

## SECTION 3

## THE GAME

## 1. Description

Snooker may be played by two or more players, either independently or as sides. The game can be summarised as follows:

- (a) Each player uses the same White *cue-ball* and there are twenty-one *object balls* – fifteen Reds each valued 1, and six colours: Yellow valued 2, Green 3, Brown 4, Blue 5, Pink 6 and Black 7.
- (b) Scoring *strokes* in a player's *turn* are made by *potting* Reds and colours alternately until all the Reds are off the table and then the colours 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 leave the *cue-ball* behind a ball not *on* such that it is *snookered* for the next player. If a player or side is more points behind than are available from the balls left on the table, then the laying of snookers 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;
  - (ii) to whom the *frame* is conceded; or
  - (iii) to whom it is awarded under Section 3 Rule 14(d)(ii) or 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 most, or the required, number of *frames*;
  - (ii) making the greatest total where aggregate points are relevant; or
  - (iii) to whom the *game* is awarded under Section 4 Rule 1(c) or 1(d).
- (h) The winner of a *match* is the player or side winning most *games* or, where aggregate points are relevant, with the greatest total.

## 2. Position of Balls

- (a) At the start of each *frame* the *cue-ball* is *in-hand* and the *object balls* are positioned on the table as follows:
  - (i) the Reds in the form of a tightly-packed equilateral triangle, with the Red at the apex situated on the centre longitudinal line of the table, above the Pink Spot such that it will be as close to the Pink Spot as possible without *occupying* it, and the base of the triangle parallel with the Top Cushion;
  - (ii) the six colours on the spots designated in Section 1 Rule 1(f).

- (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 a ball being cleaned shall be regarded as, and acquire the value of the ball until such time as the ball has been cleaned and replaced. It is a *penalty* if any player other than the *striker* or the *striker's* partner contacts the device. The referee shall call PENALTY and return the device or ball being cleaned to its original position, if necessary, even if it was picked up.

A *consultation period* starts when the decision is made to replace the device or ball.

### 3. Mode of Play

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*, except a player may be asked by the next player to play again after any *foul*.
- (b) The player or side to play first must alternate for each *frame* during a *game*.
- (c) The first player plays from *in-hand*, the *frame* commencing when the *cue-ball* has been placed on the table and contacted by the tip of the cue either:
  - (i) as a *stroke* is made; or
  - (ii) while addressing the *cue-ball*.
- (d) If a *frame* is started by the wrong player or side:
  - (i) it shall be restarted correctly, without penalty, if only one *stroke* has been played and no *infringement* has been committed since; or
  - (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 completion of the first *stroke*, with the correct order of starting being resumed in the following *frame* such that one player or side will have started in three consecutive *frames*; or
  - (iii) it shall, in the event of a stalemate being declared (see Section 3 Rule 17), 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 (Penalty Values) 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 Reds are off the table, Red or a *free ball nominated* as a Red is the *ball on*, and the value of each Red and any *free ball nominated* as a Red, *potted* in the same *stroke*, is scored.
- (h)
  - (i) If a Red, or a *free ball nominated* as a Red, is *potted*, the same player plays the next *stroke* and the next *ball on* is a colour of the *striker's* choice which, if *potted*, is scored and the colour is then spotted;
  - (ii) The *break* is continued by *potting* Reds and colours alternately until all the Reds are off the table and, where applicable, a colour has been played at following the *potting* of the last Red;
  - (iii) The colours 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 Rule 4, and the *striker* plays the next *stroke* at the next colour *on*;
  - (iv) In the event that the *striker*, in a *break*, plays before the referee has completed spotting a colour while all other balls are at rest, the value of the colour shall not be scored and Section 3 Rule 11(a)(i) or 11(b)(ii) shall apply as appropriate.
- (i) Reds are not usually 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, 10(i), 14(b), 14(e), 15, 16(c), 20(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 any *foul* before, or while leaving the table, they will be penalised as provided for in Section 3 Rule 11. The next *stroke* is then played from where the *cue-ball* comes to rest, or from *in-hand* if the *cue-ball* is not *in play*, except when the *cue-ball* is replaced in accordance with Section 3 Rules 10(i) and 14(e).
- (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 ball(s) 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 colour, they shall be penalised 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*. The *striker* has no redress if this occurs.

#### 4. End of Frame, Game or Match

- (a) When Black is the only *object ball* remaining on the table, the first *pot* or *infringement* ends the *frame* excepting only if the following conditions both apply:
  - (i) the scores are then equal; and
  - (ii) aggregate scores are not relevant.
- (b) When both conditions in (a) above apply:
  - (i) the Black is spotted;
  - (ii) the players draw lots for choice of playing next;
  - (iii) the next player plays from *in-hand*; and
  - (iv) the first *pot* or *infringement* ends the *frame*.
- (c) When aggregate scores determine the winner of a *game* or *match*, and the aggregate scores are equal at the end of the last *frame*, the players in that *frame* shall follow the procedure for a re-spotted Black set out in (b) above.

#### 5. Playing from In-hand

To play from *in-hand*, the *cue-ball* must be *struck* from a position on or within the lines of the "D", but it may be played in any direction.

- (a) The referee will state, if asked, whether the *cue-ball* is properly placed (that is, not outside the lines of the "D").
- (b) 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*.

#### 6. Hitting Two Balls Simultaneously

Two balls, other than two Reds or a *free ball* and a *ball on*, must not be hit simultaneously by the first impact of the *cue-ball*.

## 7. Spotting Colours

Any colour *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 colour 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 colour 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 colour 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 Red is spotted in error, instead of a colour, once discovered the colour shall be spotted, and:
  - (i) if the Red can be identified it will be removed from the table; or
  - (ii) if the Red can be identified but has been *potted* or *pocketed*, or if it cannot be identified, the *frame* continues thus effectively creating a sixteen Red *frame*;
 and play shall continue from the resulting position without penalty.
- (e) If a colour 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 colour to be spotted and their own spots are *occupied*, the highest value ball shall take precedence in order of spotting.
- (g) If all spots are *occupied*, the colour shall be placed as near its own spot as possible, between that spot and the nearest part of the Top Cushion.
- (h) In the case of Pink and Black, if all spots are *occupied* and there is no available space between the relevant spot and the nearest part of the Top Cushion, the colour shall be placed as near to its own spot as possible on the centre longitudinal line of the table.
- (i) In all cases, the colour when spotted must not be touching another ball.

- (j) A colour, to be properly spotted, must be placed on the spot designated in these Rules.

## 8. Touching Ball

- (a) If at the completion of a *stroke* the *cue-ball* is touching a *ball* or *balls on*, or that could be *on*, the referee shall call TOUCHING BALL and, in the event of any doubt, indicate which ball or balls *on* the *cue-ball* is touching. If the *cue-ball* is touching one or more colours after a Red (or a *free ball nominated* as a Red) has been *potted*, the referee shall also ask the *striker* to DECLARE which colour they are *on*.
- (b) When a TOUCHING BALL has been called, the *striker* must play the *cue-ball* away from that ball without moving it or it is a *push stroke*.
- (c) Providing the *striker*, in playing a *stroke*, does not cause any touching *object ball* to move, there shall be no penalty if:
- (i) the ball is *on*;
  - (ii) the ball could be *on* and the *striker* declares they are *on* it; or
  - (iii) the ball could be *on* and the *striker* declares, and first hits, another ball that could be *on*.
- (d) If the *cue-ball* comes to rest touching or nearly touching a ball that is not *on*, the referee, if asked whether it is touching, will clarify the situation.
- (e) When the *cue-ball* is touching both a *ball on* and a ball not *on*, the referee shall only indicate the *ball on* as touching. If the *striker* should ask the referee whether the *cue-ball* is also touching the ball not *on*, they are entitled to be told.
- (f) It is not a *foul* if the referee is satisfied that any movement of a touching ball at the moment of *striking* was not caused by the *striker*.
- (g) 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 previously 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.  
A *consultation period* starts when the decision is made to replace the ball(s).

## 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* is neither awarded by the referee, nor successfully claimed by the non-*striker* before the next *stroke* is made, it is condoned.
- (d) Any colour 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 where the *cue-ball* comes to rest or, if the *cue-ball* is not *in play*, 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*:
  - (i) incurs the *penalty points* prescribed in Section 3 Rule 11; and
  - (ii) has to play the next *stroke* if requested by the next player.
- (i) If a *striker* *fouls* any ball including the *cue-ball* prior to *striking* it, the appropriate penalty will be imposed. The non-offender may then elect to play themselves from the position left, or request the offender to play again from the position left or the original position, in which latter case all balls shall be replaced and the *ball on* shall be the same as it was prior to the *infringement*, namely:
  - (i) Any Red, where Red was the *ball on*;
  - (ii) The colour *on*, where all the Reds were off the table;
  - (iii) A colour of the *striker's* choice, where the *ball on* was a colour after a Red, or a *free ball nominated* as a Red had been *potted*.
 A *consultation period* starts when the request is made to replace the ball(s).

## 11. Penalty Values

The following acts are *fouls* and incur four *penalty points* unless higher *penalty points* are indicated in paragraphs (a) to (d) below.

- (a) value of the *ball on* by:
- (i) *striking* before the referee has completed the spotting of a colour taken as a *free ball*;
  - (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 Snooker;
  - (v) playing improperly from *in-hand*, including at the opening *stroke*;
  - (vi) causing the *cue-ball* to fail to contact any *object ball*;
  - (vii) causing the *cue-ball* to be *pocketed*;
  - (viii) causing the *cue-ball* to be *snookered* by the *nominated free ball*, except as provided for in Section 3 Rule 12(b)(ii);
  - (ix) playing a *jump shot*;
  - (x) playing with a non-standard cue; or
  - (xi) conferring or communicating with a partner contrary to Section 3 Rule 18(e);
- (b) value of the *ball on* or ball concerned, whichever is higher, by:
- (i) *striking* when any ball is not at rest;
  - (ii) *striking* before the referee has completed the spotting of a colour that is not a *free ball*;
  - (iii) causing a ball not *on* to be *pocketed*;
  - (iv) causing the *cue-ball* to first hit a ball not *on* or, when a *free ball* is *nominated*, causing the *cue-ball* to first hit any ball other than the *nominated free ball* unless it was hit simultaneously with a *ball on*;
  - (v) making a *push stroke*;
  - (vi) 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*.
  - (vii) causing any ball to contact any object or equipment left at or on the table during the *turn* or from previous *turns*;
  - (viii) *striking* before any balls removed for cleaning have been returned to the table;
  - (ix) causing a ball to be *forced off the table*;
  - (x) causing the *cue-ball* to be *snookered* by the *nominated ball* in Six Reds Snooker.
- (c) value of the *ball on* or higher value of the two balls concerned by causing the *cue-ball* to first hit simultaneously two balls, other than two Reds (when Red is the *ball on*) or a *nominated free ball* and a *ball on*;

- (d) seven points if the *striker*:
- (i) uses a ball off the table for any purpose;
  - (ii) uses any object to measure gaps or distance;
  - (iii) plays at Reds, or a *free ball* followed by a Red, in successive *strokes*;
  - (iv) uses any ball other than White as the *cue-ball* after the *frame* has started;
  - (v) fails to declare which ball they are *on* when requested to do so by the referee; or
  - (vi) after *potting* a Red (or *free ball nominated* as a Red), commits a *foul* before a colour has been *nominated*.

The following acts are *penalties* and incur four *penalty points* unless higher *penalty points* are indicated in paragraphs (e) to (g) below.

- (e) value of the *ball on* or ball concerned, whichever is higher by committing an *infringement*, out of *turn*, as described in Section 3 Rule 3(k);
- (f) seven points if any player contacts, with any part of their person, attire or equipment, any ball or a device used to mark a ball, during a *consultation period*.
- (g) seven points if the *non-striker*:
  - (i) uses a ball off the table for any purpose;
  - (ii) uses any object to measure gaps or distance.

## 12. Snookered After a Foul

After a *foul*, if the *cue-ball* is *snookered* (see Section 2 Rule 17), the referee shall call FREE BALL.

- (a) If the player next in *turn* elects to play the next *stroke*:
  - (i) they may *nominate* any ball as the *ball on*, but a *free ball* cannot be the *ball on*;
  - (ii) any *nominated free ball* shall be regarded as, and acquire the value of, the *ball on* except that, if *potted*, it shall then be spotted.
- (b) It is a *foul* if the *cue-ball* should:
  - (i) fail to hit the *nominated free ball* first unless it was hit simultaneously with a *ball on*; or
  - (ii) after a non-scoring *stroke*, be *snookered* on all Reds or the *ball on* by the *nominated free ball*. Except when the Pink and Black are the only *object balls* remaining on the table.
- (c) If the *nominated free ball* is *potted*, it is spotted and the value of the *ball on* is scored.

- (d) If a *ball on* is *potted*, after the *cue-ball* hit the *nominated free ball* first, or simultaneously with a *ball on*, the *ball on* is scored and remains off the table.
- (e) If both the *nominated free ball* and a *ball on* are *potted*, only the *ball on* is scored unless it was a Red, when each ball *potted* is scored. The *nominated free ball* is then spotted and the *ball on* remains off the table.
- (f) If the offender is asked to play again, or a request is made by the non-offender for the replacement of the ball(s) (as in Section 3 Rules 10(i), 14(b) and 14(e)), the *free ball* option becomes void.

### 13. Play Again

Once a player has requested an opponent to play again after a *foul* or requested the replacement of ball(s) after a *foul* or a *Foul* and a *Miss*, such request cannot be withdrawn. The offender, having been asked to play again, is entitled to:

- (a) change their mind as to:
  - (i) which *stroke* they will play; and
  - (ii) which *ball on* they will attempt to hit;
- (b) score points for any ball or balls they may *pot*.

### 14. Foul and a Miss

- (a) The *striker* shall, to the best of their ability, endeavour to hit the *ball on* or a ball that could be *on* after a Red has been *potted*. If the referee considers the Rule infringed, they shall call FOUL AND A MISS unless:
  - (i) any player needed *penalty points* before, or as a result of, the *stroke* being played and the referee is satisfied that the *miss* was not intentional;
  - (ii) a situation exists where it is impossible to hit the *ball on*.  
In the latter case it must be assumed the *striker* is attempting to hit the *ball on* provided that they play, *directly* or *indirectly*, at the *ball on* with sufficient strength, in the referee's opinion, to have reached the *ball on* but for the obstructing ball or balls.
- (b) After a FOUL AND A MISS has been called, the non-offender may request the offender to play again from the position left or the original position, in which latter case all balls shall be replaced and the *ball on* shall be the same as it was prior to the last *stroke* made, namely:
  - (i) Any Red, where Red was the *ball on*;
  - (ii) the colour *on*, where all Reds were off the table; or

- (iii) a colour of the *striker's* choice, where the *ball on* was a colour after a Red, or a *free ball nominated* as a Red had been *potted*.
- (c) If the *striker*, in making a *stroke*, fails to first hit a *ball on* when there is a clear path in a straight line from the *cue-ball* to any part of any ball that is or could be *on*, the referee shall call FOUL AND A MISS unless as described under Section 3 Rule 14(a)(i).
- (d) After a FOUL AND A MISS has been called under paragraph (c) above when there was a clear path in a straight line from the *cue-ball* to a ball that was *on* or could have been *on*, such that central, full ball, contact was available (in the case of Reds, this to be taken as a full diameter of any Red that is not obstructed by a colour), or when the *cue-ball* is touching a ball that could be *on* after a Red was *potted*, then:
  - (i) a second failure to first hit a *ball on* in making a *stroke* from the original position shall be called as a FOUL AND A MISS regardless of the difference in scores;
  - (ii) in the event of a second failure as in (i) above, if asked to play again from the original position, the offender shall be Warned by the referee that a further failure will result in the *frame* being awarded to their opponent. However, a *frame* cannot be awarded if a Warning has not been issued. If the referee has not issued the Warning, provided the sequence of FOUL AND A MISS calls has continued, the *striker* will be Warned at the first available opportunity.
  - (iii) if asked to play from the position left, the *Foul* and a *Miss* sequence as in (d)(i) and (d)(ii) ends.
- (e) After all balls have been replaced under this Rule, and the *striker fouls* any ball, including the *cue-ball*, a MISS will not be called if a *stroke* has not been played. In this case the appropriate penalty will be imposed. The non-offender may then elect to play themselves from the position left, or request the offender to play again from the position left or the original position, in which latter case all balls shall be replaced and the *ball on* shall be the same as it was prior to the last *stroke* made, namely:
  - (i) any Red, where Red was the *ball on*;
  - (ii) the colour *on*, where all Reds were off the table; or
  - (iii) a colour of the *striker's* choice, where the *ball on* was a colour after a Red, or a *free ball nominated* as a Red had been *potted*.

If the above situation arises during a sequence of FOUL AND A MISS calls as described under paragraph (d) above, any Warning concerning the possible awarding of the *frame* to their opponent shall only remain in effect when all balls have been replaced to their original position prior to the *infringement*.

- (f) If, after a FOUL AND A MISS has been called, the request is made to play from the original position, a *consultation period* starts.

### 15. 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 penalising 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 penalised for any disturbance of balls by the referee.

### 16. Ball Moved Other than in a Stroke

- (a) If an *object ball in play* is disturbed by the *striker* while the *cue-ball* is *in-hand*, the referee will call FOUL and the *cue-ball* will remain *in-hand* for the next *stroke*.
- (b) A ball, intentionally moved or picked up by the *striker* will be deemed *forced off the table*. An exception is provided for in Section 5 Rule 1(a)(i).
- (c) If the referee considers that the action of *forcing a ball off the table* was an act of Unsporting Conduct, they will replace that ball to the original position or, in the case of a moving ball, to the position the referee deemed it would have finished.

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

### 17. 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 immediate option of re-starting the *frame*. If any player objects, the referee shall allow play to continue with the proviso that the situation must change within a stated period, usually after three more *strokes* to each side but at the referee's discretion. 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*. The same player shall again make the opening *stroke*, subject to

Section 3 Rule 3(d)(iii), with the same established order of play being maintained. This process is commonly referred to as a re-rack. If a stalemate occurs during a re-spotted Black as described in Section 3 Rule 4(b), only the Black will be spotted with the same player to play the opening *stroke*.

## 18. Four-handed Snooker

- (a) In a four-handed *game* (four players constituting two sides of two players) each side shall open 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 committed and a request to play again is made, the player who committed the *foul* plays the next *stroke* and the order of play is unchanged. If the FOUL was called for playing out of *turn*, the offender's partner will lose a *turn*, whether or not the offender is asked to play again.
- (d) When a *frame* ends in a tie Section 3 Rule 4 applies. If a re-spotted Black is necessary, the pair who play the first *stroke* have 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 whilst 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.

## 19. Six Reds Snooker

In a Six Reds Snooker game the official Rules of the Game of Snooker apply with the following variations:

- (a) There will be no more than five consecutive FOUL AND A MISS calls if the offender is requested to play again from the original position.
- (b) After the fourth consecutive FOUL AND A MISS call, the referee will Warn the offending player that should a FOUL AND A MISS be called again the non-offender may:
  - (i) play from where the balls have come to rest; or
  - (ii) ask their opponent to play from where the balls have to come to rest; or
  - (iii) play the *cue-ball* from any position on the playing area, unless any player needed *penalty points* before, or as a result of, the last *stroke* being played. If this option is chosen, Section 3 Rule 12 shall not apply.

- (c) If, after a FOUL AND A MISS call, the offender is requested to play from the position left, the previous *Foul* and a *Miss* sequence ends.
- (d) After *potting* a Red or a *free ball nominated* as a Red, the *striker* must not leave their opponent *snookered* behind the *nominated* colour as described in Section 2 Rule 17.

## 20. 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, rests and extensions that they bring to the table, whether owned by them or borrowed (except from the referee), and they will be penalised 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 should prove 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 15 and the *striker*, if in a *break*, will be allowed to continue without penalty.

## 21. Interpretation

- (a) Circumstances may necessitate adjustment in how Rules are applied for persons with disabilities. In particular and for example:
  - (i) Section 3 Rule 11(a)(iii) cannot be applied to players in wheelchairs; and
  - (ii) a player, upon request to the referee, shall be told the colour of a ball or its position if they are unable to differentiate between colours as, for example, Red and Green.
- (b) When there is no referee, the opposing player or side will be regarded as such for the purpose of these Rules.