

# 斯诺克规则（2022 版）

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# 目录

1	器材 . . . . .	1
1	标准球桌 . . . . .	1
2	球 . . . . .	4
3	球杆 . . . . .	5
4	辅助器材 . . . . .	6
2	术语 . . . . .	7
1	局 . . . . .	7
2	场 . . . . .	9
3	比赛 . . . . .	9
4	球 . . . . .	9
5	击球手和击球轮 . . . . .	9
6	击球 . . . . .	11
7	击球入袋和掉袋 . . . . .	13
8	单杆 . . . . .	13
9	手中球状态 . . . . .	14
10	比赛中状态的球 . . . . .	15
11	活球 . . . . .	16
12	指定球 . . . . .	16
13	自由球 . . . . .	17

---

14	迫离台面 . . . . .	17
15	违规、犯规和受罚 . . . . .	17
16	罚分 . . . . .	18
17	被做斯诺克 . . . . .	18
18	被占的点位 . . . . .	20
19	推击 . . . . .	20
20	跳球 . . . . .	21
21	未尽力 . . . . .	22
22	磋商时间 . . . . .	23
3	比赛 . . . . .	24
1	总述 . . . . .	24
2	球的位置 . . . . .	27
3	比赛方式 . . . . .	30
4	局、场或比赛的结束 . . . . .	38
5	从手中球状态开始比赛 . . . . .	39
6	同时击中两个球 . . . . .	41
7	将彩球摆上点位 . . . . .	41
8	贴球 . . . . .	46
9	在袋口的球 . . . . .	49
10	犯规 . . . . .	51
11	罚分 . . . . .	55

---

	12	犯规后被做斯诺克 . . . . .	62
	13	再次击打 . . . . .	65
	14	犯规且未尽力 . . . . .	66
	15	不因击球手被移动的球 . . . . .	73
	16	被故意移动的球 . . . . .	74
	17	僵局 . . . . .	78
	18	斯诺克双打 . . . . .	79
	19	六红球斯诺克 . . . . .	81
	20	辅助器材的使用 . . . . .	84
	21	规则解释 . . . . .	85
4	球员 . . . . .		87
	1	违反体育精神的行为 . . . . .	87
	2	认输 . . . . .	90
	3	浪费时间 . . . . .	92
	4	处罚细则 . . . . .	93
	5	非击球手 . . . . .	95
	6	计分的职责 . . . . .	95
	7	离开场地 . . . . .	96
5	官员 . . . . .		97
	1	裁判 . . . . .	97
	2	记分员 . . . . .	99

3	记录员 . . . . .	99
4	来自官员的协助 . . . . .	100

## 1 器材

括号中的尺寸为最接近的公制尺寸，精确到毫米。

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

### 1 标准球桌

- (a) **【比赛区域】** 比赛区域在库边内，其大小应为 11 英尺 8½ 英寸 × 5 英尺 10 英寸 (3569 毫米 × 1778 毫米)，两个方向允许的误差为 ± ½ 英寸 (13 毫米)。

**【The Playing Area】** The playing area is within the cushion faces and shall measure 11 ft 8½ in × 5 ft 10 in (3569 mm × 1778 mm) with a tolerance on both dimensions of +/- ½ in (13 mm).

- (b) **【高度】** 球桌从地板到库边上沿的高度应为 2 英尺 10 英寸 (864 毫米)，允许的误差为 ± ½ 英寸 (13 毫米)。

**【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) **【底库和顶库】** 球桌的两个短边分别是球桌的底库 (即

开球端库边) 和顶库。在球桌上铺设具有绒毛的台呢时, 绒毛的方向应从底库到顶库。

**【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) **【开球线和开球区】**距底库边沿 29 英寸 (737 毫米) 处, 从左边库边到右边库边, 画一条平行于底库的直线段, 此直线段称为开球线。此直线段以及 (该线与底库) 中间的区域称为开球区。

**【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) **【D 形区】**D 形区为开球区内的一个半圆, 其直线段部分的中点为开球线的中点, 其半径为  $11\frac{1}{2}$  英寸 (292 毫米)。

**【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  $11\frac{1}{2}$  in (292 mm).

- (f) **【点位】** D 形区角上有两个点位，从开球线这端看过去，右边的称为黄球点，左边的称为绿球点。

**【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.  
球桌纵向中线上有四个点位：

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

- (i) 开球线中点的点位，称为棕球点；  
one in the middle of the Baulk-line, known as the Brown Spot;
- (ii) 球桌纵向中线和顶库边与底库边的交点的连线段的中点的点位，称为蓝球点；  
one located midway between the points perpendicularly below the faces of the Top and Bottom Cushions, known as the Blue Spot;
- (iii) 蓝球点与球桌纵向中线和顶库边的交点的连线段的中点的点位，称为粉球点；

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) 距离球桌纵向中线和顶库边的交点  $12\frac{3}{4}$  英寸 (324 毫米) 的点位, 称为黑球点。

one  $12\frac{3}{4}$  in (324 mm) from a point perpendicularly below the face of the Top Cushion, known as the Black Spot.

- (g) **【球袋的开设】** 球表的四个角和每个长边的中点应各开设球袋一个。

**【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 球

1. 一套球包括 15 颗红球, 以及以下颜色的球各一颗: 黄、绿、棕、蓝、粉、黑和白。

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.

## 1 器材

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2. 球应采用受认证的材料制造，直径应为 52.5 毫米，允许的误差为  $\pm 0.05$  毫米。

The balls shall be of an approved composition and shall each have a diameter of 52.5 mm with a tolerance of  $\pm 0.05$  mm.

3. 球的重量应尽可能相等，每套球中最重的球与最轻的球的重量之差应不超过 3 克。

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.

4. 若双方球员同意或裁判做出决定，可更换一个或一套球。

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

## 3 球杆

球杆长度不应短于 3 英尺 (914 毫米)，外形应与传统的锥形无别，且在细的那一头应安装一个用于击打母球的皮头。

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 辅助器材

各种架杆<sup>1</sup>、加长球杆、套筒和球杆加长可能会被球员用到。这些可能组成通常可以在球桌附近找到的器材的一部分，但也包括球员或裁判带来的器材。所有套筒，球杆加长和其他用于辅助击球和/或瞄准的器材，在采用前必须已获得相关主管机构的事先认可。

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.

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<sup>1</sup>包括 cross-headed rest、butt rest、spider rest、swan-neck rest、extended spider rest。

## 2 术语

本规则中一直被使用的标准术语是意大利体的<sup>2</sup>。

Standard definitions used throughout these Rules are italicised.

### 1 局

斯诺克的一局由某比赛时段构成，其从开始（参见第3节规则3(c)），到每位球员（依次）在（自己的）击球轮中比赛，最后到此局结束并且是因：

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) 任意（一方）球员（提出）的被（对方）接受的认输；或  
an accepted concession by any player; or
- (b) 当黑球是台面上仅剩的目标球，累计得分（与比赛结果）无关，并且（双方的）分数间有多于七分的差距且击球手（方）领先时，击球手（提出）的（己方赢得此局的）申明；或

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<sup>2</sup>为编纂方便，仅本节中标准术语使用意大利体。

## 2 术语

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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) 当黑球是台面上仅剩的目标球, 累计得分 (与比赛结果) 无关, 并且 (双方的) 分数间有多于七分的差距且非击球手 (方) 领先时, 非击球手 (方) 被判获胜; 或  
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) 当黑球是台面上仅剩的目标球时, 第一次击球入袋或犯规 (参见第3节规则4); 或  
the first *pot* or *foul*, when Black is the only *object ball* remaining on the table (see Section 3 Rule 4); or
- (e) (一方) 被裁判根据第3节的规则14(d)(ii)或第4节的规则1(b)、1(d)、3(b)或3(c)判获胜。  
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 场

一场是被商定好的或被规定的若干局。

A *game* is an agreed or stipulated number of *frames*.

