



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

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## SECTION 1 EQUIPMENT

Measurements in parenthesis state the metric equivalent to the nearest millimetre

### 1. The Standard Table

#### (a) Dimensions

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

#### (b) Height

The height of the table from the floor to the top of the cushion rail shall be from 2ft 9½in to 2ft 10½in (851mm to 876mm).

#### (c) Pocket Openings

- (i) There shall be pockets at the corners (two at the Spot end known as the top pockets and two at the Baulk end known as the bottom pockets) and one each at the middle of the longer sides (known as the centre pockets);
- (ii) the pocket openings shall conform to the templates owned and authorised by The World Professional Billiards and Snooker Association (WPBSA Ltd).

#### (d) Baulk-line and Baulk

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

#### (e) The "D"

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

#### (f) Spots

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

- (i) the Spot (known as the Black Spot), 12¾in (324mm) from a point perpendicularly below the face of the top cushion;
- (ii) the Centre Spot (known as the Blue Spot), located midway between the faces of the top and bottom cushions;

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- (iii) the Pyramid Spot (known as the Pink Spot), located midway between the Centre Spot and the face of the top cushion;
- (iv) the Middle of the Baulk-line (known as the Brown Spot).

Two other spots used are located at the corners 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.

### 2. Balls

- (a) The balls shall be of an approved composition and shall each have a diameter of 52.5mm with a tolerance of +/- 0.05mm;
- (b) they shall be of equal weight and the difference between the heaviest ball and the lightest ball should be no more than 3g; and
- (c) 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 3ft (914mm) in length and shall show no substantial departure from the traditional and generally accepted shape and form.

### 4. Ancillary

Various cue rests, long cues (called butts and half-butts according to length), extensions and adaptors may be used by players faced with difficult positions for cueing. These may form part of the equipment normally found at the table but also include equipment introduced by either player or the referee (see also Section 3 Rule 18). All extensions, adaptors and other devices to aid cueing must be of a design approved by the WPBSA Ltd.

## SECTION 2 DEFINITIONS

Standard definitions used throughout these Rules are hereinafter italicised.

### 1. Frame

A *frame* of snooker comprises the period of the play from the start, see Section 3 Rule 3(c), with all the balls set as described in Section 3 Rule 2, each player playing in turn until the *frame* is completed by:

- (a) concession by any player during his turn;
- (b) 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 his favour;
- (c) the final *pot* or *foul* when; Black is the only *object ball* remaining on the table (see Section 3 Rule 4); or
- (d) being awarded by the referee under Section 3 Rule 14(d) (ii) or Section 4 Rule 2.

### 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* and remains so until the final *stroke*, or *foul*, of his turn is complete and the referee is satisfied that he has finally left the table. If a non-*striker* comes to the table, *out of turn*, he shall be considered as the *striker* for any *foul* he may commit before leaving the table. When the referee is satisfied that the above conditions have been met, the incoming *striker's* turn begins. His turn and his right to play another *stroke* ends when:

- (a) he fails to score from a *stroke*; or
- (b) he commits a *foul*; or
- (c) he requests the opponent to play again after his opponent has committed a *foul*.



### 6. Stroke

- (a) A *stroke* is made when the *striker* strikes the *cue-ball* with the tip of the cue, except whilst addressing the *cue-ball* (known as feathering)
- (b) A *stroke* is *fair* when no infringement of Rule is made.
- (c) A *stroke* is not completed until:
  - (i) all balls have come to rest;
  - (ii) the *striker* has stood up, in readiness for a succeeding *stroke*, or leaving the table;
  - (iii) any equipment being used by the *striker* has been removed from a hazardous position; and
  - (iv) the referee has called any score relevant to the *stroke*.
- (d) A *stroke* may be made *directly* or *indirectly*, thus:
  - (i) a *stroke* is *direct* when the *cue-ball* strikes an *object ball* without first striking a cushion;
  - (ii) a *stroke* is *indirect* when the *cue-ball* strikes one or more cushions before striking an *object ball*.
- (e) Following the final *stroke* of the opponent's turn, if an incoming player plays a *stroke/strikes* the *cue-ball* before the balls have come to rest, he shall be penalised as if he were the *striker*, and his visit to the table shall end.

### 7. Pot

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*.

### 8. Break

A *break* is a number of *pots* in successive *strokes* made in any one turn by a player during a *frame*.

### 9. In-hand

- (a) The *cue-ball* is *in-hand*:
  - (i) before the start of each *frame*;
  - (ii) when it has entered a pocket;
  - (iii) when it has been *forced off the table*; or
  - (iv) when the black is spotted in the event of tied scores.
- (b) The *cue-ball* remains *in-hand* until:
  - (i) it is played fairly from *in-hand*; or
  - (ii) a *foul* is committed whilst the ball is on the table.
- (c) The *striker* is said to be *in-hand* when the *cue-ball* is *in-hand* as above.

