

The Break

1. **When racking the balls** for the break an under and an over must be in the opposite corners at the bottom of the triangle. The black ball is to be in the centre of the triangle and the top ball is to be positioned on the spot.
 - **Explained.** - This is the maximum required but most will also mix up the rest of the balls so not too many under or over's are clumped together.
2. **Foul shots** do not apply to the initial break.
 - **Explained.** - If the player breaking causes a foul, i.e. a ball off the table then the incoming player does not have two shots.
3. **From within the D**, a break can be made directly or off a cushion. Two numbered balls must hit the cushion, if they do not, restack and the same player breaks again.
 - **Explained.** - Please note that the white ball may overhang the D but must be within the lines.
4. **After two failed attempts** on the break the opponent can break and take the next shot as well, but he must nominate the shot.
 - **Explained** - This means the opponent breaks and if nothing is pocketed he gets another shot but he must nominate to the referee that he will take either under or over.
5. **When no balls** are potted off the break OR when the white ball is potted off the break – break ends and the incoming player must nominate their shot.
 - **Self Explanatory** – “Nominate their shot” means choosing either under or over.
6. **If a player** pots both unders and over's off the break he must nominate a set and continue as normal. •
Explained - Nominating a set means you choose either under or over.
7. **If the black** is potted off the break – balls are restacked and the same player breaks again. •
Explained - Self Explanatory.
8. **If no balls** are potted off the break, players must nominate a set (unders or over's) until a set is legally claimed.
 - **Explained** - “Legally claimed” means to pot the nominated set without causing a foul.
9. **If after the break** a foul/free shot is awarded before a set has been claimed, and the two shots are taken, both shots must be nominated.
 - **Explained** - “Both shots must be nominated “means you must nominate a set (under or over) and if you don't pocket this ball on your first shot you must nominate again on your next shot. The second shot nominated can be a different set from your first.

Balls off the Table

10. **If white ball**, restart from the D and foul shot applies.
 - **Explained** - Foul shot applies. (Except on the initial break).
11. **If black ball**, loss of game. (Except on initial break).
 - Self Explanatory
12. **If opponents ball**, the ball goes down the pocket and foul shot applies.
 - Self Explanatory
13. **If players own ball**, the ball goes on spot or near to it, provided it does not obstruct the opponents ball. If so, place ball at the centre of the back cushion. Break ends and foul shot applies.

Fouls

14. **Balls accidentally moved.** Touching balls with clothing cue etc. Deliberate jump shots. Pocketing white ball (in off).
 - **Explained** - Self Explanatory
15. **Free shot rule** applies to all fouls (except fouls on the black – loss of game)
 - **Explained** - No foul on initial break.
16. **If a player misses** a ball or causes a foul (except on the black), the opponent can instead of taking a free shot, ask the player to play again from where the white ball rests.
 - **Explained** - Self Explanatory
17. **Unless from a foul shot** by the opponent, the cushion **Jaw** is not an obstruction, and the object ball is to be played. If jawed from a foul shot and no ball can be nominated, a push-out shot is allowed.
 - **Explained** - "A push out shot" means if the opposition has jawed you OFF A FOUL SHOT and you are unable to play or nominate any ball, you are allowed a Push Out Shot, which means you can play the white out to clear the jaw on your free shot and must play your own ball with your next shot. Confirmation of jaw & your intended play (push out shot or pass it back to the opponent) is required before proceeding.
18. **Double hit/Push shot** – Foul shot applies (see page 2).
 - **Explained** - " Double Hit/ Push shot " If the white and the object ball are close together be aware of how you play the white ball, i.e. if you play both balls straight on/head on you are very likely to double hit the white or play a push shot, which means both balls will follow /track the same line as each other. If so a foul shot will apply.
19. **Any foul beyond** the players control involving movement of any ball – balls are to be restacked.
 - **Explained** - “Fouls beyond the players control “This rule means if any ball is accidentally moved i.e. cue being hit from behind by people moving past etc. Balls are to be restacked. **PLEASE NOTE:** As it is out of a players control it is deemed to be at the discretion of the referees. This means that the referee may decide if only **ONE** ball is involved, it may be replaced near to its original position, thus avoiding a restack.
20. **Ball touching white** –
 - a. If the white is touching ones own ball – that ball is considered already played, therefore the white ball can be used to strike any other ball on the table without incurring a foul penalty, provided the ball that the white was in contact with does not move. Foul shot applies if ball moves.
 - b. If the white ball is touching the opponent’s ball you must, without moving the touched ball, hit your own ball with the white -if you do not foul shot applies.
 - c. Confirmation of touching must be received by opponent before proceeding.
 - **Explained** - Self Explanatory
21. **Own ball must** be played at all times; deliberately playing the white ball onto the opponents ball is loss of ~~game~~ Frame. (except in an impossible snooker situation). **HONEST ATTEMPT.**
 - **Explained** – An honest attempt must be made to hit your own ball.
22. **Impossible Snooker** - (umpire to decide) Player must play opponents ball but concedes one free shot and break ends.
 - **Explained** – There is no possible way to hit your ball without incurring a foul.
23. **Dead Ball** – If any ball falls into a pocket without being struck, it is to be replaced into its original position. This includes the black. No penalty applies.
 - **Explained** - Self Explanatory.

