



**OFFICIAL RULES
OF THE GAMES OF
SNOOKER
AND
ENGLISH BILLIARDS**

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**RULES
OF THE GAME OF
SNOOKER**

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SECTION 1 EQUIPMENT

Measurements displayed in brackets state the metric equivalent to the nearest millimetre

1. The Standard Table

(a) The Playing Area

The playing area is within the cushion faces and shall measure 11 ft 8½ in x 5 ft 10 in (3569 mm x 1778 mm) with a tolerance on both dimensions of +/- ½ in (13 mm).

(b) Height

The height of the table from the floor to the top of the cushion rail shall be 2 ft 10 in (864 mm) with a tolerance of +/- ½ in (13 mm).

(c) Bottom Cushion and Top Cushion

The two shorter sides of the table are defined as the Bottom (also known as Baulk) and Top Cushions of the table. Where a cloth with a nap is fitted to the table, the smooth grain of the nap runs from the Bottom Cushion to the Top Cushion.

(d) Baulk-line and Baulk

A straight line drawn 29 in (737 mm) from the face of the Bottom Cushion, and parallel to it, running from side cushion to side cushion is called the Baulk-line. That line and the intervening space is termed Baulk.

(e) The "D"

The "D" is a semi-circle marked in Baulk with the centre of its straight section in the middle of the Baulk-line and with a radius of 11½ in (292 mm).

(f) Spots

Marked at each corner of the "D", viewed from the Baulk end, the one on the right is known as the Yellow Spot and the one on the left as the Green Spot.

Four spots are marked on the centre longitudinal line of the table:

- (i) one on the middle of the Baulk-line, known as the Brown Spot;
- (ii) one located midway between the points perpendicularly below the faces of the Top and Bottom Cushions, known as the Blue Spot;
- (iii) one located midway between the Blue Spot and a point perpendicularly below the face of the Top Cushion, known as the Pink Spot; and
- (iv) one 12¾ in (324 mm) from a point perpendicularly below the face of the Top Cushion, known as the Black Spot.

(g) Pocket Openings

There shall be a pocket at each of the four corners of the table and one each at the middle of the longer sides.

2. Balls

- (a) A set of balls comprises of 15 Red balls, and one each of the following coloured balls: Yellow, Green, Brown, Blue, Pink, Black and a White.
- (b) The balls shall be of an approved composition and shall each have a diameter of 52.5 mm with a tolerance of +/- 0.05 mm;
- (c) they shall be of equal weight where possible but the tolerance between the heaviest ball and the lightest ball in a set should be no more than 3 g; and
- (d) a ball or set of balls may be changed by agreement between the players or on a decision by the referee.

3. Cue

A cue shall be not less than 3 ft (914 mm) in length and shall show no change from the traditional tapered shape and form, with a tip, used to strike the cue-ball, secured to the thinner end.

4. Ancillary

Various cue rests, long cues, extensions and adaptors may be used by players. These may form part of the equipment normally found at the table but also include equipment introduced by either a player or the referee. All extensions, adaptors and other devices to aid cueing and/or sighting must have received prior approval from the relevant governing body.

SECTION 2

DEFINITIONS

Standard definitions used throughout these Rules are hereinafter italicised.

1. Frame

A *frame* of snooker comprises the period of play from the start (see Section 3 Rule 3(c)), each player playing in *turn* until the *frame* is completed by:

- (a) an accepted concession by any player; or
- (b) a claim by the *striker*, when Black is the only *object ball* remaining on the table, aggregate points are not relevant, and there is a difference of more than seven points between the scores in the *striker's* favour; or
- (c) being awarded to the non-*striker*, when Black is the only *object ball* remaining on the table, aggregate points are not relevant, and there is a difference of more than seven points between the scores in the non-*striker's* favour; or
- (d) the first *pot* or *infringement*, when Black is the only *object ball* remaining on the table (see Section 3 Rule 4); or
- (e) being awarded by the referee under Section 3 Rule 14(d)(ii) or Section 4 Rule 1(b), 1(d), 3(b) or 3(c).

2. Game

A *game* is an agreed or stipulated number of *frames*.

3. Match

A *match* is an agreed or stipulated number of *games*.

4. Balls

- (a) The White ball is the *cue-ball*.
- (b) The 15 Reds and the 6 colours are the *object balls*.

5. Striker and Turn

The person about to play or in play is the *striker*. It is their *turn* until:

- (a) a *stroke* is played and no points are scored; or
- (b) a *foul* is committed, all balls have come to rest, and the referee is satisfied that the *striker* has left the table; or
- (c) a request is made to the opponent to play again following a *foul*; or

- (d) the *frame* is claimed by the *striker*, when Black is the only *object ball* remaining on the table, aggregate points are not relevant, and there is a difference of more than seven points between the scores in the *striker's* favour; or
- (e) the final Black is *potted* and the *cue-ball* has come to rest.

6. Stroke

- (a) A *stroke* is made when the *striker* strikes the *cue-ball* with the tip of the cue, except while addressing the *cue-ball* (known as feathering).
- (b) The *cue-ball* must be *struck* only once and not *pushed* forward. The tip of the cue may momentarily remain in contact with the *cue-ball* after it commences motion.
- (c) A *stroke* is legal when no *infringement* of these Rules is made.
- (d) A *stroke* is not completed until:
 - (i) all balls have come to rest;
 - (ii) spotting of any balls required is completed;
 - (iii) any ancillary equipment being used by the *striker* has been removed.
- (e) A *stroke* may be made *directly* or *indirectly*, thus:
 - (i) a *stroke* is *direct* when the *cue-ball* hits an *object ball* without first hitting a cushion;
 - (ii) a *stroke* is *indirect* when the *cue-ball* hits one or more cushions before hitting an *object ball*.

7. Potting and Pocketing

A *pot* is when an *object ball*, after contact with another ball and without any *infringement* of these Rules, enters a pocket. Causing a ball to be *potted* is known as *potting*.

Causing a ball to enter a pocket in a *foul stroke* is referred to as *pocketing*.

8. Break

A *break* is a number of *pots* in successive *strokes* made in any one *turn* by the *striker*.

9. In-hand

- (a) The *cue-ball* is *in-hand*:
 - (i) before the start of each *frame*;
 - (ii) when it has been *pocketed*;
 - (iii) when it has been *forced off the table*; or
 - (iv) when the Black is re-spotted as in Section 3 Rule 4(b).

- (b) The *cue-ball* remains *in-hand* until:
 - (i) it is played legally from *in-hand*; or
 - (ii) a *foul* is committed involving the *cue-ball* while it is on the playing area.
- (c) The *striker* is said to be *in-hand* when the *cue-ball* is *in-hand* as above.

10. Ball in Play

- (a) The *cue-ball* is *in play* when it is not *in-hand*.
- (b) *Object balls* are *in play* from the start of the *frame* until *potted*, *pocketed* or *forced off the table*.
- (c) Colours become *in play* again when re-spotted.

11. Ball On

A *ball on* is any ball which may be legally hit by the first impact of the *cue-ball*, or any ball which may not be so hit but which may be *potted*.

12. Nominated Ball

- (a) A *nominated ball* is the *object ball* which the *striker* declares (states verbally), or indicates to the satisfaction of the referee, they undertake to hit with the first impact of the *cue-ball*.
- (b) If requested by the referee, the *striker* must declare which ball they are *on*.

13. Free Ball

A *free ball* is a ball, other than the *ball on*, which the *striker* nominates as the *ball on* when *snookered* after a *foul* (see Section 3 Rule 12).

14. Forced Off the Table

A ball is *forced off the table* if it comes to rest other than on the playing area or in a pocket, or is picked up by the *striker*, as described in Section 3 Rules 16(b) and 16(c).

15. Infringements, Fouls and Penalties

An *infringement* is any violation of these Rules.

A *foul* is an *infringement* which will end the offender's *turn*. *Penalties* are *infringements* which do not affect the order of play.

16. Penalty Points

Penalty points are awarded to the non-offender after any *infringement*.

17. Snookered

The *cue-ball* is *snookered* when a *direct stroke* in a straight line to every *ball on* is wholly or partially obstructed by a ball or balls not *on*. If one or more *balls on* can be hit at both extreme edges free of obstruction by any ball not *on*, the *cue-ball* is not *snookered*.

- (a) If *in-hand*, the *cue-ball* is *snookered* if it is obstructed as described above from all possible positions on or within the lines of the "D".
- (b) If the *cue-ball* is so obstructed from hitting a *ball on* by more than one ball not *on*:
 - (i) the ball nearest to the *cue-ball* is considered to be the effective snookering ball; and
 - (ii) should more than one obstructing ball be equidistant from the *cue-ball*, all such balls will be considered to be effective snookering balls.
- (c) When Red is the *ball on*, if the *cue-ball* is obstructed from hitting different Reds by different balls not *on*, there is no effective snookering ball.
- (d) The *striker* is said to be *snookered* when the *cue-ball* is *snookered* as above.
- (e) The *cue-ball* cannot be *snookered* by a cushion.

18. Spot Occupied

A spot is said to be *occupied* if a ball cannot be placed on it without that ball touching another ball.

19. Push Stroke

A *push stroke* is made when the tip of the cue remains in contact with the *cue-ball*;

- (a) after the *cue-ball* has commenced its motion, other than momentarily at the point of initial contact; or
- (b) as the *cue-ball* contacts an *object ball* except, where the *cue-ball* and an *object ball* are almost touching, it shall not be deemed a *push stroke* if the *cue-ball* hits a very fine edge of the *object ball*.

20. Jump Shot

A *jump shot* is made when the *cue-ball* passes over any part of an *object ball*, whether hitting it in the process or not, except:

- (a) when the *cue-ball* first hits one *object ball*, other than a touching ball, and then jumps over another ball; or
- (b) when the *cue-ball* jumps and hits an *object ball*, other than a touching ball, and at the moment of landing on the playing area, the *cue-ball* is not on the far side of the current position of that *object ball*; or
- (c) when, after legally hitting an *object ball*, other than a touching ball, the *cue-ball* jumps over that ball after hitting a cushion or another ball.

