

RULES
of the game of
SNOOKER

as authorized by

International Billiards & Snooker Federation
(IBSF)

and

The World Professional Billiards and Snooker Association Limited
(WPBSA)

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Including commentary

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Foreword:

The rules of Snooker have been evolving for years. The high profile and high stakes of the professional *game* required clarification and definition of the rules. Until now the “amateur” and professional played the same game but by different rules. The rules have now been “homogenized” for both the “non-professional” and the professional player. To avoid confusion and debate the word “amateur” is not used.

The rules, in some cases, have been re-written for clarity. Four changes were made in 1995. We have underlined the changes to assist those still working in the pre '95 era. A new “Foul and Miss” rule (Rule 14.) has been added to place the professional and non-professional on equal footing. The reader will note the old “Miss” rule remains. The previous “angle” ball rule has been deleted.

A number of Appendices will be added to the official Rules to assist Referees and Players. Information in the Appendices while not official are the current practice of the Canadian body.

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SECTION 1. EQUIPMENT

1. The Standard Table

Dimensions:

- (a) The playing area within the cushion faces shall measure 11 ft 8 1/2 in. x 5 ft 10 in. 569mm x 1778mm with a tolerance on both dimensions of +/- 1/2 in. (+/- 13mm).

Height:

- (b) The height of the table from the floor to the top of the cushion rail shall be from 2 ft 9 1/2 in. to 2 ft 10 1/2 in. (851mm to 876mm).

Pocket Openings:

- (c) (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 middle of the longer sides (known as centre pockets)
- (ii) The pocket openings shall conform to the templates authorised by the WPBSA and the IBSF.

- *There are four templates, two for the centre pockets and two for the end pockets. Each template is marked with authorization marks and date stamped. For tournament play the pockets need to be set to current standards.*

Baulk-line and Baulk

- (d) A straight line drawn 29 in. (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.

The "D"

- (e) The "D" is a semi-circle described in Baulk with its centre at the middle of the Baulk-line and with a radius of 11 1/2 in. (292mm).

Spots

- (f) Four (4) *spots* are marked on the centre longitudinal line of the table:
- (i) the Spot (known as the Black Spot), 12 3/4 in. (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.
- (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

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

- (a) they shall be of equal weight within a tolerance of 3 grams per set.
- (b) a ball or set of balls may be changed by agreement between the players or on a decision of the referee.

- *It is interesting to note that this is not 2 1/16" often referred to as the dimensions.*

3. CUE

A cue shall not be less than 3 ft. (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 and IBSF.

- *It is the referee or tournament director who should ensure the necessary equipment is at or near the table before play begins.*

SECTION 2. DEFINITIONS

Standard definitions used throughout these Rules are hereinafter *italicised*.

1. Frame

A *frame* of snooker comprises the period of play from the first *stroke*, with all the balls set as described in Section 3, Rule 2, until the *frame* is completed by:

- (a) concession by any player during his turn
- (b) claim by the *striker* when only the Black remains and there is more than seven points difference between the scores in his/her favour.
- (c) the final *pot* or *foul* when only the Black remains, or
- (d) being awarded by the referee under Section 3, Rule 14)c) 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 six (6) colours are the *object balls*.

5. Striker

The person about to play or in play is the *striker* and remains so until the referee has decided he/she has left the table at the end of his/her turn.

6. Stroke

- (a) A *stroke* is made when the *striker* strikes the *cue-ball* with the tip of the cue.
- (b) A *stroke* is *fair* when no infringement of the Rules is made.
- (c) A *stroke* is not completed until all the balls have come to rest.
- (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*.

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 the 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, or
 - (iii) when it has been forced off the table.
- (b) It 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.

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 which the *striker* nominates as the ball *on* when snookered after a *foul* (see Section 3, Rule 10).

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* whilst it is in play except as provided for in Section 3, Rule 14(h).