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### 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 pocketed or *forced off the table*.
- (c) Colours become *in play* again when re-spotted.

### 11. Ball On

Any ball, which may be lawfully struck by the first impact of the *cue-ball*, or any ball which may not be so struck but which may be *potted*, is said to be *on*.

### 12. Nominated Ball

- (a) A *nominated ball* is the *object ball* which the *striker* declares, or indicates to the satisfaction of the referee, he undertakes to hit with the first impact of the *cue-ball*.
- (b) If requested by the referee, the *striker* must declare which ball he is *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 bed of the table or in a pocket, or if it is picked up by the *striker*, or intentionally moved by hand whilst it is *in play* except as provided for in Section 3 Rule 14(g).

### 15. Penalty Points

*Penalty points* are awarded to an opponent after any *foul*.

### 16. Foul

A *foul* is any infringement of these Rules.

### 17. Snookered

The *cue-ball* is said to be *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 struck 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. If the curved face of a cushion obstructs the *cue-ball* and is closer to the *cue-ball* than any obstructing ball not *on*, the *cue-ball* is not *snookered*.

### 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 forward motion; or
- (b) as the *cue-ball* makes contact with 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 touching it in the process or not, except:

- (a) when the *cue-ball* first strikes one *object ball* and then jumps over another ball;
- (b) when the *cue-ball* jumps and strikes an *object ball*, but does not land on the far side of that ball;
- (c) when, after striking an *object ball* lawfully, 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* and the referee considers that the *striker* has not made a good enough attempt to hit a ball *on*.

## 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 *fouls* 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) making 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 2.
- (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 2.
- (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 standing on the centre line of the table, above the Pyramid Spot such that it will be as close to the Pink as possible without touching it, and the base of the triangle nearest to, and 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).

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- (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, if not spotted, 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. If any player other than the *striker* should touch or disturb the device, the Referee shall call PENALTY and the offender shall be penalised as if he were the *striker*, without affecting the order of play. The referee shall return the device or ball being cleaned to its position, if necessary, to his satisfaction, even if it was picked up.

### 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 *strike* 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 *foul* has been committed since; or
  - (ii) it shall continue in the normal way if another *stroke* has been played, or if a *foul* is committed 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 16) be re-started by the correct side.
- (e) For a *stroke* to be *fair*, none of the infringements described below in Rule 10 (Penalties) must occur.
- (f) 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.

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- (g)
  - (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 10(a) (i) or Section 3 Rule 10(b) (ii) shall apply as appropriate.
- (h) Reds are not usually replaced on the table once 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), Rule 9, Rule 14(b) and (f), 15(a) and 18(c).
- (i) If the *striker* fails to *pot* a ball, he must leave the table without undue delay. In the event that he should commit any *foul* before, or while leaving the table, he will be penalised as provided for in Section 3 Rule 10. The next *stroke* is then played from where the *cue-ball* comes to rest, or from *in-hand* if the *cue-ball* is off the table, except when the *cue-ball* is replaced in accordance with Section 3 Rule 14(e).
- (j) If any ball enters a pocket and rebounds onto the bed of the table, it does not count as having been pocketed. The *striker* has no redress if this occurs because a pocket is overloaded.

#### 4. End of Frame, Game or Match

- (a) When Black is the only *object ball* remaining on the table, the first score or *foul* 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 next score or *foul* ends the *frame*.

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- (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 struck simultaneously by the first impact of the *cue-ball*.

### 7. Spotting Colours

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

- (a) A player shall not be held responsible for any mistake by the referee in failing to spot correctly any ball.
- (b) If a colour is spotted in error after being *potted* in ascending order as per Section 3 Rule 3 (g) (iii), it shall be removed from the table without penalty when the error is discovered and play shall continue from the resulting position.
- (c) If a *stroke* is made with a ball or balls not correctly spotted, they will be considered to be correctly spotted for subsequent *strokes*. Any colour incorrectly missing from the table will be spotted:
- (i) without penalty when discovered if missing due to previous oversight;
  - (ii) subject to penalty if the *striker* played before the referee was able to effect the spotting.
- (d) If a colour has to be spotted and its own spot is *occupied*, it shall be placed on the highest value spot available.
- (e) 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.



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- (f) 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.
- (g) 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 line of the table below the spot.
- (h) In all cases, the colour when spotted must not be touching another ball.
- (i) A colour, to be properly spotted, must be placed by hand 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 state TOUCHING BALL and 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 he is *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* 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 he is *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 answer YES or NO. The *striker* must play away without disturbing it as above but must first hit a ball that is *on*.
- (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*, he is entitled to be told.
- (f) If the referee is satisfied that any movement of a *touching ball* at the moment of striking was not caused by the *striker*, he will not call a *foul*.
- (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 his satisfaction. This also applies to a *touching ball* which later, when examined by the referee is not touching; the balls shall be repositioned by the referee to his satisfaction.

