

SNOOKER – THE RULES

BALLS USED:

Set of Snooker balls: fifteen object balls that are not numbered and are solid red (called reds), six object balls of other colors that are not numbered (called colors) and a cue ball (called the white ball).

POINT VALUES FOR OBJECT BALLS:

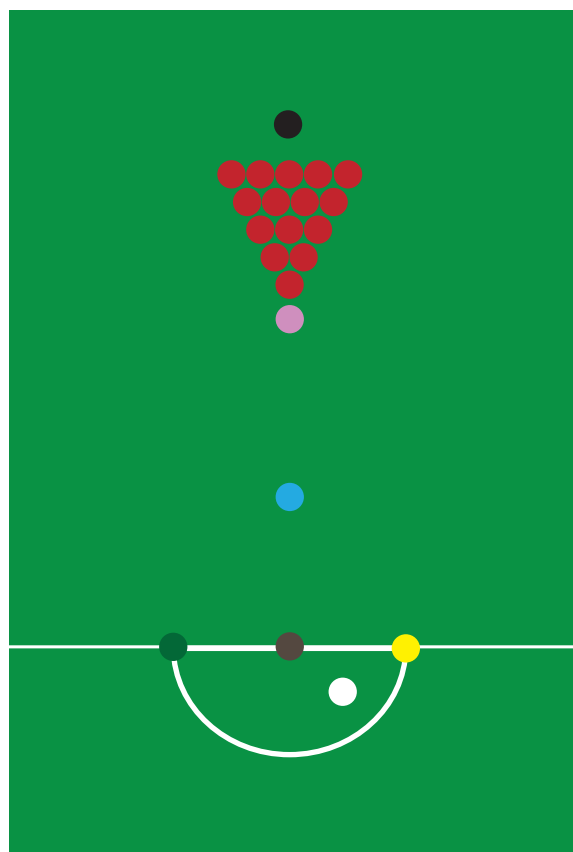
red-1, yellow-2, green-3, brown-4, blue-5, pink-6, black-7.

AIM OF GAME

The object of the game is to score more points than your opponent in each frame. Points are built up by potting a red followed by a colour of your choice. When all 15 reds have been cleared from the table, a player must pot the colours in order of value - lowest first. Yellow, green, brown, blue, pink and black. It is also possible to accumulate points when your opponent fouls. The following shots are classified as foul strokes.

A FOUL IS:

No lower than four points and no higher than seven.
Missing the ball you are aiming to hit.
Potting a ball which you are not supposed to pot.
If any ball jumps off the table.
Potting the cue-ball.
Pushing the cue-ball against another ball that is in close proximity, causing the cue to touch the white more than once.
If a frame is tied then the players must play a black ball game - whoever pots the black is declared the winner.



SNOOKER STATS

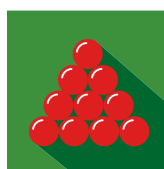
The game is played on a table measuring six feet by 12 feet.

At the beginning of each frame there are 15 reds on the table, each valued at one point each.

Unless a break begins with a free ball, the maximum score any player can score from one visit to a table is 147. This is only possible if a player pots a black with every red ball.

Matches are played over an odd number of frames (eg: best of nine frames).

To win a match a player must win more frames than his opponent.



REDZ
SNOOKER CLUB