SECTION 1. - EQUIPMENT 3
1. The Standard Table 3
2. Balls 4
3. Cue 4
4. Ancillary 4
SECTION 2. – DEFINITIONS 4
1. Game 4
2. Match 4
3. Balls 5
4. Cushion Faces 5
5. Stringing 5
6. Striker and Turn 5
7. Stroke 5
8. Pot 6
9. In-Off 6
10 Hazard 6
11. Cannon 6
12. Break 6
13. In-hand 6
14. Ball in Play 7
16. Miss 7
18. Infringement and Foul 7
19 Forced Off the Table and Pocketing 7
20. Spot Occupied. 7
21. Push Stroke. 8
22. Jump shot 8
SECTION 3. – THE GAME 8
1. Description 8
2. Start of Game 9
3. Mode of Play 9
4. Scoring 10
5. End of Session and Game 10
6. Playing from In-hand 11
7. Ball on Baulk-line 11
8. Baulk-line Crossing 11
9. Spotting Object Balls 12
10. Limitation of Cannons 13
11. Limitation of Hazards 13
12.Ball on Edge of Pocket 13
13. Ball Moved by Other than Striker 13

14. Touching Ball.....14
15. Fouls.....14
16. Action after a Foul.....15
17. Action after a Miss.....15
18. Four Handed Billiards.....15
20. Interpretation.....16
SECTION 4 THE PLAYERS.....16
1. Unsporting Conduct.....16
2. Time Wasting.....17
3. Penalty.....17
4. Conceding.....17
5. Non-striker.....17
6. Scoring Responsibility.....18
7. Absence.....18
SECTION 5 THE OFFICIALS.....18
1. The Referee.....18
2. The Marker.....18
3. The Stroke Recorder.....19
4. The Timekeeper.....19
5. Assistance by Officials.....19

SECTION 1. - EQUIPMENT

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

1. The Standard Table

a) The Playing Area

The playing area is within the cushion faces and shall measure 11 ft. 8½ in x 5ft 10 in (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 10 in (864 mm) with a tolerance of +/- ½ in (13 mm)

c) Bottom Cushion and Top Cushion

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

d) Baulk-line and Baulk

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

e) The "D"

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

f) Spots

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

i) the Spot, 12¾ in (324mm) from a point perpendicularly below the face of the Top Cushion.

ii) the Centre Spot, located midway between the points perpendicularly below the faces of the Top and Bottom Cushions.

iii) the Pyramid Spot, located midway between the Centre Spot and the point perpendicularly below the face of the Top Cushion.

iv) the Middle of the Baulk-line.

g) Pocket Openings

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

2. Balls

a) a set of balls comprises of a Red, a White and a Yellow (which may have spots). Alternatively, a Red, a White and a Spot White (with the latter having two or more spots for identification) may be used.

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

c) they shall be of equal weight where possible but the tolerance between the heaviest ball and the lightest ball in a set should be no more than 0.5 g; and

d) a set of balls may be changed by agreement between the players or on a decision by the referee.

3. Cue

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

4. Ancillary

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

SECTION 2. – DEFINITIONS

Standard definitions used throughout these Rules are hereinafter italicised

1. Game

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

a) concession by any player; or

b) reaching the end of a specified period of time; or

c) either side reaching the number of points specified; or

d) being awarded by the referee under Section 4 Rules 1 (b), 1 (c) 1 (d) or 3 (b).

2. Match

A *match* is an agreed or stipulated number of *games*. A *match* may be awarded under Section 4 Rule 1 (c), 1(d), or 2(d).

