

Snooker set consists of:

- a. 15 Red balls = 1 point each
- b. Yellow ball = 2 points
- c. Green ball = 3 points
- d. Brown ball = 4 points
- e. Blue ball = 5 points
- f. Pink ball = 6 points
- g. Black ball = 7 points
- h. White Cue ball

NOTE: The balls worth 2 thru 7 points are referred to as 'Colored balls'.

See Pages 9 and 10 for Snooker table setup details.

Simplified Rules Summary:

- a. Slop shots allowed. Jump shots are NOT allowed.
- b. A player's inning (aka 'Break') is over after a missed shot or a Foul.
- c. On each shot the 'Cue ball' must strike the appropriate 'Object ball' that is 'On' before striking any other ball or it is a Foul. If a ball not 'On' is potted, it is a Foul.
- d. Standard Pool Fouls apply with the EXCEPTION that after an 'Object ball' is hit, there is NO REQUIREMENT to hit a rail.
- e. Each player's turn at the table starts with hitting any 'Red' object ball and potting one or more 'Red' object balls.
- f. After a 'Red' object ball is potted, any 'Colored ball' is Nominated, and that 'Colored ball' must be potted. The 'Colored ball' is respotted immediately after it is potted.
- g. Steps e. and f. above are repeated until no more 'Red balls' remain.
- h. When no 'Red balls' remain, Yellow (then Green, Brown, Blue, Pink, Black) must be hit first, potted (and NOT respotted).

General items:

- a. A Game consists of one or more Frames worth 1 point each.
- b. In (Games) Matches of more than one Frame, players alternate the first (Break-off) shot.
- c. Each turn at the table is called a 'Break'.
- d. Any 'Red ball' potted or off the table remains that way until the end of the Frame.
- e. Potted 'Colored balls' are respotted after a Foul and after being potted on the next shot after a 'Red ball' is potted.
- f. The player with the most points in the Frame wins the Frame.
- g. A legal shot (unless a Foul is committed) is to hit an 'On' ball with the Cue ball.
- h. A player's turn ends after one of:
 - (1) All balls are potted.
 - (2) A Foul.
 - (3) A miss.
- i. Fluke shots (Slop shots) count. There are NO called pockets.
- j. Amateur and Professional Snooker rules are exactly the same. Snooker Clubs are allowed to have their own 'local rules' (e.g. the 3rd consecutive 'Foul and a miss' becomes a 'Foul' only).

Definitions:

- a. Angled – Snookered by a Cushion. This is technically NOT a Snooker and after a Foul does not entitle the player to a 'Free Ball'.
- b. Baulk line – Similar to 'Head string' in US. Opening shots must be made from on or behind the 'Baulk line' (from old English meaning partition or ridge of land).
- c. Break – One Turn at the table. Break of 22 means 22 points in the (current) Break.
- d. Break-off – Break in Pool.
- e. Cannon – Causing the 'Cue ball' to hit a secondary ball or pack of balls after the 'Cue ball' hits an 'Object ball'.
- f. Center pocket – Side pocket in US.
- g. Clearance – Runout in US.
- h. 'D' – semi-circle behind Green, Brown, and Yellow balls.
- i. Decider – (Hill-Hill in US) e.g. in a 'Race to 5' and the score is tied 4-4.
- j. Double – One rail Bank shot in US.
- k. Fluke – Unintentionally potting a ball (Slop Shot in US).
- l. Frame - Equivalent to 1 Rack in 8 ball or 9 ball.
- m. GOAT – Greatest (Snooker player) Of All Time (Ronnie O'Sullivan)
- n. (Ball) In Hand – The 'Cue Ball' is placed on or inside the 'D' and can be struck in any direction. (Ball) In Hand is used on the 'Break-off' and after the 'Cue ball' is potted and after the 'Cue ball' is off the table.
- o. 'On' ball – The 'Ball color' that must be struck by the 'Cue ball'. When Reds are 'On' the 'Cue ball' can strike any 'Red ball' first.
- p. Plant – Combination shot in Pool.
- q. Pot a ball – Pocket a ball in US.
- r. Rerack – When a Frame is restarted due to a Stalemate.
- s. Rest – Mechanical bridge in US.
- t. Screw shot – Draw shot in US.
- u. Shot to Nothing – (Two Way Shot in US) an attempted pot that is intended NOT to leave a possible pot for the opponent .
- v. Side – Side spin in US.
- w. Stalemate – When a Frame results in a tie causing a 'Rerack'. See the 'Rerack' section below for details.
- x. Spotted (or Respotted) – Placing a 'Colored ball' on the table after it is potted or off the table. See the 'Phase 1 Play in a Frame' section below for details.
- y. Snookered – Similar to stymie in pool. The 'Cue ball' is Snookered when a straight line to all potential 'On' balls is wholly or partially obstructed by a ball or balls NOT 'On'.
- z. Spider – Mechanical bridge in US.
- aa. Treble – Z Bank shot in US.
- ab. Whitewash – Shutout in US.