15. Foul

A *foul* is any infringement of these Rules.

16. 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 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.

17. Spot Occupied

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

18. 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 to be a push *stroke* if the *cue-ball* hits a very fine edge of the object ball.

19. Jump Shot

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

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

20. Miss

A miss is when the *cue-ball* fails to first contact a ball *on* and the referee considers that the *striker* has not made a good enough attempt to hit the ball *on*.

SECTION 3. THE GAME

1. Description

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

- (a) Each player uses the same White *cue-ball* and there are twenty-one *object balls* - fifteen Reds each valued one (1), and six colours: Yellow valued two (2), Green valued three (3), Brown valued four(4), Blue valued five (5), Pink valued six (6) and Black valued seven (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 hopes 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(c) 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 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 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) Yellow on the right-hand corner of the "D".
 - (iii) Green on the left-hand corner of the "D".
 - (iv) Brown on the middle of the Baulk-line,
 - (v) Blue on the Centre *Spot*,
 - (vi) Pink on the Pyramid *Spot*, and
 - (vii) Black on the *Spot*.
- (b) 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 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, he 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 any mutually agreed manner.
- (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) For a *stroke* to be fair, none of the infringements described below in Rule 12, Penalties, must occur.
 - (e) For the first *stroke* of each turn, until all Reds are off the table, Red or a free ball nominated as 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.
 - (f)
 - (i) If a Red, or free ball nominated as a Red, is *potted*, the same player plays the next *stroke* and the next ball *on* is colour of the *striker's* choice which, if *potted*, is scored and the colour then *spotted*.
 - (ii) The break is continued by *potting* Reds and colours alternately until all 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 Rule 4 below, and the *striker* plays the next *stroke* at the next colour *on*.
- (g) Reds are not replaced on the table once pocketed or forced off the table regardless of the fact that a player may thus benefit from a *foul*. Exceptions to this concept are provided for in Section 2(b)(ii), 9, 14(h) and 15.
- (h) If the *striker* fails to cue or commits a *foul*, his turn ends and the next player plays from where the *cue-ball* comes to rest, or from in-hand if the *cue-ball* is off the table.

4. End of Frame, Game or Match

- (a) When only the Black is left, 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,
 - (iii) the next player plays from in-hand, and
 - (iv) the next score or *foul* ends the *frame*.
- (c) When aggregate scores determine the winner of a *game* or *match*, and the aggregate scores are equal at the end of the last *frame*, the players in that *frame* shall follow the procedure for a re-*spotted* Black set out in (b) above.

5. Playing from In-hand

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

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

6. Hitting Two Balls Simultaneously

Two balls, other than two Reds or a free ball and a ball *on*, must not be 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(f).

- (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(f)(iii), it shall be removed from table without penalty when the error is discovered and play shall continue.
- (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*.
- (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.
- (j) A colour, to be properly *spotted*, must be placed by hand on the *spot* designated in these rules.

8. Touching Ball

- (a) If the *cue-ball* comes to rest touching another ball or balls that are, or could be, *on*, the referee shall state TOUCHING BALL and indicate which ball or balls *on* the *cue-ball* is touching.
- (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 the 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 *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.

9. Ball on Edge of Pocket

- (a) If a ball falls into a pocket without being hit by another ball, and 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, all balls will be replaced and the same *stroke* played again, or a different *stroke* may be played at his/her discretion, by the same *striker*.
 - (ii) if a *foul* is committed, the *striker* incurs the penalty prescribed, 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 then falls in, it shall count as in the pocket and shall not be replaced.

10. Snookered After a Foul

After a *foul*, if the *cue-ball* is snookered, the referee shall state FREE BALL (see Section 2, Rule 16).

- (a) If the player next in turn elects to play the next *stroke*,
 - (i) he may nominate any ball as the ball *on*, and
 - (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 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 first 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.

