



Official Rules of Snookerpool

OFFICIAL RULES OF THE GAME OF SNOOKERPOOL

ADAM MICHAEL DEWITT

Official Rules of Snookerpool

Table of Contents

Section 1 – Equipment	3
1 – The Standard Table	3
2 – Balls	4
3 – Cue	4
4 – Ancillary	4
Section 2 – Definitions	5
1 – Frame	5
2 – Game	5
3 – Balls	5
4 – Striker and Turn.....	5
5 – Stroke	5
6 – Potting and Pocketing	6
7 – Break	6
8 – In-kitchen, In-hand, Ball-in-kitchen, and Ball-in-hand	6
9 – Ball in Pay	6
10 – Ball On	6
11 – Nominated Ball.....	6
12 – Forced Off the Table	6
13 – Infringements, Fouls, and Penalties	6
14 – Penalty Points.....	6
15 – Safeties	7
16 – Spot Occupied	7
17 – Push Stroke	7
18 – Scratch.....	7
19 – Miss	7
20 – Consultation Period.....	7
Section 3 – The Game	8
1 – Description	8
2 – Setup	8
3 – Gameplay	9
4 – End of Frame or Game	10
5 – Playing from In-kitchen or In-hand	10

Official Rules of Snookerpool

6 – Hitting Two Balls Simultaneously	11
7 – Spotting Stripes	11
8 – Touching Ball	12
9 – Ball on Edge of Pocket	12
10 – Fouls	13
11 – Penalty Values	13
12 – Ball Moved by Other than Striker	14
13 – Ball Intentionally Moved	14
14 – Stalemate	15
15 – Four-handed Snookerpool	15
16 – Six Solids Snookerpool	15
17 – Three Solids Snookerpool	15
18 – Use of Ancillary Equipment	16
19 – Interpretation	16
Section 4 – The Players	17
1 – Unsporting Conduct	17
2 – Conceding	17
3 – Time Wasting	18
4 – Penalty	18
5 – Non-Striker	18
6 – Scoring Responsibility	18
7 – Absence	18
Section 5 – The Officials	19
1 – The Referee	19
2 – The Marker	19
3 – The Stroke Recorder	19
4 – Assistance by Officials	19

Official Rules of Snookerpool

Section 1 – Equipment

1 – The Standard Table

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

(a) The Playing Area

The playing area is within the cushion faces and shall measure 8 ft 4 in (2540 mm) by 4 ft 2 in (1270 mm) with a tolerance on both dimensions of $\pm \frac{1}{8}$ in

(b) Height

The height of the table from the floor to the top of the cushion rail shall be between 2 ft 5 $\frac{1}{4}$ in (864 mm) and 2 ft 7 in (787 mm) with a tolerance of $\pm \frac{3}{4}$ in (13 mm).

(c) 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.

(d) Head Cushion, Foot Cushion, Head Pockets, Foot Pockets, and Side Pockets

The two shorter sides of the table are defined as the Head and Foot Cushions of the table. The corner pockets bordering these cushions are the Head Pockets and Foot Pockets, respectively. The pockets in the middle of each long side are the Side Pockets.

(e) Head String, Foot String, Head Spot, and Foot Spot

The Head String is a line parallel to the Head Cushion that halfway between the Side Pockets and Head Pockets. The Foot String is a line parallel to the Head Cushion that runs halfway between the Side Pockets and Foot Pockets. The points in the center of the Head and Foot Strings are called the Head and Foot Spots, respectively.

(f) The Kitchen

The Kitchen is the area between the Head String and Head Cushion.

Official Rules of Snookerpool

(g) Spots

Two are marked at the two points on the Head String halfway between the Head Spot and two points perpendicularly below the faces of the longer cushions. The one on the right is the Nine (9) Spot, and the one on the left is the Ten (10) Spot.

Five are marked on the central longitudinal line of the table:

- One on the Head Spot, known as the Eleven (11) Spot.
- One located midway between the points perpendicularly below the faces of the Head and Foot Cushions, known as the Twelve (12) Spot.
- One located midway between Thirteen Spot and the Foot Spot, known as the Thirteen (13) Spot.
- One on the Foot Spot, known as the Fourteen (14) Spot.
- One located midway between the Foot Spot and a point perpendicularly below the face of the Top Cushion, Fifteen (15) Spot.

