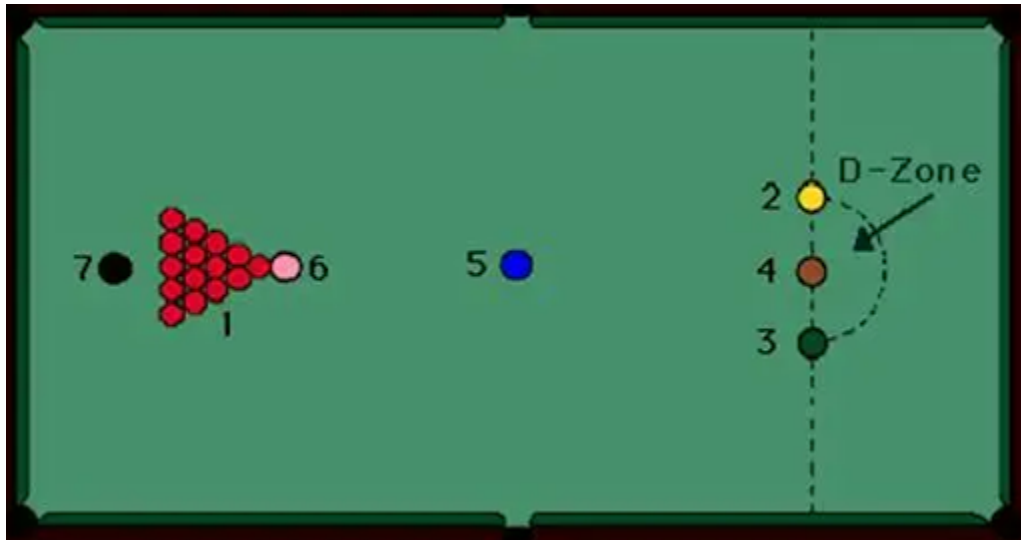


ISL - SNOOKER RULES

Snooker table balls placement:



Value of each ball in the snooker game :

- Red ball = 1 Point
- Yellow Ball = 2 Points
- Green Ball = 3 Points
- Brown Ball = 4 Points
- Blue Ball = 5 Points
- Pink Ball = 6 Points
- Black Ball = 7 points

Fundamentals of the game, necessary snooker points:

- Players take turns to break (start the frame) with a coin toss deciding who starts the first frame. The break is made with the cue ball in the D and a red must be struck.
- You must strike a red with the cue ball as your initial shot every turn.
- If you hit that red (where the ball is ON), you receive one point and may choose any of the colors for your subsequent shot (be sure to say which one you have chosen). Red is kept in the pocket.
- If you hit that color, which is currently the ball, you score that color's value and must strike a red on your next shot if anything does not fit in its designated slot, it is over to the spot with the highest sticker price.
- Your turn is over if you foul or do not pot, and the next player has the opportunity to play his turn.
- Continue until the reds are in the pockets when every red ball has vanished.
- The following balls are pocketed: yellow 2, green 3, brown 4, blue 5, pink 6 and black 7. In the pocket, they remain.
- All balls must be stationary before the next shot is played.
- If the spot on which color would usually be replaced is covered by another ball the color

is placed on the next highest available spot. If all spots are occupied the color is placed as close to its spot as possible, between that spot and the top cushion. The ball must not be touching any other ball.

- The player must have at least some parts of one foot on the ground whilst playing a shot.
- Each shot must have a cushioned touch.
- Every ball must be called as to which pocket it's going to be potted in. If that ball goes in some other pocket than the called pocket it's a foul, the next player can either play or turn the table around (ask the player to play again)
- While taking the first shot (break/ start the frame), you can pot a red color without calling the pocket
- Use of cue extensions are not allowed

What if you accidentally fouled in the snooker game? Here are the foul rules:

- Potting the white is a foul, as is a jump shot, where one ball leaves the table and clears another ball.
- A push shot, which is a foul, is when the tip of the cue remains in contact with the cue ball as it in turn touches the target ball. The cue ball must only be played with one clean strike of the cue.
- The referee may call a miss if the player does not strike the correct ball and is judged not to have made a serious attempt. The other player is awarded the foul (four or more) and has the option to make the player replay the shot.
- The cue ball must hit the nominated ball first, or if it is a red, then any red. Failure to do so is a foul, as is not hitting any ball or potting a non-nominated ball.
- If the player touches any ball with any part of their body or any ball other than the white with their cue it is a foul.
- Hitting a ball off the table is a foul. Reds are not replaced but color will be re-spotted.

General Rules :

- Knockout games and Semi Finals will be played for 30 mins, if the time finishes and the frame is not over yet, the team with higher points will win the game
- Finals will be played as best of three games with no time limit.
- There will be 15 red balls and 6 color balls
- Referee's decision will be the final decision