21. Miss

A *miss* is when the *cue-ball* fails to first contact a *ball on* (see Section 3 Rule 14).

22. Consultation Period

A *consultation period* is the period in which players may assist the referee with replacing any ball(s) to the original position prior to when an *infringement* was made (Section 3 Rules 2c(ii), 3(k), 10(i), 14, 15 and 16(c)) or as described in Section 3, Rule 9. The *consultation period* starts from the moment the decision is made to replace the ball(s) and ends when both players are satisfied as to the position of the ball(s), or by the referee's final decision.

SECTION 3

THE GAME

1. Description

Snooker may be played by two or more players, either independently or as sides. The game can be summarised as follows:

- (a) Each player uses the same White *cue-ball* and there are twenty-one *object balls* – fifteen Reds each valued 1, and six colours: Yellow valued 2, Green 3, Brown 4, Blue 5, Pink 6 and Black 7.
- (b) Scoring *strokes* in a player's *turn* are made by *potting* Reds and colours alternately until all the Reds are off the table and then the colours in the ascending order of their value.
- (c) Points awarded for scoring *strokes* are added to the score of the *striker*.
- (d) *Penalty points* from *infringements* are added to the opponent's score.
- (e) A tactic employed at any time during a *frame* is to leave the *cue-ball* behind a ball not *on* such that it is *snookered* for the next player. If a player or side is more points behind than are available from the balls left on the table, then the laying of snookers in the hope of gaining points from *fouls* becomes most important.
- (f) The winner of a *frame* is the player or side:
 - (i) with the highest score;
 - (ii) to whom the *frame* is conceded; or
 - (iii) to whom it is awarded under Section 3 Rule 14(d)(ii) or Section 4 Rule 1(b), 1(d), 3(b) or 3(c).
- (g) The winner of a *game* is the player or side:
 - (i) winning most, or the required, number of *frames*;
 - (ii) making the greatest total where aggregate points are relevant; or
 - (iii) to whom the *game* is awarded under Section 4 Rule 1(c) or 1(d).
- (h) The winner of a *match* is the player or side winning most *games* or, where aggregate points are relevant, with the greatest total.

2. Position of Balls

- (a) At the start of each *frame* the *cue-ball* is *in-hand* and the *object balls* are positioned on the table as follows:
 - (i) the Reds in the form of a tightly-packed equilateral triangle, with the Red at the apex situated on the centre longitudinal line of the table, above the Pink Spot such that it will be as close to the Pink Spot as possible without *occupying* it, and the base of the triangle parallel with the Top Cushion;
 - (ii) the six colours on the spots designated in Section 1 Rule 1(f).

- (b) If an error in setting up the table is made, Section 3 Rule 7(c) shall apply, the *frame* starting as in Section 3 Rule 3(c).
- (c) After a *frame* has started, a ball *in play* may only be cleaned by the referee upon reasonable request by the *striker* and:
 - (i) the position of the ball shall be marked by a suitable device prior to the ball being lifted for cleaning;
 - (ii) the device used to mark the position of a ball being cleaned shall be regarded as, and acquire the value of the ball until such time as the ball has been cleaned and replaced. It is a *penalty* if any player other than the *striker* or the *striker's* partner contacts the device. The referee shall call PENALTY and return the device or ball being cleaned to its original position, if necessary, even if it was picked up.

A *consultation period* starts when the decision is made to replace the device or ball.

3. Mode of Play

The players shall determine the order of play by lot or in any mutually agreed manner, the winner having the choice of which player plays first.

- (a) The order of play thus determined must remain unaltered throughout the *frame*, except a player may be asked by the next player to play again after any *foul*.
- (b) The player or side to play first must alternate for each *frame* during a *game*.
- (c) The first player plays from *in-hand*, the *frame* commencing when the *cue-ball* has been placed on the table and contacted by the tip of the cue either:
 - (i) as a *stroke* is made; or
 - (ii) while addressing the *cue-ball*.
- (d) If a *frame* is started by the wrong player or side:
 - (i) it shall be restarted correctly, without penalty, if only one *stroke* has been played and no *infringement* has been committed since; or
 - (ii) it shall continue in the normal way if another *stroke* is made, or if an *infringement* is committed during the first *stroke* or after the completion of the first *stroke*, with the correct order of starting being resumed in the following *frame* such that one player or side will have started in three consecutive *frames*; or
 - (iii) it shall, in the event of a stalemate being declared (see Section 3 Rule 17), be re-started by the correct player or side.

- (e) For a *stroke* to be legal, none of the *infringements* described in Section 3 Rule 11 (Penalty Values) must occur.
- (f) It is the *striker's* responsibility to ensure that all objects or ancillary equipment from this *turn* or previous *turns* are removed from the table.
- (g) For the first *stroke* of each *turn*, until all Reds are off the table, Red or a *free ball nominated* as a Red is the *ball on*, and the value of each Red and any *free ball nominated* as a Red, *potted* in the same *stroke*, is scored.
- (h)
 - (i) If a Red, or a *free ball nominated* as a Red, is *potted*, the same player plays the next *stroke* and the next *ball on* is a colour of the *striker's* choice which, if *potted*, is scored and the colour is then spotted;
 - (ii) The *break* is continued by *potting* Reds and colours alternately until all the Reds are off the table and, where applicable, a colour has been played at following the *potting* of the last Red;
 - (iii) The colours then become *on* in the ascending order of their value as per Section 3 Rule 1(a) and when next *potted* remain off the table, except as provided for in Section 3 Rule 4, and the *striker* plays the next *stroke* at the next colour *on*;
 - (iv) In the event that the *striker*, in a *break*, plays before the referee has completed spotting a colour while all other balls are at rest, the value of the colour shall not be scored and Section 3 Rule 11(a)(i) or 11(b)(ii) shall apply as appropriate.
- (i) Reds are not usually replaced on the table once *potted*, *pocketed* or *forced off the table* regardless of the fact that a player may thus benefit from a *foul*. However, exceptions are provided for in Section 3 Rules 2(c)(ii), 3(k) 9, 10(i), 14(b), 14(e), 15, 16(c), 20(b) and Section 5 Rule 1(a)(i).
- (j) If the *striker* fails to *pot* a ball, they must leave the table without undue delay. In the event that they should commit any *foul* before, or while leaving the table, they will be penalised as provided for in Section 3 Rule 11. The next *stroke* is then played from where the *cue-ball* comes to rest, or from *in-hand* if the *cue-ball* is not *in play*, except when the *cue-ball* is replaced in accordance with Section 3 Rules 10(i) and 14(e).
- (k) It is a *penalty* if the non-*striker* comes to the table, out of *turn*, and commits any *infringement*. The referee shall call PENALTY and any ball(s) moved shall be replaced to their position prior to the *infringement*, and the *striker's turn* will continue unaffected. A *consultation period* starts when the decision is made to replace the ball(s).

- (l) Following the final *stroke* of the opponent's *turn*, or following a *foul*, if an incoming player *strikes* the *cue-ball* or commits an *infringement* before the balls have come to rest, or before the referee has completed the spotting of a colour, they shall be penalised as if they were the *striker* and their *turn* will end.
- (m) If any ball enters a pocket and rebounds onto the playing area, it does not count as having been *potted* or *pocketed*. The *striker* has no redress if this occurs.

4. End of Frame, Game or Match

- (a) When Black is the only *object ball* remaining on the table, the first *pot* or *infringement* ends the *frame* excepting only if the following conditions both apply:
 - (i) the scores are then equal; and
 - (ii) aggregate scores are not relevant.
- (b) When both conditions in (a) above apply:
 - (i) the Black is spotted;
 - (ii) the players draw lots for choice of playing next;
 - (iii) the next player plays from *in-hand*; and
 - (iv) the first *pot* or *infringement* ends the *frame*.
- (c) When aggregate scores determine the winner of a *game* or *match*, and the aggregate scores are equal at the end of the last *frame*, the players in that *frame* shall follow the procedure for a re-spotted Black set out in (b) above.

5. Playing from In-hand

To play from *in-hand*, the *cue-ball* must be *struck* from a position on or within the lines of the "D", but it may be played in any direction.

- (a) The referee will state, if asked, whether the *cue-ball* is properly placed (that is, not outside the lines of the "D").
- (b) If the tip of the cue should touch the *cue-ball* while positioning it, and the referee is satisfied that the *striker* was not attempting to play a *stroke*, then the *cue-ball* is not *in play*.

6. Hitting Two Balls Simultaneously

Two balls, other than two Reds or a *free ball* and a *ball on*, must not be hit simultaneously by the first impact of the *cue-ball*.

7. Spotting Colours

Any colour *potted*, *pocketed* or *forced off the table* shall be spotted before the next *stroke* is made, until finally *potted* under Section 3 Rule 3(h)(iii).