2 – Balls

(a) A set of balls comprises of a *cue ball* and fifteen *object balls*. The *object balls* should be colored as shown in the table below. All balls with a colored Stripe have a white background.

1-ball	One-ball	Yellow		9-ball	Nine-ball	Yellow Stripe
2-ball	Two-ball	Blue		10-ball	Ten-ball	Blue Stripe
3-ball	Three-ball	Red		11-ball	Eleven-ball	Red Stripe
4-ball	Four-ball	Purple		12-ball	Twelve-ball	Purple Stripe
5-ball	Five-ball	Orange		13-ball	Thirteen-ball	Orange Stripe
6-ball	Six-ball	Green		14-ball	Fourteen-ball	Green Stripe
7-ball	Seven-ball	Maroon		15-ball	Fifteen-ball	Maroon Stripe
8-ball	Eight-ball	Black		Cue ball		White

- (b) The balls shall be of an approved composition and shall each have a diameter of 57.15 mm with a tolerance of 0.05 mm
- (c) The balls shall be of equal weight where possible but the tolerance between the heaviest ball and the lightest ball should be no more than 3 g.
- (d) A ball or set of balls may be changed by agreement between the players or on a decision by the referee.

3 – Cue

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 – Ancillary

Various mechanical bridges, long cues, extensions and adaptors may be used by players. These may form part of the equipment normally found at the table, but may 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.

Official Rules of Snookerpool

Section 2 – Definitions

1 – Frame

A *frame* of Snookerpool comprises the period of play from the start (see Section 3 Rule 3(c)), each player playing in *turn* until it is completed by:

- (a) An accepted concession by any player.
- (b) The first *pot* or *foul*, when the 15-ball is the only *object ball* remaining on the table (see Section 3 Rule 4).
- (c) Being awarded by the referee under Section 4 Rule 1(b), 1(d), 3(b), or 3(c).

2 – Game

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

3 – Balls

- (a) The white ball is the *cue ball*.
- (b) The fifteen numbered balls are the *object balls*.
 - (i) The balls numbered 1-8 are called Solids.
 - (ii) The balls numbered 9-15 are called Stripes.

4 – Striker and Turn

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

- (a) A *stroke* is made and no points are scored
- (b) A *foul* is committed, all balls have come to rest, and the referee is satisfied that the *striker* has left the table
- (c) The 15-ball is *potted* when it is the only *object ball* left and the *cue ball* has come to rest

5 – Stroke

- (a) 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) 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) A *stroke* is legal when no *infringement* of these Rules is committed.
- (d) A *stroke* is not completed until:
 - (i) All balls have come to rest
 - (ii) Spotting of any balls required is completed
 - (iii) Any ancillary equipment being used by the *striker* has been removed, or the referee is satisfied that the *stroke* is completed.
- (e) A *stroke* may be made *directly* or *indirectly*, thus:
 - (i) A *stroke* is *direct* when the *cue ball* hits an *object ball* without first hitting a cushion.
 - (ii) A *stroke* is *indirect* when the *cue ball* hits one or more cushions before hitting an *object ball*.

Official Rules of Snookerpool

6 – Potting and Pocketing

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 on a *foul stroke* is known as *pocketing*.

7 – Break

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

8 – In-kitchen, In-hand, Ball-in-kitchen, and Ball-in-hand

- (a) The *cue ball* is *in-kitchen*:
 - (i) Before the start of each *frame*
 - (ii) When the 15-ball is re-spotted as in Section 3 Rule 4(b)
 - (iii) A *ball-in-kitchen* is a *stroke* where the *cue ball* is *in-kitchen*.
- (b) The *cue ball* is *in-hand* when a *foul* is committed.
 - (i) A *ball-in-hand* is a *stroke* where the *cue ball* is *in-hand*.
- (c) The *cue ball* remains *in-kitchen* or *in-hand* until:
 - (i) It is played legally from *in-kitchen* or *in-hand*, respectively
 - (ii) A *foul* is committed involving the *cue ball* while it is not in the *striker's* possession
- (d) The *striker* is said to be *in-kitchen* or *in-hand* when the *cue ball* is *in-kitchen* or *in-hand*, respectively.

9 – Ball in Play

- (a) The *cue ball* is *in play* when it is not *in-kitchen* or *in-hand*.
- (b) *Object balls* are *in play* from the start of the *frame* until *potted*, *pocketed*, or *forced off the table*.
- (c) Stripes become *in play* again when re-spotted.

