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SECTION 1 - EQUIPMENT

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

1. The Standard Table

(a) The Playing Area

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

(b) Height

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

(c) Bottom Cushion and Top Cushion

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

(d) Baulk-line and Baulk

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

(e) The “D”

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

(f) Spots

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

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

(i) one in the middle of the Baulk-line, known as the Brown Spot;

(ii) one located midway between the points perpendicularly below the faces of the Top and Bottom

Cushions, known as the Blue Spot;

(iii) one located midway between the Blue Spot and a point perpendicularly below the face of the Top Cushion, known as the Pink Spot; and

(iv) one 12¾ in (324 mm) from a point perpendicularly below the face of the Top Cushion, known as the Black Spot.

(g) Pocket Openings

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

2. Balls

(a) A set of balls comprises of 15 Red balls, and one each of the following coloured balls: Yellow, Green, Brown, Blue, Pink, Black and a White.

(b) The balls shall be of an approved composition and shall each have a diameter of 52.5 mm with a tolerance of ± 0.05 mm.

(c) The balls shall be of equal weight where possible but the tolerance between the heaviest ball and the lightest ball in a set should be no more than 3 g.

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

3. Cue

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

4. Ancillary

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

SECTION 2 - DEFINITIONS

Standard definitions used throughout these Rules are italicised.

1. Frame

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

(a) an accepted concession by any player; or

(b) a claim by the striker, when Black is the only object ball remaining on the table, aggregate points are not relevant, and there is a difference of more than seven points between the scores in the striker's favour; or

(c) being awarded to the non-striker, when Black is the only object ball remaining on the table, aggregate points are not relevant, and there is a difference of more than seven points between the scores in the non-striker's favour; or

(d) the first pot or infringement, when Black is the only object ball remaining on the table (see Section 3 Rule 4); or

(e) being awarded by the referee under Section 3 Rule 14(d)(ii) or Section 4 Rule 1(b), 1(d), 3(b) or 3(c).

2. Game

A game is an agreed or stipulated number of frames.

3. Match

A match is an agreed or stipulated number of games.

4. Balls

(a) The White ball is the cue-ball.

(b) The 15 Reds and the 6 colours are the object balls.

5. Striker and Turn

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

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

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

(c) a request is made to the opponent to play again following a foul; or

(d) the frame is claimed by the striker, when Black is the only object ball remaining on the table, aggregate points are not relevant, and there is a difference of more than seven points between the scores in the striker's favour; or

(e) the final Black is potted and the cue-ball has come to rest.

6. Stroke

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

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

(c) A stroke is legal when no infringement of these Rules is committed.

(d) A stroke is not completed until:

(i) all balls have come to rest;

(ii) the spotting of any balls required is completed; and

(iii) any ancillary equipment being used by the striker has been removed, or the referee is satisfied that the stroke is completed.

(e) A stroke may be made directly or indirectly, thus:

(i) a stroke is direct when the cue-ball hits an object ball without first hitting a cushion;

(ii) a stroke is indirect when the cue-ball hits one or more cushions before hitting an object ball.

7. Potting and Pocketing

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

8. Break

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

9. In-hand

(a) The cue-ball is in-hand:

(i) before the start of each frame;

(ii) when it has been pocketed;

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

(iv) when the Black is re-spotted as in Section 3 Rule 4(b).

(b) The cue-ball remains in-hand until:

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

(ii) a foul is committed involving the cue-ball while it is not in the striker's possession.

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

10. Ball in Play

(a) The cue-ball is in play when it is not in-hand.

(b) Object balls are in play from the start of the frame until potted, pocketed or forced off the table.

(c) Colours become in play again when re-spotted.

11. Ball On

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

12. Nominated Ball

(a) A nominated ball is the object ball which the striker indicates to the satisfaction of the referee, or declares (states verbally), they undertake to hit with the first impact of the cue-ball.

(b) If requested by the referee, the striker must declare which ball they are on.

13. Free Ball

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

14. Forced Off the Table

A ball is *forced off the table* if it comes to rest other than on the playing area or in a pocket.

