

# **SNOOKER**

## **(INDIVIDUAL & TEAM EVENT) OPEN EVENT**

### **ELIGIBILITY**

Participants do not have to qualify through regional play-offs. Entries must be sent directly to the AAIM Games office. Entry forms may be obtained from the office or website.

### **EVENT CLASSIFICATION**

- MEN: 55+ & 70 +
- WOMEN: 55+

**MINIMUM # OF ENTRIES RECOMMENDED:** 7 per category.

### **RULES & REGULATIONS**

International Rules of Snooker will apply.

1. All games will be played on a regulation table (6x12 and/or 5x10).
2. The flip of a coin awards the winner choice of breaking the balls or nominating the opponent to do so.
3. If a player is unable to bridge their hand over a ball, they may seek permission of the tournament referee to touch the ball.
4. Good sportsmanship will be practiced at all times.
5. Play begins with 15 red balls and 6 colored balls placed on the table. For the women's event, play can begin with 10 red balls and 6 coloured balls placed on the table.
6. On the break the white ball (cue ball) will be struck from the "D" and must directly strike a red ball (no banking) in the pyramid of 15 reds. Penalty is 4 pts.
7. Play continues with players potting a red, then a color until he misses a pot or creates a foul. Play then goes to an opponent.
8. Scores are determined by adding up the value of all balls pocketed in a players turn. RED 1, YELLOW 2, GREEN 3, BROWN 4, BLUE 5, PINK 6, BLACK 7.
9. When potted each red ball stays down, but each color is replaced on its spot until all reds are down. Then colors are dropped in ascending order of value.
10. If the cue ball accidentally goes into a pocket, the next player takes it in hand and may shoot from the "D" in any direction above or below the balk line.
11. Players may snooker or hook their opponent. If the next player fails in attempting to strike the ball that is "on" and snooker's his opponent, the next player may

nominate any colored ball on his first shot and count "1" if he pots it, or ask the player to shoot again. He continues with a color, then a red and a color etc.

12. If the cue ball is touching a ball which is not "on" the player must play away from it, and hit a ball that is "on".
13. If the cue ball is touching the "on" ball, the player must play away from it. He need not hit another ball nor is it foul if he strikes another ball. He may count an "on" ball if he pockets it.
14. FOULS & PENALTIES:
  - i. Cue ball goes into a pocket off a red, yellow, or green - 4pts. Higher value balls their value.
  - ii. Miss altogether - 4pts. or value of higher ball.
  - iii. Pot a ball out of correct order - 4pts. or value of higher valued ball pocketed.
  - iv. Play with a ball other than the cue ball - 4pts.
  - v. Touch other than cue ball - 4pts. or value of higher ball struck.
  - vi. Force any ball off the table - 4pts. or value of highest ball struck.
  - vii. Failure to hit the ball nominated by the player after the opponent's foul - 4pts. or value of higher ball.
  - viii. Moves ball-touching the cue ball - 4pts.
  - ix. Strikes two balls simultaneously, other than two reds or the nominated ball and the ball "on" - 4pts. or higher value ball.
  - x. Push with cue tip instead of striking - 4pts.
  - xi. Play before the balls have come to rest - 4pts. or value of higher ball.
  - xii. The cue ball does not directly strike a red ball on break – 4 pts.

NOTE: When a foul is committed the opponent can either play or request to have the player that fouled shoot again.

15. All games must be completed, including the black ball. A game ends when all balls have been potted, following the Rules of Play; if, however, only the black (7) ball is left on the table, the game ends with the first score or foul. If the players' scores are equal after that scoring, the black ball is spotted on its original position and the players toss a coin for the choice of playing at, or assigning opponent to play at, the black ball with the cue ball in hand within the D, first score or foul then ends the game.

## OFFICIALS

There will be a head judge identified at the start of the tournament. The head judges word is final.

## EQUIPMENT

Players will be allowed to bring their own pool cues.

