

General Rules for Snooker



Players: Two or two teams

Darts: one each

Play:

To commence the game each player throws one dart, the nearest to the bullseye has first shot (the break).

The player breaking then must throw a number between 1 - 15 (inclusive) this is counted as a (red ball) if he cannot throw a number between 1 - 15 the next player has a turn.

If the player is successful in throwing a number between 1 - 15 he scores one point, he must then shoot for a coloured ball, numbered between 16 - bullseye.

1 - 15 Red Balls	1 point
16 Yellow	2 points
17 Green	3 points
18 Brown	4 points
19 Blue	5 points
20 Pink	6 points
Bulls eye Black	7 points

This chart shows the points value of each number and their respective colours. After scoring a red ball (1 point) he must then nominate the number (colour) he is shooting for and throw that number, after hitting that number he must then throw another number between 1 - 15 (excluding the first dart scored). If he is successful he then nominates another colour and shoots for that colour. If the player hits another colour and not the one nominated, it is a four point penalty to his opponent, if he hits the blue, pink, black the penalty is the face value of that colour.

If a player is shooting for a red ball and hits a colour ball it is a four point penalty or face value of the colour hit.

If a player is shooting for a nominated colour and hits a red ball, it is counted as a miss and no penalty points are given.

Each time a red ball (1 - 15) is hit its removed from the scoreboard and no longer in the game. If a red ball is hit while going for a coloured ball it remains in the game. Each time a coloured ball is hit and there are still red balls remaining on the scoreboard, this ball stays in the game.

When all (15) red balls are hit; you must then proceed in hitting the coloured balls in order of points (as shown on chart) as these balls get hit they are removed from the game. Each time a coloured ball is hit out of order a penalty of 4 points is given or face value. If a player throws a dart outside the (doubles) circle, and stays in the board it is counted as a miss and no penalty points are given.

If a player throws a dart and it falls from the board it is a 4 point penalty. Doubles and triples are counted as single numbers.

Example of Play:

Player breaking throws these darts:

1st dart 7 Red ball 1 point
2nd dart 19 Blue ball 5 points
3rd dart 11 Red ball 1 point
4th dart 1 Red ball No points

On the 4th dart the player breaking throws 1 (one) this is thrown out of turn while throwing for a colour, there is no penalty for the miss shot, the numbers 7 & 1 1 are no longer in the game but the number 1 remains.

The player receives a total of 7 points and the next player begins his shot.

Next player throws:

1st dart 12 Red ball 1 point
2nd dart 18 Brown ball 4 points
3rd dart 14 Red ball 1 point
4th dart 19 Blue ball -5 points

On the 4th dart the player throws 19 but nominated 17 (green ball) as the colour he was throwing for the numbers 12 & 14 are no longer in the game, the player receives 6 points for the numbers thrown correctly, 5 points are taken away for the penalty leaving a total of 1 point, it is then the next players turn.

The player who broke now has his second shot and throws these darts:

1st dart 9 Red ball 1 point
2nd dart 7 Dead ball No points

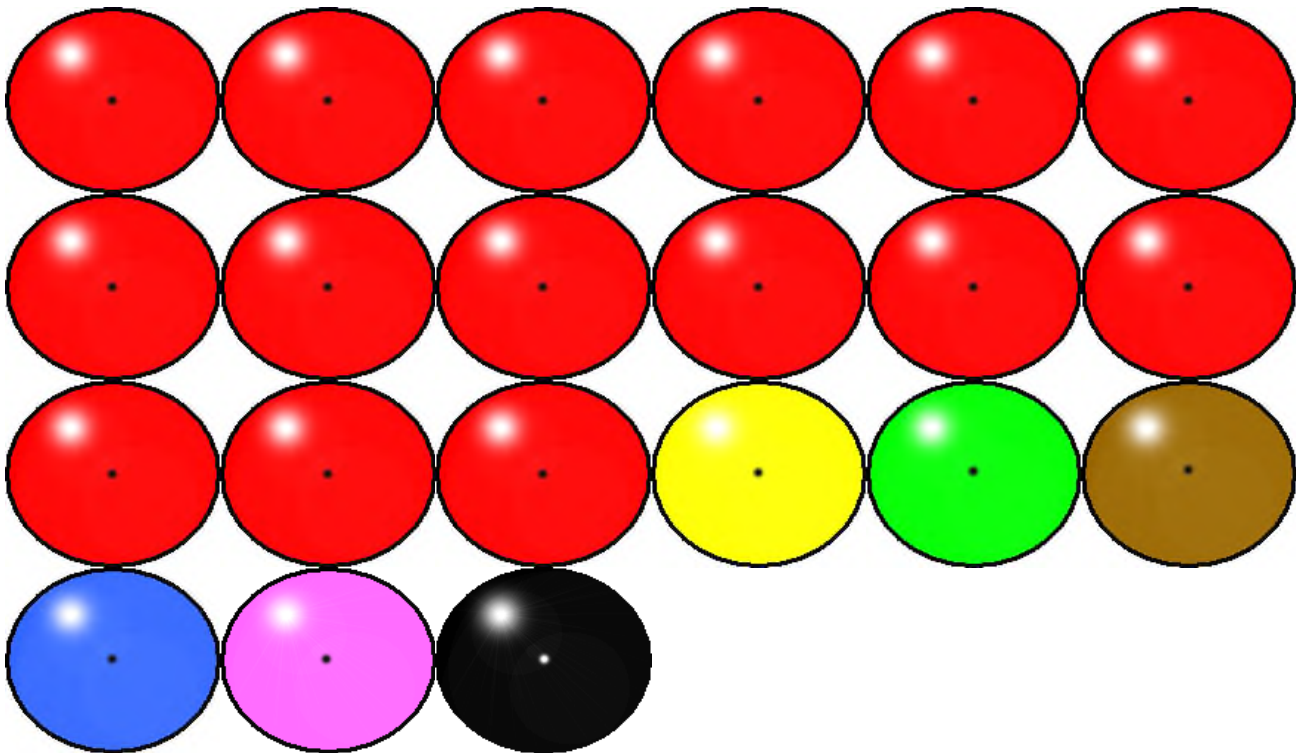
On the 2nd dart the player throws 7 this number is no longer in the game, he receives a total of 1 point for the number hit. There is no penalty for hitting the 7 because it is no longer in the game, the next player then has a turn... and throws these darts:

1st dart 6 Red ball 1 point
2nd dart 19 Blue ball 5 points
3rd dart 20 Pink ball -6 points

On the 3rd dart the player throws 20 while going for a red ball, he receives 6 points for the numbers hit, and loses 6 points for hitting the pink ball out of turn, (the six points being face value) he receives a total of 0 points, the number 6 is taken from the game and the next player takes a turn.

Play continues until all balls have been pocketed, or one player concedes.

To help you to remember the number / ball value why not cut these balls out and pin the around the board as shown here:- Use a chalk board to keep track of the numbers that are hit



I suggest you do not use the black as this is represented by the Bull and outer bull but I have placed it here for illustration purposes