### 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 at his discretion, by the same *striker*;
  - (ii) if a *foul* is committed, the *striker* incurs the penalty prescribed in Section 3 Rule 10, 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 not be replaced.

### 10. Penalties.

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

- (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, or playing a *stroke* before his opponent's turn has ended contrary to Section 2 Rule 6 (e);
  - (v) playing improperly from *in-hand*, including at the opening *stroke*;
  - (vi) causing the *cue-ball* to *miss* all *object balls*;
  - (vii) causing the *cue-ball* to enter a pocket;
  - (viii) causing the *cue-ball* to be *snookered* behind a *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 with a partner contrary to Section 3 Rule 17(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 enter a pocket;

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- (iv) causing the *cue-ball* to first hit a ball not *on*;
- (v) making a *push* stroke;
- (vi) touching a ball or ball marker *in play*; or
- (vii) causing a ball to be *forced off the table*;
- (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 *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) touches any ball during consultation as described in Section 3, Rule 14(g)
  - (iv) plays at Reds, or a *free ball* followed by a Red, in successive *strokes*;
  - (v) uses any ball other than White as the *cue-ball* for any *stroke* after the *frame* has started;
  - (vi) fails to declare which ball he is *on* when *snookered* or when requested to do so by the referee; or
  - (vii) after *potting* a Red (or *free ball nominated* as a Red), commits a *foul* before a colour has been *nominated*.

### 11. Fouls

If a *foul* is committed, the referee shall immediately state FOUl.

- (a) If the *striker* has not made a *stroke*, his turn ends immediately 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 are allowed but the *striker* shall not score any points for any ball pocketed in a *stroke* called *foul*.
- (f) The next *stroke* is played from where the *cue-ball* comes to rest or, if the *cue-ball* is off the table, 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 prescribed in Rule 10 (Penalties); and
  - (ii) has to play the next *stroke* if requested by the next player.
- (i) If a *striker*, when *snookered* or hampered in any way, fouls any ball including the *cueball* while preparing to play a *stroke*, if requested by his

### Section 3 - Snooker

opponent to play again, the opponent shall have the choice as to whether 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; or either
- (iii) A colour of the striker's choice, where the ball *on* was a colour after a Red had been potted; or
- (iv) The option of playing the next Red or Yellow when there are no Reds remaining.

Any ball(s) moved shall be replaced to their original position(s) by the referee if requested by the non-offender.

#### 12. Snookered After a Foul

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

- (a) If the player next in turn elects to play the next *stroke*:
  - (i) he may *nominate* any ball as the ball *on*, but a *free ball* cannot be the ball *on*;
  - (ii) any *nominated* 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* ball first, or first simultaneously with the ball *on*; or
  - (ii) be *snookered* on all Reds, or the ball *on*, by the *free ball* thus *nominated*, except when the Pink and Black are the only *object balls* remaining on the table.
- (c) If the *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* struck the *nominated* ball first, or simultaneously with a ball *on*, the ball *on* is scored and remains off the table.
- (e) If both the *nominated* 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 *free ball* is then spotted and the ball *on* remains off the table.
- (f) If the offender is asked to play again, the *free ball* call 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 AND A MISS, such request cannot be withdrawn. The offender, having been asked to play again, is entitled to:

- (a) change his mind as to:
  - (i) which *stroke* he will play; and
  - (ii) which ball *on* he will attempt to hit;

- (b) score points for any ball or balls he may *pot*.

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#### 14. Foul and a Miss

- (a) The *striker* shall, to the best of his 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, he shall call FOUL AND A MISS unless:
- (i) any player needed penalty points before, or as a result of, the *stroke* being played;
  - (ii) before or after the *stroke*, the points available on the table are equal to the points difference excluding the value of the re-spotted black; and the referee is satisfied that the *miss* was not intentional.
  - (iii) 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 he plays, 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 next player may request the offender to play again from the position left, or at his discretion, from the original position, with all balls being replaced, in which latter case 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 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 always call FOUL AND A MISS unless as described under paragraph (a)(i) and (a)(ii).
- (d) After 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), then:
- (i) a further 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) if asked to play again from the original position, the offender shall be warned by the referee that a third failure will result in the frame being awarded to his opponent; and

### Section 3 - Snooker

- (iii) if asked to play from the position left, the FOUL AND A MISS situation starts again.
- (e) After the *cue-ball* has been replaced under this Rule, and the *striker* fouls any ball, including the *cue-ball* while preparing to play a *stroke*, a *miss* will not be called if a *stroke* has not been played. In this case the appropriate *penalty* will be imposed. The next player may then elect to play himself or ask the offender to play again from the position left or the original position. If being asked to play again, the ball *on* shall be the same as 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 had been *potted*;If the above situation arises during a sequence of miss calls as described under paragraph (d), any warning concerning the possible awarding of the frame to his opponent shall remain in effect.
- (f) When any ball is being replaced after a *miss*, both the offender and the next player will be consulted as to its position, after which the referee's decision shall be final.
- (g) During such consultation, if either player should touch any ball *in play*, he shall be penalised as if he were the *striker*, without affecting the order of play. The ball touched shall be replaced by the referee, to his satisfaction, even if it was picked up, Section 3. 10 (d) (iii).