- (a) A player shall not be held responsible for any mistake by the referee in failing to spot any ball correctly.
- (b) If a colour is spotted in error after being *potted* in ascending order as per Section 3 Rule 3(h)(iii), it shall be removed from the table without penalty when the error is discovered, and play shall continue from the resulting position. If the error is discovered after the colour has been *potted*, the points scored shall count after the next *stroke* is played, or after an *infringement* is committed prior to playing the next *stroke*.
- (c) If a *stroke* is made with a ball or balls not correctly spotted, they shall be considered correctly spotted for subsequent *strokes*. Any colour incorrectly missing from the table shall be spotted:
 - (i) without penalty when discovered if missing due to previous oversight, provided the *frame* has not already ended under the terms of Section 2 Rule 1 and play shall continue from the resulting position.
 - (ii) subject to penalty if the *striker* played before the referee was able to complete the spotting.
- (d) If a Red is spotted in error, instead of a colour, once discovered the colour shall be spotted, and:
 - (i) if the Red can be identified it will be removed from the table; or
 - (ii) if the Red can be identified but has been *potted* or *pocketed*, or if it cannot be identified, the *frame* continues thus effectively creating a sixteen Red *frame*;
 and play shall continue from the resulting position without penalty.
- (e) If a colour has to be spotted and its own spot is *occupied*, it shall be placed on the highest value spot available.
- (f) If there is more than one colour to be spotted and their own spots are *occupied*, the highest value ball shall take precedence in order of spotting.
- (g) If all spots are *occupied*, the colour shall be placed as near its own spot as possible, between that spot and the nearest part of the Top Cushion.
- (h) In the case of Pink and Black, if all spots are *occupied* and there is no available space between the relevant spot and the nearest part of the Top Cushion, the colour shall be placed as near to its own spot as possible on the centre longitudinal line of the table.
- (i) In all cases, the colour when spotted must not be touching another ball.

- (j) A colour, to be properly spotted, must be placed on the spot designated in these Rules.

8. Touching Ball

- (a) If at the completion of a *stroke* the *cue-ball* is touching a *ball* or *balls on*, or that could be *on*, the referee shall call TOUCHING BALL and, in the event of any doubt, indicate which ball or balls *on* the *cue-ball* is touching. If the *cue-ball* is touching one or more colours after a Red (or a *free ball nominated* as a Red) has been *potted*, the referee shall also ask the *striker* to DECLARE which colour they are *on*.
- (b) When a TOUCHING BALL has been called, the *striker* must play the *cue-ball* away from that ball without moving it or it is a *push stroke*.
- (c) Providing the *striker*, in playing a *stroke*, does not cause any touching *object ball* to move, there shall be no penalty if:
- (i) the ball is *on*;
 - (ii) the ball could be *on* and the *striker* declares they are *on* it; or
 - (iii) the ball could be *on* and the *striker* declares, and first hits, another ball that could be *on*.
- (d) If the *cue-ball* comes to rest touching or nearly touching a ball that is not *on*, the referee, if asked whether it is touching, will clarify the situation.
- (e) When the *cue-ball* is touching both a *ball on* and a ball not *on*, the referee shall only indicate the *ball on* as touching. If the *striker* should ask the referee whether the *cue-ball* is also touching the ball not *on*, they are entitled to be told.
- (f) It is not a *foul* if the referee is satisfied that any movement of a touching ball at the moment of *striking* was not caused by the *striker*.
- (g) If a stationary *object ball*, not touching the *cue-ball* when examined by the referee, is later seen to be in contact with the *cue-ball* before a *stroke* has been made, the balls shall be repositioned by the referee to their satisfaction. This also applies to a touching ball which later, when examined by the referee is not touching.

9. Ball on Edge of Pocket

When a ball falls into a pocket without being hit by another ball, and

- (a) being no part of any *stroke* in progress, it shall be replaced and any points previously scored shall count.
- (b) If it would have been hit by any ball involved in a *stroke*:
- (i) with no *infringement* of these Rules (including cases where an *infringement* would have occurred but for the ball falling into a pocket), all balls will be replaced and the same *stroke* played again, or a different *stroke* may be played by the same *striker* at their discretion;

- (ii) if a *foul* is committed, the *striker* incurs the penalty prescribed in Section 3 Rule 11, all balls will be replaced and the next player has the usual options after a *foul*.
- (c) If a ball balances momentarily on the edge of a pocket and then falls in, it shall be considered *potted* or *pocketed* and shall not be replaced.
A *consultation period* starts when the decision is made to replace the ball(s).

10. Fouls

If a *foul* is committed, the referee shall immediately call FOUL.

- (a) If the *striker* has not made a *stroke*, their *turn* ends and the referee shall announce the penalty.
- (b) If a *stroke* has been made, the referee will wait until completion of the *stroke* before announcing the penalty.
- (c) If a *foul* is neither awarded by the referee, nor successfully claimed by the non-*striker* before the next *stroke* is made, it is condoned.
- (d) Any colour not correctly spotted shall remain where positioned except that if off the table it shall be correctly spotted;
- (e) All points scored in a *break* before a *foul* is awarded shall count but the *striker* shall not score any points for any ball *pocketed* in a *foul stroke*.
- (f) The next *stroke* is played from where the *cue-ball* comes to rest or, if the *cue-ball* is not *in play*, from *in-hand*.
- (g) If more than one *foul* is committed in the same *stroke*, the highest value penalty shall be incurred.
- (h) The player who committed the *foul*:
 - (i) incurs the *penalty points* prescribed in Section 3 Rule 11; and
 - (ii) has to play the next *stroke* if requested by the next player.
- (i) If a *striker* *fouls* any ball including the *cue-ball* prior to *striking* it, the appropriate penalty will be imposed. The non-offender may then elect to play themselves from the position left, or request the offender to play again from the position left or the original position, in which latter case all balls shall be replaced and the *ball on* shall be the same as it was prior to the *infringement*, namely:
 - (i) Any Red, where Red was the *ball on*;
 - (ii) The colour *on*, where all the Reds were off the table;
 - (iii) A colour of the *striker's* choice, where the *ball on* was a colour after a Red, or a *free ball nominated* as a Red had been *potted*.
 A *consultation period* starts when the request is made to replace the ball(s).

11. Penalty Values

The following acts are *fouls* and incur four *penalty points* unless higher *penalty points* are indicated in paragraphs (a) to (d) below.

- (a) value of the *ball on* by:
- (i) *striking* before the referee has completed the spotting of a colour taken as a *free ball*;
 - (ii) *striking* the *cue-ball* more than once during a *stroke*;
 - (iii) *striking* when both feet are off the floor;
 - (iv) playing out of *turn* in Four-handed Snooker;
 - (v) playing improperly from *in-hand*, including at the opening *stroke*;
 - (vi) causing the *cue-ball* to fail to contact any *object ball*;
 - (vii) causing the *cue-ball* to be *pocketed*;
 - (viii) causing the *cue-ball* to be *snookered* by the *nominated free ball*, except as provided for in Section 3 Rule 12(b)(ii);
 - (ix) playing a *jump shot*;
 - (x) playing with a non-standard cue; or
 - (xi) conferring or communicating with a partner contrary to Section 3 Rule 18(e);
- (b) value of the *ball on* or ball concerned, whichever is higher, by:
- (i) *striking* when any ball is not at rest;
 - (ii) *striking* before the referee has completed the spotting of a colour that is not a *free ball*;
 - (iii) causing a ball not *on* to be *pocketed*;
 - (iv) causing the *cue-ball* to first hit a ball not *on* or, when a *free ball* is *nominated*, causing the *cue-ball* to first hit any ball other than the *nominated free ball* unless it was hit simultaneously with a *ball on*;
 - (v) making a *push stroke*;
 - (vi) Contacting, with any part of the player's person, attire or equipment, a ball *in play*, or any device used to mark a ball *in play*.
 - (vii) causing any ball to contact any object or equipment left at or on the table during the *turn* or from previous *turns*;
 - (viii) *striking* before any balls removed for cleaning have been returned to the table;
 - (ix) causing a ball to be *forced off the table*;
 - (x) causing the *cue-ball* to be *snookered* by the *nominated ball* in Six Reds Snooker.
- (c) value of the *ball on* or higher value of the two balls concerned by causing the *cue-ball* to first hit simultaneously two balls, other than two Reds (when Red is the *ball on*) or a *nominated free ball* and a *ball on*;

- (d) seven points if the *striker*:
 - (i) uses a ball off the table for any purpose;
 - (ii) uses any object to measure gaps or distance;
 - (iii) plays at Reds, or a *free ball* followed by a Red, in successive *strokes*;
 - (iv) uses any ball other than White as the *cue-ball* after the *frame* has started;
 - (v) fails to declare which ball they are *on* when requested to do so by the referee; or
 - (vi) after *potting* a Red (or *free ball nominated* as a Red), commits a *foul* before a colour has been *nominated*.

The following acts are *penalties* and incur four *penalty points* unless higher *penalty points* are indicated in paragraphs (e) to (g) below.

- (e) value of the *ball on* or ball concerned, whichever is higher by committing an *infringement*, out of *turn*, as described in Section 3 Rule 3(k);
- (f) seven points if any player contacts, with any part of their person, attire or equipment, any ball or a device used to mark a ball, during a *consultation period*.
- (g) seven points if the *non-striker*:
 - (i) uses a ball off the table for any purpose;
 - (ii) uses any object to measure gaps or distance.

12. Snookered After a Foul

After a *foul*, if the *cue-ball* is *snookered* (see Section 2 Rule 17), the referee shall call FREE BALL.

- (a) If the player next in *turn* elects to play the next *stroke*:
 - (i) they may *nominate* any ball as the *ball on*, but a *free ball* cannot be the *ball on*;
 - (ii) any *nominated free ball* shall be regarded as, and acquire the value of, the *ball on* except that, if *potted*, it shall then be spotted.
- (b) It is a *foul* if the *cue-ball* should:
 - (i) fail to hit the *nominated free ball* first unless it was hit simultaneously with a *ball on*; or
 - (ii) after a non-scoring *stroke*, be *snookered* on all Reds or the *ball on* by the *nominated free ball*. Except when the Pink and Black are the only *object balls* remaining on the table.
- (c) If the *nominated free ball* is *potted*, it is spotted and the value of the *ball on* is scored.

- (d) If a *ball on* is *potted*, after the *cue-ball* hit the *nominated free ball* first, or simultaneously with a *ball on*, the *ball on* is scored and remains off the table.
- (e) If both the *nominated free ball* and a *ball on* are *potted*, only the *ball on* is scored unless it was a Red, when each ball *potted* is scored. The *nominated free ball* is then spotted and the *ball on* remains off the table.
- (f) If the offender is asked to play again, or a request is made by the non-offender for the replacement of the ball(s) (as in Section 3 Rules 10(i), 14(b) and 14(e)), the *free ball* option becomes void.