10 – Ball On

A *ball on* is any ball which may be legally hit by the first impact of the *cue ball* or *potted*.

11 – Nominated Ball

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

12 – Forced Off the Table

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

13 – Infringements, Fouls, and Penalties

An *infringement* is any violation of these Rules.

A *foul* is an *infringement* which will end the offender's *turn*.

A *penalty* is an *infringement* which does not end the offender's *turn*.

14 – Penalty Points

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

Official Rules of Snookerpool

15 – Safeties

A *safety stroke* is a *stroke* that does not *pot* any balls but leaves a position that makes it difficult for the opponent to play a *stroke* without also committing an *infringement*. Positions resulting from *safety strokes* are known as *safeties*.

16 – Spot Occupied

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

17 – Push Stroke

A *push stroke* is made when the tip of the cue remains in contact with the cue ball after the *cue ball* has commenced its motion, other than momentarily at the point of initial contact.

18 – Scratch

A *scratch* is when the *cue ball* is either *pocketed* or *forced off the table*.

19 – Miss

A *miss* is when the *cue ball* fails to first contact a *ball on*.

20 – Consultation Period

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), 12, and 13) or as described in Section 3 Rule 9. The *consultation period* starts from the moment the decision is made to replace the balls and ends when both players are satisfied as to the position of the ball(s), or by the referee's final decision.

Official Rules of Snookerpool

Section 3 – The Game

1 – Description

Snookerpool may be played by two players independently, or by more than two players as sides. The Game is summarized in paragraphs (a) to (h) below.

- (a) Each player uses the same white *cue ball* and there are fifteen *object balls* – eight Solids each worth 1 point, and seven Stripes worth their numerical value minus seven (9-ball valued 2, 10-ball 3, 11-ball 4, 12-ball 5, 13-ball 6, 14-ball 7, and 15-ball 8).
- (b) Scoring *strokes* in a player's *turn* are made by *potting* Solids and Stripes alternately until all Solids are off the table and then the Stripes are *potted* in the ascending order of their value.
- (c) Points awarded for scoring *strokes* are added to the score of the *striker*.
- (d) *Penalty points* from *infringements* are added to the opponent's score.
- (e) A tactic employed at any time during a *frame* is to use a *safety stroke* to leave the *cue ball* in a position that makes it difficult for the opponent to play a legal *stroke*. If a player or side requires more points than are available from the balls remaining on the table, then the laying of *safeties* in the hope of gaining points from *fouls* becomes most important.
- (f) The winner of a *frame* is the player or side:
 - (i) With the highest score when the *frame* ends
 - (ii) To whom the *frame* is conceded
 - (iii) To whom the *frame* is awarded under Section 4 Rule 1(b), 1(d), 3(b), or 3(c)
- (g) The winner of a *game* is the player or side:
 - (i) Winning the most, or required, number of *frames*
 - (ii) Making the greatest total where aggregate points are relevant
 - (iii) To whom the *game* is awarded under Section 4 Rule 1(c) or 1(d)

2 – Setup

- (a) At the start of each *frame* the *cue ball* is *in-kitchen* and the *object balls* are positioned on the table as follows:
 - (i) The eight Solids are placed in a tightly packed sideways diamond shape, with the 14-ball in the center and situated on the Foot Spot.
 - (ii) The six remaining Stripes are placed on the spots designated in Section 1 Rule 1(h).
- (b) 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) After a frame has started, a ball *in play* may only be cleaned by the referee upon reasonable request by the striker and:
 - (i) The position of the ball shall be marked by a suitable device prior to the ball being lifted for cleaning.
 - (ii) The device used to mark the position of the ball 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 replaced the device or ball being cleaned to its original position, if necessary, even if the ball was picked up. A *consultation period* starts when the decision is made to replace the device or ball.

