

## Rules of Play (Snooker)

1. A legally potted ball entitles the striker to continue at the table until he fails to legally pot a ball.
2. On all shots, the striker must comply with the appropriate requirements of Rules of Play 5 and 6. It is not necessary to cause the cue ball or an object ball to contact a cushion or drop in a pocket after the cue ball has contacted a legal object ball (ball on). Failure to contact a legal object ball first is a foul.
3. As long as reds are on the table, the incoming striker (player taking his first stroke of an inning) always has a red as his legal object ball (ball on).
4. Any red balls potted on a legal shot are legally potted balls; the striker need not call any particular red ball(s), pocket(s) or details of how the pot will be played.
5. When the striker has a red ball as his "ball on" (legal object ball), he must cause the cue ball's first contact to be with a red ball. Failure to do so is a foul (See Penalties For Fouls)
6. After the striker has scored a red ball initially, his next legal object is a color, and as long as reds remain on the table he must alternate his play between reds and colors (though within each group he may play a ball of his choice). When reds remain on the table and a color is his object, the striker must (a) designate prior to stroking which color ball is his object (that specific color is then his "ball on"), and (b) cause the cue ball's first contact with a ball to be with that colored ball. If the striker fails to meet these requirements, it is a foul (See Penalties For Fouls).
7. If the striker's ball on is a red, and he pots a color, it is a foul.
8. If the striker's ball on is a color, and he pots any other ball, it is a foul.
9. Jump shots are illegal in International Snooker. It is a foul if the striker intentionally causes the cue ball to jump (rise from the bed of the table) by any means, if the jump is an effort to clear an obstructing ball.
10. While reds remain on the table, each potted color is spotted prior to the next stroke (see Spotting Balls below for spotting rules). After a color has been spotted, if the striker plays while that ball is incorrectly spotted (and opponent or referee calls it before two such plays have been taken), the shot taken is a foul. If the striker plays two strokes after such error without its being announced by opponent or referee, he is free of penalty and continues playing and scoring normally as though the spotting error simply had not occurred. The striker is responsible for ensuring that all balls are correctly spotted before striking. If the striker plays while a ball(s) that should be on the table is not a foul may be awarded whenever the foul is discovered during the striker's inning. Any scoring prior to the discovery of the foul will count.
11. When no reds remain on the table, striker's balls on become the colors, in ascending numerical order (2,3,4,5,6,7). These legally potted colors are not spotted after each is potted; they remain off the table. (The black (7) ball is an exception in the case of a tie score; see Scoring.)

Illegally Potted Ball: Reds illegally potted are not spotted; they remain off the table. Colors illegally potted are spotted. (See Spotting Balls.)

**Object Balls Jumped off the Table:** Reds jumped off the table are not spotted and the striker has committed a foul. Colors jumped off the table are spotted and the striker has committed a foul. (See Penalties For Fouls)

**Spotting Balls:** Reds are never spotted. Colors to be spotted are placed as at the start of the game. If a color's spot is occupied (to mean that to spot it would make it touch a ball), it is placed on the spot of the highest value color that is unoccupied. If all spots are occupied, the color is spotted as close as possible to its original spot on a straight line between its spot and the nearest point on the top (foot) cushion.

**Cue Ball after Jumping off the Table:** Incoming player has cue ball in hand within the Half Circle. When cue ball is in hand within the Half Circle (except the opening break), there is no restriction (based on position of reds or colors) as to what balls may be played; striker may play at any ball on regardless of where it is on the table.

**Touching a Ball:** While balls are in play it is a foul if the striker touches any object ball or if the striker touches the cue ball with anything other than the tip during a legal stroke.

**Snookered:** The cue ball is snookered when a direct stroke in a straight line to any part of every ball on is obstructed by a ball or balls not on. If there is any one ball that is not so obstructed, the cue ball is not snookered. If in-hand within the Half Circle, the cue ball is snookered only if obstructed from all positions on or within the Half Circle. If the cue ball is obstructed by more than one ball, the one nearest to the cue ball is the effective snookering ball.

**Angled:** The cue ball is angled when a direct stroke in a straight line to any part of every ball on is obstructed by a corner of the cushion. If there is any one ball on that is not so obstructed, the cue ball is not angled. If angled after a foul the referee or player will state "Angled Ball", and the striker has the choice to either (1) play from that position or (2) play from in hand within the Half Circle.