13. Play Again

Once a player has requested an opponent to play again after a *foul* or requested the replacement of ball(s) after a *foul* or a *Foul* and a *Miss*, such request cannot be withdrawn. The offender, having been asked to play again, is entitled to:

- (a) change their mind as to:
 - (i) which *stroke* they will play; and
 - (ii) which *ball on* they will attempt to hit;
- (b) score points for any ball or balls they may *pot*.

14. Foul and a Miss

- (a) The *striker* shall, to the best of their ability, endeavour to hit the *ball on* or a ball that could be *on* after a Red has been *potted*. If the referee considers the Rule infringed, they shall call FOUL AND A MISS unless:
 - (i) any player needed *penalty points* before, or as a result of, the *stroke* being played and the referee is satisfied that the *miss* was not intentional;
 - (ii) a situation exists where it is impossible to hit the *ball on*.
In the latter case it must be assumed the *striker* is attempting to hit the *ball on* provided that they play, *directly* or *indirectly*, at the *ball on* with sufficient strength, in the referee's opinion, to have reached the *ball on* but for the obstructing ball or balls.
- (b) After a FOUL AND A MISS has been called, the non-offender may request the offender to play again from the position left or the original position, in which latter case all balls shall be replaced and the *ball on* shall be the same as it was prior to the last *stroke* made, namely:
 - (i) Any Red, where Red was the *ball on*;
 - (ii) the colour *on*, where all Reds were off the table; or

- (iii) a colour of the *striker's* choice, where the *ball on* was a colour after a Red, or a *free ball nominated* as a Red had been *potted*.
- (c) If the *striker*, in making a *stroke*, fails to first hit a *ball on* when there is a clear path in a straight line from the *cue-ball* to any part of any ball that is or could be *on*, the referee shall call FOUL AND A MISS unless as described under Section 3 Rule 14(a)(i).
- (d) After a FOUL AND A MISS has been called under paragraph (c) above when there was a clear path in a straight line from the *cue-ball* to a ball that was *on* or could have been *on*, such that central, full ball, contact was available (in the case of Reds, this to be taken as a full diameter of any Red that is not obstructed by a colour), or when the *cue-ball* is touching a ball that could be *on* after a Red was *potted*, then:
 - (i) a second failure to first hit a *ball on* in making a *stroke* from the original position shall be called as a FOUL AND A MISS regardless of the difference in scores;
 - (ii) in the event of a second failure as in (i) above, if asked to play again from the original position, the offender shall be Warned by the referee that a further failure will result in the *frame* being awarded to their opponent. However, a *frame* cannot be awarded if a Warning has not been issued. If the referee has not issued the Warning, provided the sequence of FOUL AND A MISS calls has continued, the *striker* will be Warned at the first available opportunity.
 - (iii) if asked to play from the position left, the *Foul* and a *Miss* sequence as in (d)(i) and (d)(ii) ends.
- (e) After all balls have been replaced under this Rule, and the *striker fouls* any ball, including the *cue-ball*, a MISS will not be called if a *stroke* has not been played. In this case the appropriate penalty will be imposed. The non-offender may then elect to play themselves from the position left, or request the offender to play again from the position left or the original position, in which latter case all balls shall be replaced and the *ball on* shall be the same as it was prior to the last *stroke* made, namely:
 - (i) any Red, where Red was the *ball on*;
 - (ii) the colour *on*, where all Reds were off the table; or
 - (iii) a colour of the *striker's* choice, where the *ball on* was a colour after a Red, or a *free ball nominated* as a Red had been *potted*.

If the above situation arises during a sequence of FOUL AND A MISS calls as described under paragraph (d) above, any Warning concerning the possible awarding of the *frame* to their opponent shall only remain in effect when all balls have been replaced to their original position prior to the *infringement*.

- (f) If, after a FOUL AND A MISS has been called, the request is made to play from the original position, a *consultation period* starts.

15. Ball Moved by Other than Striker

If a ball, stationary or moving, is disturbed other than by the *striker*, it shall be replaced by the referee to the position they deem the ball was, or would have come to rest, without penalising the *striker*.

A *consultation period* starts when the decision is made to replace the ball(s).

- (a) This Rule shall include cases where another occurrence or person, other than the *striker's* partner causes the *striker* to move a ball, but will not apply in cases where a ball moves due to any defect in the table surface, except in the case where a spotted ball moves before the next *stroke* has been made.
- (b) No player shall be penalised for any disturbance of balls by the referee.

16. Ball Moved Other than in a Stroke

- (a) If an *object ball in play* is disturbed by the *striker* while the *cue-ball* is *in-hand*, the referee will call FOUL and the *cue-ball* will remain *in-hand* for the next *stroke*.
- (b) A ball, intentionally moved or picked up by the *striker* will be deemed *forced off the table*. An exception is provided for in Section 5 Rule 1(a)(i).
- (c) If the referee considers that the action of *forcing a ball off the table* was an act of Unsporting Conduct, they will replace that ball to the original position or, in the case of a moving ball, to the position the referee deemed it would have finished.

A *consultation period* starts when the decision is made to replace the ball(s).

17. Stalemate

If the referee thinks a position of stalemate exists, or is being approached, or is indicated by both players, the referee shall offer the players the immediate option of re-starting the *frame*. If any player objects, the referee shall allow play to continue with the proviso that the situation must change within a stated period, usually after three more *strokes* to each side but at the referee's discretion. If the situation remains basically unchanged after the stated period has expired, the referee shall nullify all scores and re-set all balls as for the start of a *frame*. The same player shall again make the opening *stroke*, subject to

Section 3 Rule 3(d)(iii), with the same established order of play being maintained. This process is commonly referred to as a re-rack. If a stalemate occurs during a re-spotted Black as described in Section 3 Rule 4(b), only the Black will be spotted with the same player to play the opening *stroke*.

18. Four-handed Snooker

- (a) In a four-handed *game* (four players constituting two sides of two players) each side shall open alternate *frames* and the order of play shall be determined at the start of each *frame* and, when so determined, must be maintained throughout that *frame*.
- (b) Players may change the order of play at the start of each new *frame*.
- (c) If a *foul* is committed and a request to play again is made, the player who committed the *foul* plays the next *stroke* and the order of play is unchanged. If the FOUL was called for playing out of *turn*, the offender's partner will lose a *turn*, whether or not the offender is asked to play again.
- (d) When a *frame* ends in a tie Section 3 Rule 4 applies. If a re-spotted Black is necessary, the pair who play the first *stroke* have the choice of which player will make that *stroke*. The order of play must then continue as in the *frame*.
- (e) Partners may confer or communicate during a *frame* but not whilst one is the *striker* and has approached the table until their *turn* has ended.
- (f) If the *striker's* partner commits an *infringement*, the *striker* will be considered as the offender.

19. Six Reds Snooker

In a Six Reds Snooker game the official Rules of the Game of Snooker apply with the following variations:

- (a) There will be no more than five consecutive FOUL AND A MISS calls if the offender is requested to play again from the original position.
- (b) After the fourth consecutive FOUL AND A MISS call, the referee will Warn the offending player that should a FOUL AND A MISS be called again the non-offender may:
 - (i) play from where the balls have come to rest; or
 - (ii) ask their opponent to play from where the balls have to come to rest; or
 - (iii) play the *cue-ball* from any position on the playing area, unless any player needed *penalty points* before, or as a result of, the last *stroke* being played. If this option is chosen, Section 3 Rule 12 shall not apply.

- (c) If, after a FOUL AND A MISS call, the offender is requested to play from the position left, the previous *Foul* and a *Miss* sequence ends.
- (d) After *potting* a Red or a *free ball nominated* as a Red, the *striker* must not leave their opponent *snookered* behind the *nominated* colour as described in Section 2 Rule 17.

20. Use of Ancillary Equipment

It is the responsibility of the *striker* to both place and remove any equipment they may use at the table.

- (a) The *striker* is responsible for all items including, but not limited to, rests and extensions that they bring to the table, whether owned by them or borrowed (except from the referee), and they will be penalised for any *fouls* made when using this equipment.
- (b) Equipment normally found at the table which has been provided by another party including the referee is not the responsibility of the *striker*. It is not a *foul* if this equipment should prove to be faulty and thereby cause the *striker* to contact a ball or balls. The referee will, if necessary, reposition any balls in accordance with Section 3 Rule 15 and the *striker*, if in a *break*, will be allowed to continue without penalty.

21. Interpretation

- (a) Circumstances may necessitate adjustment in how Rules are applied for persons with disabilities. In particular and for example:
 - (i) Section 3 Rule 11(a)(iii) cannot be applied to players in wheelchairs; and
 - (ii) a player, upon request to the referee, shall be told the colour of a ball or its position if they are unable to differentiate between colours as, for example, Red and Green.
- (b) When there is no referee, the opposing player or side will be regarded as such for the purpose of these Rules.

SECTION 4 THE PLAYERS

1. Unsporting Conduct

- (a) In the event of
 - (i) a player using offensive language, or making offensive gestures, or
 - (ii) any conduct by a player which in the opinion of the referee is wilfully or persistently Unsporting; or
 - (iii) any other conduct by a player which otherwise amounts to Unsporting Conduct; or
 - (iv) any player refusing to continue the current *frame*;
the referee shall Warn the player that in the event of any further Unsporting Conduct the *frame* will be awarded to their opponent.
- (b) If the referee has Warned the player under (a) above, in the event of any further Unsporting Conduct, the referee shall award the *frame* to their opponent, or, if this happens between *frames*, the referee shall award the next *frame* to their opponent. And, the referee shall Warn the player that in the event of any further Unsporting Conduct the *game* will be awarded to their opponent.
- (c) If a referee has awarded a *frame* to a player's opponent, under (b) above or (d) below, in the event of any further Unsporting Conduct by the player concerned, the referee shall award the *game* to the player's opponent.
- (d) in the event that the conduct which in the opinion of the referee is sufficiently serious, they shall award the *frame* or the *game* to the player's opponent, even if previous Warnings for Unsporting Conduct were not issued.
- (e) Any decision by the referee to award a *frame* and/or *game* to a player's opponent shall be final and shall not be subject to any appeal.

