

English pool rules

Seven reds, seven yellows, one black, and the two-shot rule.

THE AIM

You play reds or yellows. Pot all seven of your colour, then the black: you win. Pot and you carry on; miss and the turn passes.

THE BREAK AND YOUR COLOUR

After the break the table is **open**: nobody owns a colour. The first ball legally potted sets your colour for the whole frame. Black potted on the break: re-rack. Cue ball potted: foul.

WHAT COUNTS AS A FOUL

- Potting the cue ball
- Hitting no ball at all
- Hitting a ball that is not your colour first
- Potting one of your opponent's balls
- Sending a ball off the table
- Moving a ball other than with the shot
- Playing while a ball is still moving

A combination is not a foul: if your own ball drops legally and an opponent's ball falls in the same shot, the shot stands.

WHAT A FOUL COSTS: TWO SHOTS

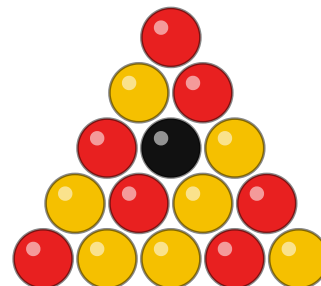
After a foul the opponent gets **two shots**: miss the first and they play again; pot, and they simply carry on. Shots do not stack. If the foul leaves them **snookered**, with no ball of their own reachable in a straight line, their first shot is a **free ball**: any ball may be hit first, and anything potted counts for them.

THE BLACK

All seven of yours gone? Your target is the black, and potting it legally wins the frame. You lose at once if you pot the black with one of your balls still up, pot the cue ball together with the black, or foul on the shot that pots the black.

The two shots still apply on the black: a foul by your opponent gives them to you even when only the black is left.

THE RACK



Black on the centre of the third row, a red and a yellow in the two back corners, colours alternating as far as the triangle allows.

KEEP IN MIND

7 + 7 balls per colour, all to be potted

1 black, last, never before

2 shots after an opponent's foul



No free table? Scan and play. It's free.



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