## TOURNAMENT DRAW

A round robin or multi-division round robin will be played, depending on the number of entries. Two points will be awarded for a win and zero for a loss.

### SINGLE DIVISION ROUND ROBIN: (7 players or less)

The top three players from the round robin will determine first, second, and third place.

### TWO DIVISION ROUND ROBIN:

Play-off Elimination Draw:

First in Pool A vs. second in Pool B

First in Pool B vs. second in Pool A

The winners from this will go on to play a game to determine first and second place.

The losing teams will play a game to determine third place.

### MULTI-DIVISION ROUND ROBIN

A round robin will be played at the discretion of the Host Committee in consultation with the Games Coordinator, depending on the number of entries.

## TIE BREAKING SYSTEM

1. **DIVISION STANDINGS:** In the event two players are tied in division standings, the winner of the previous meeting will advance. If more than two players are tied within a division then points for and against will determine the division winner, the player with the most points will advance. If a player has won by default, then the average points for and the average points against of the games that they have played will determine the score to be awarded for the defaulted game.

## MEDALS

Gold, silver, and bronze medals will be awarded for first, second, and third place respectively, in each category. Medals will be presented immediately following the event or at a central location at a predetermined time.

# 8 BALL POOL

(INDIVIDUAL or TEAM EVENT) OPEN

## ELIGIBILITY

Participants do not have to qualify through regional play-offs. Entries must be sent directly to AAIM. Entry forms may be obtained from the games office or website.

## EVENT CLASSIFICATION

- MEN'S & WOMEN'S: 55+ & 70+ or a combination of age categories may be used for mixed play.

MINIMUM # OF ENTRIES RECOMMENDED: 8 Individuals.

## GENERAL OVERVIEW

1. 8-Ball is a call shot game played with a cue ball and 15 object balls numbered 1 - 15.
2. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes).
3. The player pocketing either group first, and then legally pocketing the 8-ball wins the game.

## RULES & REGULATIONS

The Billiards Congress of America standardized rules will be used.

1. Order of Break
  - a) Winner of the coin toss has the option to break.
  - b) The winner of each game breaks the next.

c) The following are common options that may be designated by tournament officials advance:

1. Players alternate break
2. Loser breaks

## 2. Racking The Balls

The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.

## 3. Call Shot

- a) In a Call Shot, obvious balls and pockets do not have to be indicated.
- b) It is the opponent's right to ask which ball and pocket if he is unsure of the shot.
- c) Bank shots and combination shots are not considered obvious, and care should be taken when calling both the object ball and the intended pocket.
- d) When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc.
- e) Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.
- f) The opening break is not a "called shot".
- g) Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.

## 4. Legal Break Shot:

Defined: To execute a legal break, the breaker (with cue ball behind the head string ) must either 1. Pocket the ball, or 2. Drive at least four numbered balls to the rail.

When the breaker fails to make a legal break, it is a foul, and the incoming player has the option of

- a) Accepting the table in position and shooting, or
- b) Having the balls re-racked and having the option of shooting the opening break or allowing the offending player to re-break.

5. Scratch on a Legal Break:

- a) The balls pocketed remain pocketed (Exception, the 8-ball. See rule #7)
- b) It is a foul,
- c) The table is open.

**Note:** The incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball

6. Object Balls Jumped Off The Table On The Break: it is a foul and the incoming player has the option of:

- a) Accepting the table position and shooting,
- b) Taking cue ball in hand behind the head string and shooting.

7. If the 8-ball is pocketed on the break,

- a) A breaker may ask for a re-rack or have the 8-ball spotted and continue shooting.
- b) If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the head string.