2. Conceding

- (a) A player may offer a concession, but this becomes null and void if the opponent chooses to play on.
- (b) A player shall not concede a *frame* in any *game*, or *match* unless any player needs *penalty points*. Any breach of this Rule shall be regarded as Unsporting Conduct by the player concerned. If the referee has already Warned the player under Rule 1(a) above, the next *frame* shall be awarded to their opponent.
- (c) When aggregate scores determine the winner of a *game* or *match* and a *frame* is conceded, the opponent shall receive the equivalent of the value of any balls remaining on the table, where Reds shall count as eight points each and any colour incorrectly off the table shall be counted as if spotted.

3. Time Wasting

- (a) In the event of a player taking an abnormal amount of time over a *stroke*, or the selection of a *stroke*, the referee shall Warn the player that in the event of any further Time Wasting during the *game* the *frame* will be awarded to their opponent.
- (b) If the referee has Warned the player for Time Wasting under (a) above, in the event of any further Time Wasting by that player, the referee shall award the *frame* to their opponent.
- (c) If a referee has awarded a *frame* to a player's opponent for Time Wasting, in the event of any further Time Wasting by the player concerned, the referee shall, each time thereafter award a *frame* to the player's opponent.

4. Penalty

- (a) If a *frame* is forfeited under this Section, the offender shall:
 - (i) lose the relevant *frame*; and
 - (ii) when aggregate scores determine the winner of a game or match, forfeit all points scored and the opponent shall receive the equivalent of the value of any balls remaining on the table, where Reds shall count as eight points each and any colour incorrectly off the table shall be counted as if spotted.
- (b) If a *game* is forfeited under this Section, the offender shall:
 - (i) lose the relevant *frame*; and
 - (ii) additionally, lose the required number of un-played *frames* to complete the *game* where *frames* are relevant; or
 - (iii) additionally, lose the remaining *frames*, each valued at 147 points, where aggregate points determine the winner of the game.

5. Non-striker

The non-*striker* shall, when the *striker* is playing, avoid standing or moving in the line of sight of the *striker*. They shall sit or stand at a reasonable distance from the table and avoid making any movement or action that may interrupt the concentration of the *striker*.

6. Scoring Responsibility

As well as the referee, it is the players' responsibility to make sure that the correct score is being applied, either on the scoreboard or by the referee announcing the scores. If any player notices that the score is wrong, they shall inform the referee at the earliest opportunity.

7. Absence

In the case of their absence from the table, the non-*striker* may appoint a deputy to watch in their interest and claim an *infringement* if necessary. Such appointment must be made known to the referee prior to departure.

SECTION 5 THE OFFICIALS**1. The Referee**

- (a) The referee shall:
 - (i) make decisions in the interests of fair play for any situation not covered adequately by these Rules;
 - (ii) be responsible for proper conduct during a *match* under these Rules;
 - (iii) intervene if they see any *infringement* of these Rules;
 - (iv) tell a player the colour of a ball, or its position, if requested; and
 - (v) clean any ball upon reasonable request by the *striker*.
- (b) The referee shall not:
 - (i) answer any question not authorised in these Rules; nor
 - (ii) give any indication that a player is about to make an *infringement*; nor
 - (iii) give any advice or opinion on situations that could affect play; nor
 - (iv) answer any question regarding the difference in scores.
- (c) If the referee has failed to notice any incident, they may at their discretion take the evidence of the marker or other officials or spectators best placed for the observation or, if available they may view a camera/video recording of the incident to assist their decision.

2. The Marker

The marker shall keep the score on the scoreboard and assist the referee in carrying out their duties. The marker shall also act as a stroke recorder if necessary.

3. The Stroke Recorder

The stroke recorder shall maintain a record of each *stroke* or *infringement* and how many points are scored by each player or side as required. They shall also make note of *break* totals and Warnings where issued.

4. Assistance by Officials

- (a) At the *striker's* request, the referee or marker shall move and hold in position any lighting apparatus that interferes with the action of the *striker* in making a *stroke*.
- (b) It is permissible for the referee or marker to give necessary assistance to players with disabilities according to their circumstances.

SNOOKER SHOOTOUT COMPETITION RULES

Snooker Shoot Out Competition Rules

Official Rules of the game of Snooker apply and their standard definitions used throughout these Rules are hereinafter italicised. Changes are:

Timing

1. Each *match* will be played over a maximum of 10 minutes. The match clock shall commence from moment the *cue-ball* is struck for the initial opening *stroke*.
2. A shot clock will be started by the timing official in agreement with the referee. It will stop at the exact moment the player *strikes* the *cue-ball*.
3. Maximum shot clock durations:
 - (i) During the first five minutes of the *match*, a *stroke* must commence within 15 seconds.
 - (ii) During the last five minutes of the *match*, a *stroke* must commence within 10 seconds.

Failure to commence a *stroke* within the allotted time will result in a time *foul* being awarded.

4. The timing official will start the shot clock;
 - (i) when all balls have come to rest and the spotting of any balls required is completed; or
 - (ii) when the referee calls out the relevant *break* score; or
 - (iii) after an infringement, when the referee hands the *cue-ball* to the incoming player or places the *cue-ball* on the playing area.
5. If the referee needs time to make a decision, they can decide to either pause the shot clock or the match clock and will notify the timing official when to re-start.
6. If the referee is unable to make a definitive decision, or is being notified by the marker that a review of the last *stroke* is necessary, they may use a video and audio replay in order to assist their decision and the referee will notify the timing official to pause the match clock. This process of review will be conducted at the marker's desk while both players will wait at the table. If such a decision for a review is not requested before the next *stroke* is made, any potential incident is condoned.
7. Should a player have reason to question a refereeing decision, the shot clock will not be paused unless the referee deems it necessary. They shall then call TIME OUT and the shot clock shall be paused by the timing official. The referee shall then decide whether to re-start or re-set the shot clock.
8. If a player asks the referee to clean a ball, the shot clock will not be paused unless the referee deems it necessary. They shall then call TIME OUT and the shot clock shall be paused by the timing official and re-started by indication from the referee.

9. Should there be a shot clock or match clock malfunction the referee's decision will be final.

Mode of Play

10. Players 'Lag' to determine the order of play. In a Lag both players simultaneously *strike* a *cue-ball* each from the Baulk-line towards the Top Cushion to rebound back towards Baulk. The player whose ball finishes nearest to the bottom cushion, in the opinion of the referee, wins the Lag and has the choice of which player plays first. In a Lag the *cue-ball* may only hit the Top or Bottom Cushions. Hitting anything other than these cushions will result in a forfeit of the Lag.
11. Provided a *stroke* commences within the allotted time, the *stroke* will be completed regardless of the shot clock or match clock expiring and any points scored or *penalty points* shall be awarded.
12. In the case of a 'stalemate' the players are responsible for resolving the situation within the allotted timescale. There is no option for a re-rack.
13. When Black is the only *object ball* remaining on the table, the first *pot* or *infringement* ends the *match* even when the scores are then equal.
14. Should the scores be equal at the end of the *match*, a sudden death Blue ball shoot out will commence. The Blue ball will be placed on its Spot and the *cue-ball* must be struck from on or within the lines of the D. The player who won the Lag prior to the *match* starting will have the choice of who plays first. Alternate attempts will be made until one player has *potted* the Blue ball more times than their opponent from an equal number of attempts. The Blue ball must be *potted directly* and contacting any part of any cushion other than the curved faces of the attempted pocket is regarded as a non-scoring *stroke*.

Fouls

15. Following all *fouls* the *cue-ball* is played from 'In hand'. 'In hand' shall mean the *cue-ball* can be placed anywhere on the playing area and the incoming player does not have the option of asking their opponent to 'play again'. The shot clock starts when the incoming player receives the *cue-ball* from the referee.
16. Failure to commence a *stroke* within the allotted time will result in a time *foul* being awarded. This will incur a minimum of five *penalty points* or the value of the *ball on*, whichever is greater, and the incoming player receives the *cue-ball* from the referee and plays from 'In hand'.
17. At least one ball must *strike* a cushion or enter a pocket in every *stroke*. Failure to do so will result in a *foul*, with a minimum of five *penalty points* or the value of the *ball on*, whichever is greater, awarded to the opponent and the incoming player will receive the *cue-ball* from the referee and play from 'In hand'.

18. If a player is not in a position to receive the *cue-ball* from the referee following a *foul*, the referee will place the *cue-ball* on the table and the incoming player's shot time will start. The player may then pick the *cue-ball* up and place it wherever they so wish but the *stroke* must commence within the allotted time.

Other rules

19. Section 3 Rules 12 (Snookered After a Foul), 13 (Play Again) and 14 (Foul and a Miss) of the Official Rules of the game of Snooker do not apply.
20. Should an external party distract a player during their allotted *stroke* time the referee will have the option to either pause or re-set the shot clock and/or match clock. At any point, a referee can call TIME OUT and decide whether the shot clock is re-started or re-set.

Etiquette

21. Due to time restraint, the non-*striker* will not be deemed to be breaching etiquette should they remain closer to the table than normal, in readiness for their next shot, though not in the *striker's* line of sight.

Referee

22. The referee is the ultimate arbiter and their decision is final. Should any eventuality not be covered by these rules the referee's decision will stand and, where applicable, it will set a precedent.