## 3 比赛

一次比赛是被商定好的或被规定的若干场。

A *match* is an agreed or stipulated number of *games*.

## 4 球

(a) 白球是母球。

The White ball is the *cue-ball*.

(b) 15 颗红球和 6 颗彩球是目标球。

The 15 Reds and the 6 colours are the *object balls*.

## 5 击球手和击球轮

即将 (上台) 比赛或已经 (上台) 比赛的人是击球手。他们的击球轮存在直到:

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

## 2 术语

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- (a) 一次击球被进行并且没有分数被得到；或者  
a *stroke* is played and no points are scored; or
- (b) 一次犯规被造成，所有球都已静止，并且裁判认可击球手已离开球台；或者  
a *foul* is committed, all balls have come to rest, and the referee is satisfied that the *striker* has left the table; or
- (c) 在一次犯规后一个对对手的去再次击打的要求被做出；或者  
a request is made to the opponent to play again following a *foul*; or
- (d) 当黑球是台面上仅剩的目标球，累计得分 (与比赛结果) 无关，并且 (双方的) 分数间有多于七分的差距且击球手 (方) 领先时，本局被击球手申明 (由己方赢得)；或者  
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) 最后的黑球被击球入袋并且母球已静止。

the final Black is *potted* and the *cue-ball* has come to rest.

## 6 击球

- (a) 除瞄准母球 (即运杆) 时 (球杆的皮头碰到母球) 外, 当击球手用球杆的皮头击打母球时一次击球被进行。

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) 母球必须仅被击打一次且禁止被向前推。在母球开始移动后球杆的皮头可以短暂地与其保持接触。

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) 当没有本规则中的违规被造成时击球是合法的。

A *stroke* is legal when no *infringement* of these Rules is committed.

- (d) 一次击球没有结束直到:

## 2 术语

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A *stroke* is not completed until:

- (i) 所有球都已静止;

all balls have come to rest;

- (ii) 需要的任何球的摆上点位都已完成; 并且

spotting of any balls required is completed; and

- (iii) 任何正被击球手使用的辅助器材都被拿走, 或裁判认可此次击球已结束。

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

- (e) 一次击球可以被直接地或间接地进行, 因此:

A *stroke* may be made *directly* or *indirectly*, thus:

- (i) 当母球没有首先击中库边就击中一颗目标球时击球是直接的;

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

- (ii) 当母球在击中一颗目标球前有击中一个或多个库边时击球是间接的。

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

## 7 击球入袋和掉袋

一次入袋是指一颗目标球在没有本规则中的任意违规时与另一颗球接触后进入袋中。造成一颗球被击球入袋被称为击球入袋。在一次犯规的击球中造成一颗球进入球袋被称为掉袋。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 单杆

一次单杆是由击球手在任意一个击球轮里进行的连续击球中的若干入袋。

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

## 9 手中球状态

- (a) 母球处于手中球状态：

The *cue-ball* is *in-hand*:

- (i) 在每局的开始前；  
before the start of each *frame*;
- (ii) 当其已掉袋时；  
when it has been *pocketed*;
- (iii) 当其已被迫离台面时；或  
when it has been *forced off the table*; or
- (iv) 当黑球如第3节规则4(b)中 (所述地) 被重置时。  
when the Black is re-spotted as in Section 3 Rule 4(b).

- (b) 母球保持手中球状态直到：

The *cue-ball* remains *in-hand* until:

- (i) 其被从手中球状态起合法地击打；或者  
it is played legally from *in-hand*; or
- (ii) 当母球不在击球手的控制中时一次与其有关的犯规被造成。

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

- (c) 当母球处于如上面 (所述的) 手中球状态时击球手 (也) 被称为处于手中球状态。

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

## 10 比赛中状态的球

- (a) 当母球不处于手中球状态时其处于比赛中状态。

The *cue-ball* is *in play* when it is not *in-hand*.

- (b) 自局的开始起直到被击球入袋、掉袋或被迫离台面目标球都处于比赛中状态。

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

- (c) 当已重置时彩球重新处于比赛中状态。

*Colours* become *in play* again when re-spotted.

## 11 活球

活球是任何可以因母球的第一次碰撞而被合法地击中的球, 或任何虽不可以被如此击中但可以被 (合法地) 击球入袋的球。

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 指定球

- (a) 指定球是击球手以裁判认可的方式表明的, 或指定 (口头声明) 的, 他们承诺要通过母球的第一次碰撞击中的目标球。

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) 如果被裁判要求, 击球手必须指定哪颗球他们以为活的。

If requested by the referee, the *striker* must declare which ball they are *on*.

### 13 自由球

自由球是当 (母球) 在一次犯规后被做斯诺克时 (参见第3节规则12) 击球手指定当作活球的不是活球的球。

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 迫离台面

如果一颗球没有静止在比赛区域或球袋中那么其被迫离台面。

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

### 15 违规、犯规和受罚

违规是任意对本规则的违背。犯规是会结束违规方击球轮的违规。受罚是不影响比赛次序的违规。

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 罚分

在任意违规后罚分都被加给非违规方。

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

### 17 被做斯诺克

当对每颗活球的沿直线的直接击球都被一颗或多颗非活球完全或部分阻挡时母球被做斯诺克。如果一颗或更多颗活球不被任何非活球阻挡而两个薄边都能被击中，那么母球没有被做斯诺克。

The *cue-ball* is *snooked* 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 *snooked*.

- (a) 如果 (母球) 处于手中球状态，那么若母球在 D 形区内或边线上的任何可能的 (摆放) 位置都如上面所述地被阻挡则其被做斯诺克。

If *in-hand*, the *cue-ball* is *snooked* if it is obstructed as described above from all possible positions on or within



the lines of the “D”.

- (b) 如果母球被多于一颗非活球如此阻挡而不能击中活球那么：

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

- (i) 最接近母球的球被认为是有效障碍球；并且  
the ball nearest to the *cue-ball* is considered to be the effective snookering ball; and

- (ii) 万一多于一颗阻挡的球和母球距离相同，这些球都会被认为是有效障碍球。

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

- (c) 当红球是活球时，如果母球被不同非活球阻挡而不能击中不同红球，那么没有有效障碍球。

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) 当母球如上面 (所述地) 被做斯诺克时击球手 (也) 被称

为被做斯诺克。

The *striker* is said to be *snookered* when the *cue-ball* is *snookered* as above.

(e) 母球不能被库边做斯诺克。

The *cue-ball* cannot be *snookered* by a cushion.

