

International Rules in a nutshell

- The Lag Ref counts down 3,2,1,Lag. Players MUST strike simultaneously.
The winner of the lag is given the choice to break or not.
- The Break Must achieve minimum 3 cumulative points for legal break:
1 point for each ball potted (includes 8-ball) and/or
1 point for each ball (that isn't potted) passing centre of table (whole ball).
Failure means re-rack - opponent given option to break or give it back to original breaker.
Groups are **not decided** on the break. The table remains open after the break.
If only 8-ball potted, re-spotted & control of table goes to opponent.
If 8-ball potted with other balls on a legal break it is re-spotted and breaker continues.
Cue-ball in-off - loss of turn. Incoming player 1 visit from **behind baulk line**.
Cue-ball off table - loss of turn. Incoming player 1 visit **anywhere on table**.
- In Play Balls potted from the break are disregarded.
If one of each group is potted in one shot, the player will be 'on' the group struck by the cue ball first.
Where the choice of group is not obvious player MUST indicate to ref and/or opponent the intended group.
Failure to call a group, failure to strike called group, striking called group but potting other group are all loss of turn.
Simultaneous 50/50 ball contact is allowed and player deemed to be 'on' the called group.
- Combination shots Balls from both groups can be potted **without penalty** but own ball must be struck legally first.
Combination shot resulting in only pot of opponents ball is Loss of Turn. Played from where cue-ball lies.
Combination shots do not have to be called.
- Loss of Turn (1) Potting an opponent's ball accidentally.
(2) Failing to complete a legal combination shot.
(3) A tactical shot e.g. playing designated group legally to pot an opponent's ball.
(4) Failure to call a group after potting a ball whilst the table is open if the group was not obvious.
- Standard Foul 1 visit, cue-ball in hand, played from **anywhere on table**:
(1) Potting the Cue Ball - "In Off" (except on break).
(2) Failing to perform a Legal Shot - cue ball contacts a ball on then must either pot a ball or contact a cushion.
(3) Playing from outside Baulk when obliged to play from Baulk.
(4) Breaking/Playing out of turn.
(5) Striking the cue ball or any other ball with any part of the cue other than the tip in general play.
(6) Playing a shot before all balls have come to rest from the previous shot.
(7) Leaving the playing area without permission or Time Out called for/granted by the referee.
(8) Playing a "Push Shot."
(9) Double hitting the cue ball.
(10) Playing a shot while not having at least one foot touching the floor.
(11) Failing to "Play Away" from a touching ball(s).
(12) A ball off the table.
(13) Anything other than the tip of the cue comes into contact with any ball.
If the end falls off a rest that has been 'supplied' by the organiser is deemed not a foul.
(14) Jump shot
(15) Marking the table to assist a shot.
(16) Time foul.
(17) Frozen ball foul - same as world rules.
- Loss of Frame Deliberately not playing a ball from his/her own group first.
Foul language – 1 warning per
Throwing a cue around / unscrewing as if to concede.
Continually arguing with the ref or abuse of opponent when on shot.
Committing a foul in the same shot that the eight ball is potted (Except on the break).
Clearly and intentionally failing to make an attempt to play a ball(s) of his/her own group.
- Stalemate If a legal shot cannot be played, the frame shall be restarted with a re-rack. Original player breaks.
- Shot Clock 45 second clock. Ref warns at 10 seconds, then counts down from 5 secs.
1 extension per frame, 15 secs added to remaining time.
- Falling in Ball drops without being struck - ball replaced.
If any ball falls into a pocket without being hit during a shot, but would have been hit by another ball had the fallen ball still been there, all balls are to be replaced to their original positions before the shot was taken, so the player then may replay the shot or choose a different shot if they so wish, no penalty.

FINALLY - NO 2 SHOTS, NO TOTAL SNOOKER, NO FOUL SNOOKER