RULES
OF THE GAME OF
ENGLISH BILLIARDS

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SECTION 1 EQUIPMENT

Measurements displayed in brackets state the metric equivalent to the nearest millimetre.

1. The Standard Table

(a) The Playing Area

The playing area is within the cushion faces and shall measure 11 ft 8½ in x 5 ft 10 in (3569 mm x 1778 mm) with a tolerance on both dimensions of +/- ½ in (13 mm).

(b) Height

The height of the table from the floor to the top of the cushion rail shall be 2 ft 10 in (864 mm) with a tolerance of +/- ½ in (13 mm)

(c) Bottom Cushion and Top Cushion

The two shorter sides of the table are defined as the Bottom (also known as Baulk) and Top Cushions of the table. Where a cloth with a nap is fitted to the table, the smooth grain of the nap runs from the Bottom Cushion to the Top Cushion.

(d) Baulk-line and Baulk

A straight line drawn 29 in (737 mm) from the face of the Bottom Cushion, and parallel to it, running from side cushion to side cushion is called the Baulk-line. That line and the intervening space is termed Baulk.

(e) The "D"

The "D" is a semi-circle marked in Baulk with the centre of its straight section in the middle of the Baulk-line and with a radius of 11½ in (292 mm).

(f) Spots

Four spots are marked on the centre longitudinal line of the table:

- (i) the Spot, 12 ¾ in (324 mm) from a point perpendicularly below the face of the Top Cushion;
- (ii) the Centre Spot, located midway between the points perpendicularly below the faces of the Top and Bottom Cushions;

- (iii) the Pyramid Spot, located midway between the Centre Spot and a point perpendicularly below the face of the Top Cushion;
- (iv) the Middle of the Baulk-line.

(g) **Pocket Openings**

There shall be a pocket at each of the four corners of the table and one each at the middle of the longer sides.

2. Balls

- (a) A set of balls comprises of a Red, a White and a Yellow (which may have spots). Alternatively, a Red, a White and a Spot White (with the latter having two or more spots for identification) may be used.
- (b) The balls shall be of an approved composition and shall each have a diameter of 52.5 mm with a tolerance of +/- 0.05 mm;
- (c) they shall be of equal weight where possible but the tolerance between the heaviest ball and the lightest ball in a set should be no more than 0.5 g; and
- (d) a set of balls may be changed by agreement between the players or on a decision by the referee.

3. Cue

A cue shall be not less than 3 ft (914 mm) in length and shall show no change from the traditional tapered shape and form, with a tip, used to strike the cue-ball, secured to the thinner end.

4. Ancillary

Various cue rests, long cues, extensions and adaptors may be used by players. These may form part of the equipment normally found at the table but also include equipment introduced by either a player or the referee. All extensions, adaptors and other devices to aid cueing and/or sighting must have received prior approval from the relevant governing body.

SECTION 2 DEFINITIONS

Standard definitions used throughout these Rules are hereinafter italicised.

1. **Game**

A *game* is the period of play from the start (see Section 3 Rule 2(b)), each player or side playing in *turn* until it is completed by:

- (a) concession by any player; or
- (b) reaching the end of a specified period of time; or
- (c) either side reaching the number of points specified; or
- (d) being awarded by the referee under Section 4 Rules 1(b), 1(c), 1(d), or 3(b).

2. **Match**

A *match* is an agreed or stipulated number of *games*.

3. **Balls**

- (a) The *cue-ball*, (Yellow, White or Spot White), is the ball of the *striker*.
- (b) The non-*striker's* ball and the Red are *object balls*.

4. **Cushion Faces**

The cushion rubbers have a *flat face* which runs along all sides of the playing area. The *curved face* of the cushion is considered to be the area inside the points where the cushion face is actually cut into a curve to form the pocket opening.

5. **Stringing**

To *String* is when both players simultaneously *strike* a *cue-ball* each from opposite sides of the Baulk-line towards the Top Cushion to rebound back towards *Baulk*. The player whose ball finishes nearest to the Bottom Cushion, in the opinion of the referee, wins the *String*. The *cue-ball* may only hit the *flat face* of the Top or Bottom Cushions; contact with any other cushion or the *cue-ball* crossing to the other player's half of the table will result in a forfeit of the *String*.

6. **Striker and Turn**

The person about to play or in play is the *striker*. It is their *turn* until:

- (a) a *stroke* is played and no points are scored; or

- (b) a *foul* is committed, all balls have come to rest and the referee is satisfied that the *striker* has left the table.

7. Stroke

- (a) A *stroke* is made when the *striker* strikes the *cue-ball* with the tip of the cue in the direction of cue alignment, except while addressing the *cue-ball* (known as feathering).
- (b) The *cue-ball* must be *struck* only once and not *pushed* forward. The tip of the cue may momentarily remain in contact with the *cue-ball* after it commences motion.
- (c) A *stroke* is legal when no *foul* is made.
- (d) A *stroke* is not completed until:
 - (i) all balls have come to rest;
 - (ii) spotting of any balls required is completed;
 - (iii) any ancillary equipment being used by the *striker* has been removed.
- (e) A *stroke* may be made *directly* or *indirectly*, thus:
 - (i) a *stroke* is *direct* when the *cue-ball* hits an *object ball* without first hitting a cushion;
 - (ii) a *stroke* is *indirect* when the *cue-ball* hits one or more cushions before hitting either *object ball*.

8. Pot and Pocketing

A *pot* is when an *object ball*, after contact with another ball and without any infringement of these Rules, enters a pocket. Causing a ball to be *potted* is known as *potting*.

Causing a ball to enter a pocket in any non-scoring *stroke* is referred to as *pocketing*.

9. In-Off

An *in-off* is when the *cue-ball*, after contacting an *object ball* and without any infringement of these Rules, enters a pocket. If both *object balls* are contacted by the *cue-ball*, it is deemed to have gone *in-off* the first *object ball* contacted.

10. Hazard

A *hazard* is a scoring *stroke* that does not include a *cannon*, being any of:

- (a) a *pot*, also known as a winning *hazard*;
- (b) an *in-off*, also known as a losing *hazard*;
- (c) two *pots*;

- (d) a *pot* and an *in-off*, or
- (e) two *pots* and an *in-off*.

11. Cannon

A *cannon* is when, without any infringement of these Rules, the *cue-ball* makes contact with both *object balls* during a *stroke*. Only one *cannon* can be scored in a *stroke*.

12. Break

A *break* is a number of successive scoring *strokes* made in any one *turn* by the *striker*.

13. In-hand

- (a) A player's ball is *in-hand*:
 - (i) before the start of each *game*;
 - (ii) when it has entered a pocket;
 - (iii) when it has been *forced off the table*; or
 - (iv) after balls are spotted under Section 3, Rule 14(a).
- (b) It remains *in-hand* until:
 - (i) it is played legally from *in-hand*; or
 - (ii) a *foul* is committed while it is on the table; or
 - (iii) it is spotted under Section 3 Rule 11(c) or 16(c)(ii).
- (c) The *striker* is said to be *in-hand* when the *cue-ball* is *in-hand* as above.

14. Ball in play

- (a) A player's ball is *in play* when it is not *in-hand*.
- (b) The Red is *in play* when spotted and remains so until it enters a pocket or is *forced off the table*.

15. Ball in Baulk

The Baulk-line and the intervening space is termed *Baulk*. A ball is in *Baulk* when it rests centrally on the Baulk-line or between that line and the Bottom Cushion.

16. Forced Off the Table

A ball is *forced off the table* if it comes to rest other than on the playing area or in a pocket, or if it is picked up by the *striker* while it is *in play*.

17. Miss

A *miss* is when, playing from *in-hand*, the *cue-ball* fails to contact an *object ball*, when there are no *object balls* out of *Baulk*.

18. Running a Coup

Running a coup is when the *striker*, while *in-hand*, plays the *cue-ball* *directly* into a pocket, or *directly* off the *curved face*, into a pocket, when no balls are out of *Baulk*. It is not deemed *running a coup* if the *cue-ball* first makes contact with a *flat face* and then (*indirectly*) enters a pocket.

19. Foul

A *foul* is any *infringement* of these Rules.

20. Spot Occupied

A spot is said to be *occupied* if a ball cannot be placed on it without the ball touching another ball.

21. Push Stroke

A *push stroke* is made when the tip of the cue remains in contact with the *cue-ball*:

- (a) after the *cue-ball* has commenced its motion, other than momentarily at the point of initial contact; or
- (b) as the *cue-ball* contacts an *object ball* except, where the *cue-ball* and an *object ball* are almost touching, it shall not be deemed a *push stroke* if the *cue-ball* hits a very fine edge of the *object ball*.

22. Jump Shot

A *jump shot* is made when the *cue-ball* passes over any part of an *object ball*, whether hitting it in the process or not, except:

- (a) when the *cue-ball* first hits one *object ball* and then jumps over another ball;
- (b) when the *cue-ball* jumps and hits an *object ball* and, at the moment of landing on the playing area, the *cue-ball* is not on the far side of the current position of that *object ball*; or
- (c) when, after hitting an *object ball* legally, the *cue-ball* jumps over that ball after hitting a cushion or the other ball.

SECTION 3 THE GAME

1. Description

English Billiards is played by two persons or sides and the *game* can be summarised as follows:

- (a) Three balls are used: a plain White by one side, a Yellow or Spot White by the other side, and a Red.
- (b) Scoring *strokes* in a player's turn are made by *pots*, *in-offs* and *cannons*, singly or in combination.
- (c) Points awarded for scoring *strokes* are added to the score of the *striker*.
- (d) Penalty points from *fouls* and *misses* are added to the opponent's score.
- (e) A tactic employed at any time during a *game* is to leave both *object balls* in *Baulk* when the next player is *in-hand* such that any attempt at contacting the balls must be by means of an *indirect stroke*.
- (f) The winner of a *game* is the player or side:
 - (i) who has scored most points in the agreed or stipulated time; or
 - (ii) who first reaches the agreed or stipulated number of points; or
 - (iii) to whom the *game* is awarded under Section 4 Rule 1(b), 1(c), 1(d), or 3(b); or
 - (iv) to whom the *game* is conceded.
- (g) The winner of a *match* is the player or side winning most *games* or, where aggregate points are relevant, with the greatest total.

