

# **SNOOKER**

## **1. Player's Responsibility**

It is the player's responsibility to be aware of all rules, regulations and schedules applying to competition.

## **2. Cue Ball in Hand**

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface and may continue to move the cue ball until he executes a shot. Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion.

## **3. Balls Settling**

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. Unless this causes a ball to fall into a pocket, it is considered a normal hazard of play, and the ball will not be moved back. If a ball falls into a pocket as the result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the referee will restore the position and the shot will be replayed. The shooter is not penalized for shooting while a ball is settling.

## **4. Restoring a Position**

When necessary for balls to be restored or cleaned, the referee will restore disturbed balls to their original positions to the best of his ability. The players must accept the referee's judgment as to placement.

## **5. Outside Interference**

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the referee will restore the disturbed balls and play will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

## **6. Stalemate**

If the referee observes that no progress is being made towards a conclusion, he will announce his decision, and each player will have three more turns at the table. Then, if the referee determines that there is still no progress, he will declare a stalemate. If both players agree, they may accept the stalemate without taking their three additional turns. The procedure for a stalemate is specified under the rules for each game.

## **7. Break Shot**

The following rules apply to the break shot:

- (a) The cue ball begins in hand behind the head string.
- (b) No ball is called, and the cue ball is not required to hit any particular object ball first.
- (c) If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open.
- (d) If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, and the incoming player has the option of
  - (1) accepting the table in position, or
  - (2) re-racking and breaking, or
  - (3) re-racking and allowing the offending player to break again.
- (e) Pocketing the eight ball on a legal break shot is not a foul. If the eight ball is pocketed, the breaker has the option of
  - (1) re-spotting the eight ball and accepting the balls in position, or
  - (2) re-breaking.
- (f) If the breaker pockets the eight ball and scratches , the opponent has the option of
  - (1) re-spotting the eight ball and shooting with cue ball in hand behind the head string; or
  - (2) re-breaking.
- (g) If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the eight ball which is re-spotted); and the incoming player has the option of
  - (1) accepting the table in position, or
  - (2) taking cue ball in hand behind the head string.
- (h) If the breaker fouls in any manner not listed above, the following player has the option of
  - (1) accepting the balls in position, or
  - (2) taking cue ball in hand behind the head string

## **8. Losing the Game**

The shooter loses if he

- (a) fouls when pocketing the eight ball;
- (b) pockets the eight ball before his group is cleared;
- (c) pockets the eight ball in an uncalled pocket; or
- (d) drives the eight ball off the table.

These do not apply to the break shot.

## **9. Standard Fouls**

If the shooter commits a foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface.

### **9.1 Cue Ball Scratch or off the Table**

If the cue ball is pocketed or driven off the table, the shot is a foul.

### **9.2 Wrong Ball First**

In those games which require the first object ball struck to be a particular ball or one of a group of balls, it is a foul for the cue ball to first contact any other ball.

### **9.3 No Rail after Contact**

If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul.

### **9.4 No Foot on Floor**

If the shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball, the shot is a foul.

### **9.5 Ball Driven off the Table**

It is a foul to drive an object ball off the table. The ball will be spotted.

### **9.6 Touched Ball**

It is a foul to touch, move or change the path of any object ball except by the normal ball-to-ball contacts during shots. It is a foul to touch, move or change the path of the cue ball except when it is in hand or by the normal tip-to-ball forward stroke contact of a shot. The shooter is responsible for the equipment he controls at the table, such as chalk, bridges, clothing, his hair, parts of his body, and the cue ball when it is in hand, that may be involved in such fouls. If such a foul is accidental, it is a standard foul, but if it is intentional, it is unsportsmanlike conduct.

### **9.7 Double Hit / Frozen Balls**

If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball

contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is assumed not to violate the first paragraph of this rule, even though the tip is arguably still on the cue ball when ball-ball contact is made.

However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (provided it is a legal target within the rules of the game) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball. (Even though it may be legal to shoot towards such a touching or “frozen” ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by.)

The cue ball is assumed not to be touching any ball unless it is declared touching by the referee or opponent. It is the shooter’s responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball unless specified in the rules of the game.

### **9.8 Push Shot**

It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

### **9.9 Balls Still Moving**

It is a foul to begin a shot while any ball in play is moving or spinning.

### **9.10 Cue Stick on the Table**

If the shooter uses his cue stick in order to align a shot by placing it on the table without having a hand on the stick, it is a foul.

### **9.11 Playing out of Turn**

It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it should be treated like unsportsmanlike conduct.

### **9.12 Slow Play**

If the referee feels that a player is playing too slowly, he may advise that player to speed up his play. If the player does not speed up, the referee may impose a shot clock on that match that applies to both players. If the shooter exceeds the time limit specified for the tournament, a standard foul will be called .

### **9.13 Unsportsmanlike Conduct**

The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible

are a warning; a standard-foul penalty, a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points. Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. It includes

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) playing a shot by intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during a match;
- (f) marking the table;
- (g) delay of the game; and
- (h) using equipment inappropriately.