

# KELLY POOL

## NUMBER OF PLAYERS 2 to 15

This game is played with a set of 16 Balls, 1 Cue Ball and 15 coloured, and numbered 1-15. The Table Marker throws an alley to each intending player for his rotation in playing. When all names are taken down, the alleys are returned and pool money collected. The Marker then throws an alley to each player in same order as marked on his book. The alleys are then placed in box according to playing order. (For example - 1st player in No. 1 Slot 2nd player in No.2 Slot, and so on), and the first player commences play by breaking the balls from the 'D'. The Cue Ball must strike one cushion before coming in contact with Pool Balls. To avoid delay, each player should remember the number of his alley placed in the box. The first player to pocket the ball on the table with the number corresponding to his alley wins the Pool and that game is over. A player may pocket any ball on the Table other than the Cue Ball, and continues his play until he misses pocketing a ball or plays a foul shot. Should he pocket a ball other than his own, but one of which no player has the alley of that number, he gains nothing but continues his stroke. If another player has the alley corresponding to the ball pocketed, then he pays the player making Half Pool-i.e. Five cent Pool, 2C and so on, but takes his own turn when it comes; just the same, he may pocket others and collect on them. Any ball once in the pocket by a fair shot remains there, and on no account comes into play again during the game. If, however, a ball is pocketed on a foul shot, then it is placed on the table on pink spot, or if that is covered, behind it and as close as possible to it. Immediately a foul shot has been played, the next player commences play. If another player desires to join in the game he may do so by paying double or treble pool entrance fee, as the case may be. He obtains no advantage, and as a new player takes last alley thrown for position.

### FOUL SHOTS.

1. If Cue Ball does not strike a Numbered Ball the shot is replayed but does not count, and the next player commences play. Any players' balls pocketed on second shot are spotted on pink spot.
2. (a) If Cue Ball from any cause whatever is pocketed, the player stops, and the next player commences from 'D' and can play at any ball on the table.  
(b) Should the player pocket the Cue Ball and also pocket his own or any other ball in the same stroke, it is a foul stroke and does not count.
3. Any ball or balls pocketed under above shots are spotted and next Player Plays.
4. Rules governing Foul Shots in Billiards: e.g., both feet off the floor, moving the Cue Ball in act of striking, push shots, etc., constitute a foul and must be recognised in this game if any player claims it.
5. In any case where marker is satisfied that a player has deliberately played a ball so as to let his following player win the Pool, he shall call it a foul shot and spot that Ball on the pink spot immediately.



# RULES

## BILLIARDS

Billiards is a game which demands the utmost precision of eye and touch. Billiards consists of a table with a set of 15 balls, each with a number 1-15. The cue ball is numbered 0. The cue ball is played by the player who is to be struck, and is played in the same manner as the cue ball in pool. The cue ball is played by the player who is to be struck, and is played in the same manner as the cue ball in pool.

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## SNOOKER

The game of snooker is played with 15 balls, one white cue ball, one red ball, and 14 balls of various colours. The cue ball is played by the player who is to be struck, and is played in the same manner as the cue ball in pool. The cue ball is played by the player who is to be struck, and is played in the same manner as the cue ball in pool.

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## EIGHT BALL

The game is played with a cue ball and fifteen Pool Balls numbered from 1 to 15. The cue ball is played by the player who is to be struck, and is played in the same manner as the cue ball in pool. The cue ball is played by the player who is to be struck, and is played in the same manner as the cue ball in pool.

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## NINE BALL

The game is played with a set of 9 Balls, 1 Cue Ball and 8 coloured, and numbered 1-8. The Table Marker throws an alley to each intending player for his rotation in playing. When all names are taken down, the alleys are returned and pool money collected. The Marker then throws an alley to each player in same order as marked on his book. The alleys are then placed in box according to playing order. (For example - 1st player in No. 1 Slot 2nd player in No.2 Slot, and so on), and the first player commences play by breaking the balls from the 'D'. The Cue Ball must strike one cushion before coming in contact with Pool Balls. To avoid delay, each player should remember the number of his alley placed in the box. The first player to pocket the ball on the table with the number corresponding to his alley wins the Pool and that game is over. A player may pocket any ball on the Table other than the Cue Ball, and continues his play until he misses pocketing a ball or plays a foul shot. Should he pocket a ball other than his own, but one of which no player has the alley of that number, he gains nothing but continues his stroke. If another player has the alley corresponding to the ball pocketed, then he pays the player making Half Pool-i.e. Five cent Pool, 2C and so on, but takes his own turn when it comes; just the same, he may pocket others and collect on them. Any ball once in the pocket by a fair shot remains there, and on no account comes into play again during the game. If, however, a ball is pocketed on a foul shot, then it is placed on the table on pink spot, or if that is covered, behind it and as close as possible to it. Immediately a foul shot has been played, the next player commences play. If another player desires to join in the game he may do so by paying double or treble pool entrance fee, as the case may be. He obtains no advantage, and as a new player takes last alley thrown for position.

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