Phase 1 Play in a Frame:

- a. The Break-off ('first shot') is played in any direction from on or inside the 'D' (the semi-circle behind the Green, Brown, and Yellow balls). A 'Red ball' MUST be the first ball struck by the 'Cue ball' on the Break-off. Players lag or draw lots for choice of Break-off in the opening Frame. After the first Frame players alternate the Break-off.**
- b. All 'Red balls' are 'On' at the beginning of a player's turn. 1 point is scored for each 'Red ball' potted when the 'Red balls' are 'On'. Additional 'Red balls' potted on the same shot count 1 point each. It is a Foul if a 'Colored ball' is potted when 'Red balls' are 'On'.**
- c. Immediately after a 'Red ball' is potted, the player Nominates a 'Colored ball' which becomes the 'On' ball. If the 'Nominated ball' is potted, the player gets the number of points associated with that ball. It is a Foul if the Nominated 'Colored ball' is not the first ball struck by the 'Cue ball'. It is a Foul if any other ball than the 'Nominated ball' is potted.**
- d. After a 'Colored ball' is potted (legally or as a result of a Foul) or is off the table, the 'Colored ball' is respotted on its original spot. If the spot is not available, the ball is placed in order of precedence:
 - (1) On the highest numbered available spot.**
 - (2) As close to its own spot as possible in a direct line between that spot and the top cushion.**
 - (3) As close to its own spot as possible in a direct line between that spot and the Baulk cushion.****NOTE: The respotted ball must NOT be touching any ball.****
- e. After a 'Colored ball' is potted, all Red balls remaining are 'On'. If there are no 'Red balls' remaining, then 'Phase 2' of the Frame is started.**

Phase 2 Play in a Frame:

- a. All six 'Colored balls' are to be the first ball struck by the 'Cue ball' and then potted in ascending order of their value.**
- b. In this phase balls are not spotted after they are legally potted.**
- c. It is a Foul if more than one 'Colored ball' is potted in a single stroke.**
- d. If there is a Foul, any ball potted is spotted.**
- e. If there is a tie after the 'Black ball' is potted, the 'Black ball' is spotted, and the winner of a coin flip determines who shoots first. The first score or Foul ends the Frame.**
- f. Special situation when only the 'Black ball' remains. If there is a tie after a Foul or the 'Black ball' is potted, the 'Black ball' is spotted, and the winner of a coin flip determines who shoots first. The first score or Foul ends the Frame.**
- g. The Frame is completed when one of the following occurs:
 - (1) All balls are potted, and the score is not tied.**
 - (2) Only the 'Black ball' remains with the Shooter leading by more than 7 points and the Shooter does not want to strike the 'Black ball'.**
 - (3) A player concedes the Frame.**
 - (4) A player is disqualified.**
 - (5) Both players agree to a Stalemate (and the Frame is restarted).**
 - (6) There is a Foul on the 'Black ball' when it is the only ball remaining and the score is NOT tied.****

See the 'Fouls' section below for scoring after a Foul.

See the 'Fouls', 'Free ball' and 'Foul and a miss' sections below for 'order of play' after a Foul.

