combinations on the 10 ball are allowed. The balls are played in order until a player makes the 10 ball and wins that game. Players shoot in a drawn order, one after the other until all players have been to the table. The shooting order is then repeated.

**PLAYER ORDER AND GAME SEEDINGS-** Player Order to start is established by a Random Draw #1 – #7. Players play in that order until the redraw, which occurs after 3 games are played. (Either at 3, 5, or 10 games depending on the Level of Play. (Juniors, Top Amateur, or Pro) Each Player starts with 3,000 Units (Juniors or Top Amateur Game) or 5,000 Units (Pro Game). Score may be kept by using the DRG 10 Ball Scoresheet. Express Games can be played with 2000 points on the 3 or 5 game format. (See Scoresheets)

**LENGTH OF PLAY – DRG 10 BALL** The #1 Player starts the game with the break and each player follows in the drawn order for the set of 3 or 5 games depending on the format. At the end of the 3rd Game (or 5<sup>th</sup> game on the Top Amateur game), the Player Order is redrawn and the stakes are raised.

The winner of the 3<sup>rd</sup> game (or 5<sup>th</sup> Game on the Top Amateur) is the #1 Player and also breaks the 4<sup>th</sup> (or 6<sup>th</sup>) game. Winner Breaks! The remaining order is redrawn.

The Pro Game for higher ranked players is 10 consecutive games per set with a 5,000 point total at the start. The Pro Game takes approx 4-5 hours to complete and will average 40 – 55 total games.

The game for Top Amateurs, League Players, and higher skill level players is 5 games per set with a 3,000 point total at the start. The Top Amateur Game with 3,000 points takes approx 2 to 2 ½ hours to complete and will average 20 – 25 games.

DRG for Juniors is 3 games per set starting with 2,000 or 3,000 points total at the start. The game takes approx 1 – 1 ½ hours to complete.

**PROGRESSIVE** - The first set of games (3 or 5) are worth 300 points each. The next set (3 or 5) are worth 500 points for each game, then 1,000 points for each game, then 2,000 points for each game, then 4,000 points for each game, then ALL- IN. When only two players remain, the point total per game is also ALL-IN.

**SCRATCHES** - All scratches are “Ball in Hand behind the head string”. All balls pocketed on a scratch (or knocked off the table) are spotted on the foot spot. If the lowest numbered object ball is behind the head string on a scratch, it is also spotted on the foot spot. When multiple balls are spotted, the lowest numbered balls are spotted first. The incoming player has the choice of shooting or making the previous player shoot again.

**FOULS** - On all fouls or failure to make a legal shot, the cue ball is left in play from where it comes to rest. The incoming player has the choice of taking the balls “as is” or having the previous player shoot again. The cue ball remains in play and is played from where it stops. There is NO “Ball in Hand Anywhere” on Fouls. Any attempts to give another player an obvious advantage by fouling or failure to make a legal shot can be declared unsportmanlike conduct by the referee and the players subjected to a penalty of loss of his next turn in the rotation. Subsequent intentional fouls or unsportmanlike conduct can result in disqualification from the game and forfeiture of all prize monies or points due.

**PUSH OUTS** - No Push outs are allowed. The game is Total Offense and an attempt must be made to make a ball. Intentional safeties by a player can be called by the Referee and can result in a foul being called. In the case of a referee calling a foul for an “Intentional Safety” the incoming player has the choice of taking the shot or making the player shoot again, as in a failure to make a legal shot. A referee can determine and call an “Intentional Safety” even if a legal hit is made if it appears the purpose was to play safe without any attempt to make a ball. A call of an “Intentional Safe” on a legally hit ball should only be called when the action is clear as it can have a dramatic impact on the outcome of the game. Attempts at combinations, bank shots at a pocket, and three rail shots or kicks are attempts to make a ball. A penalty of loss of one turn in the rotation can be imposed by the referee for Unsportsmanlike Conduct, flagrant or intentional safeties or intentional fouls. Unsportsmanlike conduct penalties are determined by the referee and should clearly be a flagrant attempt to skew the game by not attempting to make a ball. All other fouls and failure to make a legal shot will result in a choice by the incoming player of accepting the shot or making the same player shoot again.

