

RULES
OF THE GAME OF
ENGLISH BILLIARDS

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SECTION 1 EQUIPMENT

Measurements in parenthesis state the metric equivalent to the nearest millimetre

1. The Standard Table

(a) Dimensions

The playing area within the cushion faces shall measure 11ft 8½in x 5ft 10in (3569mm x 1778mm) with a tolerance on both dimensions of +/- ½ in (+/- 13mm).

(b) Height

The height of the table from the floor to the top of the cushion rail shall be from 2ft 9½in to 2ft 10½in (851mm to 876mm).

(c) Baulk-line and Baulk

A straight line drawn 29in (737mm) from the face of the bottom cushion and parallel to it is called the Baulk-line, and that line and the intervening space is termed the Baulk.

(d) The "D"

The "D" is a semi-circle described in Baulk with its centre at the middle of the Baulk-line and with a radius of 11½in (292mm).

(e) Spots

Four spots are marked on the centre longitudinal line of the table:

- (i) the Spot, 12¾in (324mm) from a point perpendicularly below the face of the top cushion;
- (ii) the Centre Spot, located midway between the faces of the top and bottom cushions;
- (iii) the Pyramid Spot, located midway between the Centre Spot and the face of the top cushion;
- (iv) the Middle of the Baulk-line.

(f) Pocket Openings

There shall be pockets at each corner and at the middle of the longer sides. The pocket openings shall conform to templates owned and authorised by The World Professional Billiards and Snooker Association (WPBSA Ltd).

2. Balls

The balls shall be of an approved composition and shall each have a diameter of 52.5mm with a tolerance of +/- 0.05mm and:

- (a) a set of balls may be either Red, Spot White (with two or more black spots for identification) and a White. Or Red, Yellow and White which may have spots;
- (b) they shall be of equal weight within a tolerance of 0.5g between any two balls in a set;
- (c) a 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 3ft (914mm) in length and shall show no substantial departure from the traditional and generally accepted shape and form.

4. Ancillary

Various cue rests, long cues (called butts and half-butts according to length), extensions and adaptors may be used by players faced with difficult positions for cueing. These may form part of the equipment normally found at the table but also include equipment introduced by either player or the referee (see also Section 3 Rule 18). All extensions, adaptors and other devices to aid cueing must be of a design approved by the WPBSA Ltd.

SECTION 2 DEFINITIONS

Standard definitions used throughout these Rules are hereinafter italicised.

1. Game

A *game* is the period of play from the start (see Section 3 Rule 2(b)), each player or side playing in turn until it is completed by:

- (a) concession by any player during his turn;
- (b) reaching the end of a specified period of time;
- (c) either side reaching the number of points specified; or
- (d) being awarded by the referee under Section 4 Rule 2.

2. Match

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

3. Balls

- (a) The *cue-ball* is the ball of the *striker*.
- (b) The non-*striker*'s ball and the Red are *object balls*.

4 Stringing

Stringing is when both players (or one from each side) play together from the *Baulk-line* on either side of the "D" to the top cushion and back, with the object of having the ball played come to rest on the bed of the table and closer to the Baulk cushion than the ball played by the opponent. Contact with any side cushion, or impinging into the opponent's „half of the table“ , shall give the opponent the options. (see Section 3 - No 2)

5. Striker and Turn

The person about to play or in play is the *striker* and remains so until the final *stroke*, or *foul*, of his turn is complete and the referee is satisfied that he has finally left the table. If a non-*striker* comes to the table, *out of turn*, he shall be considered as the *striker* for any *foul* he may commit before leaving the table. When the referee is satisfied that the above conditions have been met, the incoming *striker*'s turn begins. His turn, and his right to play another *stroke*, ends when:

- (a) he fails to score from a *stroke*; or
- (b) he commits a *foul*.