Official Rules of Snookerpool

3 – Gameplay

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) The order of play thus determined must remain unaltered throughout the *frame*.
- (b) The player or side to play first must alternate for each *frame* during a *game*.
- (c) The first player plays from *in-kitchen*, the *frame* commencing when the *cue ball* has been placed on the playing area and contacted by the tip of the cue either:
 - (i) As a *stroke* is made
 - (ii) While addressing the *cue ball*
- (d) If a *frame* is started by the wrong player or side:
 - (i) It shall be re-started correctly, without penalty, if only one *stroke* has been played and no *infringement* has been committed since
 - (ii) 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 order of starting has been resumed in the following *frame* such that one player or side will have started in three consecutive *frames*
 - (iii) It shall, in the event of a stalemate being declared (see Section 3 Rule 14), be re-started by the correct player or side.
- (e) For a *stroke* to be legal, none of the *infringements* described in Section 3 Rule 11 must occur.
- (f) 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) For the first *stroke* of each *turn*, until all Solids are off the table, the Solids are the *balls on*, and the value of each Solid *potted* on the same *stroke* is scored.
- (h)
 - (i) If a Solid is *potted*, the same player plays the next *stroke* and the next *ball on* is a Stripe of the *striker's* choice which, if *potted*, is scored and the Stripe is then spotted.
 - (ii) The *break* is continued by *potting* Solids and Stripes alternately until all the Solids are off the table and, where applicable, a Stripe has been played at following the *potting* of the last Solid.
 - (iii) The Stripes then become *on* in the ascending order of their value as per Section 3 Rule 1(a) and when next *potted* remain off the table, except as provided for in Section 3 Rules 4, and the *striker* plays the next *stroke* at the next Stripe *on*.
 - (iv) In the event that the *striker*, in a *break*, plays before the referee has completed spotting a Stripe while all other balls are at rest, the value of the Stripe shall not be scored and Section 3 Rule 11 (b)(i) shall apply as appropriate.
- (i) Solids are usually not 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, 12, 13, 18(b) and Section 5 Rule 1(a)(i).
- (j) If the *striker* fails to *pot* a ball, they must leave the table without undue delay. In the event that they should commit a *foul* before, or while leaving the table, they will be penalized as provided for in Section 3 Rule 11. The next *stroke* is then played from *in-hand*, except when the *cue ball* is replaced in accordance with Section 3 Rule 13.

Official Rules of Snookerpool

- (k) 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 balls moved shall be replaced to their position prior to the *infringement*, and the *striker's turn* will continue unaffected. A *consultation period* starts when the decision is made to replace the ball(s).
- (l) 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 *Stripe*, they shall be penalized as if they were the *striker* and their *turn* will end.
- (m) 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 – End of Frame or Game

- (a) When the 15-ball is the only *object ball* remaining on the table, the first *pot* or *foul* ends the *frame* except only if the following conditions both apply:
 - (i) The scores are then equal
 - (ii) Aggregate scores are not relevant
- (b) When both conditions in (a) above apply:
 - (i) The 15-ball is spotted
 - (ii) The players draw lots for choice of playing next
 - (iii) The next player plays from *in-kitchen*
 - (iv) The *frame* ends when the scores are no longer equal
- (c) When aggregate scores determine the winner of a *game*, and the aggregate scores are equal at the end of the *frame*, the players in that *frame* shall follow the re-spotted 15 procedure set out in (b) above.

5 – Playing from In-kitchen or In-hand

- (a) To play from *in-kitchen*, the *cue ball* must be contacted by the tip of the cue from a position on or within the lines of the Kitchen as described in Section 1 Rule 1(f).
 - (i) The referee will state, if asked, whether the *cue ball* is properly placed (that is, not outside the lines of the Kitchen).
 - (ii) If the *cue ball*, while *in-kitchen*, is contacted by the tip of the cue while outside the Kitchen, it is considered improperly played from *in-kitchen*.
- (b) To play from *in-hand*, the *cue ball* must be contacted by the tip of the cue from a position on the playing area as described in Section 1 Rule 1(a).
 - (i) The referee will state, if asked, whether the *cue ball* is properly placed (that is, on the playing area).
 - (ii) If the *cue ball*, while *in-hand*, is contacted by the tip of the cue while not on the playing surface, it is considered improperly played from *in-hand*.
- (c) In both cases, the *cue ball* may be played in any direction.
- (d) 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*.

Official Rules of Snookerpool

6 – Hitting Two Balls Simultaneously

Two balls, other than two Solids, must not be hit simultaneously by the first impact of the *cue ball*.