**LEGAL SHOT** – The cue ball must be struck first. After striking the cue ball, the cue ball must strike the lowest numbered ball on the table first before striking another ball. The cue ball may contact any number of cushions before striking the lowest numbered ball, so long as it does not strike another

object ball on the table first. After striking the lowest numbered ball on the table, either the cue ball, the lowest numbered ball, or another ball on the table must contact a rail or go in a pocket. So long as the lowest numbered ball is struck first with the cue ball, any ball that is made on a legal shot is pocketed legally and results in continuation of turn. If the 10 Ball is made in the course of a legal shot, it is a win. All balls made on a scratch or not on a legal shot are to be spotted.

**SPOTTING OF BALLS** - When balls are spotted, they are to be spotted on the foot spot. If the foot spot is interfered with by another ball, then the ball is to be spotted on a straight line from the spot to the foot rail and as close to the spot as possible without moving another ball but allowing the balls to touch. Balls are not to be spotted forward of the foot spot. If any ball interferes with placing the ball to be spotted on the foot spot, then the ball to be spotted shall be spotted along a straight line from the foot spot to the foot rail, as close to the foot spot as possible without moving another ball in play. (See the general rules of spotting balls in 14.1 continuous) When multiple balls are spotted, they will be spotted with the lowest numbered ball first and along this straight line. The official referee when available shall spot all balls as well as racking all balls for the games. When no official referee is available, a player not involved in the shot or having a choice as to whether the player will shoot again, shall spot the balls. As a matter of fairness, it is recommended that neither the shooting player nor the incoming player spot the balls.

**THE BREAK** – The one ball must be contacted first on the break and four object balls must contact a rail to be a legal break. Failure to comply with this requirement results in the balls being re-racked and the incoming player having a choice as to taking the break or allowing the previous player to break again. In the case of a miscue where the cue ball is struck but does not strike the rack, or strikes the rack and does not send four balls to the rail, or when the breaker interferes with the cue ball after striking the cue ball, a foul occurs. The balls are re-racked and the option to break goes to the incoming player. If the breaker touches the cue ball with the tip of the cue causing the cue ball to move beyond the head string line, it is considered a foul and the incoming player has the choice as to taking the break or allowing the breaker to shoot again.

**SHOOTING OUT OF TURN** – When a player inadvertently shoots out of turn, the balls should be returned to their original position if at all possible and the positions are agreeable by a consensus of the players. Play continues with the proper order. In the instance where a fair and agreeable solution cannot be determined, the game can be restarted from the break with the skipped player starting the game from the break. All efforts should be made to find an agreeable solution to all the players so the game can be continued in its original state. The impact of the error on the subsequent players should be considered so that no advantage is given to one player over another and so that the decision could impact the final outcome of the match.

**INTENTIONAL SAFES OR FOULS** - The issue of whether an intentional safe was played has many interpretations and in some instances, only the player knows for sure. In other instances, it is apparent to most experienced players of the intention of the shot based on the angle, speed, and spin used. Some shots can be played whereas an attempt was made to make the ball knowing that if the ball is missed, no shot is left for the incoming player. This shot is often called a two-way shot and is legal and acceptable. These types of safeties are sometimes referred to as a “moral safety”. There is no requirement of a player to leave the incoming player a clear attempt to hit or make a ball. Attempts at kicking a hidden or blocked ball using one or more rails and in the direction of a pocket will generally

be considered an attempt to make the ball. Kicking at a ball three rails or driving an object ball three rails in most cases, is also considered an attempt to make a ball. Decisions as to an intentional safe or flagrant fouls will be at the discretion of the referee giving the benefit of doubt to the player making the shot. See the definition of a Push Out above. The integrity of the game depends on the integrity of the players.

In instances where the player intentionally rolls into a safety by pushing out or just shooting into the wrong ball where clearly the purpose is to rearrange the balls, give another player an advantage, or gain any advantage by being allowed to shoot again, is considered unsportsmanlike conduct. An intentional or flagrant foul can be called and the player penalized loss of his next turn at the table after this shot. The incoming player still has choice of taking the shot or making the player shoot again.