15. Infringements, Fouls and Penalties

An infringement is any violation of these Rules. A foul is an infringement which will end the offender's turn.

Penalties are infringements which do not affect the order of play.

16. Penalty Points

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

17. Snookered

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

(a) If in-hand, the cue-ball is snookered if it is obstructed as described above from all possible positions on or within the lines of the "D".

(b) If the cue-ball is so obstructed from hitting a ball on by more than one ball not on:

(i) the ball nearest to the cue-ball is considered to be the effective snookering ball; and

(ii) should more than one obstructing ball be equidistant from the cue-ball, all such balls will be considered to be effective snookering balls.

(c) When Red is the ball on, if the cue-ball is obstructed from hitting different Reds by different balls not on, there is no effective snookering ball.

(d) The striker is said to be snookered when the cue-ball is snookered as above.

(e) The cue-ball cannot be snookered by a cushion.

18. Spot Occupied

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

19. Push Stroke

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

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

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

20. Jump Shot

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

(a) when the cue-ball first hits one object ball, other than a touching ball, and then jumps over another ball; or

(b) when the cue-ball jumps and hits an object ball, other than a touching ball, and at the moment of landing on the playing area, the cue-ball is not on the far side of the current position of that object ball; or

(c) when, after legally hitting an object ball, other than a touching ball, the cue-ball jumps over that ball after hitting a cushion or another ball.

21. Miss

A miss is:

(a) when the cue-ball fails to first contact a ball on; or

(b) when a free ball has been nominated, the cue-ball fails to first hit the nominated free ball or that ball simultaneously with a ball on.

22. Consultation Period

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

SECTION 3 - THE GAME

1. Description

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

(a) Each player uses the same White cue-ball and there are twenty-one object balls – fifteen Reds each valued 1, and six colours: Yellow valued 2, Green 3, Brown 4, Blue 5, Pink 6 and Black 7.

(b) Scoring strokes in a player's turn are made by potting Reds and colours alternately until all the

Reds are off the table and then the colours in the ascending order of their value.

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

(d) Penalty points from infringements are added to the opponent's score.

(e) A tactic employed at any time during a frame is to leave the cue-ball behind a ball not on such that it is snookered for the next player. If a player or side requires more points than are available from the balls remaining on the table, then the laying of snookers in the hope of gaining points from fouls becomes most important.

(f) The winner of a frame is the player or side:

(i) with the highest score;

(ii) to whom the frame is conceded; or

(iii) to whom the frame is awarded under Section 3 Rule 14(d)(ii) or Section 4 Rule 1(b), 1(d), 3(b) or 3(c).

(g) The winner of a game is the player or side:
(i) winning the most, or required, number of frames;

(ii) making the greatest total where aggregate points are relevant; or

(iii) to whom the game is awarded under Section 4 Rule 1(c) or 1(d).

(h) The winner of a match is the player or side winning the most games or, where aggregate points are relevant, with the greatest total.

2. Position of Balls

(a) At the start of each frame, the cue-ball is in-hand and the object balls are positioned on the table as follows:

(i) the Reds in the form of a tightly packed equilateral triangle, with the Red at the apex situated on the centre longitudinal line of the table, above the Pink Spot such that it will be as close to the Pink Spot as possible without occupying it, and the base of the triangle parallel with the Top Cushion;

(ii) the six colours on the spots designated in Section 1 Rule 1(f).

(b) If an error in setting up the table is made, Section 3 Rule 7(c) shall apply, the frame starting as in Section 3 Rule 3(c).

(c) After a frame has started, a ball in play may only be cleaned by the referee upon reasonable request by the striker and:

(i) the position of the ball shall be marked by a suitable device prior to the ball being lifted for cleaning;

(ii) the device used to mark the position of a ball being cleaned shall be regarded as, and acquire the value of, the ball until such time as the ball has been cleaned and replaced. It is an infringement if any player contacts the device. The referee shall award the relevant penalty points to the non-offender and replace the device or ball being cleaned to its original position, if necessary, even if it was picked up.