8. Open Table

- a) Defined: The table is "open" when the choice of groups (stripes or solids) has not yet been determined.
- b) When the table is open, it is legal to hit a solid first to make a stripe or vice-versa
- c) Note: The table is always open immediately after the break shot.
- d) When the table is open, it is legal to hit any solid or stripe first in the process of pocketing the called stripe or solid.
- e) However, when the table is open and the 8-Ball is the first ball contacted, it is a foul and no stripe or solid may be scored in favour of the shooter.
- f) The shooter loses his turn, the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed: and the remaining player addresses the balls with the tables still open.
- g) On an open table, all illegally pocketed balls remain pocketed.

## 9. Choice of Group

The choice of stripes or solids is not determined on the break, even if balls are made from only one or both groups, because the table is always open immediately after the break shot.

The choice of group is determined only when a player legally pockets a called object ball after the break shot.

## 10. Legal Shot

- a) Defined: On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls and
  - 1. pocket a numbered ball, **or**
  - 2. cause the cue ball or any numbered ball to contact a rail.
- b) Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the contact ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail.
- c) Failure to meet these requirements is a foul.

## 11. "Safety" Shot

- a) For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a turn at the table by declaring "safety" in advance.
- b) A safety shot is defined as a legal shot.
- c) If the shooting player intends to play a safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a "safety" to the opponent.
- d) It is the shooter's responsibility to make the opponent aware of the intended safety shot.
- e) If this is not done, and one of the shooter's object balls is pocketed, the shooter will be required to shoot again.
- f) Any ball pocketed on a safety shot remains pocketed.

## 12. Scoring

- a) A player is entitled to continue shooting until failing to legally pocket a ball of this group.
- b) After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-Ball.

### 13. Foul Penalty

- a) Opposing player gets cue ball in hand.
- b) This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on opening breaks)
- c) This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage.
- d) With “cue ball in hand”, the player may use a hand or any part of a cue (including the tip) to position the cue ball.
- e) When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

### 14. Combination Shots

Combination shots are allowed, however, the 8-Ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-Ball, it is a foul.

### 15. Illegally Pocketed Balls:

An object ball is considered to be illegally pocketed when:

- a) that object ball is pocketed on the same shot a foul is committed, or
- b) the called ball did not go in the designated pocket, or
- c) a safety is called prior to the shot.

Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

### 16. Object Balls Jumped Off The Table

- a) If any object ball is jumped off the table, it is a foul and a loss of turn, unless it is the 8-Ball which means loss of game.
- b) Any jumped object balls are not re-spotted.

## 17. Jump and Masse' Shot Foul

While "cue ball fouls only" is the rule of play when a match is not presided over by a referee, a player should be aware that it will be considered a cue ball foul if during an attempt to jump, curve or masse' the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

## 18. Playing the 8-Ball

When the 8-Ball is the legal object ball, a scratch or foul is not loss of game if the 8-Ball is not pocketed or jumped from the table. Incoming player has cue ball in hand

**Note:** A combination shot can never be used to legally pocket the 8-Ball, except when the 8-Ball is the first ball contacted in the shot sequence.

## 19. Loss of Game

A player loses the game by committing any of the following infractions:

a) Fouls when pocketing the 8-Ball

(Exception: see 8-Ball Pocketed on the Break – rule #7).

b) Pockets the 8-Ball on the same stroke as the last of his group of balls.

c) Jumps the 8-Ball off the table at any time.

d) Pockets the 8-Ball in a pocket other than the one designated.

e) Pockets the 8-Ball when it is not the legal object ball.

**Note:** All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

## 20. Stalemated Game

If, after 3 consecutive turns at the table by each player (6 turns in total), the referee judges that attempting to pocket or move an object ball will result in loss of game, the balls will be re-racked with the original breaker of the stalemated game breaking again. The stalemate rule may be applied regardless of the number of balls on the table.

**Note:** Three consecutive fouls by one player in 8-Ball is not a loss of game.

## TOURNAMENT DRAW

A round robin format will be used. Each match will consist of the best three games (Race to 2). If there are too few competitors, the event chair, may require that each match consist of best of five games (Race to 3).