2. Start of Game

The choice of *cue-ball* and which side is to play first shall be decided by *stringing* or any mutually agreed manner, the winner having both options unless all players mutually agree on these options;

- (a) The order of play thus determined must remain unaltered throughout the *game*.
- (b) The Red is placed on the Spot and the first player plays from *in-hand*, the *game* starting when the *cue-ball* has been placed on the table and contacted with the tip of the cue, either:
 - (i) as a *stroke* is made; or
 - (ii) while preparing to play a *stroke*, except as in Section 3 Rule 6(b).
- (c) It is the *striker's* responsibility to play with the correct *cue-ball* even if the wrong ball is passed to them by the referee.

- (d) In *matches* which consist of a multiple number of *games*, if a *game* is started by the wrong player or side:
- (i) it shall be restarted correctly, without penalty, if only one *stroke* has been played and no *foul* has been committed since; or
 - (ii) it shall continue in the normal way if another *stroke* is made, or if a *foul* is committed during the first *stroke* or after the completion of the first *stroke*, with the correct order of starting being resumed in the following *game* such that one player or side will have started in three consecutive *games*.

3. Mode of Play

- (a) The players play alternately, or in *turn*, unless a scoring *stroke* is made, in which case the *striker* continues the *break* playing from the position left or, after an *in-off* or if touching another ball as provided for in Section 3 Rule 14(a), from *in-hand*.
- (b) When the *striker* fails to score, their *turn* ends and the next player plays from the position then left, this being from *in-hand* if their *cue-ball* is off the table or touching another ball as provided for in Section 3 Rule 14(a).
- (c) After a *foul* the next player has the additional option of playing from *in-hand* with both *object balls* spotted as provided for in Section 3 Rule 16(c)(ii).
- (d) Following the final *stroke* of the opponent's *turn*, or following a *foul*, if an incoming player *strikes* the *cue-ball* or commits a *foul* before the balls have come to rest, or before the referee has completed the spotting of any ball, they shall be penalised as if they were the *striker* and their *turn* will end.

4. Scoring

Points are awarded as follows:

- (a) A *cannon*, *pot* White, *pot* Yellow, *in-off* White and *in-off* Yellow shall each score two.
- (b) A *pot* Red and an *in-off* Red shall each score three.
- (c) If more than one *hazard* or a combination of *hazards* and *cannon* are made in the same *stroke*, all are scored.
- (d) When an *in-off* is combined with a *cannon*, the *in-off* shall score (additionally to the *cannon*)
 - (i) three points if the Red was hit first by the *cue-ball*;
 - (ii) two points if the opponent's *cue-ball* was hit first; or
 - (iii) two points if both *object balls* were hit simultaneously.

5. End of Session and Game

- (a) At the end of the period of time set for any session, the referee shall call TIME. Any *stroke* that has been made shall be allowed to finish and any points scored shall be added to the appropriate side. If other sessions are to follow, the position of all balls shall be measured and noted by the referee so that the next session may commence from the point of interruption.
- (b) The end of the final session as above is the end of a *game* in a timed format.
- (c) In a *game* or *match* played to a time limit, it is possible that the scores could be level at the end of the period of time allowed and the Rules setting the period of time should include provision for any necessary tie-break.
- (d) When playing to an agreed or stipulated number of points, the end of the *game* is reached when a player first reaches or passes the required number. Only the points required are counted, though the player shall be credited with a *break* that includes all points scored.

6. Playing from In-hand

To play from *in-hand*, the *cue-ball* must be *struck* from a position on or within the lines of the “D”, and:

- (a) the referee will state, if asked, whether the *cue-ball* is properly placed (that is, not outside the lines of the “D”);
- (b) if the tip of the cue should contact the *cue-ball* while positioning it, and the referee is satisfied that the *striker* was not preparing or attempting to play a *stroke*, then the *cue-ball* is not *in play*;
- (c) the *cue-ball* must be played out of *Baulk*. If it contacts an *object ball* that is out of *Baulk*, the *cue-ball* is deemed to have been played out of *Baulk* even though it may not physically cross the *Baulk*-line;
- (d) the *cue-ball* must contact a cushion or ball out of *Baulk* before re-entering and coming to rest in *Baulk*, or before contacting a ball in *Baulk*;
- (e) the *cue-ball* may be played against a cushion in *Baulk* before hitting a ball out of *Baulk*;
- (f) if an *object ball* is in *Baulk*, no part of its surface may be played on *directly* from *in-hand*, even if that part of its surface is physically out of *Baulk*.

7. Ball on Baulk-line

The referee shall state, if asked at any time, whether a ball on or near the Baulk-line is *in Baulk* or out.

8. Baulk-line Crossing

In any event where the Baulk-line Crossing Rule is applied, the *cue-ball* must cross the Baulk-line as part of a legal *stroke* between 80 - 100 points in every accumulation of 100 points within a *break*.

- (a) Crossing the Baulk-line must be made into *Baulk*, i.e. against the smooth grain of the nap of the cloth.
- (b) The *cue-ball* is in *Baulk* when it crosses the Baulk-line (resting centrally on the Baulk-line means that it has not crossed). The *cue-ball* does not have to return out of the *Baulk*.
- (c) The referee must state BAULK-LINE WARNING AT 80 after completion of the *stroke* that took the *striker's break* score to, or past, 80 points.
- (d) The Baulk-line crossing must be made when the *break* score is within the 20 points tolerance, that is 80 to 100 points, and made during, or prior to, the *stroke* that takes the *break* score to, or past, 100 points.
- (e) If the referee fails to state the Baulk-line Warning at the correct point of the *break* score, the *striker* must cross the Baulk-line within 20 points of the *break* score at which the Warning is announced. The *break* score at which the next Warning is due in the *break* is unaffected.
- (f) When the referee is satisfied that the *cue-ball* has crossed the Baulk-line legally, they shall call the *break* score and then state BAULK-LINE CROSSED.
- (g) If the *striker* is playing from *in-hand* or from within *Baulk*, it is possible to make a Baulk-line crossing providing the referee is satisfied that the *stroke* causes the *cue-ball*, either fully or the greater part of it, to leave *Baulk* before returning to cross the Baulk-line.
- (h) Unless the *striker's turn* ends with a non-scoring *stroke*, the *striker's* failure to cross the Baulk-line during the stipulated period is a *foul* and the incoming player will have the usual options following a *foul*.

9. Spotting Object Balls

- (a) If the Red is *pocketed* or *forced off the table*, it is placed on the Spot, or:

- (i) if the Spot is *occupied*, it shall be placed on the Pyramid Spot;
 - (ii) if both the Spot and the Pyramid Spot are *occupied*, it shall be placed on the Centre Spot.
- (b) If the Red is *potted* twice, or more by mistake, in consecutive *strokes* in one *break*, either from the Spot, or the Pyramid Spot, not in conjunction with another score, it shall be placed on the Centre Spot, except:
- (i) if the Centre Spot is *occupied*, it shall be placed on the Pyramid Spot;
 - (ii) if both the Centre Spot and the Pyramid Spot are *occupied*, it shall again be placed on the Spot but shall not then be considered as part of a sequence of *pots* from the Spot for the purpose of this Rule.
- (c) For continued *pots* of the Red, not in conjunction with another score, it shall be placed on the Spot twice, then the Centre Spot once, in sequence while those spots are not *occupied*.
- (d) The referee shall inform the *striker* upon request how many consecutive *pots* have been made off the same spot.
- (e) A ball, to be correctly spotted, must be placed on the spot designated in these Rules.
- (f) If a ball, initially correctly spotted, should be contacted, then that ball is no longer considered to be spotted even though it may not have moved.
- (g) A player shall not be held responsible for any mistake by the referee in failing to spot any ball correctly.

10. Limitation of Cannons

Consecutive *cannons*, not in conjunction with a *hazard*, are limited to seventy-five.

- (a) After seventy such *cannons*, the referee shall state SEVENTY CANNONS. If the referee should fail to announce when seventy *cannons* have been made, the *striker* shall be entitled to make five more such *cannons* after the referee does announce SEVENTY CANNONS.
- (b) The referee shall inform the *striker* upon request how many consecutive *strokes* of *cannons* have been made.

11. Limitation of Hazards

Consecutive *hazards*, not in conjunction with a *cannon*, are limited to fifteen *strokes*.

- (a) After ten such *strokes of hazards*, the referee shall state TEN HAZARDS. If the referee should fail to announce when ten *hazards* have been made, the *striker* shall be entitled to make five more such *hazards* after the referee does announce TEN HAZARDS.
- (b) The referee shall inform the *striker* upon request how many consecutive *strokes of hazards* have been made.
- (c) If the non-*striker's* ball is off the table as a result of the final *stroke* of the non-*striker's* last *turn*, it shall after the fifteenth *hazard*, be placed on the Middle of the Baulk-line or, if that is *occupied*, on the right-hand corner of the "D", viewed from the *Baulk* end of the table.

12. Ball on Edge of Pocket

When a ball falls into a pocket without being hit by another ball, and:

- (a) being no part of any *stroke* in progress, it shall be replaced and any points scored shall count.
- (b) If it would have been hit by any ball involved in a *stroke*:
 - (i) with no *infringement* of these Rules (including cases where an *infringement* would have occurred but for the ball falling into a pocket), all balls will be replaced and the same *stroke* played again, or a different *stroke* may be played by the same *striker* at their discretion;
 - (ii) if a *foul* is committed, all balls will be replaced and the next player has the usual options after a *foul*.
- (c) If a ball balances momentarily on the edge of a pocket and then falls in, it shall count as in the pocket and shall not be replaced.