3. Balls

a) The White and Yellow (or Spot White in place of Yellow) are the allocated balls for the players or sides. The *striker's* ball is the *cue-ball*, the other ball then becoming the non-*striker's* ball.

b) The non-*striker*'s ball and the red are *object balls.*

4. Cushion Faces

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

5. Stringing

Stringing or to String is when both players simultaneously *strike* a *cue-ball* each from opposite halves of the Baulk-line towards the Top Cushion to rebound back towards *Baulk.* The player whose ball finishes nearest to the Bottom Cushion, in the opinion of the referee, wins the *String.* The *cue-ball* may only hit the *flat* face of the Top or Bottom Cushions; The following actions will result in the *String* being forfeited:

a) Contact with any cushion other than the Top or Bottom Cushion; or

b) Where the *cue-ball* crosses to the other player's half of the table.

6. Striker and Turn

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

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

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

7. Stroke

a) A *stroke* is made when the *striker strikes* the *cue-ball* with the tip of the cue in the direction of cue alignment, except when addressing the *cue-ball* (known as feathering).

b) The *cue-ball* must be struck only once and not *pushed* forward. The tip of the cue may momentarily remain in contact with the *cue-ball* after it commences motion

c) A *stroke* is legal when no *foul* is made.

d) A *stroke* is not completed until:

(i) all balls have come to rest.

(ii) spotting of any balls required is completed.
(iii) any ancillary equipment being used by the *striker* has been removed.

e) A *stroke* may be made *directly* or i*ndirectly*, thus:

i) a *stroke* is *direct* when the *cue-ball* strikes an *object ball* without first hitting a cushion.

(ii) a *stroke* is i*ndirect* when the *cue-ball* hits one or more cushions before hitting either *object ball*.

8. 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*.

9. In-Off

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

10 Hazard

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

a) a *pot*, also known as a winning *hazard*;

b) an *in-off*, also known as a losing *hazard*;

c) two *pots;*

d) a *pot* and an *in-off*, or

e) two *pots* and an *in-off*.

11. Cannon

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

12. Break

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

13. In-hand

a) A player's ball is *in-hand*

i) before the start of each game.

ii) when it has entered a pocket.

iii) when it has been *forced off the table*; or

iv) after balls are spotted under Section 3 Rule 14 a)

b) It remains *in-hand* until

i) it is played legally from *in-hand*; or

ii) a *foul* is committed while it is on the table, or

iii) it is spotted under Section 3 Rules 11 c) or 16 c) ii).

c) The *striker* is said to be *in-hand* when the *cue-ball* is *in-hand* as above.

14. Ball in Play

a) The player's ball is in *play* when it is not *in-hand*

b) The red is in *play* when spotted and remains so until it enters a pocket or is *forced off the table*.

15. Ball in Baulk

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

16. Miss

A *miss* is when, playing from in-hand and without any *infringement,* the cue-ball fails to contact an *object ball,* when there are no *object balls* out of Baulk. A *miss* is not a *foul.*

17. Running a coup

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

18. Infringement and Foul

An *Infringement* is any violation of these Rules. Any *infringements* committed by the *striker* are *fouls.*

19 Forced Off the Table and Pocketing

A ball is *forced off* the *table* if it comes to rest other than on the playing area or in a pocket, or if it is picked up by the *striker* while it is *in play*. A ball that finishes in a pocket as a result of a non-scoring *stroke* is considered *pocketed.*

20. Spot Occupied.

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

21. Push Stroke.

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

a) after the *cue-ball* has commenced its forward motion, other than momentarily at the point of initial contact; or

b) as the *cue-ball* contacts an *object ball* except, where the *cue-ball* and an *object ball* are almost touching, it shall not be deemed a push *stroke* if the *cue-ball* hits a very fine edge of the *object ball.*

22. Jump shot

A *jump shot* is made when the *cue-ball* passes over any part of an *object ball*, whether 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 hits an *object ball*, and at the moment of landing on the playing area, the *cue-ball* is not on the far side of the current position of that *object ball*. or

c) When, after hitting an *object ball* legally, the *cue-ball* jumps over that ball after hitting a cushion or the other ball.