## Section 3 - Snooker

### 15. Ball Moved by Other than Striker

If a ball, stationary or moving, is disturbed other than by the *striker*, it shall be re-positioned by the referee to the place he judges the ball was, or would have finished, without penalty.

- (a) This Rule shall include cases where another occurrence or person, 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. Stalemate

If the referee thinks a position of stalemate exists, or is being approached, he 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.

### 17. Four-handed Snooker

- (a) In a four-handed *game* 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 during a *frame* but not whilst one is the *striker* and has approached the table until the *break* has ended with a non-scoring *stroke* or *foul*.

## Section 3 - Snooker

### 18. Use of Ancillary Equipment

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

- (a) The *striker* is responsible for all items including, but not limited to, rests and extensions that he brings to the table, whether owned by him or borrowed (except from the referee), and he will be penalised for any *fouls* made by him 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*. If this equipment should prove to be faulty and thereby cause the *striker* to touch a ball or balls, no *foul* will be called.
- (c) The referee will, if necessary, reposition any balls in accordance with Section 3 Rule 15 above and the *striker*, if in a *break*, will be allowed to continue without penalty.

### 19. Interpretation

- (a) Throughout these Rules and Definitions, words implying the masculine gender shall equally apply to and include the female gender.
- (b) Circumstances may necessitate adjustment in how Rules are applied for persons with disabilities. In particular and for example:
  - (i) Section 3 Rule 10 (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 if he is unable to differentiate between colours as, for example, red and green.
- (c) When there is no referee, such as in a social *game*, the opposing player or side will be regarded as such for the purpose of these Rules.



## SECTION 4 THE PLAYERS

### 1. Conduct

- (a) In the event of:
  - (i) a Player taking an abnormal amount of time over a *stroke* or the selection of a *stroke*; or
  - (ii) any conduct by a Player which in the opinion of the referee is wilfully or persistently unfair; or
  - (iii) any other conduct by a Player which otherwise amounts to ungentlemanly conduct; or
  - (iv) refusing to continue a *frame*;  
the referee shall either:
    - (v) warn the Player that in the event of any such further conduct the *frame* will be awarded to his opponent; or
    - (vi) award the *frame* to his opponent; or
    - (vii) in the event that the conduct is sufficiently serious, award the *game* to his opponent.
- (b) If a referee has warned the Player under (v) above, in the event of any further conduct as referred to above, the referee must either:
  - (i) award the *frame* to his opponent; or
  - (ii) in the event that the further conduct is sufficiently serious, award the *game* to his opponent.
- (c) If a referee has awarded a *frame* to a Player's opponent pursuant to the above provisions, in the event of any further conduct as referred to above by the Player concerned, the referee must award the *game* to the Player's opponent.
- (d) Any decision by a referee to award a *frame* and/or the *game* to a Player's opponent shall be final and shall not be subject to any appeal.

### 2. Penalty

- (a) If a *frame* is forfeited under this Section, the offender shall:
  - (i) lose the *frame*; and
  - (ii) forfeit all points scored and the non-offender shall receive a number of points equivalent to the value of the balls remaining on the table, with each Red counting as eight points and any colour incorrectly off the table being counted as if spotted.
- (b) If a *game* is forfeited under this Section, the offender shall:
  - (i) lose the *frame* in progress as in (a); 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 apply.

## Section 4 - Snooker

### 3. Non-striker

The non-*striker* shall, when the *striker* is playing, avoid standing or moving in the line of sight of the *striker*. He 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*.

### 4. Absence

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

### 5. Conceding

- (a) A player may only concede when he is the *striker*. The opponent has the right to accept or refuse the concession, which becomes null and void if the opponent chooses to play on.
- (b) When aggregate scores apply and a *frame* is conceded, the value of any balls remaining on the table is added to the score of the other side. In such case, Reds shall count as eight points each and any colour incorrectly off the table shall be counted as if spotted.
- (c) A player shall not concede a frame in any match unless snookers are required. Any breach of this rule shall be regarded as ungentlemanly conduct or misconduct by the player concerned.