In the extreme situation where players are clearly working together to skew a game or affect the outcome, a player “may” be disqualified by the referee and ejected from the game. If a player is ejected or disqualified, the player ejected or disqualified forfeits all rights to any prize money he could have been awarded. There is also no refund of entry fees. A referee may elect to solicit the input or opinion from the other players not involved in the shot in question to assist in making the decision but are not binding on the referee. Decisions by the referee are final.

**ALL IN** -When only Two Players remain, the stakes go to “All In” with the stakes being equal to the lowest player’s total number of points. If a game reaches the maximum number of games (5 or 10) in the 4,000 Unit set and more than 2 players remain, then the player with the lowest number of Units is “All In”.

**SCORING** - Scoring is done on an approved DRG 10 Ball score sheet with seven columns allowing for all the players to be listed. A computer-automated program may also be used when available.

Special Note: It is important to the integrity of The Game that all players individually play to win and that no groups or alliances are formed to eliminate another player or skew the game. The game is Total Offense and every player for himself. Any obvious attempt by players to work together is unsportsmanlike conduct and at the discretion of the referee, will result in disqualification from the game and forfeiture of all prize money. Unsportsmanlike conduct, penalties, and disqualification will be at the sole discretion of the referee. All decisions are final. After the start of the game, players may not leave the game together or confer with each other on game strategy until the game is over or they are eliminated. After a player is eliminated, he is to leave the ring as he is no longer a participant in the game and should not be allowed to influence the game by his presence. All player interaction is for “all” to hear. No coaching of a player by another player or audience is allowed. Audience participation is encouraged and support or cheering for the player of their choice is welcomed. The courtesy of no intentional distracting with noise or movement should be given to a player when in the act of lining up a shot or shooting. At other times, interaction among the players and audience is allowed. Audience interaction is at the discretion of the players and referee as to when it is unsportsmanlike. Rude, inflammatory, or aggitational comments with the purpose of disrupting the game, instigating hostilities, or other activity that would result in heated altercations will not be allowed. Players or audience members that continually participate in this type behavior will be asked to leave the area. All efforts will be made to resolve these issues without extreme measures in the interest of allowing interaction whenever possible.

The general atmosphere of The Diamond Ring Game promotes fierce competition among the players and interaction with the audience.

### **ADDITIONAL GAME RULES AND INTERPRETATIONS ON SAFETY PLAY**

A one rail shot, not at a pocket, can be considered an intentional safety and incoming player has the option of taking the shot or making the player shoot again.

Shooting the cue ball three rails before contacting the object ball in most cases is considered an attempt to make a ball so long as it is a legal shot. The shot should be of sufficient force as to drive the object ball either toward a pocket or into a rail. The object ball must move a minimum of 6" to be considered an attempt to make a ball.

Sending the cue ball 2 or three rails to kick and hit the object ball, either driving the cue ball to a rail, or the object ball more than 6" to the rail when the object ball is more than 6" from the rail is also considered an attempt to make the ball. Incoming player takes balls as they are and no safety or intentional foul occurs.

Shooting the object ball at the 10 Ball for the win is considered an attempt to make a ball when either the object ball or the 10 ball is moved more than 6" toward a pocket.

Kicking an object ball one rail more than 6" toward a pocket is also considered an attempt to make a ball. Whether a ball was kicked toward a pocket is at the discretion of the referee.

In the case of a legal shot, if the referee determines that the shot was an intentional safety and not an attempt to make a ball, he will rule the shot an intentional safety. The incoming player has the choice of taking the shot or make the player shoot again. The shooting player is given a warning. After one warning, the next intentional safety by a player results in loss of one turn in the rotation. A third intentional safety will result in elimination from the game and forfeiture of all prize monies.