## 18 被占的点位

如果球不能在使此球触碰另一颗球的情况下放置到一个点位上那么其被称为被占。

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

## 19 推击

一次推击被造成于球杆的皮头依然与母球保持接触时且：

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

- (a) 母球已经开始其移动后，且非（球杆的皮头与母球）在初次接触的时段短暂地（保持接触）时；或  
after the *cue-ball* has commenced its motion, other than momentarily at the point of initial contact; or

- (b) 母球接触一颗目标球时，但有例外是当母球和一颗目标球几乎相贴时，如果母球击中此目标球的极薄边，那么其不应被认为是一次推击。

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 跳球

一次跳球被造成于母球越过一颗目标球的任意部分时，且不论在此过程中是否将其击中，但有例外是：

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) 母球首先击中一颗不是与之相贴的球的目标球，然后跳起越过另一颗球时；或

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

- (b) 母球跳起并击中一颗不是与之相贴的球的目标球，并且在落到比赛区域的瞬间，母球没有落在此目标球当前位

置的远端时；或

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) 合法地击中一颗不是与之相贴的球的目标球后，母球击中库边或另一颗球后再跳起越过此（目标）球时。

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 未尽力

一次未尽力是指：

A *miss* is:

- (a) 母球没能首先接触一颗活球；或

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

- (b) 当自由球已被指定时，母球既没能首先击中被指定的自由球也没能同时（击中）此球和一颗活球。

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 磋商时间

磋商时间是一次违规被造成后 (第3节规则2(c)(ii)、3(k)、10(i)、14、15和16) 或如第3节规则9中所述的, 球员可以就将任意球摆回到原来的位置对裁判给予帮助的时间。磋商时间在将球摆回的决定被做出时开始, 并在双方球员都对球的位置表示认可时或依裁判的最终决定结束。

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.

## 3 比赛

### 1 总述

斯诺克可以由两位球员独立地，或多于两位球员分为(两)方参赛。比赛由下面的段落(a)至(h)概述：

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) 每位球员皆使用同一个白色母球且一共有 21 个目标球——15 个每个 1 分的红球，以及 6 个彩球：2 分的黄球，3 分的绿球，4 分的棕球，5 分的蓝球，6 分的粉球和 7 分的黑球。

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) 每位球员的击球轮内的得分击球产生于交替地将红球和彩球击球入袋直到所有红球都离开台面然后将彩球按分值从低到高的顺序依次(击球入袋)。

Scoring strokes in a player's turn are made by potting

### 3 比赛

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

- (c) 因得分击球而得到的分数加到击球手的分数上。

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

- (d) 违规导致的罚分加到对方的分数上。

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

- (e) 一个在一局内的任何时候都采用的战术是让母球留在非活球的后面从而其对下一位球员而言被做斯诺克。如果一位球员或一方 (球员) 需要 (获得) 比通过台面上剩余的球能得到的 (分数) 更多的分数 (才能获胜), 那么做斯诺克期待因 (对方) 犯规而获得分数就变得最为重要。

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

### 3 比赛

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the hope of gaining points from fouls becomes most important.

(f) 一局的胜者是符合下列条件的球员或 (球员) 方:

The winner of a frame is the player or side:

(i) 得到最高的分数;

with the highest score;

(ii) 此局对方认输; 或者

to whom the frame is conceded; or

(iii) 此局根据第3节的规则14(d)(ii)或第4节的规则1(b)、1(d)、3(b)或3(c)被判获胜。

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) 一场的胜者是符合下列条件的球员或 (球员) 方:

The winner of a game is the player or side:

(i) 赢得最多的或要求的局数;

winning the most, or required, number of frames;

(ii) 在累计得分为 (胜负) 依据时获得最高总计 (分数); 或者



### 3 比赛

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making the greatest total where aggregate points are relevant; or

(iii) 此场根据第4节规则1(c)或1(d)被判获胜。

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

(h) 一次比赛的胜者是赢得最多场的，或在累计得分为 (胜负) 依据时获得最高总计 (分数) 的球员或 (球员) 方。

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 球的位置

(a) 每局开始时，母球处于手中球状态且目标球如下所述摆放在台面：

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

(i) (全部) 红球呈一个紧密相贴的等边三角形，顶端的红球在球桌纵向中线上，粉球点上方且尽可能接近但不占粉球点，且 (红球) 三角形的底 (边) 与顶库平行；

### 3 比赛

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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) 六个彩球如第1节规则1(f)所述在 (各自) 点位上。  
the six colours on the spots designated in Section 1 Rule 1(f).

- (b) 如果一个错误在初始摆球中产生, 第3节规则7(c)应适用, 此局按第3节规则3(c)开始。

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) 在一局比赛开始后, 比赛中的球只能由裁判依击球手合理的请求<sup>3</sup>清洁并且:

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<sup>3</sup>若可能因将某个球拿起清洁放回后位置的微小误差导致一个本不能合法地直接地击打到或击球入袋的球变得能击打到或击球入袋, 则原则上此时清洁此球的请求不是合理的请求。

### 3 比赛

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

- (i) 在球被拿走进行清洁前此球的位置应被用合适的装置标注;

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

- (ii) 某正被清洁的球的用于标注位置的装置应被视为等同于此球并且得到此球的分数直到此球被清洁完成且放回完成为止。若任何球员接触此装置则是违规。裁判应将相应的罚分加给非犯规方并将此装置或被清洁球放回原位，如果有必要的话，即使其已被拿起 (亦如此处理)。

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.

当将装置或球放回的决定被做出时磋商时间开始。

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

### 3 比赛方式

球员们应采用抽签或任意双方都同意的方式决定比赛次序，抽签胜出的一方可以选择由谁来开球。

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) 在整局里比赛次序一旦确定就必须保持不变，除非在任意犯规后某球员被下一位球员要求再次击打。

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) 在整场里每局比赛内开球的球员或 (球员) 方必须轮流交替。

### 3 比赛

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

- (c) 开球的球员从手中球状态开始比赛，当母球被放置到比赛区域中并且与球杆的皮头在下列情形之一中接触时一局开始：

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) 进行一次击球时；或  
as a stroke is made; or
- (ii) 正在瞄准母球时。  
while addressing the cue-ball.

- (d) 如果一局被错误的球员或 (球员) 方开球了：

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

- (i) 如果仅仅进行了一次击球，并且没有违规出现，那么其应被正确地重新开球且无处罚；  
it shall be re-started correctly, without penalty, if only one stroke has been played and no infringement has been committed since; or

- (ii) 如果已有另一次击球,或在第一次击球中或完成后有违规发生,那么其应按正常方式继续,在下一局开球的正确顺序应恢复也就是说一位球员或一方(球员)会在连续三局中开球;

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) 在僵局事件被宣布时(参见第3节规则17),其应被正确的球员或(球员)方重新开球。

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) 对一次合法的击球,第3节规则11所述的违规都不能出现。

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

### 3 比赛

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- (f) 确保所有 (用到的) 物品和辅助器材在本次击球轮或之前的击球轮已被移除于台面是击球手的责任。

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) 对每次击球轮的第一次击球, 红球或某被指定当成红球的自由球是活球, 并且在相同的击球内被击球入袋的每个红球和任何被指定当成红球的自由球的分数 (都) 被记录, 直到所有红球都已离开台面。

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) 如果一个红球或一个被指定当成红球的自由球被击球入袋, 相同的球员进行下一次击球且下一个活球是一个依击球手选择的彩球, 如果该彩球被击球入袋则其被计分并且随后彩球被摆上点位。

If a Red, or a free ball nominated as a Red, is potted, the same player plays the next stroke and

### 3 比赛

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the next ball on is a colour of the striker's choice which, if potted, is scored and the colour is then spotted.

- (ii) 单杆通过交替将红球和彩球击球入袋被继续进行直到所有红球离开台面并且届时一个彩球已在最后一个红球的击球入袋后被击打。

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) 彩球随后按照其如第3节规则(a)(所述)的分值从低到高的顺序成为活(球)并且除非是如第3节规则4所述的(情形),否则当下一次击球入袋(出现后)(被击球入袋的)(彩球)保持离开台面,并且击球手对下一个活球进行下一次击球.