6. Stroke

- (a) A *stroke* is made when the *striker* strikes the *cue-ball* with the tip of the cue in the direction of cue alignment.
- (b) A *stroke* is fair when no infringement of Rule is made.
- (c) A *stroke* is not completed until: (i) all balls have come to rest;
 - (ii) the *striker* has stood up, in readiness for a succeeding *stroke*, or leaving the table;
 - (iii) any equipment being used by the *striker* has been removed from a hazardous position; and
 - (iv) the referee has called any score relevant to the *stroke*.
- (d) A *stroke* may be made *directly* or *indirectly*, thus:
 - (i) a *stroke* is *direct* when the *cue-ball* strikes an *object ball* without first striking a cushion;
 - (ii) a *stroke* is *indirect* when the *cue-ball* strikes one or more cushions before striking the first, or second *object ball*.

7. Pot

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*. A *pot* is also known as a winning *hazard*.

8. In-Off

An *in-off* is when the *cue-ball*, after contacting an *object ball* and without any infringement of these Rules, enters a pocket. If both *object balls* are contacted by the *cue-ball*, it is held to have gone *in-off* the first *object ball* contacted. An *in-off* is also known as a losing *hazard*.

9. Hazard

A *hazard* is a scoring *stroke* that does not include a canon, being any of:

- (a) a *pot*;
- (b) an *in-off*; two
- (c) *pots*;
- (d) a *pot* and an *in-off*; or two
- (e) *pots* and an *in-off*.

10. Cannon

A *cannon* is when, without any infringement of these Rules, the *cue-ball* makes contact with both *object balls* during a *stroke*. Only one *cannon* can be scored in a *stroke*.

11. Break

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

12. In-hand

- (a) A player's ball is *in-hand*:
- (i) before the start of each *game*; (ii) when it has entered a pocket;
 - (iii) when it has been *forced off the table*; or
 - (iv) after balls are spotted under Section 3, Rule 13(a).
- (b) It remains *in-hand* until:
- (i) it is played fairly from *in-hand*;
 - (ii) a *foul* is committed whilst it is on the table; or
 - (iii) it is spotted under Section 3 Rules 10(c) or 15(c) (ii).
- (c) The *striker* is said to be *in-hand* when the *cue-ball* is *in-hand* as above.

13. Ball in play

- (a) A player's ball is *in play* when it is not *in-hand*.
- (b) The red is *in play* when spotted and remains so until pocketed or *forced off the table*.

14. Ball in Baulk

A ball is in *Baulk* when it rests centrally on the *Baulk-line* or between that line and the bottom cushion.

15. Forced off the table

A ball is *forced off the table* if it comes to rest other than on the bed of the table or in a pocket, or if it is picked up by the *striker* whilst it is *in play*.

16. Miss

A *miss* is when the *cue-ball* fails to contact either *object ball* when both *object balls* are in *baulk*.

17. Running a coup

Running a coup is when the *striker*, when *in hand*, directly pockets his *cue-ball* when no ball(s) are out of *Baulk*. It is not deemed *running a coup* if the ball first makes contact with the flat of a cushion and then (*indirectly*) enters a pocket.

18. Foul

A *foul* is any infringement of these Rules.

19. Spot Occupied

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

20. 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 forward motion; or
- (b) as the *cue-ball* makes contact with 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*.

21. Jump Shot

A *jump shot* is made when the *cue-ball* passes over any part of an *object ball*, whether touching it in the process or not, except:

- (a) when the *cue-ball* first strikes one *object ball* and then jumps over the other ball;
- (b) when the *cue-ball* jumps and strikes an *object ball*, but does not land on the far side of that ball;
- (c) when, after striking one *object ball* lawfully, the *cue-ball* jumps over that ball after next hitting a cushion or the other ball.