13. Ball Moved by Other than Striker

If a ball, stationary or moving, is disturbed other than by the *striker*, it shall be replaced by the referee to the position they deem the ball was, or would have come to rest, without penalising the *striker*.

- (a) This Rule shall include cases where another occurrence or person, other than the *striker's* partner, causes the *striker* to move a ball, but will not apply in cases where a ball moves due to any defect in the table surface, except in the case where a spotted ball moves before the next *stroke* has been made.
- (b) No player shall be penalised for any disturbance of balls by the referee.

14. Touching Ball

- (a) When the *striker's cue-ball* remains touching another ball, the referee shall state TOUCHING BALL and, after briefly allowing both players or sides to inspect, the Red shall be placed on the Spot, the non-*striker's* ball, if on the table, shall be placed on the Centre Spot, and the *striker* shall play from *in-hand*.
- (b) If a stationary *object ball*, not touching the *cue-ball* when examined by the referee, is later seen to be in contact with the *cue-ball* before a *stroke* has been made, the balls shall be re-positioned by the referee to their satisfaction.
- (c) The *striker* is entitled to be told upon request whether the *object balls* are touching.

15. Fouls

The following acts are *fouls*:

- (a) *striking* a ball other than the *cue-ball*;
- (b) *striking* the *cue-ball* more than once during a *stroke*;
- (c) *striking* when any ball is not at rest;
- (d) *striking* when both feet are off the floor;
- (e) playing *out of turn*;
- (f) playing improperly from *in-hand*, including at the opening *stroke*;
- (g) *running a coup*;
- (h) playing a *jump shot*;
- (i) making a *push stroke*;
- (j) causing a ball to be *forced off the table*;
- (k) making more than fifteen consecutive *hazards*;
- (l) making more than seventy-five consecutive *cannons*;
- (m) contacting, with any part of the player's person, attire or equipment, a ball *in play*, or any device used to mark a ball *in play*;
- (n) *striking* before the referee has completed the spotting of a ball;
- (o) causing the *cue-ball* to miss all *object balls*, other than as provided for in Section 3 Rule 16;
- (p) conferring with a partner contrary to Section 3 Rule 17(b);
- (q) playing with a non-standard cue;
- (r) using a ball off the table for any purpose;
- (s) using any object to measure gaps or distance;
- (t) failure to cross the Baulk-line during the stipulated period.

16. Action after a Foul

If a *foul* is committed, the referee shall immediately call FOUL.

- (a) If the *striker* has not made a *stroke*, their right to play a *stroke* ends immediately. If they should, in the opinion of the referee, intentionally play a *stroke* after being called for a *foul*, they shall be deemed to have committed a further *foul* for playing *out of turn* and shall be further penalised.
- (b) All points scored in a *break* before a *foul* is awarded shall count but the *striker* shall not score any points in a *stroke* called *foul*.
- (c) All *fouls* will incur a penalty of two points but not more than two penalty points shall be incurred in any one *stroke*. Additionally, the next player shall have the option of playing:
 - (i) from where the balls have come to rest, the Red if off the table being first correctly spotted; or
 - (ii) from *in-hand* with the Red placed on the Spot and the opponent's *cue-ball* placed on the Centre Spot. After a request to have the balls spotted has been made, it cannot be withdrawn.
- (d) If the *foul* is neither awarded by the referee, nor successfully claimed by the non-*striker* before the next *stroke* is made, it is condoned.

17. Action after a Miss

If a *miss* is made, without *running a coup*, the referee shall call MISS. A penalty of two points is incurred, which is added to the opponent's score. Any other miss is a *foul*.

18. Four-handed Billiards

- (a) The side to play the opening *stroke* is decided as in Section 3 Rule 2. The order of play is then determined by the next player after which the order must remain unchanged throughout the *game*.
- (b) Partners may confer during a *game* but not while one is the *striker* and has approached the table until the *break* has ended with a non-scoring *stroke* or *foul*. This principle shall also apply in *games* between individual players that form part of a team *match*.

19. Use of Ancillary Equipment

It is the responsibility of the *striker* to both place and remove any equipment they may use at the table.

- (a) The *striker* is responsible for all items including, but not limited to, rests and extensions that they bring to the table, whether owned by them or borrowed (except from the referee), and they will be penalised for any *fouls* made when using this equipment.

- (b) Equipment normally found at the table which has been provided by another party including the referee is not the responsibility of the *striker*. It is not a *foul* if this equipment should prove to be faulty and thereby cause the *striker* to contact a ball or balls. The referee will, if necessary, reposition any balls in accordance with Section 3 Rule 13 and the *striker*, if in a *break*, will be allowed to continue without penalty.

20. Interpretation

- (a) Circumstances may necessitate adjustment in how Rules are applied for persons with disabilities. In particular Section 3 Rule 15(d) cannot be applied to players in wheelchairs.
- (b) When there is no referee, the opposing player or side will be regarded as such for the purpose of these Rules.

SECTION 4 THE PLAYERS**1. Unsporting Conduct**

- (a) In the event of:
 - (i) a player using offensive language, or making offensive gestures; or
 - (ii) any conduct by a player which in the opinion of the referee is wilfully or persistently Unsporting; or
 - (iii) any other conduct by a player which otherwise amounts to Unsporting Conduct; or
 - (iv) any player refusing to continue the current *game*; the referee shall Warn the player that in the event of any further Unsporting Conduct the *game* will be awarded to their opponent.
- (b) If the referee has Warned the player under (a) above, in the event of any further Unsporting Conduct, the referee shall award the *game*, as described in Section 2 Rule 1(b) or 1(c) to their opponent.
- (c) In the event that the conduct which in the opinion of the referee is sufficiently serious, they shall award the *game*, as described in Section 2 Rule 1(b) or 1(c), to their opponent even if previous Warnings for Unsporting Conduct were not issued.
- (d) Any decision by the referee to award a *game* to a player's opponent shall be final and shall not be subject to any appeal.

2. Conceding

A player may offer a concession, but this becomes null and void if the opponent chooses to play on.

3. Time Wasting

If the referee considers a player is running down the clock, they may also consider it as Time Wasting and initiate the following procedure:

- (a) In the event of a player taking an abnormal amount of time over a *stroke*, or the selection of a *stroke*, or in the event that the non-*striker's* actions are deemed Time Wasting, the referee shall pause the clock, where relevant, and then Warn the offender that in the event of any further Time Wasting, the *game* will be awarded to their opponent. If relevant, the clock shall be re-started after the next *stroke* is played or a *foul* is awarded.
- (b) If there is a game clock relevant to a multi table set-up and not for an individual table, the referee may decide to add to the end of the match any wasted time where the clock couldn't be paused. Once

they have dealt with Time Wasting as in paragraph (a) above, they will announce the amount of time to be added, and if requested later in the game they will remind the players of this amount of time.

- (c) If the referee has Warned the player for Time Wasting under paragraph (a) above, in the event of any further Time Wasting by that player, the referee shall award the *game*, as described in Section 2 Rule 1(b) or 1(c), to their opponent.

4. **Non-Striker**

The non-*striker* shall, when the *striker* is playing, avoid standing or moving in the line of sight of the *striker*. They shall sit or stand at a reasonable distance from the table and avoid making any movement or action that may interrupt the concentration of the *striker*.

5. **Scoring Responsibility**

As well as the referee, it is the players' responsibility to make sure that the correct score is being applied, either on the scoreboard or by the referee announcing the scores. If any player notices that the score is wrong, they shall inform the referee at the earliest opportunity.

6. **Absence**

In the case of their absence from the table, the non-*striker* may appoint a deputy to watch in their interest and claim an infringement if necessary. Such appointment must be made known to the referee prior to departure.

SECTION 5 THE OFFICIALS

1. The Referee

- (a) The referee shall:
- (i) make decisions in the interests of fair play for any situation not covered adequately by these Rules;
 - (ii) make decisions regarding pausing or stopping the clock where relevant, and inform a player of the time remaining upon reasonable request;
 - (iii) be responsible for proper conduct during a *match* under these Rules;
 - (iv) intervene if they see any infringement of these Rules;
 - (v) tell a player the position of a ball if requested; and
 - (vi) clean any ball upon reasonable request by the *striker*.
- (b) The referee shall not:
- (i) answer any question not authorised in these Rules; nor
 - (ii) give any indication that a player is about to make an infringement; nor
 - (iii) give any advice or opinion on situations that could affect play; nor
 - (iv) answer any question regarding the difference in scores.
- (c) If the referee has failed to notice any incident, they may at their discretion take the evidence of the marker or other officials or spectators best placed for the observation or, if available they may view a camera/video recording of the incident to assist their decision.

2. The Marker

The marker shall keep the score on the scoreboard and assist the referee in carrying out their duties. The marker shall also act as a stroke recorder if necessary.

3. The Stroke Recorder

The stroke recorder shall maintain a record of each *stroke* or *infringement* and how many points are scored by each player or side as required. They shall also make note of *break* totals and Warnings where issued.

4. The Timekeeper

Where times are relevant to a *game* or *match* the timekeeper will be responsible for;

- (i) starting and stopping the match clock; and
- (ii) pausing the match clock at the request of the referee; and

(iii) indicating that the specified time has been reached.

If not adopted by the Referee, the role of timekeeper is generally assumed by the marker or the stroke recorder.

5. Assistance by Officials

- (a) At the *striker's* request, the referee or marker shall move and hold in position any lighting apparatus that interferes with the action of the *striker* in making a *stroke*.
- (b) It is permissible for the referee or marker to give necessary assistance to players with disabilities according to their circumstances.

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