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

3. Mode of Play

The players shall determine the order of play by lot or in any mutually agreed manner, the winner having the choice of which player plays first. (a) The order of play thus determined must remain unaltered throughout the frame, except that a player may be asked by the next player to play again after any foul.

(b) The player or side to play first must alternate for each frame during a game.

(c) The first player plays from in-hand, the frame commencing when the cue-ball has been placed on the playing area and contacted by the tip of the cue either:

(i) as a stroke is made; or

(ii) while addressing the cue-ball.

(d) If a frame is started by the wrong player or side:

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

(ii) it shall continue in the normal way if another stroke is made, or if an infringement is committed during the first stroke or after the completion of the first stroke, with the correct order of starting being resumed in the following

frame such that one player or side will have started in three consecutive frames; or

(iii) it shall, in the event of a stalemate being declared (see Section 3 Rule 17), be re-started by the correct player or side.

(e) For a stroke to be legal, none of the infringements described in Section 3 Rule 11 must occur.

(f) It is the striker's responsibility to ensure that all objects or ancillary equipment from this turn or previous turns are removed from the table.

(g) For the first stroke of each turn, until all Reds are off the table, Red or a free ball nominated as a Red is the ball on, and the value of each Red and any free ball nominated as a Red, potted in the same stroke, is scored.

(h) (i) If a Red, or a free ball nominated as a Red, is potted, the same player plays the next stroke and the next ball on is a colour of the striker's choice which, if potted, is scored and the colour is then spotted.

(ii) The break is continued by potting Reds and colours alternately until all the Reds are off the table and, where applicable, a colour has been played at following the potting of the last Red.

(iii) The colours then become on in the ascending order of their value as per Section 3 Rule 1(a) and when next potted remain off the table, except as provided for in Section 3 Rule 4, and the striker plays the next stroke at the next colour on.

(iv) In the event that the striker, in a break, plays before the referee has completed spotting a colour while all other balls are at rest, the value of the colour shall not be scored and Section 3 Rule 11(a)(i) or 11(b)(ii) shall apply as appropriate.

(i) Reds are not usually replaced on the table once potted, pocketed or forced off the table regardless of the fact that a player may thus benefit from a foul. However, exceptions are provided for in Section 3 Rules 2(c)(ii), 3(k), 9, 10(i), 14(b), 14(e), 15, 16, 20(b) and Section 5 Rule 1(a)(i).

(j) If the striker fails to pot a ball, they must leave the table without undue delay. In the event that they should commit any foul before, or while leaving the table, they will be penalised as provided for in Section 3 Rule 11. The next stroke is then played from where the cue-ball comes to rest, or from in-hand if the cue-ball is not in play, except when the

cue-ball is replaced in accordance with Section 3 Rules 10(i) and 14(e).

(k) It is a penalty if the non-striker comes to the table, out of turn, and commits any infringement. The referee shall call PENALTY and any ball(s) moved shall be replaced to their position prior to the infringement, and the striker's turn will continue unaffected. A consultation period starts when the decision is made to replace the ball(s)

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

(m) If any ball enters a pocket and rebounds onto the playing area, it does not count as having been potted or pocketed. No player has redress if this occurs.

4. End of Frame, Game or Match

(a) When Black is the only object ball remaining on the table, the first pot or 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 first pot or infringement ends the frame.

(c) When aggregate scores determine the winner of a game or match, and the aggregate scores are equal at the end of the last frame, the players in that frame shall follow the procedure, commonly known as a re-spotted Black, set out in (b) above.

5. Playing from In-hand

To play from in-hand, the cue-ball must be contacted by the tip of the cue 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 cue-ball, while in-hand, is contacted by the tip of the cue while outside the “D”, it is considered as improperly played from in-hand.

(c) If the tip of the cue should touch the cue-ball while positioning it, and the referee is satisfied that the striker was not attempting to play a stroke, then the cue-ball is not in play.