SECTION 3. – THE GAME

1. Description

English Billiards may be played by two players independently, or by more than two players as sides. The Game is summarised in paragraphs (a) to (g) below.

a) Three balls are used: a plain White by one side, a Yellow (or Spot White) by the other player or side, and a Red.

b) Scoring *strokes* in a player's turn are made by *pots*, *in-offs* and *cannons* singly or in combination.

c) Points awarded for scoring *strokes* are added to the score of the *striker*.

d) Penalty points from *fouls* and *misses* are added to the opponent's score.

e) A tactic employed at any time during a game is to leave both *object balls* in *Baulk* when the next player is *in-hand* such that any attempt at contacting the balls must be by means of an *indirect stroke*.

f) The winner of the *game* is the player or side

i) who has scored the most points in the agreed or stipulated time. or

ii) who first reaches the agreed or stipulated number of points; or

iii) to whom the *game* is awarded under Section 4 Rule 1(b), 1 (d), or 2 (c) ;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, or, to whom the *match* is awarded under Section4 Rule 1(b), 1(d), or 2(d).

2. Start of Game

The allocation of the White ball and Yellow (or Spot White) to a player or side, and which side is to play first shall be decided by *stringing* or in 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 through the *game*.

b) The red is placed on the Spot and the first player plays from *in-hand*, the *game* commencing when the *cue-ball* has been placed on the table and contacted with the tip of the cue, either

i) as a *stroke* is made; or

ii) while preparing to play a *stroke*, except as in Section 3 Rule 6 (b)

c) It is the *striker*'s responsibility to play with the correct *cue-ball* even if the wrong ball is passed to them by the referee.

d) In matches which consist of a multiple number of games, if a game is started by the wrong player or side:

(i) it shall be restarted correctly, without penalty, if only one stroke has been played and no foul has been committed since; or

(ii) It shall continue in the normal way if another stroke is made, or if a foul is committed during the first stroke or after the completion of the first stroke, with the correct order of starting being resumed in the following game such that one player or side will have started in three consecutive games.

3. Mode of Play

(a) The players play alternately, or in turn, unless a 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 14 (a), from *in-hand*.

(b) When the *striker* fails to score, their turn ends and the next player plays from the position then left, this being from *in-*

hand if their *cue-ball* is off the table or touching another ball as provided for in Section 3 Rule 14 (a).

(c) After a *foul* the next player has the additional option of playing from *in-hand* with both *object balls* spotted as provided for in Section 3 Rule 16 c) ii).

(d) Following the final *stroke* of the opponent's *turn*, or following a *foul*, if an incoming player *strikes* the *cue-ball* or commits a *foul* before the balls have come to rest, or before the referee has completed the spotting of any ball, they shall be penalised as if they were the *striker* and their *turn* will end.

4. Scoring

Points are scored as indicated in paragraphs (a) to (d) below.

a) A *cannon*, *pot* white, *pot* yellow, *in-off* white and *in-off* yellow shall each score two.

b) A *pot* red and *in-off* red shall each score three.

c) If more than one *hazard* or combination of *hazard*s and a *cannon* are made in the same *stroke,* all are scored.

d) When an *in-off* is combined with a *cannon*, the *in*-off shall score (additionally to the *cannon*)

i) three points if the red was 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 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 contacting a ball in *Baulk*.

e) the *cue-ball* may be played against a cushion in *Baulk* before hitting a ball out of *Baulk*.

f) if an *object ball* is in *Baulk*, no part of its surface may be played on directly from *in-hand*, even if that part of its surface is physically out of *Baulk.*

7. Ball on Baulk-line

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

8. Baulk-line Crossing

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

(a) Crossing the Baulk-line must be made into *Baulk*, i.e.against the smooth grain of the nap of the cloth.

(b) The *cue-ball* is in *Baulk* when it crosses the Baulk-line (resting centrally on the Baulk-line means that it has not crossed). The *cue- ball* does not have to return out of the *Baulk* area.

(c) The referee must state BAULK-LINE WARNING AT 80 after completion of the *stroke* that took the *striker’*s *break* score to, or past, 80 points.

