

Premier League Snooker Players

Players at this standard (to be decided by organisers) have to call a pocket on every shot, if a ball is potted into an uncalled pocket it is a foul and ball in hand for their opponent. They also have to pot the 8 ball into the same pocket that they potted their last ball, potting into the incorrect pocket results in loss of frame. The Chinese 8 ball rules still apply, these are in addition to them. This only applies if they are playing a player below their standard, if they are playing a player at the same level they do not have to follow these additional rules.

First Division Snooker Players

Players at this standard (to be decided by organisers) have to call a pocket on every shot, if a ball is potted into an uncalled pocket it is a foul and ball in hand for their opponent. They must call the pocket for the 8 ball, but it does not have to be potted into the pocket they potted their last ball into. The Chinese 8 ball rules still apply, these are in addition to them. This only applies if they are playing a player below their standard, if they are playing a player at the same level they do not have to follow these additional rules.

Second Division Snooker Players

Players at this standard (to be decided by organisers) do not need to call a pocket, and once their balls are potted can then pot the 8 ball into any pocket.

Quick Ref Rules

There is a really good video done by Gareth Potts on Home Leisure Direct Website which explains the rules

<https://www.homeleisuredirect.com/blog/pool/complete-guide-to-chinese-8-ball.html>

- No two shots, a foul is ball in hand anywhere on the table.
- The cue ball or object ball has to hit a cushion after contact
- You cannot hit a cushion first then object ball in order to snooker an opponent
- You may pot your opponent's ball as long as you make contact with your ball first, this is called a 'skill shot'. The aim of the skill shot is to pot your ball as well, then you can carry on with your visit, if you don't pot your ball but pot your opponent's ball it is not a foul, it is just 'loss of turn' cue ball stays in position.

Format

First Round

10 min match, timed. If frame scores are level there will be a black ball shootout to determine the winner. The referee may hurry players on their shots with his own discretion if he thinks time is being wasted.

Quarter Finals

10 min match, timed. If frame scores are level there will be a black ball shootout to determine the winner. The referee may hurry players on their shots with his own discretion if he thinks time is being wasted.

Semi Finals

Timed 15 minute match, player with the most frames wins. If frame scores are level there will be a black ball shootout to determine the winner. The referee may hurry players on their shots with his own discretion if he thinks time is being wasted.

Final

Timed 30 minute match, player with the most frames wins. If frame scores are level there will be a black ball shootout to determine the winner. The referee may hurry players on their shots with his own discretion if he thinks time is being wasted.

Blackball shootouts.

If a timed match is level on frames the winner will be decided with a blackball shootout. This works just the same as a penalty shootout in football, each player takes it in turns and gets 5 shots each, if they are level it goes into sudden death. The black ball must go on the spot it is placed on when the balls are racked at the start of the frame. The white ball must be placed in the centre of the 'D' on the baulk line. Each player takes it in turns to attempt to pot the black ball into any of the corner pockets, if he wants to double the black ball up and down he must call this before taking the shot.