The colours then become on in the ascending order of their value as per Section 3 Rule (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) 在击球手在一次单杆中在裁判完成将某彩球摆上



### 3 比赛

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点位前且其他球静止时进行击打的事件中，该彩球的分数不应被记录且应适当地实施第3节规则11(a)(i)或11(b)(ii)。

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) 通常红球一旦被击球入袋、掉袋或被迫离台面就不会被摆回台面尽管有球员也许会因此从犯规中获益的事实。然而，例外在第3节规则2(c)(ii)、3(k)、9、10(i)、14(b)、14(e)、15、16、20(b)和第5节规则1(a)(i)中被提供。

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) 如果击球手将一球击球入袋失败，他们应该不带不适当的耽搁地离开球桌。他们在离开球桌前或离开球桌时

### 3 比赛

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应被判任意犯规的事件中，他们会如第3节规则11所述被处罚。下一次击球随后在母球静止处，或若母球不处于比赛中状态则从手中球状态起，被进行，除非当母球依照第3节规则10(i)、14(e)和16被摆回时。

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), 14(e) and 16.

- (k) 如果非击球手在非 (自己) 击球轮时来到台面并有任意违规那么其是一次受罚。裁判应宣告“受罚”并且任何被移动的球都应被放回其违规前的位置，并且击球手的击球轮会不受影响地继续进行。

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.

### 3 比赛

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当将球放回的决定被做出时，磋商时间开始。

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

- (l) 在对方击球轮的最后一次击球后，或一次犯规后，如果正上场的球员在（所有台面上的）球已静止前或裁判完成将某彩球摆上点位前对母球击球或有任意违规，他们应被当做击球手处罚且他们的击球轮会结束。

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) 如果任意球进入球袋又反弹上比赛区域，则其不被算作已被击球入袋或掉袋。如果其发生没有球员有补偿。

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 局、场或比赛的结束

- (a) 当黑球是台面上剩余的唯一目标球时，第一次入袋或犯规结束此局除非下列条件都满足：

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) 得分此时相等；并且  
the scores are then equal; and
- (ii) 累计得分不是 (胜负) 依据。  
aggregate scores are not relevant.

- (b) 当上面(a)中的条件都满足时：

When both conditions in (a) above apply:

- (i) 黑球被摆上点位；  
the Black is spotted;
- (ii) 球员为 (谁) 下一次击打的选择抽签；  
the players draw lots for choice of playing next;
- (iii) 下一位球员从手中球状态开始比赛；并且  
the next player plays from in-hand; and

(iv) 第一次入袋或违规结束此局。

the first pot or infringement ends the frame.

- (c) 当累计得分决定一场或一次比赛的胜者，且最后一局结束时（双方）累计得分相等时，此局中的球员应遵循上面(b)中陈述的习惯上被称为重置黑球的程序（决出胜者）。

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 从手中球状态开始比赛

为从手中球状态开始比赛，母球必须在 D 形区内或 D 形区线上的一个位置被球杆的皮头接触，但其可以被向任意方向击打。

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) 如果被问及裁判就会说明母球是否被恰当地放置（也就

是说，不在 D 形区线外)。

The referee will state, if asked, whether the cue-ball is properly placed (that is, not outside the lines of the “D”).

- (b) 当处于手中球状态时如果母球在 D 形区外被球杆的皮头接触，这就被视为不恰当地从手中球状态开始比赛。  
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) 如果当放置母球时球杆的皮头触碰到了母球，而裁判（根据实际情况）确信击球手没有尝试进行一次击球<sup>4</sup>，那么（此时）母球不处于比赛中状态。

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.

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<sup>4</sup>例如击球手用球杆拨动母球以移动母球至自己满意的位置时球杆的皮头触碰到了母球。

## 6 同时击中两个球

除两个红球或一个自由球和一个活球外两个球不能在母球的首次撞击中同时被击中。

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 将彩球摆上点位

任何被击球入袋、掉袋或被迫离台面的彩球都应在下一次击球产生前被摆上点位，直到按第3节规则3(h)(iii)最后一次被击球入袋。

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) 球员不须为任意裁判未正确地将任意球摆上点位的错误担责。

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

- (b) 如果一个彩球在如第3节规则3(h)(iii)所述地按 (分数) 从低到高的顺序被击球入袋后被错误地摆上点位，那么

### 3 比赛

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其应被移除于台面且无处罚，并且比赛应从因此产生的状态继续。如果在该彩球已被击球入袋后该错误（才）被发现，那么（如果）当下一次击球产生或一次违规在下次击球产生前发生后（错误才被发现）（那么）（此彩球的）分数就应算入。

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) 如果在一个或多个球没有正确地摆上点位的情况下一次击球产生，那么其在随后的击球中应被视为已被正确地摆上点位。任何不正确地不在台面的彩球就应被放上点位：

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:



### 3 比赛

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- (i) 如果 (彩球不正确地不在台面) 是因之前的疏忽所致那么当发现时无处罚, 只要球局按第2节规则1的措辞尚未结束并且比赛应从因此产生的状态继续; 或者

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) 如果击球手在裁判可以完成将球摆上点位前击打那么处罚。

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

- (d) 如果一个红球而不是彩球错误地摆上点位, 一旦发现:

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

- (i) 如果那个红球能被认出 (但未被击球入袋、掉袋和被迫离台面且彩球未如上面(c)中所述地被摆上点位) 那么其会被移除于台面; 或者

if the Red can be identified it will be removed from

the table; or

- (ii) 如果那个红球能被认出但已被击球入袋、掉袋或被迫离台面，或（那个红球能被认出但）彩球已如上面(c)中所述地被摆上点位，或那个红球不能被认出，那么此局继续并因此等效地产生一个十六红球局。在彩球不在台面的情形中其应被摆上点位并且在所有情形中比赛都应从因此产生的状态继续且无处罚。

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) 如果一个彩球必须被摆上点位且其自身点位被占，那么其应被放置在分值最高的可用的点位上。

If a colour has to be spotted and its own spot is occupied, it shall be placed on the highest value spot avail-

able.

- (f) 如果有多于一个要被摆上点位的彩球且其自身点位(都被占,那么最高分值的球应有摆上点位的顺序的优先级。

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) 如果所有点位都被占,那么彩球应被放置得尽可能接近其自身点位,且在此点位和顶库最接近的部分之间。

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

- (h) 在粉球和黑球(摆上点位)的情形中,如果所有点位都被占并且在相应的点位和顶库最接近的部分之间没有可用的空间,那么彩球应被放置得尽可能接近其自身点位且在球桌纵向中线上。

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.

### 3 比赛

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- (i) 在 (上述) 所有情形中, 彩球在摆上点位时不能触碰到另外一球。

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

- (j) 要被恰当地摆上点位的彩球必须被放置在本规则所述的点位上。

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

## 8 贴球

- (a) 如果一次击球完成后母球贴住一个或多个活球或可以成为活球的球, 那么裁判应宣告“贴球”并且在有任何(何球被贴的) 疑惑的事件中裁判应指明母球贴住哪个或哪几个活球。如果在一个红球 (或一个被指定当成红球的自由球) 被击球入袋后母球贴住一个或多个彩球, 那么裁判还应要求击球手指定其以哪个彩球为活 (球)。

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.