6. Hitting Two Balls Simultaneously

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

7. Spotting Colours

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

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

(b) If a colour is spotted in error after being potted in ascending order as per Section 3 Rule 3(h)(iii), it shall be removed from the table without penalty when the error is discovered, and play shall continue from the resulting position. If the error is discovered after the colour has been potted, the points scored shall count after the next stroke is played, or after an infringement is committed prior to playing the next stroke.

(c) If a stroke is made with a ball or balls not correctly spotted, they shall be considered correctly spotted for subsequent strokes. Any colour incorrectly missing from the table shall be spotted:

(i) without penalty when discovered if missing due to previous oversight, provided the frame has not already ended under the terms of Section 2 Rule 1 and play shall continue from the resulting position; or

(ii) subject to penalty if the striker played before the referee was able to complete the spotting.

(d) If a Red is spotted in error, instead of a colour, once discovered:

(i) if the Red can be identified it will be removed from the table; or

(ii) if the Red can be identified but has been potted, pocketed or forced off the table, or the colour was already spotted as described in (c)

above, or if the Red cannot be identified, the frame continues thus effectively creating a sixteen Red frame. In cases where the colour is missing from the table it shall be spotted and, in all cases, play shall continue from the resulting position without penalty.

(e) If a colour has to be spotted and its own spot is occupied, it shall be placed on the highest value spot available.

(f) If there is more than one colour to be spotted and their own spots are occupied, the highest value ball shall take precedence in order of spotting.

(g) If all spots are occupied, the colour shall be placed as near its own spot as possible, between that spot and the nearest part of the Top Cushion.

(h) In the case of Pink and Black, if all spots are occupied and there is no available space between the relevant spot and the nearest part of the Top Cushion, the colour shall be placed as near to its own spot as possible on the centre longitudinal line of the table.

(i) In all cases, the colour when spotted must not be touching another ball.

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

8. Touching Ball

(a) If at the completion of a stroke the cue-ball is touching a ball or balls on, or that could be on, the referee shall call TOUCHING BALL and, in the event of any doubt, indicate which ball or balls on the cue-ball is touching. If the cue-ball is touching one or more colours after a Red (or a free ball nominated as a Red) has been potted, the referee shall also ask the striker to DECLARE which colour they are on.

(b) When a TOUCHING BALL has been called, the striker must play the cue-ball away from that ball without moving it or it is a push stroke.

(c) Providing the striker, in playing a stroke, does not cause any touching object ball to move, there shall be no penalty if:

(i) the ball is on;

(ii) the ball could be on and the striker declares they are on it; or

(iii) the ball could be on and the striker declares, and first hits, another ball that could be on.

(d) If the cue-ball comes to rest touching or nearly touching a ball that is not on, the referee, if asked whether it is touching, will clarify the situation.

(e) When the cue-ball is touching both a ball on and a ball not on, the referee shall only indicate the ball on as touching. If the striker should ask the referee whether the cue-ball is also touching the ball not on, they are entitled to be told.

(f) It is not a foul if the referee is satisfied that any movement of a touching ball at the moment of striking was not caused by the striker.

(g) If a stationary object ball, not touching the cue-ball when examined by the referee, is later seen to be in contact with the cue-ball before a stroke has been made, the balls shall be repositioned by the referee to their satisfaction. This also applies to a touching ball which later, when examined by the referee, is not touching.

9. Ball on Edge of Pocket

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

(a) being no part of any stroke in progress, it shall be replaced and any points scored shall count.

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

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

(ii) if a foul is committed, the striker incurs the penalty prescribed in Section 3 Rule 11, all balls will be replaced and the next player has the usual options after a foul.

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

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

10. Fouls

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

(a) If the striker has not made a stroke, their turn ends and the referee shall announce the penalty.

(b) If a stroke has been made, the referee will wait until completion of the stroke before announcing the penalty.

(c) If a foul or a penalty is neither awarded by the referee, nor successfully claimed by the non-striker before the next stroke is made, it is condoned.

(d) Any colour not correctly spotted shall remain where positioned except that if off the table it shall be correctly spotted.