Special situations:

a. (Ball) In Hand.

- (1) The 'Cue ball' must be struck on or withing the lines of the 'D'.**
- (2) The 'Cue ball' is allowed to be struck in any direction.**

b. Snookered

- (1) The 'Cue ball' is Snookered when a straight line to all potential 'On' balls is wholly or partially obstructed by a ball NOT 'On'.**
- (2) The 'Cue ball' can NOT be Snookered by a cushion.**

c. Touching ball

- (1) 'Touching ball' is when the 'Cue ball' comes to rest in contact with a ball that is 'On' or could be 'On'. There can be more than one simultaneous 'Touching ball'.**
- (2) The player must 'play away' from the 'Touching ball' without moving the ball. If the 'Touching ball' is 'On', this is considered a legal hit of the 'On' ball.**
- (3) If the 'Touching ball' moves it is a 'Push shot' (and a Foul).**
- (4) If the 'Cue ball' is touching a ball that could not be 'On' the player must 'play away' from the ball and the 'Cue ball' must strike a legally Nominated 'On' ball.**
- (5) If a 'Colored ball' is 'On', the player MUST notify the opponent which 'Colored ball' is Nominated which may or may not be the 'Touching ball'.**

d. Fouls (see 'Free ball' and 'Foul and a miss' below)

- (1) After a Foul, the non-offending player has the option of:**
 - (a) Playing from where the 'Cue ball' finished. If the 'Cue ball' was potted or is off the table the next shot is (Ball) In Hand. A 'Free ball' is called after a Foul if the 'Cue ball' is Snookered.**
 - (b) Making the offending player play from where the 'Cue ball' finished.**
- (2) Fouls include:**
 - (a) Standard Fouls in pool (except there is no requirement to hit a cushion).**
 - (b) Failure to hit an 'On' ball.**
 - (c) 'Cue ball' first striking a ball NOT 'On'. The non-shooting player gets points equal to the number of points associated with the first ball struck with a minimum of 4 points.**
 - (d) Moving a 'Touching ball'.**
 - (e) 'Cue ball' first striking two 'Object balls' (other than two 'Red balls' that are 'On') simultaneously. The non-shooting player gets points equal to the number of points associated with the higher valued ball with a minimum of 4 points.**
 - (f) Potting a ball 'not on'. The non-shooting player gets points equal to the number of points associated with the 'Potted ball' with a minimum of 4 points.**
- (3) The player who commits the Foul gets zero points.**
- (4) When multiple Fouls occur, the most highly valued Foul is counted.**
- (5) Some Fouls are worth 7 points such as playing Reds in successive strokes or failure to nominate a Color or striking a ball other than the 'Cue ball'.**
- (6) A Foul is ALWAYS worth between 4 and 7 points to the non-offending player.**

NOTE:

'Red balls' are NEVER respotted.

'Colored balls' potted or 'off the table' are ALWAYS respotted after a Foul.

e. Free ball (for the non-offending player after a Foul)

(1) If the non-offending player chooses to take the next stroke after a Foul, a 'Free ball' is called if the 'Cue ball' is Snookered. The 'Cue ball' is Snookered when a straight line to all potential 'On' balls is wholly or partially obstructed by a ball or balls NOT 'On'.

(2) The 'Free ball' can NEVER be a 'Red ball'.

(3) Any 'Colored Ball' (except the MANDATORY 'On' ball in Phase 2 of a Frame) can be Nominated as the 'Free ball'.

(4) The Referee MUST be notified which ball is the 'Free ball' and in Phase 1 of a Frame which ball is Nominated as the 'On' ball.

(5) The 'Free ball' acquires the value of the 'On' ball for this stroke.

(6) If the 'Free ball' is potted, it is spotted.

(7) If the 'On' ball is a 'Red ball' and the 'Free ball' and one or more 'Red balls' are potted, one point is scored for each ball (Phase 1 of a Frame).

(8) If the 'On' ball is a 'Colored ball' and the 'Free ball' and the 'On' ball are both potted, only the value of the 'On' ball is scored (Phase 2 of a Frame). It is NOT a Foul.