# DIAMOND RING GAME 10 BALL

Official Amateur Scoresheet

5 Game Sets / 3000 Points



## OFFICIAL TOURNAMENT SCORESHEET

<b>SHUFFLE</b>	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Draw Order (NAME)</b>						
Player Total	<b>3000</b>	<b>3000</b>	<b>3000</b>	<b>3000</b>	<b>3000</b>	<b>3000</b>
Game #1 300						
Game #2 300						
Game #3 300						
Game #4 300						
Game #5 300						
<b>SHUFFLE</b>	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Draw Order (NAME)</b>						
<b>Player Total</b>						
Game #6 500						
Game #7 500						
Game #8 500						

Game #9 500						
Game #10 500						
<b>SHUFFLE</b>	<b>Player 1</b>	<b>Player 2</b>	<b>Player 3</b>	<b>Player 4</b>	<b>Player 5</b>	<b>Player 6</b>
<b>Draw Order (NAME) Player Total</b>						
Game #11 1000						
Game #12 1000						
Game #13 1000						
Game #14 1000						
Game #15 1000						
<b>SHUFFLE</b>	<b>Player 1</b>	<b>Player 2</b>	<b>Player 3</b>	<b>Player 4</b>	<b>Player 5</b>	<b>Player 6</b>
<b>Draw Order (NAME) Player Total</b>						
Game #16 2000						
Game #17 2000						
Game #18 2000						
Game #19 2000						
Game #20 2000						
<b>SHUFFLE</b>	<b>Player 1</b>	<b>Player 2</b>	<b>Player 3</b>	<b>Player 4</b>	<b>Player 5</b>	<b>Player 6</b>
<b>Draw Order (NAME) Player Total</b>						
Game #21 4000						
Game #22 4000						

**WHEN ONLY TWO PLAYERS REMAIN – THE STAKES ARE “ALL – IN”**

When the lowest player has less than the table stakes, then the stakes are equal to the amount Of the Lowest Player’s Total --- He is “All In” until his Total equals the stakes or he is out!

Game #23						
Game #24						
Game #25						
Game #26						
Game #27						
Game #28						
Game #29						
Game #30						

**WINNER** 1<sup>ST</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_  
 2<sup>ND</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_  
 3<sup>RD</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_  
 4<sup>TH</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_  
 5<sup>TH</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_  
 6<sup>TH</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_

LOCATION \_\_\_\_\_ WEEK # \_\_\_\_\_ DATE \_\_\_\_\_

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# DIAMOND RING GAME 10 BALL

Express Game

*Larry Giles 407-446-1333*



*“Taking it to the streets of Central Florida!”*

SHUFFLE	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Draw Order (NAME)</b>						
<b>Player Total</b>	<b>2000/3000</b>	<b>2000/3000</b>	<b>2000/3000</b>	<b>2000/3000</b>	<b>2000/3000</b>	<b>2000/3000</b>
Game #1 300						
Game #2 300						
Game #3 300						
SHUFFLE	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
<b>Draw Order (NAME)</b>						
<b>Player Total</b>						
Game #4 500						
Game #5 500						
Game #6 500						

<b>SHUFFLE</b>	<b>Player 1</b>	<b>Player 2</b>	<b>Player 3</b>	<b>Player 4</b>	<b>Player 5</b>	<b>Player 6</b>
<b>Draw Order (NAME)</b>						
<b>Player Total</b>						
Game #7 1000						
Game #8 1000						
Game #9 1000						
<b>SHUFFLE</b>	<b>Player 1</b>	<b>Player 2</b>	<b>Player 3</b>	<b>Player 4</b>	<b>Player 5</b>	<b>Player 6</b>
Draw Order (NAME)						
Player Total						
Game #10 2000						
Game #11 2000						
Game #12 2000						
<b>SHUFFLE</b>	<b>Player 1</b>	<b>Player 2</b>	<b>Player 3</b>	<b>Player 4</b>	<b>Player 5</b>	<b>Player 6</b>
<b>Draw Order (NAME)</b>						
<b>Player Total</b>						
Game #13 4000						
Game #14 4000						

**WHEN ONLY TWO PLAYERS REMAIN – THE STAKES ARE “ALL – IN”**

When the lowest player has less than the table stakes, then the stakes are equal to the amount Of the Lowest Player’s Total --- He is “All In” until his Total equals the stakes or he is out!