### 3 比赛

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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) 当一次“贴球”已被宣告时，击球手必须将母球打离该球并不使其移动否则此为一次推击。

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) 只要击球手在进行一次击球时没有造成任何贴住的目标球移动，若是下列情况就不应有受罚：

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

- (i) (被贴住的) 球是活 (球)

the ball is on;

- (ii) (被贴住的) 球可以成为活 (球) 并且击球手指定其以之为活 (球)；或者

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

### 3 比赛

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- (iii) (被贴住的) 球可以成为活 (球) 并且击球者指定并首先击中另外一个可以成为活 (球) 的球。

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

- (d) 如果母球静止并贴住或几乎贴住一个非活球, 那么裁判如果被问及其是否贴住就会阐明情况。

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) 当母球贴住一个活球和一个非活球时, 裁判只应指明贴住的活球。如果击球手问裁判母球是否也贴住非活球, 那么他们有权被告知。

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) 如果裁判 (根据实际情况) 确信击球时任意贴住的球的移动不是由击球手造成的<sup>5</sup>, 那么其不是犯规。

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<sup>5</sup>例如击球手的动作本不可能造成贴住的球移动, 但因静电, 贴住的球在母球被打

### 3 比赛

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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) 如果一个当被裁判检查时没有贴住母球的静止的目标球之后在一次击球进行前被发现和母球接触了，此球应被裁判按其所确信的放回原位。此亦适用于一个贴住的之后当被裁判检查时没有贴住的球。

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 在袋口的球

当一个球掉入球袋且没有被任何球击中，并且

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

- (a) 不是任意进行中的击球的一部分，其应被放回并且任何

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离后有微小移动。

### 3 比赛

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得分都应算入。

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

(b) 如果其可能已被一次击球中牵扯到的任意球击中：

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

(i) 且没有本规则中的违规 (包括一次违规本会发生但因掉入球袋的球 (而未发生) 的情形), 那么所有球都会被放回并且相同的击球被再次进行, 或不同的击球可能地被相同的击球手按其自行决定权进行。

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) 如果一次犯规发生, 那么击球手招致第3节规则11中规定的处罚, 所有球都会被放回并且下一位球员有一次犯规后的通常的选择权。

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) 如果一个球在袋口短暂地保持平衡且随后掉入 (球袋), 那么其应视为被击球入袋或掉袋且不应被放回。

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.

当将球放回的决定被做出时, 磋商时间开始。

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

## 10 犯规

如果一次犯规发生, 裁判应立即宣告“犯规”

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

- (a) 如果击球手还没有进行一次击球, 那么他们的击球轮结束并且裁判应宣布处罚。

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

### 3 比赛

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- (b) 如果一次击球已被进行，那么裁判会在宣布处罚前等到击球完成。

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

- (c) 如果一次犯规或一次受罚既没有被裁判判定，也没有成功地在下一次击球前被非击球手成功地声明，那么其被忽略。

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) 任何没有正确地摆上点位的彩球应保持于原位除非如果其离开台面那么其应被正确地摆上点位。

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

- (e) 在一次单杆中一次犯规前得到的所有分数都应算入但击球手不应在一次犯规的击球中因任何掉袋的球得到任何分数。

All points scored in a break before a foul is awarded shall count but the striker shall not score any points

### 3 比赛

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for any ball pocketed in a foul stroke.

- (f) 下一次击球被从母球静止处进行除非如果母球不处于比赛中状态那么从手中球状态 (进行)。

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) 若在相同的一次击球中发生多于一个犯规，那么分数最高的处罚应被招致。

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

- (h) 发生犯规的球员：

The player who committed the foul:

- (i) 招致第3部分规则11中规定的罚分；并且  
incurs the penalty points prescribed in Section 3 Rule 11; and

- (ii) 如果被下一位球员要求那么必须进行下一次击球。  
has to play the next stroke if requested by the next player.

- (i) 如果一位击球手在对其击球前对包括母球在内的任何球犯规，适当的处罚会被推行。非犯规方可以随后选择

自己从留存的状态开始击打，或要求犯规方从留存的状态或原来的状态再次击打。在后一种情况中，所有球应被放回且活球应和其违规前的相同，也就是说：

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) 任何红球，当红球之前是活球时；  
any Red, where Red was the ball on;
- (ii) 成为活球的彩球，当所有红球之前都离开台面时；  
the colour on, where all the Reds were off the table;
- (iii) 击球手选择的一个彩球，当活球之前是已被击球入袋的一个红球或一个被指定当成红球的自由球之后的一个彩球时。  
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.

当将球放回的决定被做出时，磋商时间开始。

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

- (j) 如果当母球处于手中球状态时一个处于比赛中状态的目标球被击球手碰到，那么裁判应宣告“犯规”并且下一次击球母球会保持手中球状态，除非当其不处于击球手控制之中时发生的犯规涉及到母球。

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 罚分

下列行为是犯规并且招致四罚分除非在下面的段落(a)至(d)中更高的罚分被指明。

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

(a) 活球的分值因：

Value of the ball on by:

- (i) 在裁判完成将一个被当成自由球的彩球摆上点位前就击球；  
striking before the referee has completed the spotting of a colour taken as a free ball;
- (ii) 在一次击球中对母球击球多于一次；  
striking the cue-ball more than once during a stroke;
- (iii) 当双脚都离开地面时击球；  
striking when both feet are off the floor;
- (iv) 在斯诺克双打中不在正确击球轮击打；  
playing out of turn in Four-handed Snooker;
- (v) 从手中球状态不恰当地击打，包括开球击打时；  
playing improperly from in-hand, including at the opening stroke;
- (vi) 造成母球未接触任何目标球；  
causing the cue-ball to fail to contact any object ball;
- (vii) 造成母球掉袋；  
causing the cue-ball to be pocketed;

### 3 比赛

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- (viii) 造成母球被指定的自由球做斯诺克，除如第3节规则12(b)(ii)所述的外；  
causing the cue-ball to be snookered by the nominated free ball, except as provided for in Section 3 Rule 12(b)(ii);
  - (ix) 在六红球斯诺克中造成母球被指定的球做斯诺克；  
causing the cue-ball to be snookered by the nominated ball in Six Reds Snooker;
  - (x) 打一次跳球；  
playing a jump shot;
  - (xi) 用不标准的球杆比赛；或者  
playing with a non-standard cue; or
  - (xii) 违反第3节规则18(e)同搭档商讨或交流。  
conferring or communicating with a partner contrary to Section 3 Rule 18(e).
- (b) 活球或所涉及的球的分值中更高的因：  
Value of the ball on or ball concerned, whichever is higher, by:

- (i) 当任意球未静止时击球;  
striking when any ball is not at rest;
- (ii) 当裁判完成将一个不是自由球的彩球摆上点位前击球;  
striking before the referee has completed the spotting of a colour that is not a free ball;
- (iii) 造成非活球掉袋;  
causing a ball not on to be pocketed;
- (iv) 造成母球首先击中非活球或者当一个自由球被指定时造成母球首先击中任何不是被指定的自由球的球除非其同时击中一个活球。  
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) 产生一次推击;  
making a push stroke;
- (vi) 以球员的身体、衣服或装备的任意部分接触一个处于比赛中状态的球或任意用于标注一个处于比



### 3 比赛

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赛中状态的球的装置;

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) 当母球处于手中球状态时, 以母球触接触一个处于比赛中状态的球;

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

- (viii) 造成一个处于比赛状态中的球接触任何当前击球轮中或之前的击球轮中留在台面 (上) 的物体或装备;

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) 在任何移除去清洁的球还未被放回桌面前击球; 或者

striking before any balls removed for cleaning have been returned to the table; or

- (x) 造成一个球被迫离台面。

causing a ball to be forced off the table.