(9) It is a Foul if any ball other than the 'Free ball' and the 'On' ball is potted.

(10) It is a Foul if the non-offending player's stroke creates a Snooker behind the 'Free ball' by accident or by design.

f. Foul and a miss (see 'Free ball' above)

(1) 'Foul and a miss' is called when the 'Cue Ball' strikes no balls, or the first ball struck by the 'Cue ball' is not the 'On' ball.

(2) The non-offending player has the option of:

(a) Playing from where the 'Cue ball' finished. If the 'Cue ball' was potted or is off the table the next shot is (Ball) In Hand. A 'Free ball' is called after a Foul if the 'Cue ball' is Snookered.

(b) Making the offending player play from where the 'Cue ball' finished.

(c) Making the offending player play from the original position with all balls put back in their original position. If there is a 'clear path' to any potential 'On' ball, see the '3 Foul rule' below.

NOTE: 1. Many 'Snooker Clubs' change the 3rd consecutive 'Foul and a miss' into a 'Foul'.

2. A 'Foul and a miss' in a non-snookered scenario on a second attempt from the original cue ball position is a 'Foul and a miss' regardless of the score difference.

(3) There is NO 'Foul and a miss' when:

(a) in the Snookers Required Stage when either player needs one or more Snookers to end the Frame in a win or a tie before or after the 'Foul and a miss'. It is still a 'Foul'.

For example the striker is 21 behind with 25 on the table:

1. after a 4 point 'foul and a miss', it is a 'Foul and a Miss'.

2. after a 5 point 'foul and a miss', it is a FOUL only.

(b) it is impossible to play a legal shot.

g. Snookers Required Stage

- (1) The 'Snookers Required Stage' occurs when either player is behind by the maximum number of points remaining or more (i.e. needs one or more Snookers to end the Frame in a win or a tie).**
- (2) A 'Foul and a miss' becomes a 'Foul' in the 'Snookers Required Stage'.**
- (3) For example, if there are 35 points remaining and the shooter (behind by 31 points) has a 'Foul and a miss', it becomes a 'Foul' and NOT a 'Foul and a miss' because the 'Snookers Required Stage' is now in force because the shooter is now behind by 35 or more points.**

h. 3 Foul rule

After the third consecutive 'Foul and a miss' when there is a 'clear path' to any potential 'On' Ball, the offender is disqualified and loses the Frame.

NOTE: Many 'Snooker Clubs' change the third consecutive 'Foul and a miss' into a 'Foul'.

i. Rerack

A Frame is 'Reracked' (really 'Reset') with score for the Frame reset to zeros with the Break-off by same player when any of the following occur:

- (1) both players agree (with the approval of the Referee).**
- (2) the Frame is a Stalemate (e.g. a move by either player will result in loss of game).**
- (3) the Referee gives a time limit to progress and there is no progress.**

j. Accidental ball contact foul

An accidental ball contact foul is a standard foul. The remedy to the non-offender is unclear in the rules. It is assumed that the non-offender has the option of one of the following:

- (1) Playing with all balls in the position after accidental contact.**
- (2) Making the offender play with all balls in the position after accidental contact.**
- (3) Making the offender play with all balls in their original position.**

Reference Items

Snooker Table Setup video (12 minutes)

<https://www.youtube.com/watch?v=9nWqr-QtJ-0>

Measurements are between the noses of the cushions

7 foot pool table playing surface 39 inches x 78 inches or 38 x 76

8 foot pool table playing surface 44 inches x 88 inches

9 foot pool table playing surface 50 inches x 100 inches

12 foot Snooker table playing surface is 70 inches x 140 inches

World Professional Billiards and Snooker Association (WPBSA) rules of Snooker:

<https://wpbsa.com/wp-content/uploads/Rulebook-Website-Updated-May-2022-2.pdf>

Barry Stark 'Foul and a miss' tutorial (12 minutes)

