SNAP POOL

Official Rulebook · Fast-paced serve-and-rally billiards

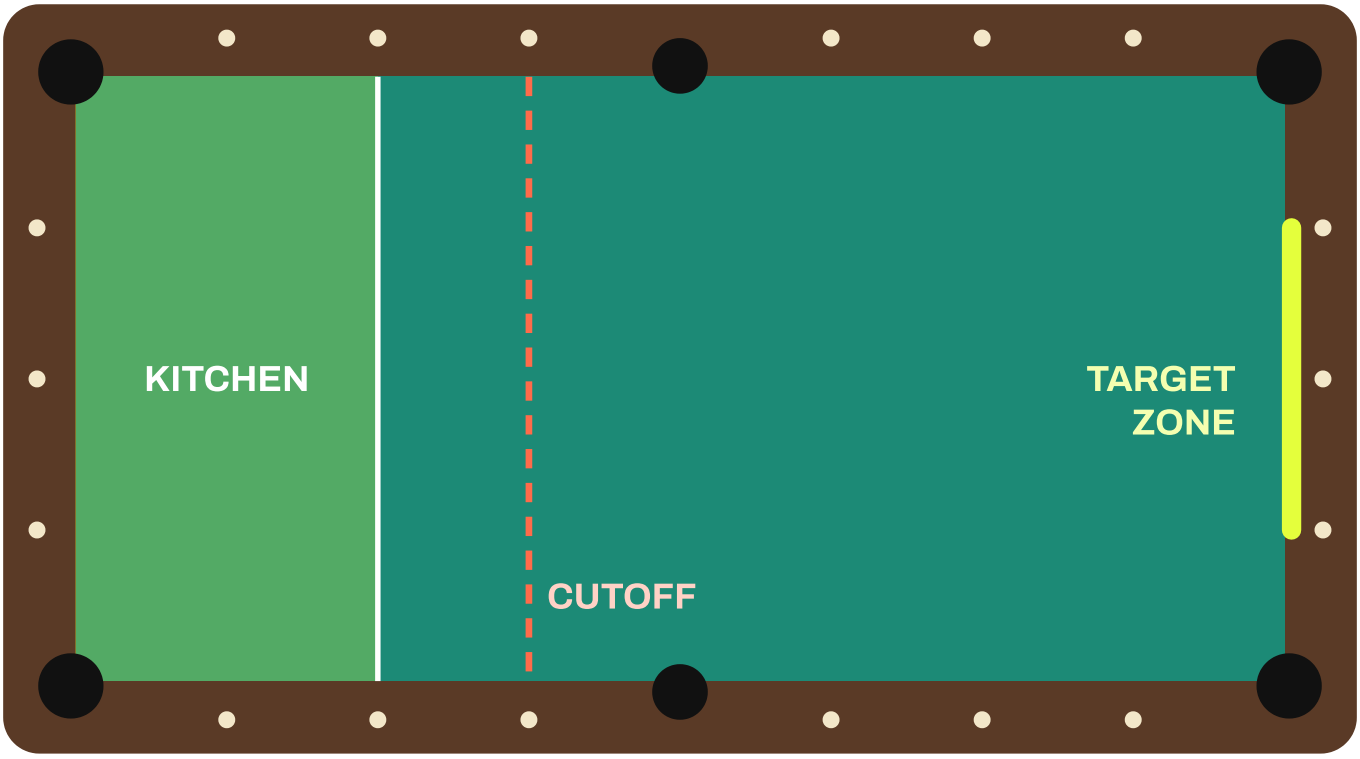
PLAYERS	EQUIPMENT	WIN
2, head-to-head	Standard pool table, cue ball and 8-ball only	First to 11 points, win by 2

Snap Pool blends the serve-and-rally tempo of tennis and table tennis with the precision of billiards. Players serve the 8-ball off the far rail, shoot it on the move, and battle in live rallies where fast reactions can steal 2 points at a time.

SCORING SUMMARY

PLAY	POINTS	NEXT SERVE
Ace (8-ball pocketed on a legal serve)	1	Server retains serve
Live Steal (8-ball pocketed while moving in a Live window)	2	Shooter takes serve
Dead-Ball Pocket (stationary 8-ball pocketed on your turn)	1	Shooter takes serve
Double Fault (two consecutive serve faults)	1 to opponent	Opponent takes serve
Scratch + 8-Ball Pocketed	0	Serve switches to opponent

TABLE ZONES AND KEY MARKINGS



Server's end Far end rail

- **The Kitchen (Head String):** The area behind the head string on the server's end of the table. On every serve, the cue ball must be placed and struck from inside the kitchen.
- **Serve Target Zone:** The section of the opposite end rail strictly between the two alignment diamonds closest to the corner pockets.
- **Serve Cutoff Line:** The alignment diamond just prior to the side pockets on the server's side. The 8-ball must be contacted before crossing this mark on a serve.

