CONTENTS

1. RULES OF THE GAME OF SNOOKER

SNOOKER RULES INDEX

2. ALTERNATIVE FORMS OF SNOOKER

- SNOOKER SHOOT OUT COMPETITION RULES
- A SIMPLIFIED FORM OF SNOOKER

3. RULES OF THE GAME OF ENGLISH BILLIARDS

ENGLISH BILLIARDS RULES INDEX

4. SECTION FOR NOTES
RULES

OF THE GAME OF

SNOOKER
# INDEX

## SECTION 1
1. The Standard Table
2. Balls

## SECTION 2
1. Frame
2. Game
3. Match
4. Balls
5. Striker and Turn
6. Stroke
7. Pot
8. Break
9. In-hand
10. Ball in Play
11. Ball On

## SECTION 3
1. Description
2. Position of Balls
3. Mode of Play
4. End of Frame, Game or Match
5. Playing from In-hand
6. Hitting Two Balls Simultaneously
7. Spotting Colours
8. Touching Ball
9. Ball on Edge of Pocket

## SECTION 4
1. Conduct
2. Penalty
3. Non-striker

## SECTION 5
1. The Referee
2. The Marker

# SNOOKER

## EQUIPMENT
1. The Standard Table
2. Balls

## DEFINITIONS
1. Frame
2. Game
3. Match
4. Balls
5. Striker and Turn
6. Stroke
7. Pot
8. Break
9. In-hand
10. Ball in Play
11. Ball On

## THE GAME
1. Description
2. Position of Balls
3. Mode of Play
4. End of Frame, Game or Match
5. Playing from In-hand
6. Hitting Two Balls Simultaneously
7. Spotting Colours
8. Touching Ball
9. Ball on Edge of Pocket

## THE PLAYERS
1. Conduct
2. Penalty
3. Non-striker

## THE OFFICIALS
1. The Referee
2. The Marker
3. The Recorder
4. Assistance by Officials
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;
Section 1 - Snooker

(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.
Section 2 - Snooker

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.
Section 2 - Snooker

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.
Section 2 - Snooker

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

(a) when the \textit{cue-ball} first strikes one \textit{object ball} and then jumps over another ball;
(b) when the \textit{cue-ball} jumps and strikes an \textit{object ball}, but does not land on the far side of that ball;
(c) when, after striking an \textit{object ball} lawfully, the \textit{cue-ball} jumps over that ball after hitting a cushion or another ball.

21. Miss

A \textit{miss} is when the \textit{cue-ball} fails to first contact a ball \textit{on} and the referee considers that the \textit{striker} has not made a good enough attempt to hit a ball \textit{on}.
SECTION 3 - Snooker

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).
Section 3 – Snooker

(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.
Section 3 - Snooker

(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.
Section 3 - Snooker

(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.
Section 3 - Snooker

(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.
Section 3 - Snooker

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.


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;
Section 3 - Snooker

(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;
score points for any ball or balls he may pot.

Section 3 - Snooker

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.
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.
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
## INDEX

### SECTION 1
1. The Standard Table
2. Balls

### SECTION 2
1. Game
2. Match
3. Balls
4. Stringing
5. Striker and Turn
6. Stroke
7. Pot
8. In-Off
9. Hazard
10. Cannon
11. Break

### SECTION 3
1. Description
2. Start of Game
3. Mode of Play
4. Scoring
5. End of Session and Game
6. Playing from In-hand
7. Ball on Baulk-line
8. Spotting Object Balls
9. Limitation of Cannons
10. Limitation of Hazards

### SECTION 4
1. Time Wasting
2. Ungentlemanly Conduct
3. Penalty

### SECTION 5
1. The Referee
2. The Marker

---

## ENGLISH BILLIARDS

### EQUIPMENT
3. Cue
4. Ancillary

### DEFINITIONS
12. In-hand
13. Ball in Play
14. Ball in Baulk
15. Forced off the Table
16. Miss
17. Running a Coup
18. Foul
19. Spot Occupied
20. Push Stroke
21. Jump Shot

### THE GAME
11. Ball on Edge of Pocket
12. Ball Moved by Other than Striker
13. Touching Ball
14. Foul
15. Action after a Foul
16. Action after a Miss
17. Four Handed Billiards
18. Use of Ancillary Equipment
19. Interpretation
20. Baulk-line Crossing

### THE PLAYERS
4. Non-Striker
5. Absence
6. Conceding
7. Scores

### THE OFFICIALS
3. The Recorder
4. Assistance by Officials
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*. 
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.
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.
Section 3 - Billiards

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.
(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
(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*.
Section 3 - Billiards

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. Baulk-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 80-99 points, 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.
NOTES: