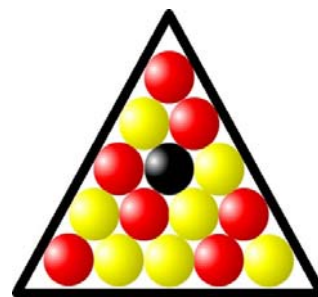


BLACK BALL RULES ABBREVIATED

4 OPENING BREAK SHOT

The opening break shot is determined by lag. The player winning the lag has the choice of performing the opening break shot or assigning it to the opponent, (in off break 2 shots)



4a THE RACK

The balls are racked as illustrated with the blackball on the black spot, which is at the intersection of the centre and corner pockets.

4b THE BREAK

The frame is deemed to have commenced the instant the players cue tip contacts the cue ball.

(1) The break will be deemed a legal break if at least one ball is potted, OR at least two different object balls fully pass an imaginary line between the middle of the two centre pockets.

(2) If the break is not a legal break. The opponent is awarded one free shot plus one visit (the player may play the cue ball from where it lies or he has the option to play the cue ball from baulk) OR a re-rack if he/she chooses (To include one visit after the break shot).

4c PLAYING FROM BAULK

(2) The player may adjust the position of the cue ball by hand until he takes a shot.

4d BLACKBALL BREAKSHOT

If the blackball is potted on any break including a re-rack break, all the balls are re-racked and the same player breaks again. No penalty will be incurred.

4e DECIDING GROUPS

(1) Groups are never decided on the break.

(2) Groups can never be decided on a foul. After the break off shot the table is open and the player in control may play a ball(s) from either group. The blackball cannot be used as a "ball on" to pot any object ball, except after a foul has been committed. If the player in control pockets a ball(s) of both groups with the next shot, the table remains open. If the player in control pockets a ball(s) of a single group, the player is on that group of balls

4f DECIDING GROUPS AFTER A FOUL SHOT

If a foul is committed on an open table and one or more object ball(s) are pocketed, then those balls are ignored in determining the groups to be played and the oncoming player has a free visit playable from where the cue ball stopped or they can play from baulk. The incoming player faces an open table. If a player faces an open table after a foul, the player may play any ball(s) on his/her free shot. After which the table remains open.

4j COMBINATION SHOTS (Skill Shots)

1) Combination shots are allowed provided that the player contacts one of his/her own group of balls first and pots both his/her ball and the opponents ball in any order.

(2) A combination shot can include your last object ball(s) and the blackball to win the frame as long as you play your last object ball(s) first and pot both balls.

(3) A combination shot can include playing the blackball (when the blackball is ball "on") onto an opponent's object ball(s) and potting both balls. For instance, you could play a skill shot on your last object ball by playing it onto the blackball provided you potted both balls, or by playing the blackball (when on the blackball) onto an opponent's object ball and potting both balls to win the frame. Following a foul a player may use his/her free shot to play his/her opponents ball onto the blackball to pocket the blackball and win the frame provided the player is on the blackball; with or without pocketing the opponents ball.

4m RE-SPOTTED BALLS

A ball is spotted when its centre point is placed on the black spot or if this is not possible as near as possible to the spot in a direct line between the spot and the centre point of the cushion which lies the greatest distance from the baulk line. If any of the following balls require spotting they are spotted in the following order.

- (a) Blackball,
- (b) Red (or blue or solid 1-7) balls
- (c) Yellow (or striped 9-15) balls.

4p BALL FALLING IN WITHOUT BEING HIT (Ball on Edge of Pocket)

- (1) If a ball falls into a pocket without being hit by another ball - after being motionless for **five seconds or longer** - and being no part of any stroke in progress, it shall be replaced and play shall continue.
 - (2) If a ball falls into a pocket "by itself" during a shot, so that it would have been hit by another ball had that ball still been there, all balls are to be replaced to their positions prior to the stroke. The player may then replay his/her shot, or choose a different shot if he/she wishes.
 - (3) If a ball balances momentarily on the edge of a pocket and then falls in; it shall count as in the pocket and not be replaced. For example, a player plays the cue ball at his/her hanging ball "on" and before contact, the ball "on" falls into the pocket causing the cue ball to follow on into the pocket or hit the edge of the pocket and hit a ball(s) not "on" resulting in a foul.
- In this instance all balls that were disturbed would be replaced and the player would play the shot again or another shot if he/she chooses as the player was not responsible for the ball falling in and therefore should not be penalised.

