

ASTEROIDS SNOOKER: The Official Rules

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Introduction:

The game is played with a non-standard set of un-numbered snooker balls: 13 black (the asteroids), 1 yellow (the Sun), 1 blue (the Earth) and, of course, a cue ball. Pockets represent black holes. The game begins with a standard 15-ball rack, placing Sun and Earth at the “1” and “5” positions, respectively. A break is made from anywhere behind the headstring, with the breaking player and the player sequence chosen by lag or lot. Scratched cue balls are shot from that same area. Any number of players can compete, and play can proceed with either teams or individuals competing. Think of the cue ball as a “protective missile,” and the rules will make more sense.

Object:

The object of the game is to have the highest point total of all remaining players (or teams) at the time the game ends, or to be the last remaining player (or team), regardless of point total. It is possible (though highly unlikely) to have negative point totals at the end of the game. If this happens, the player (or team) with the score closest to zero wins. Any eliminated players (4) are ranked last by point total. In team play, scores of eliminated players are not included in the team total.

The Break:

1. Any asteroids, if pocketed on the break, score 1 point each, unless the Earth and/or Sun are pocketed.
2. If the Earth and/or Sun are pocketed on the break, the balls are re-racked, and the next player in the sequence proceeds with a new break. Breakers who pocket the Earth and/or Sun are not eliminated.
3. After a legal break, if any points have been scored, the player who broke may proceed to game play.

Game Play:

1. All shots must be at least single-bank shots. Lacking real gravity to alter trajectories, this requirement adds a level of uncertainty to the game play. Jump shots are illegal. Shooters must call all their shots by specifying only which asteroid will be struck first, as well as their intended number of banks before that first strike. Uncalled and pocketed asteroids shall be spotted. After that first legal strike, uncalled events will also score points as follows:
 2. Shooter (not breaker) will score points as follows:
 - a. 1 point for the first asteroid struck by the cue ball, multiplied by the number of called banks.
 - b. 1 point for each additional asteroid struck by the cue ball.
 - c. 3 points for any asteroid pocketed, removing that asteroid from play.
 - d. 3 points for any asteroid caused to hit the Sun (removing that asteroid from play).
 - e. 1 negative point for each asteroid caused to strike the Earth.
 - f. 1 negative point for each asteroid struck by the Earth (if the Earth is set in motion).
 3. Shooter's turn will end, without scoring further points, if:
 - a. the cue ball strikes any ball before the cue ball rebounds from a rail.
 - b. the player fails to score a positive point.
 - c. the cue ball is scratched, or permanently leaves the table, in which case it is returned to behind the headstring.
 - d. the cue ball strikes the Earth or Sun.
 - e. any object ball, called or not, permanently leaves the table, in which case it shall be spotted.
 4. Shooter (not the team) will be eliminated, without scoring points, if (except on a break):
 - a. the Earth and/or Sun are pocketed, in which case the Earth and/or Sun shall be spotted. If both are pocketed (rare), Earth shall take the normal spot, and the Sun shall be spotted at mid-headstring.
 - b. the Earth is caused to strike the Sun, or vice versa.
 5. The game ends when:
 - a. only one player (or team) remains.
 - b. all asteroids are out of play.