



Champions Trophy



# SNOOPOOL®

This Game is known as SNOOPOOL



Club Trophy

**SNOOPOOL** - by combining the games of Snooker and Pool, **SNOOPOOL** was born, thereby creating a game that is not as difficult or complicated as Snooker but a fun and exciting game that is more technically challenging than Pool.

## THE GAME, OBJECTIVES AND RULES OF SNOOPOOL

**SNOOPOOL** is played with a snooker cue on a full-size Snooker table using the addition of two new balls which are known as the **SNOOPOOL balls**. The two new colours are **Amethyst and Graphite**. The game is played using a total of **16 balls**:

**Cue Ball** (White ball), **Black ball**, 7 Colour balls: **Amethyst, Graphite, Yellow, Green, Brown, Blue, Pink** and **7 Red balls**.

One player plays for the **7 Colour balls** and the other player plays for the **7 Red balls**.

**A SNOOPOOL GOLD BALL will replace the Black ball in a SNOOPOOL Competition Final. Black ball rules will apply to the GOLD Ball.**

**The objective of the game** is for a player to pot all their chosen balls (7 Colours or 7 Reds) **in any order** and then **successfully pot the Black ball into any pocket with the Cue ball remaining on the table**.

**SNOOPOOL should be played in a polite and respectful manner.**

**It is expected that players will always play the game in the true spirit of sportsmanship.**

1. **TO START THE GAME/FRAME**: For each frame to start, place the **15 balls, 7 Colours** and **7 Reds** along with the **Black ball** into the triangle in the **correct order** as per the photo example below. Position the triangle so that the **Black ball** is over the **Pink spot** on the table, making sure that all balls are touching each other.



SNOOPOOL GOLD BALL

2. **To decide which player is to break off**: At the start of each frame toss a **SNOOPOOL coin** choosing the **SnooPool Logo** or **The World** (or a normal coin choosing heads or tails). The winner of the toss has the choice of selecting to play either the **7 Colour balls** or the **7 Red balls** and also has the choice to **break off first** or **elect the opponent to break off**. The same rule applies if you are playing a game of Doubles (4 players). If a player chooses to play for the Colour balls and **pots the Amethyst ball last, successfully without a foul the player is awarded a once only two-shot attempt on the Black ball**. Thereafter rule 14 applies.
3. **Two Possible ways to break off**: Either by breaking only a few balls off the pack, Snooker style, or by scattering the pack, Pool style. The player to break off must place the Cue ball anywhere on or within the lines of the "D" section of the table. The player must then strike the **Cue ball to hit one of their chosen balls (7 Colours or 7 Reds)** and at least **one ball from the pack must hit a cushion (any Colour or Red ball)**. **If this does not happen the opponent is awarded 2 shots**.
4. **When a player breaks off** and one or more of the player's selected balls are potted, the player continues on with the break. The break comes to an end when the player misses a pot or makes a foul or an intentional foul shot, or a player makes a Total Clearance Break to win the frame (see rule 15).