SECTION 1: THE SERVE

1. **Setup:** The server stands at one end of the table holding both the cue ball and the 8-ball.
2. **The Roll:** The server rolls the 8-ball down to the opposite end rail. For a valid serve, the 8-ball must strike the end rail inside the Serve Target Zone (between the two diamonds closest to the corner pockets).
3. **The Strike:** As the 8-ball rebounds back toward the server, the server must place and strike the cue ball from inside the kitchen. Contact with the 8-ball must occur while the 8-ball is still in motion and before it crosses the Serve Cutoff Line (the diamond just prior to the side pockets).
4. **Serve Outcomes:**
    - **Ace:** If the 8-ball is legally pocketed on the serve, the server earns 1 point and serves again.
    - **Contact and Miss:** Play transitions immediately into the Rally (Live if the 8-ball hits a rail; Dead Ball if no rail is touched).

SECTION 2: SERVE FAULTS

A fault is called on the serve if the server:

- Rolls a bad serve that misses the Serve Target Zone between the two far end-rail diamonds.
- Rolls the 8-ball too softly so that it stops moving before contact.
- Contacts the 8-ball after it has already crossed the Serve Cutoff Line (the side-pocket diamond).
- Completely misses (whiffs) the 8-ball on the serve strike.
- Places or strikes the cue ball from outside the kitchen.

Fault Penalty: Each server gets two attempts, just like tennis. A first fault results in a re-serve. Two faults in a row is a Double Fault: the opponent is awarded 1 point and takes over the serve.

SECTION 3: THE RALLY

Once legal contact is made on a missed shot, the rally continues in one of two states.

LIVE BALL AND THE 2-POINT STEAL

- **Going Live:** The instant the 8-ball touches a rail after legal contact, it is LIVE.
- **The Steal Window:** While the 8-ball is LIVE and still moving, the incoming player may jump in and shoot it. The cue ball does not need to stop moving before the incoming player takes their shot.
- **If Made:** The shooter scores 2 points and takes the serve.
- **If Missed:** Once the 8-ball strikes a rail again, it becomes LIVE for the other player to attempt a 2-point steal.

DEAD BALL (1-POINT TURN)

- **Going Dead:** The 8-ball becomes DEAD if the incoming player chooses not to shoot before it comes to a complete stop, or if the previous player's missed shot never sent the 8-ball into a rail. (Denying a rail contact rewards precision and soft safety play by eliminating the opponent's steal window.)
- **The Turn:** The incoming player takes an unhurried, standard shot for 1 point.
- **If Made:** The shooter scores 1 point and takes the serve.
- **If Missed:** If the 8-ball hits a rail, it goes LIVE for the opponent; if no rail is touched, it becomes a Dead-Ball turn for the opponent.

SECTION 4: FOULS AND SCRATCHES

Any of the following infractions is a Scratch and awards the opponent Ball in Hand anywhere on the table for a standard 1-point Dead-Ball turn:

- **Pocket Scratch:** Pocketing the cue ball.
- **Table Scratch (Whiff):** Completely missing the 8-ball on any non-serve shot, including a live steal attempt.
- **Cue Ball Interference:** Accidentally touching, bumping, or double-hitting a moving cue ball while lining up or taking a live steal shot.

Scratch + 8-Ball Pocketed: If both the cue ball and the 8-ball are pocketed on the same shot, no points are awarded to either player. The serve simply switches to the opponent.

SECTION 5: QUICK REFERENCE

WIN

First to 11, win by 2.

SERVE

Roll the 8 between the far corner diamonds, then shoot from the kitchen while it's moving, before the side-pocket diamond.

FAULTS

1st fault = re-serve. 2nd fault = 1 point and the serve to your opponent.

LIVE BALL

8-ball hits a rail and is still moving = 2-point steal window. The cue ball can be moving.

DEAD BALL

8-ball stops or never hits a rail = 1-point normal turn.

SCRATCHES

Pocket, whiff or cue interference: ball in hand anywhere on the table.

BOTH BALLS POCKETED

0 points, serve changes hands.