SECTION 3

THE GAME

1. Description

English Billiards is played by two persons or sides and the *game* can be summarised as follows:

- (a) Three balls are used: a plain White by one side, a Yellow or Spot White (if the latter, with two or more black spots for identification) by the other side, and a Red.
- (b) Scoring *strokes* in a player's turn are made by *pots*, *in-offs* and *cannons*, singly or in combination.
- (c) Points awarded for scoring *strokes* are added to the score of the *striker*.
- (d) Penalty points from *fouls* and *misses* are added to the opponent's score.
- (e) A tactic employed at any time during a *game* is to leave both *object balls* in *Baulk* when the next player is *in-hand* such that any attempt at disturbing the balls must be by means of an *indirect stroke*.
- (f) The winner of a *game* is the player or side:
 - (i) who has scored most points in the agreed or stipulated time;
 - (ii) who first reaches the agreed or stipulated number of points;
 - (iii) to whom the *game* is awarded under Section 4 Rule 2; or (iv) to whom the *game* is conceded.
- (g) The winner of a *match* is the player or side winning most *games* or, where aggregate points are relevant, with the greatest total.

2. Start of Game

The choice of *cue-ball* and which side is to play first shall be decided by *stringing* or any mutually agreed manner, the winner having both options unless all players mutually agree on these options.

- (a) The order of play thus determined must remain unaltered throughout the *game*.
- (b) The Red is placed on the Spot and the first player plays from *in-hand*, the game starting when the *cue-ball* has been placed on the table and contacted with the tip of the cue, either:
 - (i) as a *stroke* is made; or
 - (ii) while preparing to play a *stroke*, except as in Section 3 Rule 6 (b).
- (c) At the opening *stroke* and at all times it is the *striker's* responsibility to play with the correct *cue-ball* even if the wrong ball is passed to him by the referee.

3. Mode of Play

The players play alternately, or in turn, unless a score is made, in which case the *striker* continues the *break* playing from the position left or, after an *in-off* or if touching another ball as provided for in Section 3 Rule 13, from *in-hand*. When the *striker* fails to score, his turn ends and the next player plays from the position then left, this being from *in-hand* if his *cue-ball* is off the table or touching another ball as provided for in Section 3 Rule 13. After a *foul* the next player has the additional option of playing from *in-hand* with both *object balls* spotted as provided for in Section 3 Rule 15 (c) (ii).

4. Scoring

Points are awarded as follows:

- (a) A *cannon*, *pot* White, *pot* Yellow, *in-off* White and *in-off* Yellow shall each score two.
- (b) A *pot* Red and an *in-off* Red shall each score three.
- (c) If more than one *hazard* a combination of *hazard(s)* and *cannon* are made in the same *stroke*, all are scored.
- (d) When an *in-off* is combined with a *cannon*, the *in-off* shall score (additionally to *cannon*)
 - (i) three points if the Red was struck first by the *cue-ball*;
 - (ii) two points if the *object ball* (White, Spot White or Yellow) was struck first; or
 - (iii) two points if both *object balls* were struck simultaneously.

5. End of Session and Game

- (a) At the end of the period of time set for any session, the referee shall call TIME. Any *stroke* that has been made shall be allowed to finish and any points scored shall be added to the appropriate side. If other sessions are to follow, the position of all balls shall be measured and noted by the referee so that the next session may commence from the point of interruption.
- (b) The end of the final session as above is the end of a *game* in a time format.
- (c) In a *game* or *match* played to a time limit, it is possible that the scores could be level at the end of the period of time allowed and the rules setting the period of time should include any provision for any necessary tie-break.
- (d) When playing to an agreed or stipulated number of points, the end of the *game* is reached when a player first reaches or passes the required number. Only the points required are counted, though the player shall be credited with a *break* that includes all points scored.

6. 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", and:

- (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 preparing or attempting to play a *stroke*, then the *cue-ball* is not in *play*;
- (c) the *cue-ball* must be played out of *Baulk*. If it contacts an *object ball* that is out of *Baulk*, the *cue-ball* is held to have been played out of *Baulk* even though it may not physically cross the *Baulk-line*;
- (d) the *cue-ball* must contact a cushion or ball out of *Baulk* before re-entering and coming to rest in *Baulk*, or before hitting a ball *in Baulk*;
- (e) the *cue-ball* may be played against a cushion in *Baulk* before hitting a ball out of *Baulk*;
- (f) if an *object ball* is in *Baulk*, no part of its surface may be played on directly from *in-hand*, even if that part of its surface is physically out of *Baulk*.