5. **On break off or during the game:** if a player selected to play the **Colour balls** and a **Red ball** falls into a pocket, the opponent is awarded 2 shots. The same applies if the player selected to play the **Red balls** and a **Colour ball** falls into a pocket, the opponent is awarded 2 shots.
6. **If a player pots the Black ball from the break off, the opponent is awarded the frame. Likewise, if a player pots the Black ball during a frame i.e. before all 7 selected balls have been potted, the opponent is awarded the frame.**
7. **If the Cue ball falls into a pocket on break off or at any time during a frame,** the opponent is awarded 2 shots, and the Cue ball is repositioned on or within the lines of the "D" section of the table for play to continue, **(the Cue ball can be played in any direction)** except where the opponent is playing for the **Black ball**, rules 2, 8 & 14 apply.  
**If a player causes any ball to leave the table during a frame the player loses that frame.**
8. **If the Cue ball or an opponent's Colour/Red ball falls into a pocket whilst attempting to hit or play to pot the Black ball or after the Black ball is potted, the frame is awarded to the opponent.**
9. **If any type of foul or foul shot is committed during a frame** (including: playing a shot before all balls come to rest; miscue; commit a foul on a touching ball; any equipment, clothing or any body part including hair, touching a ball; push or jump shots; failure to keep at least one foot on the floor whilst playing a shot) the opponent is awarded 2 shots and the Cue ball can be played either from where it comes to rest, or it can be repositioned on or within the lines of the "D" section of the table for play to continue. **If the opponent has called an intentional foul shot or is playing for the Black ball,** rules 2, 12 & 14 apply.
10. **All balls that are potted either by a foul or an intentional foul shot** will remain in the pocket and will no longer be in play with the exception of the Cue ball which, if potted by a foul or an intentional foul shot, is to be put back and repositioned on or within the lines of the "D" section of the table for play to continue, except if the **Black ball is being played** see rules 6 & 8.
11. **Failure to hit a ball in a frame if the player has clear sight of both sides of any of the player's chosen balls:** this is a **first miss** and the opponent is awarded 2 shots. The opponent can continue to play from where the Cue ball comes to rest or can have the Cue ball repositioned on or within the lines of the "D" section of the table for play to continue. If a player makes a **second miss** in the same frame this will result in the opponent being awarded the frame. This rule does not apply if a player is **snoopoled** (snookered) to begin with. If the opponent is on the **Black ball** rule 14 applies.
12. **A player is permitted one intentional foul shot per frame. The player must announce this before the shot is played.** After the shot has been played the opponent is awarded 2 shots. **The opponent must then play the Cue ball from where it comes to rest on the table.** If the opponent is on the **Black ball** rule 14 applies. If a player makes a second intentional foul shot in the same frame or **the shot is deemed to be a second intentional foul shot, the opponent is awarded the frame. An intentional foul shot may not be called or played when playing for the Black ball. If this happens the player loses the frame.**
13. **If a player is snoopoled** (snookered) **after a foul shot by the opponent,** the player is awarded 2 shots and can continue to play from where the Cue ball comes to rest or can have the Cue ball repositioned on or within the lines of the "D" section of the table for play to continue. If a player is **snoopoled** (snookered) **after an intentional foul shot has been played,** the player is awarded 2 shots **but must play from where the Cue ball comes to rest.** If the opponent is on the **Black ball** rule 14 applies.
14. **Only a one-shot attempt at a time is allowed on the Black ball** even if the opponent has fouled or intentionally fouled the previous shot with the exception of if a player is playing for the Colour balls and **pots the Amethyst ball last,** see rule 2.
15. **Total Clearance Break:** Achieved when a player pots all their chosen balls (**7 Colours or 7 Reds**) **without missing a pot** and then **successfully pots the Black ball with the Cue ball remaining on the table in one visit to the table** (rule 8 will apply).
16. **There is no set time limit for a player to take a shot,** however, it is expected that players take each shot within a reasonable time (e.g. 30 seconds or less) from when all the previously hit balls on the table have come to rest. In the event of a competitive match, the **referee** can use discretion and invite a player to "**hurry along**". In extreme cases, if the referee feels that a player is continuously time-wasting, the referee has the power to give a **time-wasting warning**. If a player continues and persists in **time-wasting** after the initial warning from the referee, **the referee will award the frame to the opponent.**
17. **THE WINNER OF THE GAME:** The player who pots all of their chosen balls (**7 Colours or 7 Reds**) and **successfully pots the Black ball with the Cue ball remaining on the table is deemed the winner** (rules 8 & 14 apply).
18. **If a Referee is present at a match:** The referee will take whatever action is necessary to ensure that the spirit and rules of the game are observed and upheld. In the event of **gamesmanship** being displayed or **abuse** towards the referee, the referee will **give a warning**; if persistent, **will award the frame to an opponent** and in severe cases **disqualify a player**. **Players are not permitted to seek advice from the referee on how to play the game. The penalty for seeking advice is to forfeit the frame.**