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 12 below, and
 - (ii) has to play the next *stroke* if requested by the next player

12. Penalties

All *fouls* will 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 the *cue-ball* more than *once*,
 - (ii) striking when both feet are off the floor,
 - (iii) playing out of turn,
 - (iv) playing improperly from in-hand, including at the opening *stroke*,
 - (v) causing the *cue-ball* to miss all *object balls*,
 - (vi) causing the *cue-ball* to enter a pocket,
 - (vii) playing a snooker behind a free ball,
 - (viii) playing a jump shot,
 - (ix) playing with a non-standard cue, or
 - (x) 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,
 - (iii) causing a ball not *on* to enter a pocket,
 - (iv) causing the *cue-ball* to first hit a ball not *on*,
 - (v) making a push *stroke*,
 - (vi) touching a ball in play, other than the *cue-ball* with the tip of the cue as a *stroke* is made, 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 or a free ball and a ball *on*.
 - (d) a penalty of seven points is incurred 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 Red, in successive *strokes*,
 - (iv) uses any ball other than White as the *cue-ball* for any *stroke* once the *frame* has started,
 - (v) fails to declare which ball he is *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 nominating a colour.

13. Play Again

Once a player has requested an opponent to play again after a *foul*, such request cannot be withdrawn. The offender, having been asked to play again, is entitled to

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

14. Foul and a Miss

The *striker* shall, to the best of his ability, endeavour to hit the ball *on*. If the referee considers the Rule infringed, he shall call FOUL AND A MISS unless only the Black remains on the table, or 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 he plays, directly or indirectly, in the direction of the ball *on* with sufficient strength, in the referee's opinion, to have reached the ball *on* but for the obstructing ball or balls.

- (a) 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, 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 colour after a Red had been *potted*.
- (b) If the *striker*, in making a *stroke*, fails to first hit a ball *on* when there is a clear path in straight line from the *cue-ball* to any part of any ball that is or could be *on*, the referee shall call a FOUL AND A MISS unless either player needed snookers before, or as a result of, the *stroke* played and the referee is satisfied that the *miss* was not intentional.
- (c) After a *miss* has been called under paragraph (b) above when there was a clear path in a straight line from the *cue-ball* to a ball that was *on* or that 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 same position shall be called as a FOUL AND A MISS regardless of the difference in scores, and
- (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/her opponent.
- (d) After the *cue-ball* has been replaced under this Rule, when there is a clear path in straight line from the *cue-ball* to any part of any ball that is or could be *on*, 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 and
 - (i) the next player may elect to play the *stroke* himself or ask the offender to play again from the position left, or
 - (ii) the next player may ask the referee to replace all balls moved to their original position and have the offender play again from there, and
 - (iii) if the above situation arises during a sequence of miss calls, any warning concerning the possible awarding of the *frame* to his opponent will remain in effect.
- (e) All other misses will be called at the discretion of the referee.
- (f) After a miss and a request by the next player to replace the *cue-ball*, any *object balls* disturbed will remain where they are unless the referee considers the offending player would or could gain an advantage. In the latter case, any or all disturbed balls may be replaced to the referee's satisfaction and in either case, colours incorrectly off the table will be *spotted* or replaced as appropriate.
- (g) 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.
- (h) 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, if necessary, even if it was picked up.
- (j) The next player may ask if the referee intends to replace ball(s) other than the *cue-ball* in the event that he should ask for the *stroke* to be played from the original position, and the referee shall state his intentions.

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 includes cases where another occurrence or person, other than the *striker's* partner causes the *striker* to move a ball.
- (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 the 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* and

- (a) the same player shall again make the opening *stroke*.
- (b) the same order of play shall be 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 again, even if the *foul* was made out of turn, and the original order of play is maintained such that the offender's partner may lose a turn.
- (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
 - (i) whilst one is the *striker* and at the table, nor
 - (ii) after the first *stroke* of the *striker's* turn until the break ends.