- (c) 活球的分值或两个所涉及的球中更高的分值因造成母球首先同时击中两个球，除两个红球（当红球为活球时）或一个被指定的自由球和一个活球外。

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) 七分如果击球手：

Seven points if the striker:

- (i) 为任意目的使用离开台面的球；  
uses a ball off the table for any purpose;
- (ii) 使用任意物体测量空档或距离；  
uses any object to measure gaps or distance;
- (iii) 在连续的击球中击打（多个）红球或一个指定的自由球后的一个红球；  
plays at Reds, or a nominated free ball followed by a Red, in successive strokes;
- (iv) 在一局开始后将除白球外的任意球用作母球；  
uses any ball other than White as the cue-ball after the frame has started;

### 3 比赛

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- (v) 在被裁判要求如此做时未指定其以为的活球；或者  
fails to declare which ball they are on when requested to do so by the referee; or
- (vi) 在将红球 (或被指定当成红球的自由球) 击球入袋后，在彩球被指定前发生犯规。  
after potting a Red (or free ball nominated as a Red), commits a foul before a colour has been nominated.

下列行为是受罚并且招致四罚分除非在下面的段落(e)至(g)中更高的罚分被指明。

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

- (e) 活球或所涉及的球的分值中更高的因如第3节规则3(k)所述在击球轮外发生犯规。  
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) 七分如果在磋商时间内任何球员以其身体、衣服或装备的任意部分接触任意在比赛区域中的球。

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) 七分如果非击球手:

(i) 为任意目的使用离开台面的球; 或者

uses a ball off the table for any purpose; or

(ii) 使用任意物体测量空档或距离;

uses any object to measure gaps or distance.

## 12 犯规后被做斯诺克

在一次犯规后, 如果母球被做斯诺克 (参见第2节规则17), 裁判应宣告“自由球”。

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

(a) 如果下一个击球轮中的球员选择 (自己) 进行下一次击球:

If the player next in turn elects to play the next stroke:

(i) 他们指定任何球当成活球, 但自由球不能是活球;

they may nominate any ball as the ball on, but a

### 3 比赛

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free ball cannot be the ball on;

- (ii) 任意被指定的自由球应被视为并赋予分值成活球且区别在于如果被击球入袋其应被摆上点位。

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) 如果母球出现下列情况那么是一次犯规:

It is a foul if the cue-ball should:

- (i) 没能首先击中指定的自由球除非其同时击中一个活球; 或者

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

- (ii) 在没有得分的一次击打后, 被用指定的自由球对所有红球或活球做斯诺克, 除非当粉球和黑球是台面上剩余的唯二目标球时。

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.

### 3 比赛

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- (c) 如果被指定的自由球被击球入袋，那么其被摆上点位并且活球的分值被记录。

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

- (d) 如果一个活球在母球首先击中指定的自由球或同时(击中)活球后被击球入袋，活球应被计分并且保持离开台面。

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) 如果被指定的自由球和一个活球都被击球入袋，那么只有活球被计分除非其是红球那么每个被击球入袋的球都计分。被指定的自由球随后被摆上点位并且活球保持离开台面。

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) 如果犯规者被要求再次击打，或者一个非犯规方的球摆回的要求被做出(如第3节规则10(i)、14(b)、14(e)和16所

述), 那么自由球的选项变得无效。

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 再次击打

一旦一位球员在一次犯规后已要求一位对手再次击打, 或者在一次犯规或一次犯规且未尽力后已要求将球摆回, 这个要求就不可撤回。被要求再次击打的犯规者有权:

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) 对下列内容改变他们的主意:

change their mind as to:

(i) 他们将进行的击球; 和

which stroke they will play; and

(ii) 他们将尝试击中的活球;

which ball on they will attempt to hit.

(b) 因任意他们击球入袋的球得分。

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

## 14 犯规且未尽力

- (a) 击球手应以其最大能力尽力击中活球或一个红球或一个被指定当成红球的自由球后可能成为活 (球) 的球。如果裁判认为此规则被违反<sup>6</sup>，他们应宣告“犯规且未尽力”<sup>7</sup>除非：

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) 在击球进行前或后任意球员需要罚分 (才能获胜) 并且裁判确信打出未尽力并不是故意的；

any player required penalty points before, or as a

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<sup>6</sup>在职业比赛中通常只要击球手未能击中活球或一个红球或一个被指定当成红球的自由球后可能成为活球的球裁判就认为此规则被违反，除非击中活球或一个红球或一个被指定当成红球的自由球后可能成为活球的球确实十分困难。其他比赛中裁判的判罚可以宽松。

<sup>7</sup>也称“无意识救球”。



### 3 比赛

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result of, the stroke being played and the referee is satisfied that the miss was not intentional;

- (ii) 存在不可能击中活球的情况。在后一种情况中其必被假定击球手正尝试击中活球只要他们向活球用足够的力量直接地或间接地击打然后以裁判员的观点如果没有阻挡的球就能触及活球。

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) 在一次“犯规且未尽力”已被宣告后，非犯规者可要求犯规者从留存的状态或原来的状态再次击打，在后一种情况中所有的球都应被摆回并且活球应和最后一次进行的击球前相同，也就是说：

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

### 3 比赛

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all balls shall be replaced and the ball on shall be the same as it was prior to the last stroke made, namely:

(i) 任何红球, 当红球之前是活球时;

any Red, where Red was the ball on;

(ii) 成为活球的彩球, 当所有红球之前都离开台面时;  
或者

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

(iii) 击球手选择一个彩球, 当活球之前是已被击球入袋的一个红球或一个被指定当成红球的自由球之后的一个彩球时。

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) 当有一条从母球到任意是或可能是活 (球) 的球的清晰的直线线路时如果击球手在进行一次击球时未能首先击中一个活球, 那么裁判应宣告“犯规且未尽力”除非如第3节规则14(a)(i)所述。

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

### 3 比赛

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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) 当有一条从母球到任意是或可能是活 (球) 的球的清晰的直线线路, 使其中心, 即整球, 的接触是可行的 (在红球的情况中这意味着任何红球的整个直径都不被彩球阻挡), 或母球与可能成为活球的球相贴时, 当一次“犯规且未尽力”<sup>8</sup>已按上面段落(c)被宣告后:

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) 从原来的位置进行的击球中第二次未能首先击中活球应被无视分差地宣告“犯规且未尽力”;

a second failure to first hit a ball on in making a

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<sup>8</sup>此时也称“无意识击球”。

stroke from the original position shall be called as a FOUL AND A MISS regardless of the difference in scores;

- (ii) 在如上面 (i) 中所述的描述的第二次失败的事件中，如果被要求从原来的状态再次击打，犯规方应被裁判警告接下来的失败会导致局被判对方获胜。然而，如果警告未被宣布那么一局不能被判获胜。如果裁判未宣布警告，只要“犯规且未尽力”的宣告序列已继续，那么击球手会在第一个可行的机会被警告；

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) 如果被要求从留存的状态击打，那么如(d)(i)和(d)

(ii)中所述的“犯规且未尽力”序列终止。

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

- (e) 在已将所有球根据本规则摆回，并且击球手犯规于包括母球在内的任何球后，如果一次击球还未进行那么未尽力不被宣告。在次情形中适当的处罚会被推行。非犯规者可以选择自己从留存的状态击打，或者要求犯规者选择让犯规球员从留存的状态或原来的状态再次击打，如果是后一种情况那么所有球应被摆回并且活球应和最后一次进行的击球前相同，也就是说：

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:

### 3 比赛

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- (i) 任何红球，当红球之前是活球时；  
any Red, where Red was the ball on;
- (ii) 成为活球的彩球，当所有红球之前都离开台面时；  
或者  
the colour on, where all the Reds were off the table;  
or
- (iii) 击球手选择的一个彩球，当活球之前是已被击球入袋的一个红球或一个被指定当成红球的自由球之后的一个彩球时。  
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.