24. **Pocketing opponents ball** – break ends and foul shot applies, (except from a foul snooker). •

Explained - Self Explanatory.

25. **Foul Snooker** – If a player is snookered following a foul shot by the opponent he may, on his free shot, choose to nominate & play the opponents ball or the black. He may pot the nominated ball then continue to take his next shot. ~~He must nominate this shot.~~ The black ball if used must not be potted. He also has the option of asking the opponent to play again. (Snookered means you can't play both sides of your ball).

• **Explained** - Self Explanatory.

26. **Players must** take their free shot. Even if you have walked away from the table, the umpire must make you return to take your shot. Time will start again once contact has been made with the table. The 60 second rule applies from the time of recall.

• **Explained** - Self Explanatory.

27. **Black Ball** – The black is not neutral and can only be played in its proper turn (except from a foul snooker). •

Explained - Self Explanatory.

28. **If a player snookers** himself on the black, he must play the black and cannot nominate. Failure to hit the black – loss of game.

• **Explained** - Self Explanatory.

29. **If, when on the black** a player is snookered by his opponent, he may nominate the opponents ball to pot the black to win the game. (Snookered means you can't play both side of your ball).

a. Failing to hit the nominated ball with the white ball – loss of game.

b. Potting the nominated ball (unless from a foul snooker) loss of game.

• **Explained** - Self Explanatory.

30. **If a player pots** the black ball before all his numbered balls or causes a foul while playing the black – loss of game.

• **Explained** - Self Explanatory.

31. **If after three** consecutive shots by players, the situation remains unchanged, the umpire may call a stalemate and the frame is to be replayed. Original breaker to break.

• **Explained** - " The umpire may call a stalemate" means if it is obvious to the referees that neither player is going to advance the game, i.e. by deliberately and continually not trying to pot a ball and the situation remains unchanged then the referee is entitled to call for the frame to be replayed. 3 consecutive shots means - 6 shots in total. The original breaker to break. (This rule was brought in to eliminate the drawn out touchy shots on the black but proved to sometimes be necessary to enforce throughout the frame).

Rules that apply to the game.

1. The white ball may over-hang the D but must be within the lines.

• **Explained** – The bottom of the ball must be inside the D line.

2. Once contact with the table has been made by hand, cue or placing chalk on the table etc. you are deemed to be in play. This rule no longer applies.

• **Explained** - See note below for clarification.

3. Double hit/Push shot – If the white ball and the object ball are close together, be aware of how you play the ball. If you are deemed to have played a Double hit/Push shot -a foul shot will apply.

4. **Teams must** play in the order written on the playing card.

- a) Singles games must be played in order as set out in doubles.
- b) Playing out of turn – foul shot applies.
- c) Playing out of turn when on the black – loss of game.

• **Explained** – Self explanatory

5. **Time limit** – A player has 60 seconds to play his shot. Time will start when last ball stops moving. a) Umpires need to be lenient with time if a player is waiting on players at other tables etc. • **Time limit**

explained: This means that a player has a generous 60 seconds (if required) to PLAY the white ball. Regardless of whether a player is bridging or not, time is time, it must be called and foul shot applies. All regions should inform their players that the 60 seconds is not a target for every shot.

6. **Disputes** – As in any sport the umpire/referee is in charge and ultimately their ruling is final. If you legitimately feel there has been an error then there is a correct order to follow in dealing with your dispute.

- a) Player is to speak with the Umpires. If no resolve,
- b) Captains are to speak with the Umpires. If no resolve,
- c) Umpire to discuss dispute with Head Umpire.

• **Disputes Explained** - This is self explanatory but unfortunately people still cause quite a disturbance which is totally unnecessary, time wasting and shows poor sportsmanship. Familiarise yourself with the correct order of procedures to follow if you believe a call is wrong.

7. **No Coaching** by any person, other than in doubles, when playing partners may confer. before the table is touched. If there is over the top talking to a player by a referee, the head umpire is to be called to take appropriate action with that referee.

- a) First offence foul shot applies. (If on the black - loss of game).
- b) Second offence loss of game.

• **No Coaching explained** - Nobody is to coach a player from the sidelines this includes the referees. Partners may confer in their doubles. Once a player has bridged for the first time on their turn all talking must stop.

8. **In the event** of teams being tied for first at the end of the tournament. Team Captains or Coaches will delegate a player to have a play off. The format for this will be best of three frames.

• **Explained** – Self explanatory - wins are on games won not frames.

9. **If teams are** tied for the runner-up cup then a frame count will apply – If still a draw then who beat who in the competition will apply.

• **Explained** – Self explanatory

Please note the changes under “Rules that apply to the game”.

Rule 2: Bearing in mind the 60 sec time limit, once a player has set their bridge for the first time they are deemed to be in play.

- **Explained** - This means partners are able to talk at the table and or touch the table but once the appropriate player bridges ALL contact between partners must cease or foul shot applies.

Rule 7 had to be modified to fit with changes to rule 2.

Clarification 1. Nothing is potted off the break; the white ball is left touching a ball. Do you have to nominate the ball the white is touching?

Answer NO– it is the players choice.

Clarification 2. The White ball is sunk; incoming player is on the black and can play both sides of black from part of the D. Player puts the white on far side of the D to create a foul snooker. Can you create a foul snooker?

Answer. NO.