4q OBJECT BALL FROZEN TO A CUSHION

This rule applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion. After the cue ball makes contact with the frozen object ball, the shot must result in either:

- (1) A ball being pocketed or;
 - (2) The cue ball contacting a cushion or;
 - (3) The frozen ball being caused to contact a cushion attached to a separate rail or;
 - (4) Another object ball being caused to contact a cushion with which it was not already in contact.
- Failure to satisfy one of those four requirements is a foul. A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

4r STALEMATE

Should any situation arise whereby a legal shot cannot be played, whether this situation is arrived at by accident or design, the frame shall be restarted. If the re-rack is due to stalemate by accident the same player will break again. If the re-rack is due to slow or negative play (or by design) the players will re-lag to determine who will break. Re-racks may be a reduced number of balls in accordance with competition rules or guidance.

5g SNOOKERS

A player is in a snooker when it is impossible to hit any part of any ball 'on' by way of a straight line shot. In this situation the player need only cause the cue ball to contact a ball 'on', to execute a legal shot. A player does not have to pot a ball or cause the cue ball or another ball to contact a cushion once he has escaped from the snooker. **The player should seek confirmation from his/her opponent, referee or other tournament official if needed. If this is not done and confirmed then the legal shot is still required failure to perform a legal shot is a foul.**

6a PENALTY AFTER A FOUL

Following any foul the offending player loses his/her next visit to the table, and his/her opponent is entitled to a free shot plus one visit. In blackball you cannot be foul snookered or foul jaw snookered. After a foul the table is deemed an "open" table on the free shot only.

6b On the first shot only, of his/her free shot, the oncoming player may, without nomination, play the cue ball onto any ball(s) without penalty. The free shot: (After a foul)

- (1) The player can play or pot any of the opponent's ball(s). (The table is deemed open for the free shot only.)
- (2) The player can play a combination shot by playing their opponent's ball(s) and pot his/her own group of balls or play his/her ball "on" and pot his/her opponent's ball(s).
- (3) The player can play the blackball and pot his/her opponent's ball(s) or pot a ball(s) of his/her own group of balls.
- (4) The blackball may be played but not potted unless it is ball "on" (rule 4j applies).

7c DELIBERATE FOUL

- (1) A player who clearly and intentionally plays a ball not "on" will have committed a deliberate foul resulting in loss of frame.
- (2) A player who clearly and intentionally fails to make an attempt to play a ball(s) of his/her own group will lose the frame.
- (3) Failing to make a bona fide attempt to play a legal shot will be deemed to be a deliberate foul and will result in loss of frame.

7e CATCHING OR PREVENTING A BALL FROM GOING 'IN-OFF'

If the cue ball is in the progress of going 'in-off' and the player catches the cue ball, preventing it from going into the pocket and through the table mechanism, then it is LOSS OF FRAME.

8b UNSPORTSMANLIKE CONDUCT

If the player breaches the "Spirit of the Game" to such an extent that the frame (or match) should be awarded to the opponent.

- (1) Foul language;
- (2) Player throwing his/her cue around or unscrewing it as if to concede.
- (3) Arguing with an opponent, spectator or referee.
- (4) Continuously disagreeing with the referee's decision and/or ruling.
- (5) Interfering while your opponent is playing his/her shot.
- (6) At the end of your visit not moving away from the table and out of your opponents way, will be considered unsportsmanlike behaviour.

8d LEAVING THE PLAYING AREA

If a player needs to leave the playing area during a match, the player must have the referees' permission.

8e A referee may, if requested, advise on the rules of the game. The referee must not offer or provide any subjective opinion that would affect play, such as whether a legal shot can be played on a prospective shot. The referee will not be held responsible for incorrect information as **it is the player's duty to know the rules of the game.**

8f The referee should ensure that excessive time is not taken to play a shot and should act in accordance with competition rules or guidance. This is required for when an event doesn't use the time rule in 8a.