See 4:18 for Snookers Required scenario

<https://www.youtube.com/watch?v=8dGivT1-Avo>

Barry Stark 'Touching ball' and 'Free ball' tutorial (12 minutes)

<https://www.youtube.com/watch?v=AhJp7HzIBtI>

Barry Stark 'Free ball' Situations (7 minutes)

<https://www.youtube.com/watch?v=jOx23EeFviA>

Answer to question: NOT a Free Ball

'Free ball' after a snooker on a 'Free ball' (8 minutes)

<https://www.youtube.com/watch?v=9xQfjvYJINY>

Ronnie O'Sullivan videos:

6 minutes – 1997 (age 21) – Perfect score of 147 in 5½ minutes (quickest ever)

<https://www.youtube.com/watch?v=EPPxPukvP74>

5 minutes – 2012 (age 36) – Clearance of table with balls in awkward positions

<https://www.youtube.com/watch?v=p-aLDgPDF3Y>

2024 Masters semi-final (age 48) vs Shaun Murphy 1 hr 55 min total (first Frame 27 minutes)

Ronnie wins 6-2

First ten minutes of the first Frame is a typical safety battle

Stephen Hendry (2nd best Snooker player of all time) is one of the commentators

<https://www.youtube.com/watch?v=3pqNQexbg60>

Maximum Number of Points Remaining

Scenario	Max Number of Points Remaining
15 Reds	147
14 Reds	139
13 Reds	131
12 Reds	123
11 Reds	115
10 Reds	107
9 Reds	99
8 Reds	91
7 Reds	83
6 Reds	90
5 Reds	67

Scenario	Max Number of Points Remaining
4 Reds	59
3 Reds	51
2 Reds	43
1 Red	35
0 Reds	27
Yellow Potted	25
Green Potted	22
Brown Potted	18
Blue Potted	13
Pink Potted	7

Maximum Break with no foul = 147 points

Maximum Break after a foul with a 'free ball' = 155 points

Snooker Pool Table Marking Instructions				
		7 ft Pool Table	8 ft Pool Table	9 Foot Poot Table
Head Spot	from end cushion	19.5 in	22.0 in	25.0 in
Foot Spot	from end cushion	19.5 in	22.0 in	25.0 in
Baulk Line	from end cushion	16.0 in	18.25 in	20.75 in
Baulk Line	from head spot	3.50 in	3.75 in	4.25 in
Yellow Spot	right of Brown spot	6.5 in	7.5 in	8.5 in
Green Spot	left of Brown spot	6.5 in	7.5 in	8.5 in
Brown Spot	center of Baulk line			
Blue Spot	center of table			
Pink Spot		see NOTE 2	on foot spot	on foot spot
Black Spot	from end cushion	see NOTE 3	8.0 in	9.0 in
Red Spot		on foot spot	see NOTE 2	see NOTE 2

NOTES:

1. Measurements are from 'nose of cushions'
2. Pink ball is as close to first Red ball as possible without touching
3. Black spot must be at least 4.00 inches from edge of last Red ball on 7 ft table with a maximum of 7.0 inches from the end cushion

Setting up Snooker on a Pool Table:

- a. Yellow ball on the left side of the Baulk line.
- b. Brown ball on the center of the Baulk line.
- c. Green ball on the right side of the Baulk line.
- d. Blue ball on Center Spot.
- e. Pink ball on the Foot Spot (except on a 7 foot Pool table).
- f. 15 Red balls racked like in Pool behind the Pink ball (close but not touching).
For a quicker game, 6 or 10 Red balls can be used.
- g. Black ball is centered one eleventh of the length of the table from the Top cushion (midway between last row of Red balls and Top Cushion).
- h. The Baulk line is length of the table (measured from cushion noses) divided by 4.827.
 $4.827 = 140/29$ which is length of 6 x 12 ft Snooker table divided by Baulk line location.
- i. The radius of the Snooker 'D' is one sixth of the width of the table.

To remember the 'order of balls' on the 'Baulk line' the following mnemonic can be used to remember the left to right 'Green Brown Yellow' order: **'God Bless You'**

Snooker Table Layout