7. Ball on Baulk-line

The referee shall state, if asked at any time, whether a ball on or near the *Baulk-line* is in or out of *Baulk*.

8. Spotting Object balls

- (a) If the Red is pocketed or *forced off the table*, it is placed on the Spot,
or:
 - (i) if the Spot is *occupied*, it shall be placed on the Pyramid Spot;
 - (ii) if both the Spot and the Pyramid Spot are *occupied*, it shall be placed on the Centre Spot.
- (b) If the Red is *potted* twice, or more by mistake, in consecutive *strokes* in one *break*, either from the Spot or from the Pyramid Spot, not in conjunction with another score, it shall be placed on the Centre Spot, except:
 - (i) if the Centre Spot is *occupied*, it shall be placed on the Pyramid Spot;
 - (ii) if both the Centre Spot and the Pyramid Spot are *occupied*, it shall again be placed on the Spot but shall not then be considered as part of a sequence of *pots* from the Spot for the purpose of this Rule.

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- (c) For continued *pots* of the Red, not in conjunction with another score, it shall be placed on the Spot twice, then the Centre Spot once, in sequence while those Spots are not *occupied*.
- (d) The referee shall inform the *striker* upon request how many consecutive *pots* have been made off the same Spot.
- (e) A ball is not considered to be on any Spot unless it was placed there by hand.
- (f) If another ball should touch any ball that has been placed by hand on a Spot, that ball is no longer considered to be on that Spot, even though it may not have moved.
- (g) A player shall not be held responsible for any mistake by the referee in failing to spot correctly any *object ball*.

9. Limitation of Cannons

Consecutive *cannons*, not in conjunction with a *hazard*, are limited to seventy-five.

- (a) After seventy such *cannons*, the referee shall state SEVENTY CANNONS. If the referee should fail to announce when seventy *cannons* have been made, the *striker* shall be entitled to make five more such *cannons* after the referee does announce SEVENTY CANNONS.
- (b) The referee shall inform the *striker* upon request how many consecutive *strokes* of *cannons* have been made.

10. Limitation of Hazards

Consecutive *hazards*, not in conjunction with a *cannon*, are limited to fifteen *strokes*.

- (a) After ten such *strokes* of *hazards*, the referee shall state TEN HAZARDS. If the referee should fail to announce when ten *hazards* have been made, the *striker* shall be entitled to make five more such *hazards* after the referee does announce TEN HAZARDS.
- (b) The referee shall inform the *striker* upon request how many consecutive *strokes* of *hazards* have been made.
- (c) If the non-*striker*'s ball is off the table as a result of the final *stroke* of the non-*striker*'s last turn, it shall after the fifteenth *hazard*, be placed on the Middle of the *Baulk-line* or, if that is *occupied*, on the right-hand corner of the "D", viewed from the *Baulk* end of the table.

11. Ball on Edge of Pocket

When a ball falls into a pocket without being hit by another ball or any outside agency:

- (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 his discretion;
 - (ii) if a *foul* is committed all balls will be replaced and the next player has the prescribed options after a *foul*.
- (c) If it balances momentarily on the edge of a pocket and then falls in, it shall count as in the pocket and not be replaced.

12. Ball Moved by Other than Striker

If a ball, stationary or moving, is disturbed other than by the player at the table, it shall be re-positioned by the referee to the place he judges the ball was, or would have finished, without penalty.

- (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.

13. Touching Ball

- (a) When the *striker*'s ball remains touching another ball, the referee shall state TOUCHING BALL and, following the agreement of both players, Red shall be placed on the Spot, the non-*striker*'s ball, if on the table, shall be placed on the Centre Spot, and the *striker* shall play from *in-hand*.
- (b) 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 re-positioned by the referee to his satisfaction.
- (c) The *striker* is entitled to be told upon request whether the *object balls* are touching.

