

Snooker Rules

Ball Terminology:

- * **Cue ball** - the white ball, the only ball that you may hit with the cue
- * **Red** - red in color, there are 15 at the start of the game
- * **Color** - one of the six balls that are neither red nor white

Ball values:

Red - 1

Yellow - 2

Green - 3

Brown - 4

Blue - 5

Pink - 6

Black - 7

Snooker terminology:

Pot - to put a ball into a pocket (and have it stay there)

Foul - to do something against the rules

Snookered - to be unable to roll the cue ball in a straight line and hit the ball chosen.

Ball ON - the ball you intend to hit with the cue ball

Fundamentals:

1 - You hit the cue ball so that it, in turn, hits another ball and hopefully pots it.

2 - You must not pot the cue ball

When there are still red balls on the table:

3 - Your first shot on every turn must be to hit a red with the cue ball

4 - If you pot that red (red is the ball ON), then you score 1 point and your next shot may be on any of the colors (be sure to say which one you have chosen). The red stays in the pocket.

5 - If you pot that color (which is now the ball ON), then you score the value of the colour and your next shot must be a red. The color goes back on its own spot. If it doesn't fit on its spot, then it goes on the highest valued spot available.

6 - If you fail to pot, or if you foul, then your turn is ended and your opponent gets to try

7 - Continue with red-color-red-color until all reds are in the pockets

When all red balls are gone:

8 - Balls are pocketed in this order - yellow(2), green(3), brown(4), blue(5), pink(6), black(7). They stay in the pocket.

Foul Rules:

1 - Once struck, cueball must make contact with ball ON first otherwise, foul is committed

2 - If your cueball does not hit anything on the table, your opponent may choose to take the shot or turn the table back to you

3 - If you commit a foul and your opponent is snookered on all balls ON, he may be allowed to select a freeball(any ball on the table). The freeball, for this shot only, becomes another ball ON and has the same

value and is respotted if potted.

4 - If your cueball first hits a ball other than the ball ON, then the penalty is the value of the ball struck or 4 points, whichever is greater.

5 - If you pot a ball other than the ball ON, then you do NOT score the value of the ball ON but your opponent scores the value of the ball pocketed.

6 - If you touch any ball on the table at any time, then the penalty is the value of the ball touched or 4 points, whichever is greater.

The game ends when:

1. A player resigns because there are not enough balls on the table to make up for the opponent's score OR he does not have enough options to execute a good snooker to force the opponent into a foul.

2. All reds and ball colors are pocketed.

Winner:

- The player with the most points at the end of the game wins!