如果上面情况发生于上面段落(d)所述的“犯规且未尽力”的宣告序列中，那么任何涉及可能的将局判给其对手获胜的任何警告应只当所有球已被摆回违规前的原来位置时才有效。

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) 如果在一次“犯规且未尽力”被宣告后从原来的状态击打的要求被做出，那么磋商时间开始：

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 不因击球手被移动的球

如果一个静止的或运动中的球被碰到但不因击球手，其应被裁判摆回他们认为球本在的位置且不处罚击球手。

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.

当将球放回的决定被做出时，磋商时间开始。

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

- (a) 本规则应包括除击球者搭档外的人外的另一干扰或人员导致击球手移动球的情况，但不会适用于球因为桌面

的负面效应而移动的情况，除去在下一次击球之前被摆上点位的球移动的情况。

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) 没有球员应因任意裁判造成的球的碰触被处罚。

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

## 16 被故意移动的球

除非正对母球击球以进行一次击打，或者在磋商时间内接触一个球，如果任何球被击球手故意从比赛区域中移动或拿起<sup>9</sup>，那么裁判应宣告“犯规”。

Other than striking the cue-ball to make a stroke, or contacting a ball during a consultation period, if any ball is inten-

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<sup>9</sup>此时裁判可根据第4节规则2(c)认定击球手认输或第4节规则(a)和(d)判定本局非击球手获胜。



### 3 比赛

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tionally moved or picked up by the striker from the playing area, the referee shall call FOUL.

- (a) 在一个静止的球被故意移动或拿起的情况中，非犯规方随后可以；

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

- (i) 选择自己或要求对手从留存的状态击打。在此情况中，任何没有静止于比赛区域中的球都被视为被迫离台面。

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 playing area will be considered forced off the table.

- (ii) 选择让所有球被摆回原来的位置然后自己击打或要求对手再次击打。在后一种情形中活球应和违规前相同，也就是说；

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 infringe-

ment, namely;

- (i) 任何红球，当红球之前是活球时；  
any Red, where Red was the ball on;
- (ii) 成为活球的彩球，当所有红球之前都离开台面时；  
the colour on, where all the Reds were off the table;
- (iii) 击球手选择的一个彩球，当活球之前是已被击球入袋的一个红球或一个被指定当成红球的自由球之后的一个彩球时。  
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.

如果上面的情况发生于一个如第3节规则14(d)所述的“犯规且未尽力”的宣告序列中并且犯规者再次击打的要求被做出，那么任何涉及可能的将局判给其对手获胜的任何警告应有效。

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

### 3 比赛

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the possible awarding of the frame to their opponent shall remain in effect.

- (b) 在一个运动中的球被故意移动或拿起的情况中，裁判应根据公平竞赛原则做出尽可能的最佳决定。

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) 如果击球手以违反体育精神的行为对母球击球以进行一次击球，那么他们可以如第4节规则1所述被警告并且非犯规方会有如上面(a)和(b)中所述的选择。

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 as described under (a) and (a) above.

当将球放回的决定被做出时，磋商时间开始。

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

## 17 僵局

如果裁判认为僵局的状态存在或正在接近，或者双方球员指明，裁判应向球员提供重开此局的立即选项。此过程习惯上称为重摆。

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) 如果任何球员反对，那么裁判应允许比赛继续但限制此情况在一定的时段内改变，通常是每方再来各自的三次击球后但按裁判的自行决定权。

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) 如果在一定的时段已过后情况仍基本不变，那么裁判应清空得分并且为开始一局重摆所有球。

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.

### 3 比赛

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- (c) 相同的球员应再次进行开球击打,基于第3节规则3(d)(iii),且被建立的相同的比赛次序保持不变。

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) 如果僵局出现于如第3节规则4(b)所述的重置黑球期间,那么只有黑球被摆回点位并且相同的球员再次进行开球击打。

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 斯诺克双打

- (a) 在双打比赛(四位球员分为两两位球员方)中,每方应轮流开局并且比赛顺序在每局的开始确定并且如此确定后必须在整局里保持不变。

In a four-handed game (four players constituting two sides of two players) each side shall start alternate frames and the order of play shall be determined at the start

### 3 比赛

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of each frame and, when so determined, must be maintained throughout that frame.

- (b) 球员可以在每一新局的开始改变比赛顺序。

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

- (c) 如果一次犯规发生并再次击打的要求被做出，那么由犯规的球员进行下一次击球并且比赛顺序不变。如果因不在击球论比赛“犯规”被宣告，那么犯规者的搭档会失去一次击球轮，无论是否犯规者被要求再次击打。

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) 当一局以平局结束时，第3规则4适用。如果重置黑球是必要的，那么进行第一次击球的一方有选择哪位球员进行此次击球的选择。比赛顺序之后必须和此局一样继续。

When a frame ends in a tie, Section 3 Rule 4 applies. If

a re-spotted Black is necessary, the side 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) 搭档间可以在一局中商讨或交流但是当一位是击球手且已经前往球台则不能直到他们的击球轮已结束。

Partners may confer or communicate during a frame but not while one is the striker and has approached the table until their turn has ended.

- (f) 如果击球手的搭档发生违规，击球手会被视为犯规者。  
If the striker's partner commits an infringement, the striker will be considered as the offender.

## 19 六红球斯诺克

在六红球斯诺克比赛中斯诺克比赛的官方规则适用但有下列不同：

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

- (a) 如果犯规者被要求在原来的状态再次击打，那么不会有多于五次的连续的“犯规且未尽力”的宣告。

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) 在第四次连续的“犯规且未尽力”的宣告后，裁判应警告犯规球员如果“犯规且未尽力”再被宣告，非犯规者可以：

After the fourth consecutive FOUL AND A MISS call, the referee shall Warn the offending player that should a FOUL AND A MISS be called again the non-offender may:

- (i) 自球静止处击打；或者  
play from where the balls have come to rest; or
- (ii) 要求他们的对手自球静止处击打；或者  
ask their opponent to play from where the balls have come to rest; or
- (iii) 将母球置于比赛区域中的任意位置击打，除非在最后一次击球之前或之后，任何球员需要罚分 (才能获胜)。如果此选项被选择，那么第3节规则12不适用。  
play the cue-ball from any position on the playing



### 3 比赛

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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) 如果在一次“犯规且未尽力”的宣告后犯规者被要求从留存的状态击打，那么之前的“犯规且未尽力”序列终止。

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) 在将一个红球或者一个被指定当成红球的自由球被击球入袋后，击球手不得如第2节规则17所述地让其对手被在被指定的彩球后做斯诺克。

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 辅助器材的使用

放置和移除桌面上的用到的任何器材是击球手的责任。

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

- (a) 击球手应对其带去球桌的包括但不限于架杆和套筒的所有物品负责，无论是属于击球手的还是借来的 (除非来自裁判)，并且他们会在使用此器材时因任何犯规被处罚。

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) 通常能被在球桌附近找到的由包括裁判在内的第三方提供的器材不由击球手担责。如果此器材被证明有问题并且造成击球手接触一个或多个球，那么其不是犯规。餐盘会在必要时按第3节规则15将所有球摆回原位并且击球手如果在一次单杆中会被允许继续而无处罚。

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 规则解释

1. 情况可能在残障人员如何适用本规则时需要调整。尤其是例如：

Circumstances may necessitate adjustment in how these Rules are applied for persons with disabilities. In particular and for example:

- (a) 第3节规则11(a)(iii)不能适用于坐轮椅的球员；并且

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

- (b) 如果他们无法分辨不同颜色，比如红色和绿色，那么球员应在要求裁判后被告知一个球的颜色或其位置。

### 3 比赛

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a player, upon request to the referee, shall be told the colour of a ball or its position if they are unable to differentiate between colours as, for example, Red and Green.