## SECTION 5 THE OFFICIALS

### 1. The Referee

- (a) The referee shall:
  - (i) be the sole judge of fair and unfair play;
  - (ii) be free to make a decision in the interests of fair play for any situation not covered adequately by these Rules;
  - (iii) be responsible for the proper conduct of the *game* under these Rules;
  - (iv) intervene if he sees any infringement of these Rules;
  - (v) tell a player the colour of a ball if requested; and
  - (vi) clean any ball upon reasonable request by a player.
- (b) The referee shall not:
  - (i) answer any question not authorised in these Rules;
  - (ii) give any indication that a player is about to make a *foul stroke*;
  - (iii) give any advice or opinion on points affecting play; nor
  - (iv) answer any question regarding the difference in scores.
- (c) If the referee has failed to notice any incident, he may at his discretion take the evidence of the marker or other officials or spectators best placed for the observation or may view a camera/video recording of the incident to assist his decision.

### 2. The Marker

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

### 3. The Recorder

The recorder shall maintain a record of each *stroke* played, showing *fouls* where appropriate and how many points are scored by each player or side as required. He shall also make note of *break* totals.

### 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.

# **ALTERNATIVE FORMS OF SNOOKER**

## SNOOKER SHOOT OUT COMPETITION RULES

### Timing

1. Each *match* will be played over a pre-determined length of time.
2. Players 'lag' to decide who *breaks* off (winner decides). A *Lag* involves both players simultaneously striking a *cue ball* from the baulk line to hit the top cushion and rebound back down the table. The player whose ball finishes nearest to the baulk cushion (in the opinion of the referee) wins the *Lag*.
3. The shot clock will be initiated by the timing official at a juncture dependent on circumstances. It will stop at the exact moment the player strikes the *cue ball*.
4. Maximum *stroke* durations:
  - (a) for a *stroke* commencing during the first part of the *game*, the *cue ball* must be struck within a pre-determined number of seconds;
  - (b) for a *stroke* commencing in the second half of the *game*, the *cue ball* must be struck within a pre-determined number of seconds.Failure to commence a *stroke* within the allotted time will result in a time *foul* being called. A five point penalty will be awarded and the incoming player receives the cue ball from the referee and plays from '*in hand*'.
5. Under normal circumstances the shot clock will be started the instant the balls come to rest or, after a *potted* colour has been re-spotted. If the *cue ball* is spinning on its axis this will be deemed a moving ball. Deciding when the balls have come to rest is the referee's call.
6. Providing the *cue-ball* has been struck before a timer buzzer is heard, then all points *foul* or fair shall count.

### Fouls

7. Following a *foul*, for the purposes of this event, '*in hand*' shall mean the *cue ball* can be placed anywhere on the table and the player does not have the option of asking his opponent to '*play again*'.
8. All *fouls* will result in the incoming player having the ball '*in hand*'. The shot clock starts when the incoming player receives the *cue-ball* from the referee.
9. 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 five point penalty awarded and the incoming player will receive the *cue ball* from the referee and play from '*in hand*'.
10. There is no Foul and a Miss Rule and any *fouls* will result in the incoming player playing from '*in hand*'.
11. The penalty for all time *fouls* will be five points and the incoming player plays his *stroke* from '*in hand*'.
12. 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

## Alternative Snooker

incoming player's shot time will start. The player may then pick the *cue ball* up and place it where he so wishes but the *stroke* must commence within the allocated time.

### Other rules

13. If a player asks the referee to clean a ball the shot clock will not be stopped and ball cleaning will take place during the player's shot time. However, the referee can always call 'time out' if, for instance, the referee decides that multiple balls need cleaning.
14. Should an external party distract a player during his allotted *stroke* time the referee will have the power to either stop or re-set the shot clock. Indeed, at any point, a referee is allowed to call time out and decide whether the shot clock is re-started or re-set.
15. Should a player believe a ball has been re-spotted incorrectly the clock will continue unless the referee decides otherwise.
16. Should the scores be tied at the end of the 10 minute *frame*, 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 within the "D". The player who broke off in the *frame* will have the first attempt at *potting* the blue and the first player to *pot* it will win the *frame*.
17. In the case of a 'stalemate' the players are responsible for resolving the situation within the allocated timescale. A re-rack is NOT permitted.

### Etiquette

18. Due to the need for speedy play, players 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 his opponent's eye-line.

### Timing Official

19. The referee is best placed to decide, regardless of circumstance, when the shot clock should be initiated. For each shot, the timing official will start the clock on the referee's verbal signal - which would generally be the calling of the score, thereby indicating the player is safe to play on, or by other verbal indication.
20. The timing official should be in a position to see when the shot is played - the instant the tip of the cue makes contact with the *cue ball*. If there is a need for the referee to make a decision the shot clock will not be started until the referee has reached that decision. He will then signal - start. You cannot make your opponent *play again*.
21. Should there be an electronic shot-clock malfunction the referee's decision will be final. The shot clock will start when the referee verbally signals start to the timing official.

## Alternative Snooker

22. The referee is the ultimate arbiter and his 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.

### A SIMPLIFIED FORM OF SNOOKER (i.e. SIX REDS)

This version can be played with any number of red balls.