## TIE BREAKING SYSTEM

1. DIVISION STANDINGS: If a two-way tie exists at the end of the round robin, a best of three playoff is to be played. If a three-way tie exists at the end of round-robin play, players will toss coins until one person has the “odd” coin and receives a “bye” in the playoff. The other two players play a best of three playoff, with the winner of this game going on to play a best of three playoff against the player who received the “bye”. The winner of this playoff is the overall winner.

## OFFICIALS

There will be a head judge identified at the start of the tournament. The head judge’s word is final.

## EQUIPMENT

Table Size: 4' X 8'

Pool ball: Pocket billiards balls. Weight = 5.5 to 7 oz. Diameter = 2.25"

Pool cue: Player may bring a maximum of 3 cue sticks to a match.

Width of tip = 9mm – 14mm. Minimum length of cue = 40 inches.

Cue tip may not scratch or damage the addressed ball (must be composed of specially processed leather, fibrous or pliable material)

## MEDALS

Gold, silver, and bronze medals will be awarded for first, second, and third place respectively, in each category. Medals will be presented immediately following the event or at a central location at a predetermined time.

# 9 BALL POOL

(INDIVIDUAL or TEAM EVENT) OPEN

## ELIGIBILITY

Participants do not have to qualify through regional play-offs. Entries must be sent directly to AAIM. Entry forms may be obtained from the games office or website.

## EVENT CLASSIFICATION

Men's and Women's – 55+ & 70+ or a combination of age categories may be used for mixed play.

## RULES AND REGULATIONS

The Billiard Congress of America Rules shall apply.

1. **OBJECT OF THE GAME.** Nine-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until missing, committing a foul, or winning the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot. A match ends when one of the players has won the required number of games.
2. **RACKING THE BALLS.** The object balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.
3. **ORDER OF BREAK.** Winner of the lag has the option to break. In 9-Ball, the winner of each game breaks in the next, unless otherwise specified by the tournament organizer. The following are common options that may be designated by tournament officials in advance:
  - a) Players alternate break.
  - b) Loser breaks.
  - c) Player trailing in game count breaks the next game.

4. **LEGAL BREAK SHOT.** The rules governing the break shot are the same as for other shots except:
  - a) The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail.
  - b) If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
  - c) If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted).
5. **CONTINUING PLAY.** On the shot immediately following a legal break, the shooter may play a "push out." If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 9-ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.
6. **PUSH OUT.** The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce the intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except the 9-ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule (except rules Bad Hit or No Rail) is violated. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.
7. **FOULS.** When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are re-spotted (exception: if a pocketed ball is the 9-ball, it is re-spotted). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.
8. **BAD HIT.** If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is foul.
9. **NO RAIL.** If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball on is a foul.
10. **IN HAND.** When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. The player may continue to adjust the position of the cue ball until shooting.

11. **OBJECT BALLS JUMPED OFF THE TABLE.** An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted) and play continues.
12. **JUMP AND MASSÉ SHOT FOUL.** If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve or massé the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).
13. **THREE CONSECUTIVE FOULS.** If a player fouls three consecutive times on three successive shots without making an intervening legal shot, the game is lost. The three fouls must occur in one game. The warning must be given between the second and third fouls. A player's inning begins when it is legal to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.
14. **STALEMATE.** If the official decides that neither player is attempting to win from the current position, he will announce his decision, and each player will have three more turns at the table. Then, if the official still feels that there is no progress towards a conclusion, he will declare the rack a stalemate and the original breaker of the rack will break again.
15. **END OF GAME.** On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball, or when a player forfeits the game as the result of a foul.

## OFFICIALS

Officials will be supplied by the host community. One head referee and one score keeper for each table.

## TOURNAMENT DRAW

A round robin with a playoff will be played. There will be one competition for all players entered. The number of pools will be determined by the number of players entering the competition.

## MEDALS

Gold, silver, and bronze medals will be awarded for first, second, and third place respectively, in each category. Medals will be presented immediately following the event or at a central location at a predetermined time.