(d) The Baulk-line crossing must be made when the *break* score is within the 20 points tolerance, that is 80 to 100 points, and made during, or prior to, the *stroke* that takes the *break* score to, or past, 100 points.

(e) If the referee fails to state the Baulk-line Warning at the correct point of the *break* score, the striker must cross the Baulk-line within 20 points of the *break* score at which the

Warning is announced. The *break* score at which the next Warning is due in the *break* is unaffected.

(f) When the referee is satisfied that the *cue-ball* has crossed the Baulk-line legally, they shall call the *break* score and then state BAULK-LINE CROSSED.

(g) If the *striker* is playing from *in-hand* or from within *Baulk*, it is possible to make a Baulk-line crossing providing the referee is satisfied that the *stroke* causes the *cue-ball*, either fully or the greater part of it, to leave *Baulk* before returning to cross the Baulk-line.

(h) Unless the *striker*'s *turn* ends with a non-scoring *stroke*, the *striker*'s failure to cross the Baulk-line during the stipulated period is a *foul* and the incoming player will have the usual options following a *foul*.

9. Spotting Object Balls

a) If the red is *potted, 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 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) The opponent's cue-ball will be spotted in accordance with Section 3 Rule 11(c), 14(a), or 16(c)(ii) if appropriate.

(f) A ball, to be correctly spotted, must be placed on the spot designated in these Rules.

(g) If a ball, initially correctly spotted, should be contacted, then that ball is no longer considered to be spotted even though it may not have moved.

(h) A player shall not be held responsible for any mistake by the referee in failing to spot any ball correctly.

10. Limitation of Cannons

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

a) After seventy such *cannons*, the referee shall call 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 call SEVENTY CANNONS.

b) The referee shall inform the striker upon request how many consecutive *strokes* of *Cannons* have been made.

11. Limitation of Hazards

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

a) After ten such strokes of hazards, the referee shall call 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 call TEN HAZARDS.

b) The referee shall inform the *striker* upon request how many consecutive strokes of *hazards* have been made.

c) If the non-*striker*'s ball is off the table as a result of the final *stroke* of the non-*striker's* last *turn*, it shall after the fifteenth *hazard,* be placed on the Middle of the *Baulk-line* or, if that is occupied, on the right-hand corner of the "D", viewed from the *Baulk* end of the table.

12.Ball on Edge of Pocket

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

a) Being no part of any *stroke* in progress, it shall be replaced and all points scored shall count.

b) If it would have been hit by any ball involved in a *stroke*:

i) with no infringement of these Rules (including cases where an infringement would have occurred but for the ball falling into a pocket) all balls will be replaced and the same *stroke* played again, or a different *stroke* may be played, by the same *striker* at their discretion;

ii) if a *foul* is committed all balls will be replaced and the next player has the usual options after a *foul*.

c) If it balances momentarily on the edge of a pocket and then falls in, it shall be considered *potted, pocketed* or *in-off* and shall not be replaced.

13. Ball Moved by Other than Striker

If a ball, stationary or moving, is disturbed by other than by the *striker*, it shall be repositioned by the referee to the place they

deemed the ball was, or would have come to rest, without penalising the *striker*.

a) This Rule shall include cases where another occurrence or person, other than the *striker*'s partner, causes the *striker* to move a ball, but will not apply in cases where a ball moves due to any defect in the table surface, except in the case where a spotted ball moves before the next *stroke* has been made.

b) No player shall be penalised for any disturbance of balls by the referee.

14. Touching Ball

(a) When the *striker*'s cue-*ball* remains touching another ball, the referee shall call TOUCHING BALL and, after briefly allowing both players or sides to inspect, red shall be placed on the Spot, the non-*striker*'s ball if on the table, shall be placed on the Centre Spot, and the *striker* shall play from *in-hand*.