7 – Spotting Stripes

Any Stripe *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) A player shall not be held responsible for any mistake by the referee in failing to spot any ball correctly.
- (b) If a Stripe 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 Stripe 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) If a *stroke* is made with a ball or balls not correctly spotted, they shall be considered correctly spotted for subsequent *strokes*. Any Stripe incorrectly missing from the table shall be spotted:
 - (i) 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
 - (ii) Subject to penalty if the *striker* played before the referee was able to complete the spotting
- (d) If a Solid is spotted in error instead of a Stripe, once discovered:
 - (i) If the Solid can be identified it will be removed from the table, or
 - (ii) If the Solid can be identified but has been *potted, pocketed, or forced off the table*, or the Stripe was already spotted as described in (c) above, or if the Solid cannot be identified, the *frame* continues thus effectively creating a nine Solids *frame*. In cases where the Stripe is missing from the table it shall be spotted and in all cases play shall continue from the resulting position without penalty.
- (e) If a Stripe has to be spotted and its own spot is *occupied*, it shall be placed on the highest value spot available.
- (f) If there is more than one Stripe to be spotted and their own spots are *occupied*, the highest value Stripe shall take precedence in order of spotting.
- (g) If all spots are *occupied*, the Stripe shall be placed as near to its own spot as possible between that spot and the nearest part of the Foot Cushion.
- (h) If all spots are *occupied* and there is no available space between the relevant spot and the nearest part of the Foot Cushion, the Stripe shall be placed as near to its own spot as possible between that spot and the nearest part of the Head Cushion.
- (i) In all cases, Stripes when spotted must not be touching another ball.
- (j) A Stripe, to be properly spotted, must be placed on the spot designated in these Rules.

Official Rules of Snookerpool

8 – Touching Ball

- (a) If at the completion of a *stroke* the *cue ball* is touching a *ball* or *balls on*, the *striker* may do either of the following:
 - (i) Play into the touching *ball* or *balls on*, provided that no ball not *on* is hit simultaneously with the touching *ball* or *balls on* as per Section 3 Rule 6
 - (ii) Play away from the touching *ball* or *balls on*, provided that another *ball on* is hit by the first impact of the *cue ball*
- (b) If at the completion of a *stroke* the *cue ball* is only touching a ball or balls not *on*, the *striker* must play away from the touching ball or balls not *on*.
- (c) The referee will state, if asked, which balls are touching the *cue ball*.
- (d) 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 – Ball on Edge of Pocket

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

- (a) Being no part of any *stroke* in progress, it shall be replaced and any points scored shall count.
- (b) If it would have been hit by any ball involved in a *stroke*:
 - (i) With no *infringement* of these Rules (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) 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) 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.
- (d) A *consultation period* starts when the decision is made to replace the ball(s).

Official Rules of Snookerpool

10 – Fouls

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

- (a) If the *striker* has not made a *stroke*, their *turn* ends and the referee shall announce the penalty.
- (b) If a *stroke* has been made, the referee will wait until completion of the *stroke* before announcing the penalty.
- (c) If a *foul* 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) Any *Stripe* not correctly spotted shall remain where positioned except that if off the table it shall be correctly spotted.
- (e) All points scored in a *break* before a *foul* is awarded shall count but the *striker* shall not score any points for any ball *pocketed* in a *foul stroke*.
- (f) The next *stroke* is played from *in-hand*.
- (g) If more than one *foul* is committed in the same *stroke*, the highest value penalty shall be incurred.
- (h) The player who committed the *foul* incurs the penalty points prescribed in Section 3 Rule 11.
- (i) If a *striker* *fouls* any ball including the *cue ball* prior to *striking* it, the appropriate penalty will be imposed. The non-offender must then play from the position left.
- (j) 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 – Penalty Values

