Replacement of a Ball after Interference (*Rule 9(f)*)

When a ball which is moving (either a struck ball or a hit ball) hits a stationary ball of another game (an outside agency) the actions that follow are to:
- replace the stationary ball (W)
- place the struck ball (B) "where it would otherwise have stopped"

Determining this is sometimes difficult.

Immediate actions (refer to diagram below)**:**
1.   Mark the original position of White 1 [W1]
2.   Mark the final positions of B2 and W2
3.   Return White to W1
4.   Measure the distance of W1 to W2 (X distance)
5.   Measure the distance of W1 to B2 (Y distance)
6.   Determine the direction of Blue 1 [the line of B1 to W1]
7.   Position B onto B3, the line that B would have taken (this is W1 + Y)
8.   To determine B4, add Z (which is X*2.5) to the line along B1 to W1
       [X multiplied by two and a half times equals Z. Add Z along the line of B1 to B3]
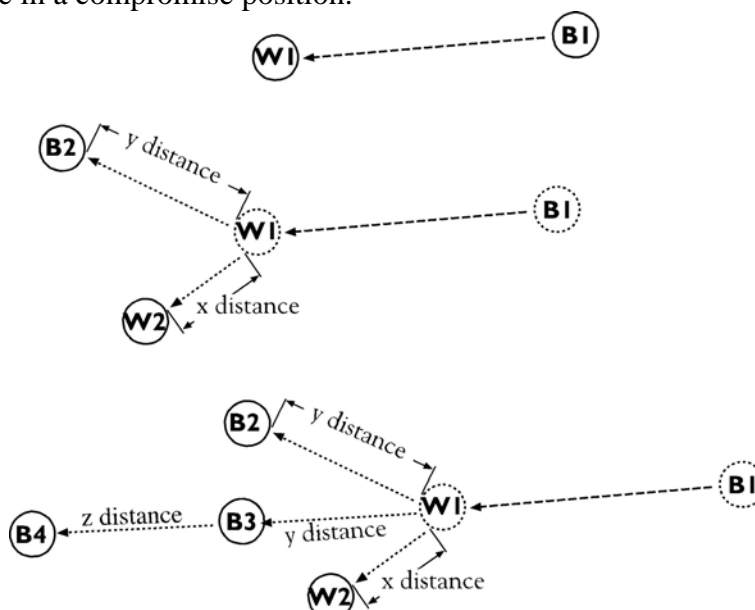
Another way of saying all of this in simple language:
- Put W back where it started. Then place B along the line it would have travelled (the same distance it did travel to reach B2).
- Add two and a half times the distance white travelled after being hit by blue [X times two and a half], along the line blue would have taken"

All this assumes that the referee has been called early enough so the final ball positions can actually be marked and the calculations carried out.

If players disagree and the balls have been moved and the referee is then called to give an "on appeal" adjudication about the final possible resting place of Blue, perhaps the compromise is to place the ball half way between both claims.

A "tongue in the cheek" but nevertheless sound way of saying this, is to place it in a position "of mutual dissatisfaction to both players". While seems a somewhat casual statement – it still is a valid way of saying "place in a compromise position."

This system was devised by Rudi Miller (Kew CC, Victoria).

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