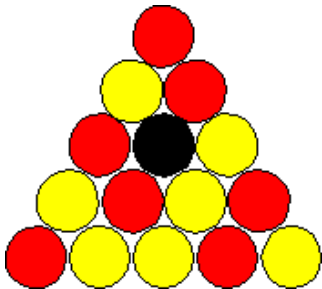
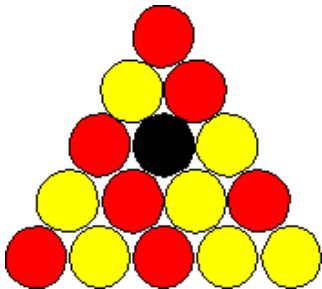
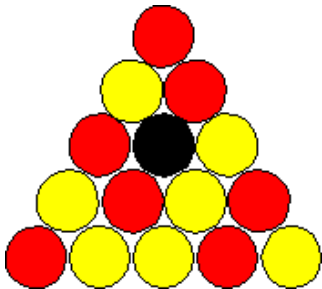




	BlackBall Rules	SRPL Rules	World Rules
Standard penalty for foul	<ul style="list-style-type: none"> Free shot. On first shot following the foul any ball can be played and/or potted (except the black if it's not "on"). No nomination is required. The player continues with a normal visit regardless of whether a ball is potted on the free shot. Ball in hand. Can elect to move the cue ball and play it from anywhere in the Baulk area, with no loss of privilege (still have a free shot) 	<ul style="list-style-type: none"> 2 visits (opponent misses next visit). Free ball. On first shot following the foul any ball can be played and/or potted (except the black if it's not "on"). No nomination is required. 	<ul style="list-style-type: none"> 2 visits (opponent misses next visit). <i>IF partially snookered</i>, can nominate (for the first shot following the foul only) an opponents ball or the black as a free ball which can be played and/or potted (if not the black!). <i>NB unlike the other 2 sets of rules, the free ball must be explicitly and specifically nominated. You can't nominate one of your opponents balls and use it to pot another</i> <i>IF partially snookered</i>, can elect to move the cue-ball to baulk. Only gets free ball now if still partially snookered (from all positions in baulk).
The Break	 <ul style="list-style-type: none"> The balls are racked as above 2 balls must come back up the table past the line joining the middle pockets (or one be potted). 	 <ul style="list-style-type: none"> The balls are racked as above 2 balls must hit a cushion (or one be potted). 	 <ul style="list-style-type: none"> The balls are racked as above 4 balls must hit a cushion (or one be potted).





	BlackBall Rules	SRPL Rules	World Rules
Foul Break	<ul style="list-style-type: none"> The opponent is awarded a free shot plus one visit. The cue ball can be played from where it lies OR from baulk OR there is a re-rack. 	<ul style="list-style-type: none"> If 2 balls failed to hit cushion and no ball is potted then the balls are re-racked. The opposing player restarts the game with 2 visits. 	<ul style="list-style-type: none"> Standard foul (see above), but balls are re-racked and cue ball played from baulk <i>if 4 balls failed to hit cushion</i> If the cue-ball goes down it is no foul: play passes to the opponent. If the cue-ball leaves the table it is a foul (2 visits to opponent)
Deciding colours	<p>DECIDING GROUPS ON AN OPEN TABLE</p> <p>Groups are NOT decided and the table remains open:</p> <ul style="list-style-type: none"> (a) On a break shot. (b) On a foul shot. (c) If taking a 'free' shot after a foul. (d) In a 'combination' shot in which balls from both groups are potted. <p>After the break the table is open and players may play balls from either group. The black ball cannot be used as an 'on' ball to pot an object ball, unless a foul has been committed and it is a free shot. Given these exceptions, if a player pots a ball or balls from a single group the player is 'on' that group for the duration of the frame. The opposing player is designated the opposite group.</p> <p>DECIDING GROUPS AFTER A FOUL SHOT</p> <p>If a foul is committed on an open table and one or more object balls are pocketed, then those balls are ignored in determining groups. The oncoming player then faces an open table and has a free shot playable from where the cue ball came to rest OR from baulk. A player may play any ball on a free shot and the table remains open.</p>	<ul style="list-style-type: none"> First legally potted ball decides colours – including following a foul. If on the first legal shot that pots a ball, one or more of both colours goes down, the shooter must verbally nominate their choice before playing the next shot. This nomination decides the colours. 	<ul style="list-style-type: none"> If nothing goes down on the break, play continues with the first legally potted ball deciding colours. If one (or more) of <i>both colours</i> are potted on the break, the shooter must nominate their choice of colours before playing the next shot (and colours are decided by this nomination) If a ball or balls of a single colour are potted on the break the shooter must nominate colours: <ul style="list-style-type: none"> If they nominate the colour they have potted, colours are decided. If they nominate the other colour, they must now pot one of that colour for colours to be decided. If they fail to pot one, it is "open table" still i.e. first legally potted ball decides colours.