(e) All points scored in a break before a foul is awarded shall count but the striker shall not score any points for any ball pocketed in a foul stroke.

(f) The next stroke is played from where the cue-ball comes to rest or, if the cue-ball is not in play, from in-hand.

(g) If more than one foul is committed in the same stroke, the highest value penalty shall be incurred.

(h) The player who committed the foul:

(i) incurs the penalty points prescribed in Section 3 Rule 11; and

(ii) has to play the next stroke if requested by the next player.

(i) If a striker fouls any ball including the cue-ball prior to striking it, the appropriate penalty will be imposed. The non-offender may then elect to play themselves from the position left, or request the offender to play again from the position left or the original position. In the latter case, all balls shall be replaced and the ball on shall be the same as it was prior to the infringement, namely:

(i) any Red, where Red was the ball on;

(ii) the colour on, where all the Reds were off the table;

(iii) a colour of the striker's choice, where the ball on was a colour after a Red, or a free ball nominated as a Red had been potted.

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

(j) If an object ball in play is disturbed by the striker while the cue-ball is in-hand, the referee shall call FOUL and the cue-ball will remain in-hand for the next stroke, unless the foul is committed involving the cue-ball while it is not in the striker's possession.

11. Penalty Values

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

(a) Value of the ball on by:

(i) striking before the referee has completed the spotting of a colour taken as a free ball;

(ii) striking the cue-ball more than once during a stroke;

(iii) striking when both feet are off the floor;

(iv) playing out of turn in Four-handed Snooker;

(v) playing improperly from in-hand, including at the opening stroke;

(vi) causing the cue-ball to fail to contact any object ball

(vii) causing the cue-ball to be pocketed;

(viii) causing the cue-ball to be snookered by the nominated free ball, except as provided for in Section 3 Rule 12(b)(ii);

(ix) playing a jump shot;

(x) playing with a non-standard cue; or

(xi) conferring or communicating with a partner contrary to Section 3 Rule 18(e).

(b) Value of the ball on or ball concerned, whichever is higher, by:

(i) striking when any ball is not at rest;

(ii) striking before the referee has completed the spotting of a colour that is not a free ball;

(iii) causing a ball not on to be pocketed;

(iv) causing the cue-ball to first hit a ball not on or, when a free ball is nominated, causing the cue-ball to first hit any ball other than the nominated free ball unless it was hit simultaneously with a ball on;

(v) making a push stroke;

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

(vii) contacting a ball in play with the cue-ball, while the cue-ball is in-hand;

(viii) causing a ball in play to contact any object or equipment left at or on the table during the turn or from previous turns;

(ix) striking before any balls removed for cleaning have been returned to the table;

(x) causing a ball to be forced off the table; or

(xi) causing the cue-ball to be snookered by the nominated ball in Six Reds Snooker.

(c) Value of the ball on or higher value of the two balls concerned by causing the cue-ball to first hit simultaneously two balls, other than two Reds (when Red is the ball on) or a nominated free ball and a ball on.

(d) Seven points if the striker:

(i) uses a ball off the table for any purpose;

(ii) uses any object to measure gaps or distance;

(iii) plays at Reds, or a free ball followed by a Red, in successive strokes;

(iv) uses any ball other than White as the cue-ball after the frame has started;

(v) fails to declare which ball they are on when requested to do so by the referee; or

(vi) after potting a Red (or free ball nominated as a Red), commits a foul before a colour has been nominated.

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

(e) Value of the ball on or ball concerned, whichever is higher by committing an infringement, out of turn, as described in Section 3 Rule 3(k).

(f) Seven points if any player contacts, with any part of their person, attire or equipment, any ball on the playing area during a consultation period.

(g) Seven points if the non-striker:

(i) uses a ball off the table for any purpose; or

(ii) uses any object to measure gaps or distance.

12. Snookered After a Foul

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

(a) If the player next in turn elects to play the next stroke:

(i) they may nominate any ball as the ball on, but a free ball cannot be the ball on;

(ii) any nominated free ball shall be regarded as, and acquire the value of, the ball on except that, if potted, it shall then be spotted.