14. Fouls

The following acts are *fouls*:

- (a) *striking* a ball other than the *cue-ball*;
- (b) *striking* the *cue-ball* more than once during a *stroke*;
- (c) *striking* when any ball is not at rest;
- (d) *striking* when both feet are off the floor;
- (e) playing *out of turn*;
- (f) playing improperly from *in-hand*, including at the opening *stroke*;
- (g) playing the *cue-ball* *directly* into a pocket, or off a shoulder of the pocket, when *in-hand* with no *object ball* out of *Baulk* (*Running a Coup*);
- (h) playing a *jump shot*;
- (i) making a *push stroke*;
- (j) causing a ball to be *forced off the table*;
- (k) making more than fifteen consecutive *hazards*;
- (l) making more than seventy-five consecutive *cannons*;
- (m) touching a ball or ball marker *in play*;
- (n) *striking* before the referee has completed the spotting of a ball;
- (o) causing the *cue-ball* to miss all *object balls*, other than as provided for in Section 3 Rule 16;
- (p) conferring with a partner contrary to Section 3 Rule 17(b);
- (q) playing with a non-standard cue;
- (r) using a ball off the table for any purpose; and
- (s) using any object to measure gaps or distance.

15. Action after a Foul

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

- (a) If the *striker* has not made a *stroke*, his right to play a *stroke* ends immediately. If he should, in the opinion of the referee, intentionally play a *stroke* after being called for a *foul*, he shall be deemed to have committed a further *foul* for playing *out of turn* and shall be further penalised.
- (b) All points scored in a break before a *foul* is awarded are allowed but the *striker* shall not score any points in a *stroke* called *foul*.
- (c) All *fouls* will incur a penalty of two points but not more than two points shall be forfeited in any one *stroke*. Additionally, the next player shall have the option of playing:
 - (i) from where the balls have come to rest, the Red if off the table being first correctly spotted; or

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- (ii) from *in-hand* with the Red placed on the Spot and the object White/Yellow placed on the Centre Spot. After a request to have the balls so spotted has been made, it cannot be withdrawn.
- (d) If the *foul* is neither awarded by the referee, nor successfully claimed by the non-*striker* before the next *stroke* is made, it is condoned.

16. Action after a Miss

If a *miss* is made, by other than a *stroke* made directly into a pocket or off a shoulder of a pocket when the *striker* is *in-hand* with no *object ball* out of *Baulk* the referee shall call MISS. A penalty of two points is incurred, which is added to the opponent's score. Any other *miss* is a *foul*.

17. Four-handed Billiards

- (a) The side to make the first *stroke* is decided by the winner of the *stringing*, as per Section 3 Rule 2. The order of play is then determined by the next player after which the order must remain unchanged throughout the *game*.
- (b) Partners may confer during a *game* but not whilst one is the *striker* and has approached the table until the *break* has ended with a non-scoring *stroke* or *foul*. This principle shall also apply in games between individual players that form part of a team *match*.

18. Use of Ancillary Equipment

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

- (a) The *striker* is responsible for all items including, but not limited to, rests and extensions that he brings to the table, whether owned by him or borrowed (except from the referee), and he will be penalised for any *fouls* made by him when using this equipment.
- (b) Equipment normally found at the table which has been provided by another party including the referee is not responsibility of the *striker*. If this equipment should prove to be faulty and thereby cause the *striker* to touch a ball or balls, no *foul* will be called. 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. If any faulty equipment should interfere with the *stroke* played, the *striker* has the option of having that *stroke* declared void, with all balls replaced. The *striker* then has the choice of playing the same, or an alternative, *stroke*.

19. Interpretation

- (a) Throughout these Rules and Definitions, words implying the masculine gender shall equally apply to and include the female gender.
- (b) Circumstances may necessitate adjustment in how Rules are applied for persons with disabilities. In particular and for example Section 3 Rule 14(d) cannot be applied to players in wheelchairs.
- (c) When there is no referee, such as in a social game, the opposing player will be regarded as such for the purpose of these Rules.