(b) If a stationary *object ball*, not touching the cue-ball when examined by the referee, is later seen to be in contact with the *cue-ball* before a *stroke* has been made, the balls shall be re-positioned by the referee to their satisfaction.

(c) The *striker* is entitled to be told upon request whether the *object ball*s are touching.

15. Fouls

The following acts are *fouls*:

a) *striking* a ball other than the *cue-ball*,

b) *striking* the cue-ball more than once during a stroke,

c) striking when any ball is not at rest,

d) *striking* when both feet are off the floor,

e) playing out of turn;

f) playing improperly from *in-hand*, including at the opening *stroke*;

g) *running a coup;*

h) playing *a jump shot*;

i) making a *push stroke;*

j) causing a ball to be *forced off the table*;

k) making more than fifteen consecutive *hazards*;

l) making more than seventy-five consecutive *cannons*;

m) contacting, with any part of the player's person, attire or equipment, a ball *in play*, or any device used to mark a ball *in play*;

n) *striking* before the referee has completed the spotting of a ball;

o) causing the *cue-ball* to fail to contact any *object ball*, other than as provided for in Section 2 Rule 16;

p) conferring with a partner contrary to Section 3 Rule 18 (b);

q) playing with a non-standard cue;
r) using a ball off the table for any purpose;

s) using any object to measure gaps or distance;

t) failure to cross the Baulk-line during the stipulated period;

16. Action after a Foul

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

a) If the *striker* has not made a *stroke*, their right to play a *stroke* ends immediately. If they should, in the opinion of the referee, intentionally play a *stroke* after being called for a *foul*, they shall be deemed to have committed a further *foul* for playing *out of turn* and shall be further penalised.

b) All points scored in a break before a *foul* is awarded shall count but the *striker* shall not score any points in a stroke called *foul.*

c) All *fouls* will incur a penalty of two points but no more than two penalty points shall be incurred in any one *stroke*. Additionally, the next player shall have the option of playing:

i) from where the balls have come to rest, the Red if off the table being first correctly spotted; or

ii) from in-hand with the Red placed on the Spot and the opponent's cue-ball placed on the Centre Spot. After a request to have the balls spotted has been made, it cannot be withdrawn.

d) If the *foul* is neither awarded by the referee, nor successfully claimed by the *non-striker* before the next *stroke* is made, it is condoned.

17. Action after a Miss

If a *miss* is made, without running a coup, referee shall call MISS. A penalty of two points is incurred, which is added to the opponents score. The next player shall play their *stroke* from where the balls have come to rest.

18. Four Handed Billiards

a) The side to make the first *stroke* is decided, as in Section 3 Rule 2. The Order of play is then determined by the next player after which the order must remain unchanged throughout the *game*.

b) Partners may confer during a *game* but not while one is the *striker* and has approached the table until the *break* has ended with a non-scoring *stroke* or a *foul*. This principle shall also apply in games between individual players that form part of a team *match*.

19. Use of Ancillary Equipment

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

a) The *striker* is responsible for all items including, but not limited to, rests and extensions that they bring to the table,

whether owned by them or borrowed (except from the referee), and they will be penalised for any *fouls* made when using this equipment.

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

20. Interpretation

a) Circumstances may necessitate adjustment in how Rules are applied for persons with disabilities. In particular Section 3 Rule 15(d) cannot be applied to players in wheelchairs.

b) When there is no referee, the opposing player or side will be regarded as such for the purpose of these Rules

SECTION 4 THE PLAYERS

1. Unsporting Conduct

(a) In the event of:

(i) a player using offensive language, or making offensive gestures; or

(ii) any conduct by a player which in the opinion of the referee is wilfully or persistently Unsporting; or

(iii) any other conduct by a player which otherwise amounts to Unsporting Conduct; or

(iv) any player refusing to continue the current game;

the referee shall Warn the player that in the event of any further Unsporting Conduct the game will be awarded to their opponent.