(b) It is a foul if the cue-ball should:

(i) fail to hit the nominated free ball first unless it was hit simultaneously with a ball on; or

ii) after a non-scoring stroke, be snookered on all Reds or the ball on by the nominated free ball, except when the Pink and Black are the only object balls remaining on the table.

(c) If the nominated free ball is potted, it is spotted and the value of the ball on is scored.

(d) If a ball on is potted, after the cue-ball hit the nominated free ball first, or simultaneously with a ball on, the ball on is scored and remains off the table.

(e) If both the nominated free ball and a ball on are potted, only the ball on is scored unless it was a Red, when each ball potted is scored. The nominated free ball is then spotted and the ball on remains off the table.

(f) If the offender is asked to play again, or a request is made by the non-offender for the replacement of the ball(s) (as in Section 3 Rules 10(i), 14(b), 14(e) and 16), the free ball option becomes void.

13. Play Again

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

(a) change their mind as to:

(i) which stroke they will play; and

(ii) which ball on they will attempt to hit.

(b) score points for any ball(s) they may pot.

14. Foul and a Miss

(a) The striker shall, to the best of their ability, endeavour to hit the ball on or a ball that could be on after a Red, or a free ball nominated as a Red, has been potted. If the referee considers the Rule infringed, they shall call FOUL AND A MISS unless:

(i) any player required penalty points before, or as a result of, the stroke being played and the referee is satisfied that the miss was not intentional;

(ii) a situation exists where it is impossible to hit the ball on. In the latter case it must be assumed the striker is attempting to hit the ball on provided that they play, directly or indirectly, at the ball on with sufficient strength in the referee's opinion, to have reached the ball on but for the obstructing ball(s).

(b) After a FOUL AND A MISS has been called, the non-offender may request the offender to play again from the position left or the original position, in which latter case all balls shall be replaced and the ball on shall be the same as it was prior to the last stroke made, namely:

(i) any Red, where Red was the ball on;

(ii) the colour on, where all Reds were off the table; or

(iii) a colour of the striker's choice, where the ball on was a colour after a Red, or a free ball nominated as a Red had been potted.

(c) If the striker, in making a stroke, fails to first hit a ball on when there is a clear path in a straight line from the cue-ball to any part of any ball that is or could be on, the referee shall call FOUL AND A MISS unless as described under Section 3 Rule 14(a)(i).

(d) After a FOUL AND A MISS has been called under paragraph (c) above when there was a clear path in a straight line from the cue ball to a ball that was on or could have been on, such that central, full ball, contact was available (in the case of Reds, this to be taken as a full diameter of any Red that is not obstructed by a colour), or when the cue-ball is touching a ball that could be on, then:

(i) a second failure to first hit a ball on in making a stroke from the original position shall be called as a FOUL AND A MISS regardless of the difference in scores;

(ii) in the event of a second failure as in (i) above, if asked to play again from the original position, the offender shall be Warned by the referee that a further failure will result in the frame being awarded to their opponent. However, a frame cannot be awarded if a Warning has not been issued. If the referee has not issued the Warning, provided the sequence of FOUL AND A MISS calls has

continued, the striker will be Warned at the first available opportunity;

(iii) if asked to play from the position left, the Foul and a Miss sequence as in (d)(i) and (d)(ii) ends.

(e) After all balls have been replaced under this Rule, and the striker fouls any ball, including the cue-ball, a MISS will not be called if a stroke has not been played. In this case the appropriate penalty will be imposed. The non-offender may then elect to play themselves from the position left, or request the offender to play again from the position left or the original position, in which latter case all balls shall be replaced and the ball on shall be the same as it was prior to the last stroke made, namely:

(i) any Red, where Red was the ball on;

(ii) the colour on, where all reds are off the table; or

(iii) a colour of the *striker's* choice, where the *ball on* was a colour after a Red, or a *free ball nominated* as a Red had been *potted*.

