

(Revision of rules - Guide Sheet - January 2023)

This document is for organisations/individuals to see in a little more detail why or what changes have occurred.

Change descriptions are in **red**.
Changes are in **Bold**.
Additional notes are in **Blue**.

Change: 4c(8) "Is not hit simultaneously with the other ball (opponents ball)" has been removed because it doesn't allow 4b(3) or 4d(3) to happen or contradict each other. And a referee is not always present to give an audible indicator to lag.

Therefore now reads:

- 4b Lagging Procedure: (guidance, what should happen)
- (3) The players shall simultaneously strike balls on the referee's indication towards the top cushion.
- 4d Players will lag again if: (Tolerance level)
- (3) One player's ball strikes the top cushion before the other player's ball is hit.

And is understood as:

"The players shall simultaneously strike balls on the referee's indication towards the top cushion but if they don't strike simultaneously and one player's ball strikes the top cushion before the other player's ball is hit will result in both players lagging again".

Change: The rule stated below has been **removed** because a player may not always know that they can place the cue ball in a way to make a valid attempt to play the ball 'on' and if they ask for a stalemate they should not be penalised for not seeing where a cue ball could be positioned to make a valid attempt at the ball 'on'. 6g Stalemate Situation covers everything required as a player and a referee.

6f Loss of frame fouls

(6) Intentionally positioning the cue ball in hand after a foul to create a re-rack situation.

Change: The rule 6f (7) below has been **changed** because a referee is not always present. Therefore, once all balls have stopped moving should denote the end of a frame.

This rule has been moved down from (7) to (6) because 6f(6) has been removed.

Original Rule:

6f Loss of frame fouls

(7) Potting the eight-ball legally, then proceed to move the remaining balls before the referee calls 'frame'.

Reworded and now reads:

6f Loss of frame fouls

(6) Potting the eight-ball legally, then proceed to move the remaining balls before they have come to rest.

Change: With the removal of rule 6f (7) "Potting the eight-ball legally, then proceed to move the remaining balls before the referee calls 'frame'", Rule 7 'Completion of a frame' has been **modified** accordingly.

Original Rule:

7 COMPLETION OF A FRAME

A frame is over when the eight-ball is potted on a legal shot and all the balls have come to rest and the referee calls FRAME or in a 'loss of frame' situation.

If the referee has not called FRAME, then a player will be penalized by 'Loss of frame' if a further shot is played or interferes with the remaining balls. (See rule 6f (7))

Reworded and now reads:

7 COMPLETION OF A FRAME

A frame is over when the eight-ball is potted on a legal shot and all the balls have come to rest <u>or</u> in a 'loss of frame' situation.

PLEASE NOTE: Referee calling 'Frame' is still included in 'Referee's Guidance' and 'Referee's Calling Procedure' as a verbal indication that the frame is over.

Change: These **additions** to 6f 'loss of frame' listed below, have been added to offer a more significant penalty to coincide with the 'accidentally striking..' standard fouls.

- (7) Deliberately striking the cue ball with any part of the cue other than the tip in general play. Positioning the cue ball with the cue is allowed as long as the tip of the cue is not used.
- (8) Deliberately striking any ball other than the cue ball with any part of the cue or cue tip.
- (9) Deliberately moving a ball(s) that were not played as part of a shot.

Change: 6k Balls falling into a pocket... has been reworded to remove the ambiguity surrounding the 5 seconds as stated in 6k(1). It is now deemed that a player's visit is over when all the balls have come to rest assuming no balls have been potted.

Original Rule:

6k Balls falling into a pocket...

- (1) When played as part of a shot
 - (a) If any ball comes to rest over a pocket and drops in within 5 seconds, the ball is considered to be 'pocketed'.
 - (b) If any ball comes to rest over a pocket and drops in more than 5 seconds, the ball is returned to the original position, and the incoming player may begin their visit.
- (2) Stationary ball(s)
 - (a) If any ball drops into a pocket before the cue ball has been struck, all ball(s) shall be replaced and play continues.
 - (b) If any ball drops into a pocket after the cue ball has been struck, all ball(s) will be replaced to their original positions, with no penalty.

Therefore now reads:

6k Balls falling into a pocket...

A shot is 'complete' when all balls have come to rest.

(1) After a shot is 'complete', any ball(s) that drops into a pocket, without being struck, will be replaced to their original positions.

A shot is 'in progress' when the cue ball has been struck and all the balls have not come to a rest.

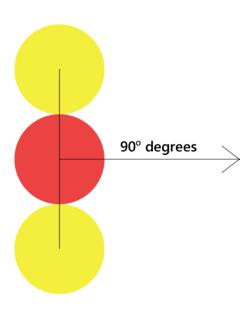
- (2) During a shot 'in progress', any ball(s) that drops into a pocket, without being struck and wouldn't have been played as part of a shot, shall be replaced to their original positions after all balls have come to rest.
- (3) During a shot 'in progress', any ball(s) that drops into a pocket, without being struck and <u>would have been played</u> as part of a shot, in this instance ALL BALLS will be replaced to their original positions after all balls have come to rest.

Following the balls having been reset to their original positions, the original player will always continue with no penalty, unless:

- (a) A foul had been committed or
- (b) The original player failed to pot a ball 'on' (the expectation to this is rule (3) where the original player will always continue).

Change: Rule 60 (1) has been modified so that it is worded correctly.

At the moment it reads as if you have to play away at greater than 90 degrees which means <u>91 degrees or greater</u>. Using the image below this is not possible and the only angle available to play away is 90 degrees.



Original Rule:

<u>60 Touching balls</u>

(1) A player must play away from 'ALL' touching balls at an angle greater than or equal to perpendicular (90 degrees) and fulfil the requirements of a 'legal shot'. A player shall not be penalised if playing away from touching ball(s) causes any touching ball to rock or move slightly because it was 'resting' on the cue ball.

Therefore now reads:

60 Touching balls

(1) A player must play away from 'ALL' touching balls at an angle of perpendicular (90 degrees) or greater than and fulfil the requirements of a 'legal shot'. A player shall not be penalised if playing away from touching ball(s) causes any touching ball to rock or move slightly because it was 'resting' on the cue ball.