We find (e) ignored in a lot of league play resulting in slow play. We highly recommend that (e) be enforced to speed up play and in particular where handicaps are used.

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*. Should this equipment 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, re-position any balls in accordance with Rule 15 above and the *striker*, 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 physical handicaps. In particular and for example:
 - (i) Section 3, Rule 12(a)(ii) 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. 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 *frame* awarded to his opponent.

2. Unfair Conduct

For refusing to continue a *frame*, or for conduct which, in the opinion of the referee is willfully or persistently unfair, including continued time wasting after being warned under Rule 1 above or ungentlemanly conduct, a player shall lose the *frame* and the referee shall warn him that if such conduct continues he shall lose the *game*.

3. 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 unplayed *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.

4. Non-striker

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

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) 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 (8) points each and any colour incorrectly off the table shall be counted as if *spotted*.

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 Rule,

- (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 take evidence of the marker or other officials or spectators best placed for observation 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 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 handicapped players according to their circumstances.

APPENDICES

i. Lateness

a) Players

The Tournament Director shall set out the schedule of games. The referee should consult with the Tournament Director to determine what notice, if any, has been given regarding timeliness. The current CBSA directive is as follows: A player will be at the table at the stated time for commencement of the frame. If the player is not at the table at the stated time the opponent will awarded one (1) frame, and a frame for each 15 minutes late until the required number of frames have been awarded to conclude the game or match.

b) Referees

Referees will be normally be at the site of play at least one-half hour in advance of play.

ii. Dress

Players: In tournament play a dress standard will normally be stated in the promotional information. At the Tournament Director's discretion, player(s) not meeting the dress standard may be banned from play.

Referees: Referees are expected to meet or exceed the standards set for the tournament. Recommended are dark slacks and light coloured shirt as a minimum. Running shoes are not acceptable.

iii. Score Keeping:

- a) Before your match, determine the number of frames to be played and advise the players.
- b) In tournament play the players names are posted. Therefore, do not alternate between the top and bottom of the score board when posting scores. Although it is common in club play to have the player who breaks score on top this is not the case in tournament play.
- c) Ensure that in addition to the score board there is a board or other method of scoring frames won. Normally it looks like -

John Jones	X	X		X		X
Elija Smith			X		X	

- d) In tournament play, particularly at the provincial and higher levels you will be assisted by a Marker (score keeper). The score keeper must be provided with the proper scoring slips. It is your responsibility to ensure the score keeper knows how to record breaks. You should remind the score keeper (who may be a competent referee) not to comment on play at the table unless asked by the referee.

iv. **Equipment**

- (a) Rests, etcetera. The referee should ensure prior to the start of the match that the necessary equipment is in place and in good working order. i.e. check for loose rest heads, determine where the long rests and cues are in the venue if there is not one for each table.
 - (b) Balls - ensure the balls are inspected, cleaned and of the type specified in the tournament information sheet. Currently, Tournament Champion balls are used for professional play.
 - (c) Cloth - inspect the tables and ensure tables are cleaned (brushed after each match). This is the referee's responsibility at the tournament unless otherwise directed by the Tournament Director.
- v. **The Head Referee** - as the name implies there is normally a Head Referee appointed at the tournament. It is the Head Referee's duty to act as a resource to the Referees in interpreting rules and to assist in resolving disputes arising from play. The Head Referee's decision is final. The Head Referee has the power to remove or change Referees. The Head Referee, in turn, can be removed by the Tournament Director.
- vi. **Reference Material** would, of course, include the current rules. Recommended to referees and serious players is "[The Billiards and Snooker Referees Handbook](#)" published in 1998 and written by John Street and Peter Rook
- vi. **Modified Miss Rule** - in Seniors and BCCSS league play it is felt the Foul and Miss Rule is too onerous and subject to interpretation. Therefore, only clear violations are called. i.e failure to hit the cue ball with sufficient force to reach the ball "on".

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