All the usual Snooker rules apply with the following exceptions:

1. There will be no more than five consecutive FOUL AND A MISS calls at any one time.
2. After four consecutive FOUL AND A MISS calls, the referee will warn the offending player that should a FOUL AND A MISS be called again the following options are available to the non-*striker*:
  - (i) play himself from where the balls have come to rest;
  - (ii) ask his opponent to play from where the balls have to come to rest;
  - (iii) place the cue ball anywhere on the table, but this option cannot be taken if play has reached the "snookers required" stage.
3. A player cannot *snooker* behind a *nominated* colour at any time.

**RULES**  
**OF THE GAME OF**  
**ENGLISH BILLIARDS**



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## SECTION 1 EQUIPMENT

Measurements in parenthesis state the metric equivalent to the nearest millimetre

### 1. The Standard Table

#### (a) Dimensions

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

#### (b) Height

The height of the table from the floor to the top of the cushion rail shall be from 2ft 9½in to 2ft 10½in (851mm to 876mm).

#### (c) Baulk-line and Baulk

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

#### (d) The "D"

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

#### (e) Spots

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

- (i) the Spot, 12¾in (324mm) from a point perpendicularly below the face of the top cushion;
- (ii) the Centre Spot, located midway between the faces of the top and bottom cushions;
- (iii) the Pyramid Spot, located midway between the Centre Spot and the face of the top cushion;
- (iv) the Middle of the Baulk-line.

#### (f) Pocket Openings

There shall be pockets at each corner and at the middle of the longer sides. The pocket openings shall conform to templates owned and authorised by The World Professional Billiards and Snooker Association (WPBSA Ltd).

## **Section 1 - Billiards**

### **2. Balls**

The balls shall be of an approved composition and shall each have a diameter of 52.5mm with a tolerance of +/- 0.05mm and:

- (a) a set of balls may be either Red, Spot White (with two or more black spots for identification) and a White. Or Red, Yellow and White which may have spots;
- (b) they shall be of equal weight within a tolerance of 0.5g between any two balls in a set;
- (c) 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 3ft (914mm) in length and shall show no substantial departure from the traditional and generally accepted shape and form.

### **4. Ancillary**

Various cue rests, long cues (called butts and half-butts according to length), extensions and adaptors may be used by players faced with difficult positions for cueing. These may form part of the equipment normally found at the table but also include equipment introduced by either player or the referee (see also Section 3 Rule 18). All extensions, adaptors and other devices to aid cueing must be of a design approved by the WPBSA Ltd.

## 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 during his turn;
- (b) reaching the end of a specified period of time;
- (c) either side reaching the number of points specified; or
- (d) being awarded by the referee under Section 4 Rule 2.

### 2. Match

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

### 3. Balls

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

### 4 Stringing

*Stringing* is when both players (or one from each side) play together from the *Baulk-line* on either side of the "D" to the top cushion and back, with the object of having the ball played come to rest on the bed of the table and closer to the Baulk cushion than the ball played by the opponent. Contact with any side cushion, or impinging into the opponent's 'half of the table', shall give the opponent the options. (see Section 3 - No 2)

### 5. Striker and Turn

The person about to play or in play is the *striker* and remains so until the final *stroke*, or *foul*, of his turn is complete and the referee is satisfied that he has finally left the table. If a non-*striker* comes to the table, *out of turn*, he shall be considered as the *striker* for any *foul* he may commit before leaving the table. When the referee is satisfied that the above conditions have been met, the incoming *striker's* turn begins. His turn, and his right to play another *stroke*, ends when:

- (a) he fails to score from a *stroke*; or
- (b) he commits a *foul*.

## Section 2 - Billiards

### 6. 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.
- (b) A *stroke* is fair when no infringement of Rule is made.
- (c) A *stroke* is not completed until:
  - (i) all balls have come to rest;
  - (ii) the *striker* has stood up, in readiness for a succeeding *stroke*, or leaving the table;
  - (iii) any equipment being used by the *striker* has been removed from a hazardous position; and
  - (iv) the referee has called any score relevant to the *stroke*.
- (d) A *stroke* may be made *directly* or *indirectly*, thus:
  - (i) a *stroke* is *direct* when the *cue-ball* strikes an *object ball* without first striking a cushion;
  - (ii) a *stroke* is *indirect* when the *cue-ball* strikes one or more cushions before striking the first, or second *object ball*.

### 7. Pot

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*. A *pot* is also known as a winning *hazard*.

### 8. 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 held to have gone *in-off* the first *object ball* contacted. An *in-off* is also known as a losing *hazard*.

### 9. Hazard

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

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

## Section 2 - Billiards

### 10. 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*.

### 11. Break

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

### 12. 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 13(a).
- (b) It remains *in-hand* until:
  - (i) it is played fairly from *in-hand*;
  - (ii) a *foul* is committed whilst it is on the table; or
  - (iii) it is spotted under Section 3 Rules 10(c) or 15(c) (ii).
- (c) The *striker* is said to be *in-hand* when the *cue-ball* is *in-hand* as above.