20. Baulk-Line Crossing

In any event where the baulk-line crossing is played, the baulk-line must be crossed between 80-99 in every 100 points in a break.

An explanation of the baulk-line crossing rule is as follows:-

Crossing the baulk-line must be made **into baulk**, i.e. against the nap of the cloth. The cue-ball is in Baulk when it rests centrally on the Baulk-line or between that line and the bottom cushion, but it does not have to return out of the Baulk area. Obviously it must be a legal scoring stroke.

The referee must state "baulk-line warning at 80" even if the player has scored a 5 point score at 79. i.e. his score would be 84, but the baulk-line warning would be at 80.

The baulk-line crossing must be made when the Break is within the tolerance, that is 80 up until 99.

If the referee fails to warn the player at the correct time, the player shall have the „forgotten“ points allowed. i.e. the referee fails to warn until the score is 86, then the player shall have an extra 6 points to cross the baulk-line, but then the next time in a continuous break will be at 180-199.

When the referee is satisfied that the cue-ball has crossed the baulk-line legally, he shall call the score and state "baulk-line crossed"

If the player is playing from in-hand, it is possible to screw back after making contact with a ball which is out of baulk, or to use a cushion, before crossing back into baulk to continue scoring.

If a player fails to cross the baulk-line during the stipulated 80-99points, it is a foul, and the incoming player will have the usual options.

SECTION 4 THE PLAYERS

1. Time Wasting

If the referee considers that a player is taking an abnormal amount of time over a *stroke* or the selection of a *stroke*, he shall warn the player that he is liable to have the *game* awarded to his opponent.

2. Ungentlemanly Conduct

For refusing to continue a *game*, or for conduct which, in the opinion of the referee is wilfully or persistently unfair, including continued time wasting after being warned under Rule 1 of this Section, a player shall lose the *game*.

3. Penalty

When a *game* is forfeited under this Section:

- (a) if it was to be decided on an agreed or stipulated number of points, the offender shall forfeit all points scored and the non-offender shall win the *game* by the agreed or stipulated number of points to nil; or
- (b) if it was over an agreed or stipulated period of time and forms part of a *match*, the *match* shall be forfeited.

4. Non-Striker

The non-*striker* shall, when the *striker* is playing, 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*.

5. Absence

In the case of his absence from the room, the non-*striker* may appoint a deputy to watch his interests and claim a *foul* if necessary. Such appointment must be made known to the referee prior to departure.

6. Conceding

A player may only concede when he is the *striker*. The opponent has the right to accept or refuse the concession, which becomes null and void if the opponent chooses to play on.

7. Scores

Each player is responsible for checking the accuracy of the scores recorded on the scoreboard, both for points scored in that player's turn and points awarded from an opponent's *fouls* and *misses*. In the event of any claim later in the *game*, the referee's decision shall be final.

SECTION 5 THE OFFICIALS

1. The Referee

- (a) The referee shall:
 - (i) be the sole judge of fair and unfair play;
 - (ii) be free to make a decision in the interests of fair play for any situation not covered adequately by these Rules;
 - (iii) be responsible for the proper conduct of the *game* under these Rules;
 - (iv) intervene if he sees any infringement of these Rules; and
 - (v) clean any ball upon reasonable request by a player.
- (b) The referee shall not:
 - (i) answer any question not authorised in these Rules;
 - (ii) give any indication that a player is about to make a *foul stroke*;
 - (iii) give any advice or opinion on points affecting play; and (iv) answer any question regarding the difference in scores.
- (c) If the referee has failed to notice any incident, he may take the evidence of the marker or other officials or spectators best placed for observation, or he may view a camera or video recording of the incident to assist his decision.

2. The Marker

The marker shall keep the score on the scoreboard and assist the referee in carrying out his duties. He shall also act as recorder if necessary.

3. The Recorder

The recorder shall maintain a record of each *stroke* played, showing *fouls*, *hazards* and *cannons* where appropriate and how many points are scored by each player or side as required. He shall also make a note of *break* totals, and calculate average scores per turn after the completion of the *game*.

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.

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