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

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

15. Ball Moved by Other than Striker

If a ball, stationary or moving, is disturbed other than by the *striker*, it shall be replaced by the referee to the position they deem the ball was, or would have come to rest, without penalising the *striker*.
A *consultation period* starts when the decision is made to replace the ball(s).

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

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

16. Ball Intentionally Moved

Other than *striking* the cue-ball to commence a stroke, or contacting a ball during a consultation period, if any ball is intentionally moved or picked up by the striker from the playing area, the referee shall call FOUL.

(a) In a situation where a stationary ball is intentionally moved or picked up, the non-offender may then;

(i) elect to play themselves or request their opponent to play from the position left. For this situation, any ball that did not come to rest on the on the playing area will be considered *forced off the table.*

(ii) elect to have all balls replaced to their original position and play themselves or request their opponent to play again. In the latter case 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 Reds were off the table;

(iii) a colour of the *striker's* choice, where the *ball on* was a colour after a Red, or a *free ball nominated* as a Red had been potted.

If the above situation arises during a sequence of FOUL AND A MISS calls as described under Section 3 Rule 14 d) and the request is made for the offender to play again, any Warning concerning the possible awarding of the *frame* to their opponent shall remain in effect.

b) In a situation where a moving ball is intentionally moved or picked up, the referee shall make the best possible decision in the interest of fair play

c) If the *striker strikes* the cue-ball to make a *stroke* as an act of Unsporting Conduct, they may be Warned as described in Section 4 Rule 1 and the non-offender will have the options described under a) and b) above.

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

17. Stalemate

If the referee thinks a position of stalemate exists, or is being approached, or is indicated by both players, the referee shall offer the players the immediate option of re-starting the frame. This process is commonly referred to as a re-rack.

(a) 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.

(b) 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.

(c) 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.

(d) If a stalemate occurs during a re-spotted Black as described in Section 3 Rule 4(b), only the Black will be spotted with the same player to make the opening stroke.

18. Four-handed Snooker

(a) In a four-handed *game* (four players constituting two sides of two players) each side shall open alternate *frame*s and the order of play shall be determined at the start of each *frame* and, when so determined, must be maintained throughout that *frame*.

(b) Players may change the order of play at the start of each new frame.

(c) If a foul is committed and a request to play again is made, the player who committed the foul plays the next stroke and the order of play is unchanged. If the FOUL was called for playing out of turn, the offender's partner will lose a turn, whether or not the offender is asked to play again.

(d) When a frame ends in a tie Section 3 Rule 4 applies. If a re-spotted Black is necessary, the pair who play the first stroke have the choice of which player will make that stroke. The order of play must then continue as in the frame.

(e) Partners may confer or communicate during a *frame* but not whilst one is the *striker* and has approached the table until their *turn* has ended.

(f) If the *striker*'s partner commits an *infringement;* the *striker* will be considered as the offender.

19. Six Reds Snooker

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

(a) There will be no more than five consecutive FOUL AND A MISS calls if the offender is requested to play again from the original position.

(b) After the fourth consecutive FOUL AND A MISS call, the referee will warn the offending player that should a FOUL AND A MISS be called again the non-offender may:

(i) play from where the balls have come to rest; or

(ii) ask their opponent to play from where the balls have to come to rest; or

(iii) play the *cue-ball* from any position on the playing area, unless any player needed *penalty points* before, or as a result of, the last *stroke* being played. If this option is chosen, Section 3 Rule 12 shall not apply.

(c) If, after a FOUL AND A MISS call, the offender is requested to play from the position left, the previous *Foul* and a *Miss* sequence ends.

(d) After *potting* a Red or a *free ball nominated* as a Red, the *striker* must not leave their opponent *snookered* behind the *nominated* colour as described in Section 2 Rule 17.

20. Use of Ancillary Equipment

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

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

(b) Equipment normally found at the table which has been provided by another party including the referee is not the responsibility of the *striker*. It is not a *foul* if this equipment should prove to be faulty and thereby cause the *striker* to contact a ball or balls. The referee will, if necessary, reposition any balls in accordance with Section 3 Rule 15 and the *striker*, if in a *break*, will be allowed to continue without penalty.