### 13. 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 pocketed or *forced off the table*.

### 14. Ball in Baulk

A ball is in *Baulk* when it rests centrally on the *Baulk-line* or between that line and the bottom cushion.

### 15. Forced off the table

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

### 16. Miss

A *miss* is when the *cue-ball* fails to contact either *object ball* when both *object balls* are in *baulk*.

### 17. Running a coup

*Running a coup* is when the *striker*, when *in hand*, directly pockets his *cue-ball* when no ball(s) are out of *Baulk*. It is not deemed *running a coup* if the ball first makes contact with the flat of a cushion and then (*indirectly*) enters a pocket.

### 18. Foul

A *foul* is any infringement of these Rules.

### 19. Spot Occupied

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

### 20. 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 forward motion; or
- (b) as the *cue-ball* makes contact with 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*.

### 21. Jump Shot

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

- (a) when the *cue-ball* first strikes one *object ball* and then jumps over the other ball;
- (b) when the *cue-ball* jumps and strikes an *object ball*, but does not land on the far side of that ball;
- (c) when, after striking one *object ball* lawfully, the *cue-ball* jumps over that ball after next 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 (if the latter, with two or more black spots for identification) 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 disturbing 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;
  - (ii) who first reaches the agreed or stipulated number of points;
  - (iii) to whom the *game* is awarded under Section 4 Rule 2; 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) At the opening *stroke* and at all times it is the *striker's* responsibility to play with the correct *cue-ball* even if the wrong ball is passed to him by the referee.



### 3. Mode of Play

The players play alternately, or in turn, unless a score 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 13, from *in-hand*. When the *striker* fails to score, his turn ends and the next player plays from the position then left, this being from *in-hand* if his *cue-ball* is off the table or touching another ball as provided for in Section 3 Rule 13. 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 15 (c) (ii).

### 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* a combination of *hazard(s)* 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 *cannon*)
  - (i) three points if the Red was struck first by the *cue-ball*;
  - (ii) two points if the *object ball* (White, Spot White or Yellow) was struck first; or
  - (iii) two points if both *object balls* were struck 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 time 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 any 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 touch 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 held 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 hitting 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 or out of *Baulk*.

### 8. 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 from 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.

## Section 3 - Billiards

- (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 is not considered to be on any Spot unless it was placed there by hand.
- (f) If another ball should touch any ball that has been placed by hand on a Spot, that ball is no longer considered to be on that Spot, 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 correctly any *object ball*.

### 9. 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.

### 10. 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.

### 11. Ball on Edge of Pocket

When a ball falls into a pocket without being hit by another ball or any outside agency:

- (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 his discretion;
  - (ii) if a *foul* is committed all balls will be replaced and the next player has the prescribed options after a *foul*.
- (c) If it balances momentarily on the edge of a pocket and then falls in, it shall count as in the pocket and not be replaced.

### 12. Ball Moved by Other than Striker

If a ball, stationary or moving, is disturbed other than by the player at the table, it shall be re-positioned by the referee to the place he judges the ball was, or would have finished, without penalty.

- (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.

### 13. Touching Ball

- (a) When the *striker's* ball remains touching another ball, the referee shall state TOUCHING BALL and, following the agreement of both players, 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 his satisfaction.
- (c) The *striker* is entitled to be told upon request whether the *object balls* are touching.

### 14. 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) playing the *cue-ball* *directly* into a pocket, or off a shoulder of the pocket, when *in-hand* with no *object ball* out of *Baulk* (*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) touching a ball or ball marker *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; and
- (s) using any object to measure gaps or distance.

### 15. Action after a Foul

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

- (a) If the *striker* has not made a *stroke*, his right to play a *stroke* ends immediately. If he should, in the opinion of the referee, intentionally play a *stroke* after being called for a *foul*, he 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 are allowed 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 points shall be forfeited 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

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- (ii) from *in-hand* with the Red placed on the Spot and the object White/Yellow placed on the Centre Spot. After a request to have the balls so 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.

### 16. Action after a Miss

If a *miss* is made, by other than a *stroke* made directly into a pocket or off a shoulder of a pocket when the *striker* is *in-hand* with no *object ball* out of *Baulk* 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*.

### 17. Four-handed Billiards

- (a) The side to make the first *stroke* is decided by the winner of the *stringing*, as per 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 whilst 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*.