(b) If the referee has Warned the player under (a) above, in the event of any further Unsporting Conduct by that player:

(i) the referee shall award the game to their opponent; or

(ii) if the match is an agreed number of games, the referee shall award the game to their opponent and Warn the player that in the event of any further Unsporting Conduct the match will be awarded to their opponent. If it happens between games, the referee shall award the next game to their opponent.

(c) If a referee has awarded a game to a player's opponent under (b) above or (d) below, which did not involve the ending of the match, then in the event of any further Unsporting Conduct by the player concerned, the referee shall award the match to the player's opponent.

(d) In the event that the conduct, in the opinion of the referee is sufficiently serious, the referee shall award the game or the match to the player's opponent, even if previous Warnings for Unsporting Conduct were not issued.

(e) Any decision by the referee to award a game or match to a player's opponent shall be final and shall not be subject to any appeal.

2. Time Wasting

If the referee considers a player is running down the clock, they may also consider it as Time Wasting and initiate the procedure as indicated in paragraphs (a) to (d) below.

(a) In the event of a player taking an abnormal amount of time over a stroke, or the selection of a stroke, or in the event that the non-striker's actions are deemed Time Wasting, the referee shall pause the clock, where relevant, and then Warn the offender that in the event of any further Time Wasting, the game will be awarded to their opponent. If relevant, the clock shall be re-started after the next stroke is played or a foul is awarded.

(b) If there is a game clock relevant to a multi-table set-up and not for an individual table, the referee may decide to add to the end of the game any wasted time where the clock could not be paused. Once the referee has dealt with Time Wasting as in paragraph (a) above, they will announce the amount of time to be added, and if requested later in the game they will remind the players of this amount of time

(c) If the referee has Warned the player for Time Wasting under paragraph (a) above, in the event of any further Time Wasting by that player, the referee shall award the game to their opponent. If the individual match is an agreed number of games the referee shall Warn the player that, in the event of any further Time Wasting, the match will be awarded to their opponent.

(d) If a referee has awarded a game to a player's opponent for Time Wasting which did not end the match, in the event of any further Time Wasting by the player concerned, the referee shall award the match to their opponent.

3. Penalty

(a) When a game or match is forfeited under Section 4 Rule 1(b), 1(d), or 2(c): (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 each relevant 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 is an individual match, the match shall be forfeited. If the match is an agreed number of games, the game is initially forfeited.

4. Conceding

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

5. Non-striker

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

movement or action that may interrupt the concentration of the striker.

6. Scoring Responsibility

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

7. Absence

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

SECTION 5 THE OFFICIALS

1. The Referee

(a) The referee shall:

(i) make decisions in the interests of fair play for any situation not covered adequately by these Rules;

(ii) make decisions regarding pausing or stopping the clock where relevant, and inform a player of the time remaining upon reasonable request;

(iii) be responsible for proper conduct during a match under these Rules;

(iv) intervene if they see any infringement;

(v) tell a player the position of a ball if requested; and

(vi) clean any ball upon reasonable request by the striker.

(b) The referee shall not:

(i) answer any question not authorised in these Rules; nor

(ii) give any indication that a player is about to make an infringement; nor

(iii) give any advice or opinion on situations that could affect play; nor

(iv) answer any question regarding the difference in scores.

(c) If the referee has failed to notice any incident, they may at their discretion take the evidence of the marker or other officials or spectators best placed for the observation or, if available, they may view a camera/video recording of the incident to assist their decision.

2. The Marker

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

3. The Stroke Recorder

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

4. The Timekeeper

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

(a) starting and stopping the match clock; and

(b) pausing the match clock at the request of the referee; and

(c) indicating that the specified time has been reached. If not adopted by the referee, the role of timekeeper is generally assumed by the marker or the stroke recorder.

5. Assistance by Officials

(a) At the striker's request, the referee or marker shall move and hold in position any lighting apparatus that interferes with the action of the striker in making a stroke.

(b) It is permissible for the referee or marker to give necessary assistance to players with disabilities according to their circumstances.