2. 如果比赛没有裁判，那么对立的球员或一方 (球员) 会被视为依本规则目的的裁判。

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

3. 依本比赛的规则，用任意数量的红球的简单版本的斯诺克可被进行。

Under these Rules of the Game, a simplified form of snooker can be played with any number of Red balls.

## 4 球员

### 1 违反体育精神的行为

(a) 在下列事件中：

In the event of

- (i) 球员讲冒犯性的话语，或者做冒犯性的姿势；或者  
a player using offensive language, or making offensive gestures; or
- (ii) 球员的行为被裁判视为故意或者持续违反体育精神；或者  
any conduct by a player which in the opinion of the referee is wilfully or persistently Unsporting; or
- (iii) 球员有其它行为，其严重性累积到违背体育精神；或者  
any other conduct by a player which otherwise amounts to Unsporting Conduct; or
- (iv) 球员拒绝继续进行当局；  
any player refusing to continue the current frame;

## 4 球员

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裁判应警告球员再有任何有违体育精神的事件本局会被判其对手赢得。

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

- (b) 如果裁判已按上面(a)警告过球员，那么在再有违背体育精神的行为的事件中，裁判员应该判对手赢得此局，如果事情发生在局间，则判对手赢得下一局，并且裁判应警告球员再有任何有违体育精神的事件本场会被判其对手赢得。

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.

- (c) 如果裁判已按上面(b)或下面(d)警告过球员，那么在再有违背体育精神的行为的事件中，裁判员应该判对手赢

得此场。

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) 在裁判员认为行为足够严重的事件中，裁判员应该判对手赢得此局或此场，即使之前没有就违背体育精神的行为做过警告。

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

- (e) 裁判员做出的判一位球员的对手赢得一局和/或一场的决定都是最终的并且任何申诉都不能改变之。

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 认输

- (a) 球员可以提出认输，但如果他们的对手选择继续比赛那么其无效。

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

- (b) 球员不应在任意场或次比赛中认输一局除非任意球员需要罚分 (才能获胜)。违反本规则的违反应被视为相关球员的违背体育精神的行为。如果裁判已经按上面的规则1(a)警告过球员，那么下一局应被判其对手赢得。

A player shall not concede a frame in any game, or match unless any player requires 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) 如果一位球员碰触或移动一个或多个球以表明提出认输，那么如果认输被他们的对手接受那么裁判不会宣告“犯规”或“受罚”。如果认输不被接受，那么第3节规则16或第3节规则(k)应适用。

If a player touches or moves a ball(s) in play to indi-



cate the offering of a concession, the referee will not call FOUL or PENALTY if the concession is accepted by their opponent. If the concession is not accepted, Section 3 Rule 16 or Section 3 Rule (k) shall apply.

- (d) 如果一位球员在需要罚分以赢得此局前故意发生违规从而结果他们现在需要罚分 (以赢得此局), 那么此被视为违反体育精神的行为并且球员应被裁判依上面的规则1(a)和1(b)警告。

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) 认输的提出或接受不能被撤回。

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

- (f) 当累计得分决定一场或一次比赛的胜者并且一局被认输时, 对手应得到等价于台面上剩余的球所有分数, 此时红球每个按八分算入并且任何错误地离开台面的彩球均视为已摆上点位而算入。

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 浪费时间

- (a) 如果球员在击球或者考虑击球的选择时用不正常量的时间，那么裁判应警告球员如果再次在场中浪费时间，那么本局会被判其对手获胜。

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) 如果裁判已经按上面(a)中所述针对球员浪费时间警告，那么如果此球员再浪费时间，那么裁判应判其对手赢得此局。

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) 如果裁判已经就球员浪费时间判一局对手获胜，那么如果相关的球员再浪费时间，那么每再出现一次裁判都应判其对手赢得一局。

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 处罚细则

- (a) 如果一局根据本节被判对手获胜，那么犯规者应：

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

- (i) 输掉相关局；并且  
lose the relevant frame; and
- (ii) 当累计得分决定一场或一次比赛的胜者并且一局被认输时，对手应得到等价于台面上剩余的球所有分数，此时红球每个按八分算入并且任何错误地离

开台面的彩球均视为已摆上点位而算入。

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) 如果一场根据本节被判对手获胜，那么犯规者应：

If a game is forfeited under this Section, the offender shall:

(i) 输掉相关局；并且

lose the relevant frame; and

(ii) 附带地，当局分事关比赛胜负时尚未进行的事关这场比赛胜负的几局球都算对手获胜；或者

additionally, lose the required number of unplayed frames to complete the game where frames are relevant; or

(iii) 附带地，当用累计得分决定比赛胜负时，剩下的球局都算对手获胜并且每局球对手的得分按 147 计。

additionally, lose the remaining frames, each val-

ued at 147 points, where aggregate points determine the winner of the game.

## 5 非击球手

当击球手正在比赛时，非击球手应避免站在或移动于击球手的视线 (范围) 内。他们应坐下，或是站在与球台有合理距离处并且避免任何影响击球手的注意力的移动或行为。

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 计分的职责

同裁判一样，球员也有责任保证得分的正确，不管是记分牌上的还是裁判员报出来的。如果球员发现比分有错误，他们有责任尽早告诉裁判。

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 离开场地

如果离开球桌，非击球手可以选定一名代表以照顾其利益并在需要的情况下指出对方的违规。这样的指定必须在离开前让裁判知晓。

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.

## 5 官员

### 1 裁判

(a) 裁判应：

The referee shall:

- (i) 对于任何本规则没有充分涵盖到的情况，根据公平竞赛原则做出决定。  
make decisions in the interests of fair play for any situation not covered adequately by these Rules;
- (ii) 有责任让一次比赛根据本规则的规定有序进行  
be responsible for proper conduct during a match under these Rules;
- (iii) 在看到任何本规则的违例时介入  
intervene if they see any infringement of these Rules;
- (iv) 若被要求时告诉球员球的颜色或位置；并且  
tell a player the colour of a ball, or its position, if requested; and
- (v) 根据击球手的合理要求清洁比赛用球。  
clean any ball upon reasonable request by the striker.

(b) 裁判不应:

The referee shall not:

(i) 回答任何本规则中未授权 (可以回答) 的问题; 或者  
answer any question not authorised in these Rules;  
nor

(ii) 当球员将要违规时给予任何暗示; 或者  
give any indication that a player is about to com-  
mit an infringement; nor

(iii) 对于可能影响比赛的情况给予任何建议或意见; 或者  
give any advice or opinion on situations that could  
affect play; nor

(iv) 回答任何关于得分差的问题。  
answer any question regarding the difference in  
scores.

(c) 若裁判未能注意到赛场上的突发情况, 可以根据自己的判断听取坐在合适位置的记分员、官员或观众的证言, 或者如果条件允许, 也可以观看相关视频回放来帮助自己进行判罚。



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

## 2 记分员

记分员应负责更新记分牌上的比分并且协助裁判进行工作。记分员也应在需要承担记录员的工作。

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 记录员

记录员将记录每一杆的具体情况、违规的情况、以及每名球员或每一方球员的得分。记录员还应该记下单杆得分和发生的警告情况。

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 来自官员的协助

- (a) 应击球手的要求，裁判或记分员可以移动并暂持影响到击球手击球的任何照明设备。

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) 根据残障球员的具体情况，裁判员和记分员可以给予其必要的协助。

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