### 18. Use of Ancillary Equipment

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

- (a) The *striker* is responsible for all items including, but not limited to, rests and extensions that he brings to the table, whether owned by him or borrowed (except from the referee), and he will be penalised for any *fouls* made by him when using this equipment.
- (b) Equipment normally found at the table which has been provided by another party including the referee is not responsibility of the *striker*. If this equipment should prove to be faulty and thereby cause the *striker* to touch a ball or balls, no *foul* will be called. The referee will, if necessary, reposition any balls in accordance with Section 3 Rule 12 and the *striker*, if in a *break*, will be allowed to continue without penalty. If any faulty equipment should interfere with the *stroke* played, the *striker* has the option of having that *stroke* declared void, with all balls replaced. The *striker* then has the choice of playing the same, or an alternative, *stroke*.

### 19. Interpretation

- (a) Throughout these Rules and Definitions, words implying the masculine gender shall equally apply to and include the female gender.
- (b) Circumstances may necessitate adjustment in how Rules are applied for persons with disabilities. In particular and for example Section 3 Rule 14(d) cannot be applied to players in wheelchairs.
- (c) When there is no referee, such as in a social game, the opposing player will be regarded as such for the purpose of these Rules.

### 20. Balk-Line Crossing

In any event where the baulk-line crossing is played, the baulk-line must be crossed between 80-99 in every 100 points in a break.

#### **An explanation of the baulk-line crossing rule is as follows:-**

Crossing the baulk-line must be made **into baulk**, i.e. against the nap of the cloth. The cue-ball is in Baulk when it rests centrally on the Baulk-line or between that line and the bottom cushion, but it does not have to return out of the Baulk area. Obviously it must be a legal scoring stroke.

The referee must state "baulk-line warning at 80" even if the player has scored a 5 point score at 79. i.e. his score would be 84, but the baulk-line warning would be at 80.

The baulk-line crossing must be made when the Break is within the tolerance, that is 80 up until 99.

If the referee fails to warn the player at the correct time, the player shall have the 'forgotten' points allowed. i.e. the referee fails to warn until the score is 86, then the player shall have an extra 6 points to cross the baulk-line, but then the next time in a continuous break will be at 180-199.

When the referee is satisfied that the cue-ball has crossed the baulk-line legally, he shall call the score and state "baulk-line crossed"

If the player is playing from in-hand, it is possible to screw back after making contact with a ball which is out of baulk, or to use a cushion, before crossing back into baulk to continue scoring.

If a player fails to cross the baulk-line during the stipulated 80-99points, it is a foul, and the incoming player will have the usual options.

## SECTION 4 THE PLAYERS

### 1. Time Wasting

If the referee considers that a player is taking an abnormal amount of time over a *stroke* or the selection of a *stroke*, he shall warn the player that he is liable to have the *game* awarded to his opponent.

### 2. Ungentlemanly Conduct

For refusing to continue a *game*, or for conduct which, in the opinion of the referee is wilfully or persistently unfair, including continued time wasting after being warned under Rule 1 of this Section, a player shall lose the *game*.

### 3. Penalty

When a *game* is forfeited under this Section:

- (a) if it was to be decided on an agreed or stipulated number of points, the offender shall forfeit all points scored and the non-offender shall win the *game* by the agreed or stipulated number of points to nil; or
- (b) if it was over an agreed or stipulated period of time and forms part of a *match*, the *match* shall be forfeited.

### 4. Non-Striker

The non-*striker* shall, when the *striker* is playing, 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. Absence

In the case of his absence from the room, the non-*striker* may appoint a deputy to watch his interests and claim a *foul* if necessary. Such appointment must be made known to the referee prior to departure.

### 6. Conceding

A player may only concede when he is the *striker*. The opponent has the right to accept or refuse the concession, which becomes null and void if the opponent chooses to play on.



### 7. Scores

Each player is responsible for checking the accuracy of the scores recorded on the scoreboard, both for points scored in that player's turn and points awarded from an opponent's *fouls* and *misses*. In the event of any claim later in the *game*, the referee's decision shall be final.

## SECTION 5 THE OFFICIALS

### 1. The Referee

- (a) The referee shall:
  - (i) be the sole judge of fair and unfair play;
  - (ii) be free to make a decision in the interests of fair play for any situation not covered adequately by these Rules;
  - (iii) be responsible for the proper conduct of the *game* under these Rules;
  - (iv) intervene if he sees any infringement of these Rules; and
  - (v) clean any ball upon reasonable request by a player.
- (b) The referee shall not:
  - (i) answer any question not authorised in these Rules;
  - (ii) give any indication that a player is about to make a *foul stroke*;
  - (iii) give any advice or opinion on points affecting play; and
  - (iv) answer any question regarding the difference in scores.
- (c) If the referee has failed to notice any incident, he may take the evidence of the marker or other officials or spectators best placed for observation, or he may view a camera or video recording of the incident to assist his decision.

### 2. The Marker

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

### 3. The Recorder

The recorder shall maintain a record of each *stroke* played, showing *fouls*, *hazards* and *cannons* where appropriate and how many points are scored by each player or side as required. He shall also make a note of *break* totals, and calculate average scores per turn after the completion of the *game*.

### 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.

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