	BlackBall Rules	SRPL Rules	World Rules
Deliberate Fouls	<ul style="list-style-type: none"> Deliberately playing a ball that is not "on" leads to loss of frame. 	<ul style="list-style-type: none"> Deliberately playing a ball that is not "on" leads to loss of frame. 	<ul style="list-style-type: none"> Deliberate fouls are not punished over and above the punishment for the foul itself (except for abusive fouls such as deliberately moving balls with the hand)
Hitting a cushion	<ul style="list-style-type: none"> On every shot on which a ball is not potted, a ball must strike a cushion after the white has made contact with an object ball. ...unless the player is in a <i>Total Snooker</i> in which case the requirement is waived. 	<ul style="list-style-type: none"> No equivalent rule. 	<ul style="list-style-type: none"> On every shot on which a ball is not potted, a ball must strike a cushion after the white has made contact with an object ball. ...unless the player is in a <i>Total Snooker</i> in which case the requirement is waived.
Potting an opponent's ball	<ul style="list-style-type: none"> On any shot where one or more of one's own colours are potted, it is legal to pot one or more of one's opponent's colours too, so long as the shot is otherwise legal. 'Skill Shot' 	<ul style="list-style-type: none"> Potting an opponent's ball is always illegal <i>except</i> when you have a "free ball" following a foul. 	<ul style="list-style-type: none"> Potting an opponent's ball is always illegal <i>except</i> when you have a "free ball" following a foul <i>and</i> it is the nominated ball.
Object ball off the table	<ul style="list-style-type: none"> An object ball is re-spotted with its centre point on the black spot or as near as possible to that spot in a direct line between the spot and the centre point of the cushion which lies furthest from the baulk line. Object balls are re-spotted in the following order.... <ul style="list-style-type: none"> Black ball. Red (or blue) balls. Yellow balls. Return balls as close as possible to other balls but without touching 	<ul style="list-style-type: none"> Any object ball or 8 ball (black) shall be returned to the 8 ball spot or as near as possible to that spot without touching any other ball, in a direct line between that spot and the centre of the 'D'. 	<ul style="list-style-type: none"> If a ball leaves the playing surface and remains off the playing surface, it shall be returned to the table and is placed on the spot. 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 that lies the greatest distance from the Baulk Line. 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 baulk line. If any of the following balls require spotting, they are spotted in the following order:- Black, Red Balls, Yellow Balls





	BlackBall Rules	SRPL Rules	World Rules
Push shots & touching balls	<ul style="list-style-type: none"> Push shots are illegal (as in Snooker). A player must <i>always</i> play away from a touching ball and if that ball moves then it is a foul. 	<ul style="list-style-type: none"> Push shots are illegal (as in Snooker). A player must <i>always</i> play away from a touching ball and if that ball moves then it is a foul. <p><i>A push shot is defined as where the cue tip remains in contact with the cue ball when the cue ball makes contact with an object ball</i></p>	<ul style="list-style-type: none"> Push shots are not illegal <i>per se</i>. The rules say that a push shot is only illegal if the balls remain in contact long enough for the cue to be visibly pushing the cue ball along, or if a double hit is seen. In practice this means that if the balls are close but not touching, the player can "jack up" and play the cue-ball, with a sharp stroke, directly into the object ball. Push shots and double hits, in the above sense, must be clearly <i>seen</i> (not merely <i>inferred</i>) for a foul to be called. In <i>most</i> situations, a player must play away from a touching ball (the exception occurs when the cue ball is touching more than one object ball which is "on". In this case you only have to play away from <i>one</i> of them).
Stalemate	<ul style="list-style-type: none"> If a situation arises where no legal shot is playable, whether by accident or design, the frame is re-started. If a re-rack is caused by accident, the original 'breaking' player breaks again. If due to slow or negative play, or by design, players lag to see who breaks. Re-racks may involve reduced numbers of balls. Rule 8g. 	<ul style="list-style-type: none"> Should any situation arise whereby a legal shot cannot be played then the game shall be re-started by the same player, whether the situation is arrived at by accident or design. If in the opinion of the referee, neither player is allowing the game to progress or a stalemate situation has arisen, then the game shall be re-started by the same player. 	<ul style="list-style-type: none"> Impossible Shot A situation may arise during a frame where it is impossible for a player to play a shot without fouling. In such a situation the player has no other option but to commit a foul. Stalemate The referee shall declare a Stalemate if both the player and the opponent have three turns in succession where the Cue Ball fails to make contact with an Object Ball. In such a case, the frame will be replayed with the same player breaking.

