

ALTERNATIVE FORMS OF SNOOKER

SNOOKER SHOOT OUT COMPETITION RULES

Timing

1. Each *match* will be played over a pre-determined length of time.
2. Players 'lag' to decide who *breaks* off (winner decides). A *Lag* involves both players simultaneously striking a *cue ball* from the baulk line to hit the top cushion and rebound back down the table. The player whose ball finishes nearest to the baulk cushion (in the opinion of the referee) wins the *Lag*.
3. The shot clock will be initiated by the timing official at a juncture dependent on circumstances. It will stop at the exact moment the player strikes the *cue ball*.
4. Maximum *stroke* durations:
 - (a) for a *stroke* commencing during the first part of the *game*, the *cue ball* must be struck within a pre-determined number of seconds;
 - (b) for a *stroke* commencing in the second half of the *game*, the *cue ball* must be struck within a pre-determined number of seconds.Failure to commence a *stroke* within the allotted time will result in a time *foul* being called. A five point penalty will be awarded and the incoming player receives the cue ball from the referee and plays from '*in hand*'.
5. Under normal circumstances the shot clock will be started the instant the balls come to rest or, after a *potted* colour has been re-spotted. If the *cue ball* is spinning on its axis this will be deemed a moving ball. Deciding when the balls have come to rest is the referee's call.
6. Providing the *cue-ball* has been struck before a timer buzzer is heard, then all points *foul* or fair shall count.

Fouls

7. Following a *foul*, for the purposes of this event, '*in hand*' shall mean the *cue ball* can be placed anywhere on the table and the player does not have the option of asking his opponent to '*play again*'.
8. All *fouls* will result in the incoming player having the ball '*in hand*'. The shot clock starts when the incoming player receives the *cue-ball* from the referee.
9. At least one ball must strike a cushion or enter a pocket in every *stroke*. Failure to do so will result in a *foul* with a five point penalty awarded and the incoming player will receive the *cue ball* from the referee and play from '*in hand*'.
10. There is no Foul and a Miss Rule and any *fouls* will result in the incoming player playing from '*in hand*'.
11. The penalty for all time *fouls* will be five points and the incoming player plays his *stroke* from '*in hand*'.
12. If a player is not in a position to receive the *cue ball* from the referee following a *foul*, the referee will place the *cue ball* on the table and the

Alternative Snooker

incoming player's shot time will start. The player may then pick the *cue ball* up and place it where he so wishes but the *stroke* must commence within the allocated time.

Other rules

13. If a player asks the referee to clean a ball the shot clock will not be stopped and ball cleaning will take place during the player's shot time. However, the referee can always call 'time out' if, for instance, the referee decides that multiple balls need cleaning.
14. Should an external party distract a player during his allotted *stroke* time the referee will have the power to either stop or re-set the shot clock. Indeed, at any point, a referee is allowed to call time out and decide whether the shot clock is re-started or re-set.
15. Should a player believe a ball has been re-spotted incorrectly the clock will continue unless the referee decides otherwise.
16. Should the scores be tied at the end of the 10 minute *frame*, a sudden death blue ball shoot out will commence. The blue ball will be placed on its spot and the *cue-ball* must be struck from within the "D". The player who broke off in the *frame* will have the first attempt at *potting* the blue and the first player to *pot* it will win the *frame*.
17. In the case of a 'stalemate' the players are responsible for resolving the situation within the allocated timescale. A re-rack is NOT permitted.

Etiquette

18. Due to the need for speedy play, players will not be deemed to be breaching etiquette should they remain closer to the table than normal in readiness for their next shot though not in his opponent's eye-line.

Timing Official

19. The referee is best placed to decide, regardless of circumstance, when the shot clock should be initiated. For each shot, the timing official will start the clock on the referee's verbal signal - which would generally be the calling of the score, thereby indicating the player is safe to play on, or by other verbal indication.
20. The timing official should be in a position to see when the shot is played - the instant the tip of the cue makes contact with the *cue ball*. If there is a need for the referee to make a decision the shot clock will not be started until the referee has reached that decision. He will then signal - start. You cannot make your opponent *play again*.
21. Should there be an electronic shot-clock malfunction the referee's decision will be final. The shot clock will start when the referee verbally signals start to the timing official.

Alternative Snooker

22. The referee is the ultimate arbiter and his decision is final. Should any eventuality not be covered by these rules the referee's decision will stand and, where applicable, it will set a precedent.

A SIMPLIFIED FORM OF SNOOKER (i.e. SIX REDS)

This version can be played with any number of red balls.

All the usual Snooker rules apply with the following exceptions:

1. There will be no more than five consecutive FOUL AND A MISS calls at any one time.
2. After four consecutive FOUL AND A MISS calls, the referee will warn the offending player that should a FOUL AND A MISS be called again the following options are available to the non-*striker*:
 - (i) play himself from where the balls have come to rest;
 - (ii) ask his opponent to play from where the balls have to come to rest;
 - (iii) place the cue ball anywhere on the table, but this option cannot be taken if play has reached the "snookers required" stage.
3. A player cannot *snooker* behind a *nominated* colour at any time.