

SECTION 2

DEFINITIONS

Standard definitions used throughout these Rules are hereinafter italicised.

1. Frame

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) an accepted concession by any player; or
- (b) 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) 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) the first *pot* or *infringement*, when Black is the only *object ball* remaining on the table (see Section 3 Rule 4); or
- (e) 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. Game

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

3. Match

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

4. Balls

- (a) The White ball is the *cue-ball*.
- (b) The 15 Reds and the 6 colours are the *object balls*.

5. Striker and Turn

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

- (a) a *stroke* is played and no points are scored; or
- (b) a *foul* is committed, all balls have come to rest, and the referee is satisfied that the *striker* has left the table; or
- (c) a request is made to the opponent to play again following a *foul*; or

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

6. 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 made.
- (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.
- (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*.

7. 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 in a *foul stroke* is referred to as *pocketing*.

8. Break

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

9. In-hand

- (a) The *cue-ball* is *in-hand*:
 - (i) before the start of each *frame*;
 - (ii) when it has been *pocketed*;
 - (iii) when it has been *forced off the table*; or
 - (iv) when the Black is re-spotted as in Section 3 Rule 4(b).

- (b) The *cue-ball* remains *in-hand* until:
 - (i) it is played legally from *in-hand*; or
 - (ii) a *foul* is committed involving the *cue-ball* while it is on the playing area.
- (c) The *striker* is said to be *in-hand* when the *cue-ball* is *in-hand* as above.

10. Ball in Play

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

11. Ball On

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. Nominated Ball

- (a) A *nominated ball* is the *object ball* which the *striker* declares (states verbally), or indicates to the satisfaction of the referee, 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*.

13. Free Ball

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. 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, or is picked up by the *striker*, as described in Section 3 Rules 16(b) and 16(c).

15. Infringements, Fouls and Penalties

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. Penalty Points

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

17. Snookered

The *cue-ball* is *snookered* 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 *snookered*.

- (a) If *in-hand*, the *cue-ball* is *snookered* if it is obstructed as described above from all possible positions on or within the lines of the "D".
- (b) If the *cue-ball* is so obstructed from hitting a *ball on* by more than one ball not *on*:
 - (i) the ball nearest to the *cue-ball* is considered to be the effective snookering ball; and
 - (ii) should more than one obstructing ball be equidistant from the *cue-ball*, all such balls will be considered to be effective snookering balls.
- (c) 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) The *striker* is said to be *snookered* when the *cue-ball* is *snookered* as above.
- (e) The *cue-ball* cannot be *snookered* by a cushion.

18. Spot Occupied

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

19. Push Stroke

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

- (a) after the *cue-ball* has commenced its motion, other than momentarily at the point of initial contact; or
- (b) 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. Jump Shot

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

A *miss* is when the *cue-ball* fails to first contact a *ball on* (see Section 3 Rule 14).

22. 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 made (Section 3 Rules 2c(ii), 3(k), 10(i), 14, 15 and 16(c)) 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.