- (a) All *infringements* incur *penalty points* equal to four (4) points, the value of the *ball on*, or the highest value of all balls involved in the *foul*, whichever is highest, with one exception.
 - (i) If, after potting a *Solid*, a *foul* is committed before a *Stripe* has been *nominated*, eight (8) *penalty points* shall be incurred.
- (b) The following acts are *fouls* and award said *penalty points* and a *ball-in-hand* to the non-offender:
 - (i) *Striking* before the referee has completed the spotting of all balls that need spotted
 - (ii) *Striking* the *cue ball* more than once during a *stroke*
 - (iii) *Striking* when both feet are off the floor
 - (iv) Playing out of *turn* in Four-handed Snookerpool
 - (v) Playing improperly from *in-kitchen* or *in-hand*, including at the opening *stroke*
 - (vi) Causing the *cue ball* to fail to contact any *object ball* (*miss*)
 - (vii) Causing the *cue ball* to be *pocketed* or *forced off the table* (*scratch*)
 - (viii) Causing any *object ball* to be *forced off the table*
 - (ix) Conferring or communicating with a partner contrary to Section 3 Rule 15(e)
 - (x) *Striking* when any ball is not at rest
 - (xi) Causing a ball not *on* to be *pocketed*
 - (xii) Causing the *cue ball* to first hit a ball not *on* (*miss*)
 - (xiii) Playing a *push stroke*
 - (xiv) 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*

Official Rules of Snookerpool

- (xv) Contacting a ball *in play* with the *cue ball*, while the *cue ball* is *in-kitchen* or *in-hand*
- (xvi) Causing a ball *in play* to contact any object or equipment left at or on the table during the *turn* or previous *turns*
- (xvii) *Striking* before any balls removed for cleaning have been returned to the table
- (xviii) Hitting two balls simultaneously with the first contact of the *cue ball*, if at least one of them is a ball not *on*
- (xix) As the *striker*:
 - (1) Using a ball off the table for any purpose
 - (2) Using any object to measure gaps or distance
 - (3) Using any ball other than the white ball as the *cue ball* after the *frame* has started
 - (4) Failing to declare which ball they are *on* when requested to do so by the referee
- (c) The following acts are *penalties* and award said *penalty points* to the non-offender:
 - (i) Committing an *infringement* out of *turn*, as described in Section 3 Rule 3(k)
 - (ii) Contacting, with any part of the player's person, attire or equipment, any ball on the playing area during a *consultation period*
 - (iii) As the *non-striker*:
 - (1) Using a ball off the table for any purpose
 - (2) Using any object to measure gaps or distance

12 – Ball Moved by Other than Striker

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 penalizing the *striker*.

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

- (a) 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) No player shall be penalized for any disturbance of balls by the referee.

13 – Ball Intentionally Moved

Other than *striking* the *cue ball* to make a *stroke*, or contacting a ball during a *consultation period*, if any ball is intentionally moved or picked up by the *striker* from the playing area, the referee shall call FOUL.

- (a) In a situation where a stationary ball is intentionally moved or picked up, all balls shall be replaced to their original positions and the non-offender must play from the position left.
- (b) 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) 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.

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

Official Rules of Snookerpool

14 – Stalemate

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 option of immediately re-starting the *frame*. This process is commonly referred to as a re-rack.

- (a) If any player objects, then the referee shall allow play to continue with the stipulation that the situation must change within a stated period, usually after three more *strokes* to each side but at the referee's discretion.
- (b) 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*.
- (c) The same player shall again make the opening *stroke*, subject to Section 3 Rule 3(d)(ii), with the same established order of play being maintained.
- (d) If a stalemate occurs during a re-spotted 15 as described in Section 3 Rule 4(b), only the 15-ball will be spotted with the same player to make the opening *stroke*.

15 – Four-handed Snookerpool

- (a) 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 of each *frame*, and when so determined, must be maintained throughout that *frame*.
- (b) Players may change the order of play at the start of each new *frame*.
- (c) If a FOUL is called for playing out of *turn*, the offender's partner will lose a *turn*.
- (d) When a *frame* ends in a tie, Section 3 Rule 4 applies. If a re-spotted 15 is necessary, the side who will play the first *stroke* has the choice of which player will make that *stroke*. The order of play must then continue as in the *frame*.
- (e) 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) If the *striker's* partner commits an *infringement*, the *striker* will be considered as the offender.

16 – Six Solids Snookerpool

Six Solids Snookerpool is a reduced setup for Snookerpool. It is played exactly like normal Snookerpool, except after setting up the balls, the two Solids in the sideways diamond rack that are closest to the points on the longer cushions connected by the Foot String are removed from the table.

17 – Three Solids Snookerpool

Three Solids Snookerpool is a reduced setup for Snookerpool. It is played exactly like normal Snookerpool, except after setting up the balls, the two Solids in the sideways diamond rack that are closest to the points on the longer cushions connected by the Foot String as well as the three Solids closest to the Foot Cushion are removed from the table.