**Occupied:** A spot is said to be occupied if a ball cannot be placed on it without its touching another ball.

**Touching Ball:** If the cue ball is touching another ball which is, or can be, on, the referee or player shall state "Touching Ball." Thereafter the striker must play away from it or it is a push stroke (foul). No penalty is incurred for thus playing away if (1) the ball is not on; the ball is on and the striker nominates such ball; or (3) the ball is on and the striker nominates, and first hits, another ball. [If the referee considers that a touching ball has moved through an agency other than the player, it is not a foul.]

**Push Stroke:** A push stroke is a foul and is made when the tip of the cue remains in contact with the cue ball (1) when the cue ball makes contact with the object ball, or (2) after the cue ball has commenced its forward motion. Provided that where the cue ball and an object ball are almost touching, it shall be deemed a legal stroke if the cue ball hits the finest possible edge of the object ball.

**Miss:** The striker shall to the best of his ability endeavor to hit the ball on. If the referee considers the rule infringed he shall call foul and a "miss." The incoming player (1) may play the ball(s) as they lie, or (2) may request that the ball(s) be returned to the original position and have the offending player play the stroke again. Note: if the ball on cannot possibly be hit, the striker is judged to be attempting to hit the ball on.

# **Rules of play 8 Ball Pool**

## **1. OBJECT OF THE GAME.**

Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 thru 15 (stripes). **THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.**

## **2. CALL SHOT.**

In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

## **3. RACKING THE BALLS.**

The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner.

## **4. ALTERNATING BREAK.**

Winner of the lag has the option to break. During individual competition, players will alternate breaking on each subsequent game.

## **5. JUMP AND MASSE SHOT FOUL.**

While "cue ball fouls only" is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

## **6. LEGAL BREAK SHOT.**

(Defined) To execute a legal break, the breaker (with the cue ball behind the headstring) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. If he fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls reracked and having the option of shooting the opening break himself or allowing the offending player to rebreak.

## **7. SCRATCH ON A LEGAL BREAK.**

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see rule 9), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball.

### **8. OBJECT BALLS JUMPED OFF THE TABLE ON THE BREAK.**

If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the head string and shooting.

### **9. 8-BALL POCKETED ON THE BREAK.**

If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a rerack or having the 8-ball spotted and begin shooting with ball in hand behind the headstring.

### **10. OPEN TABLE.**

(Defined) The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. However, when the table is open and the 8-ball is the first ball contacted, no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed.

### **11. CHOICE OF GROUP.**

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. **THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT.** The choice of group is determined only when a player legally pockets a called object ball after the break shot.

### **12. LEGAL SHOT.**

(Defined) On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail.

PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

### **13. "SAFETY" SHOT.**

For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player

intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a "safety" to his opponent. If this is NOT done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

#### **14. SCORING.**

A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

#### **15. FOUL PENALTY.**

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). This rule prevents a player from making intentional fouls which would put his opponent at a disadvantage. With "cue ball in hand," the player may use his hand or any part of his cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

#### **16. COMBINATION SHOTS.**

Combination shots are allowed; however, the 8-ball cannot be used as a first ball in the combination except when the table is open.

#### **17. ILLEGALLY POCKETED BALLS.**

An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket, or (3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed.

#### **18. OBJECT BALLS JUMPED OFF THE TABLE.**

If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order according to General Rules for spotting balls.

#### **19. PLAYING THE 8-BALL.**

When shooting at the 8-ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand. Note: A combination shot can never be used to legally pocket the 8-ball.

#### **20. LOSS OF GAME.**

A player loses the game if he commits any of the following infractions:

- a. Fouls when pocketing the 8-ball (exception: see 8-Ball Pocketed On The Break).
- b. Pockets the 8-ball on the same stroke as the last of his group of balls.

- c. Jumps the 8-ball off the table at any time.
- d. Pockets the 8-ball in a pocket other than the one designated.
- e. Pockets the 8-ball when it is not the legal object ball.

Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

## **21. STALEMATED GAME.**

If, after 3 consecutive turns at the table by each player (6 turns total), the referee judges (or if no referee, both players agree) that attempting to pocket or move an object ball will result in loss of game, the balls will be racked with the original breaker of the stalemated game breaking again. The stalemate rule may only be used when there are only two object balls and the 8-ball remaining on the table. PLEASE NOTE: Three consecutive fouls by one player is not a loss of game.