21. Interpretation

(a) Circumstances may necessitate adjustment in how Rules are applied for persons with disabilities. In particular, and for example:

(i) Section 3 Rule 11(a)(iii) cannot be applied to players in wheelchairs; and

(ii) if they are unable to differentiate between colours as, for example, Red and Green.

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

SECTION 4 THE PLAYERS

1. Unsporting Conduct

(a) In the event of

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

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

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

(iv) any player refusing to continue the current *frame*;

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

(b) If the referee has Warned the player under (a) above, in the event of any further Unsporting Conduct, the referee shall award the *frame* to their opponent, or, if this happens between *frames*, the referee shall award the next *frame* to their opponent, and the referee shall Warn the player that in the event of any further Unsporting Conduct the *game* will be awarded to their opponent.

© If a referee has awarded a *frame* to a player's opponent, under (b) above or (d) below, in the event of any further Unsporting Conduct by the player concerned, the referee shall award the *game* to the player's opponent.

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

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

2. Conceding

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

(b) A player shall not concede a *frame* in any *game*, or *match* unless any player needs *penalty points.* Any breach of this Rule shall be regarded as Unsporting Conduct by the player concerned. If the referee has already Warned the player under Rule 1(a) above, the next *frame* shall be awarded to their opponent.

(c) When aggregate scores determine the winner of a *game* or *match* and a *frame* is conceded, the opponent shall receive the equivalent of the value of any balls remaining on the table, where Reds shall

count as eight points each and any colour incorrectly off the table shall be counted as if spotted.

(d) If a player, prior to needing *penalty points* to win the *frame*, intentionally commits an *infringement* so that, as a result, they now require *penalty points*, it will be deemed as Unsporting Conduct and the player shall be Warned by the referee as in Rule 1 (a) or 1 (b) above.

(e) The offer, or the acceptance of a concession, cannot be withdrawn.

(f) When aggregate scores determine the winner of a *game* or a *match* and a frame is conceded, the opponent shall receive the equivalent of the value of any balls remaining on the table, where Reds Shall count as eight points each and any colour incorrectly off the table shall be counted as if spotted.

3. Time Wasting

(a) In the event of a player taking an abnormal amount of time over a *stroke,* or the selection of a *stroke*, the referee shall Warn the player that in the event of any further Time Wasting during the *game* the *frame* will be awarded to their opponent.

(b) If the referee has Warned the player for Time Wasting under (a) above, in the event of any further Time Wasting by that player, the referee shall award the *frame* to their opponent.

(c) If a referee has awarded a *frame* to a player's opponent for Time Wasting, in the event of any further Time Wasting by the player concerned, the referee shall, each time thereafter award a *frame* to the player's opponent.

4. Penalty

(a)If a *frame* is forfeited under this Section, the offender shall:

(i) lose the relevant *frame*; and

(ii) when aggregate scores determine the winner of a game or match, forfeit all points scored and the opponent shall receive the equivalent of the value of any balls remaining on the table, where Reds shall count as eight points each and any colour incorrectly off the table shall be counted as if spotted.

(b) If a *game* is forfeited under this Section, the offender shall:

(i) lose the relevant *frame*; and

(ii) additionally, lose the required number of un-played *frames to* complete the *game* where *frames* are relevant; or

(iii) additionally, lose the remaining *frames*, each valued at 147 points, where aggregate points determine the winner of the game.

5. Non-striker

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

6. Scoring Responsibility

As well as the referee, it is the players' responsibility to make sure that the correct score is being applied, either on the scoreboard or by the referee announcing the scores. If any player notices that the score is 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 in these Rules:

(ii) be responsible for proper conduct during a match under these Rules:

(iii) intervene if they see any *infringement* of these Rules:

(iv) tell a player the colour of a ball, or its position if requested: and

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

(b) The Referee shall not:

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

(ii) give any indication that a player is about to commit an *infringement:*

(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 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. Assistance by Officials

a) At the striker's request, the referee or the 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.