Official Rules of Snookerpool

18 – Use of Ancillary Equipment

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

- (a) The *striker* is responsible for all items including, but not limited to, mechanical bridges and extensions that they bring to the table, whether owned by them or borrowed (except from the referee), and they will be penalized for any *fouls* made when using this equipment.
- (b) Equipment normally found at the table which has been provided by another party, including the referee, is not the responsibility of the *striker*. It is not a *foul* if this equipment proves 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 12 and the *striker*, if in a *break*, will be allowed to continue without penalty.

19 – Interpretation

- (a) Circumstances may necessitate adjustment in how these Rules are applied for persons with disabilities. In particular, and for example:
 - (i) Section 3 Rule 11(b)(iii) cannot be applied to players in wheelchairs
 - (ii) A player, upon request to the referee, shall be told the number, color, type, and/or value of a ball or its position if they are new to the Game or unable to differentiate between different colors as, for example, Red and Green.
- (b) When there is no referee, the opposing player or side will be regarded as such for the purposes of these Rules.
- (c) Under these Rules of the Game, a simplified form of Snookerpool can be played with any number of Solids.

Official Rules of Snookerpool

Section 4 – The Players

1 – Unsporting Conduct

- (a) In the event of:
 - (i) A player using offensive language, or making offensive gestures
 - (ii) Any conduct by a player which in the opinion of the referee is willfully or persistently Unsporting
 - (iii) Any other conduct by a player which otherwise amounts to Unsporting Conduct
 - (iv) Any player refusing to continue the *frame*

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

- (b) 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 the 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) 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) 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) 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 – Conceding

- (a) A player may offer a concession, but this becomes null and void if their opponent chooses to play on.
- (b) A player shall not concede a *frame* in any *game* 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 Section 4 Rule 1(a), the next *frame* shall be awarded to their opponent.
- (c) If a player touches or moves a ball(s) *in play* to indicate 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 13 or Section 3 Rule 3(k) shall apply.
- (d) 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 per Section 4 Rule 1(a) or 1(b).
- (e) The offer, or acceptance of a concession, cannot be withdrawn.
- (f) When aggregate scores determine the winner of a *game* and a *frame* is conceded, the opponent shall receive the equivalent of the value of any balls remaining on the table, where Solids shall count as nine points each and any Stripe incorrectly off the table shall be counted as if spotted.

Official Rules of Snookerpool

3 – Time Wasting

- (a) 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) 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) If the referee has awarded a *frame* to the 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 – Penalty

- (a) If a *frame* is forfeited under this Section, the offender shall:
 - (i) Lose the relevant *frame*
 - (ii) When aggregate scores determine the winner of a *game*, forfeit all points scored and the opponent shall receive the equivalent of the value of any balls remaining on the table, where Solids shall count as nine points each and any Stripe incorrectly off the table shall be counted as if spotted.
- (b) If a *game* is forfeited under this Section, the offender shall:
 - (i) Lose the relevant *frame*
 - (ii) Additionally, lose the required number of unplayed *frames* where *frames* are relevant
 - (iii) Additionally, lose the remaining *frames*, each valued at 107 points, where aggregate points determine the winner of the *game*.

5 – Non-Striker

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 – Scoring Responsibility

As well as the referee, it is the player's 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 – Absence

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 prior to departure.

Official Rules of Snookerpool

Section 5 – The Officials

1 – The Referee

- (a) The referee shall:
 - (i) Make decisions in the interests of fair play for any situation not covered adequately by these Rules
 - (ii) Be responsible for proper conduct during a *game* under these Rules
 - (iii) Intervene if they see any *infringement* of these Rules
 - (iv) Tell the player the value of a ball, or its position, if requested
 - (v) Clean any ball upon reasonable request by the *striker*
- (b) The referee shall not:
 - (i) Answer any question not authorized by these Rules
 - (ii) Give any indication that a player is about to commit an *infringement*
 - (iii) Give any advice or opinion on situations that could affect play
 - (iv) Answer any question regarding the difference in scores
- (c) 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 – The Marker

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 – The Stroke Recorder

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 – Assistance by Officials

- (a) At the *striker's* request, the referee or marker shall move and hold in position any lighting apparatus that interferes with the action of the *striker* in making a *stroke*.
- (b) It is permissible for the referee or marker to give necessary assistance to players with disabilities according to their circumstances.