**WINNER** 1<sup>ST</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_  
2<sup>ND</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_  
3<sup>RD</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_  
4<sup>TH</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_  
5<sup>TH</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_  
6<sup>TH</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_

LOCATION \_\_\_\_\_ WEEK # \_\_\_\_\_ DATE \_\_\_\_\_

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# DIAMOND RING GAME 10 BALL SEVEN PLAYER SCORESHEET



Created by:  
Larry Giles – BCA Certified Instructor

SHUFFLE	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Player 7*
<b>Draw Order (NAME)</b>							
<i>Player Total</i>	<b>3000</b>	<b>3000</b>	<b>3000</b>	<b>3000</b>	<b>3000</b>	<b>3000</b>	<b>3000*</b>
Game #1 <b>300</b>							
Game #2 <b>300</b>							
Game #3 <b>300</b>							
Game #4 <b>300</b>							
Game #5 <b>300</b>							
SHUFFLE	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Player 7*
<b>Draw Order (NAME)</b>							
<b>Player Total</b>							
Game #6 <b>500</b>							
Game #7 <b>500</b>							
Game #8 <b>500</b>							
Game #9 <b>500</b>							
Game #10 <b>500</b>							

<b>SHUFFLE</b>	<b>Player 1</b>	<b>Player 2</b>	<b>Player 3</b>	<b>Player 4</b>	<b>Player 5</b>	<b>Player 6</b>	<b>Player 7*</b>
<b>Draw Order (NAME)</b> <i>Player Total</i>							
Game #11 <b>1000</b>							
Game #12 <b>1000</b>							
Game #13 <b>1000</b>							
Game #14 <b>1000</b>							
Game #15 <b>1000</b>							
<b>SHUFFLE</b>	<b>Player 1</b>	<b>Player 2</b>	<b>Player 3</b>	<b>Player 4</b>	<b>Player 5</b>	<b>Player 6</b>	<b>Player 7*</b>
<b>Draw Order (NAME)</b> <i>Player Total</i>							
Game #16 <b>2000</b>							
Game #17 <b>2000</b>							
Game #18 <b>2000</b>							
Game #19 <b>2000</b>							
Game #20 <b>2000</b>							
<b>SHUFFLE</b>	<b>Player 1</b>	<b>Player 2</b>	<b>Player 3</b>	<b>Player 4</b>	<b>Player 5</b>	<b>Player 6</b>	<b>Player 7*</b>
<b>Draw Order (NAME)</b> <i>Player Total</i>							
Game #21 <b>4000</b>							
Game #22 <b>4000</b>							
<p><b>WHEN ONLY TWO PLAYERS REMAIN – THE STAKES ARE “ALL – IN”</b>  When the lowest player has less than the table stakes, then the stakes are equal to the amount of the Lowest Player’s Total --- He is “All In” until his Total equals the stakes or he is out!</p>							
Game #23 _____							
Game #24 _____							

Game #25 _____							
Game #26 _____							
Game #27 _____							
Game #28 _____							
Game #29 _____							
Game #30 _____							

**WINNER** 1<sup>ST</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_

2<sup>ND</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_

3<sup>RD</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_

4<sup>TH</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_

5<sup>TH</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_

6<sup>TH</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_

7<sup>TH</sup> PLACE \_\_\_\_\_ Points \_\_\_\_\_

LOCATION \_\_\_\_\_ WEEK # \_\_\_\_\_ DATE \_\_\_\_\_

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## **PLAYER RATINGS**

**AAA** SL 14 and 15 Pro Level Players and Top Ranked Amateurs. Not allowed to compete in Session Championships for the Prize Funds. May play in weekly AA Tournaments at the approval of the other players as a guest.

**AA** Top Level players. Amateur Skill Levels 12 - 13, Semi Pro – Tournament Players. Includes APA 9 Ball 8's and 9's. Finishes in the money. Known in billiard circles.

**A** Skill Level 10's and 11's. APA 9 Ball Skill Level 6 and 7's.  
Consistent runout player. The League Standard for a good amateur player.

**B** Skill Level 7 - 9's. APA 9 Ball Skill Level 4's, 5's, and 6's. A good player but not a consistent runout player.

**C** Skill Level 6 and below. APA 9 Ball Skill Level 1's, 2's, and 3's.  
Includes Juniors who are not otherwise rated, beginners, and unrated ladies.  
Seldom wins, always plays, runs a couple of balls and makes a good shot every once in awhile. Doesn't make it in the top 6 of the points leaders.