

SECTION 4 THE PLAYERS

1. Unsporting Conduct

- (a) In the event of
 - (i) a player using offensive language, or making offensive gestures, or
 - (ii) any conduct by a player which in the opinion of the referee is wilfully or persistently Unsporting; or
 - (iii) any other conduct by a player which otherwise amounts to Unsporting Conduct; or
 - (iv) any player refusing to continue the current *frame*; the referee shall Warn the player that in the event of any further Unsporting Conduct the *frame* will be awarded to their opponent.
- (b) If the referee has Warned the player under (a) above, in the event of any further Unsporting Conduct, the referee shall award the *frame* to their opponent, or, if this happens between *frames*, the referee shall award the next *frame* to their opponent. And, the referee shall Warn the player that in the event of any further Unsporting Conduct the *game* will be awarded to their opponent.
- (c) If a referee has awarded a *frame* to a player's opponent, under (b) above or (d) below, in the event of any further Unsporting Conduct by the player concerned, the referee shall award the *game* to the player's opponent.
- (d) in the event that the conduct which in the opinion of the referee is sufficiently serious, they shall award the *frame* or the *game* to the player's opponent, even if previous Warnings for Unsporting Conduct were not issued.
- (e) Any decision by the referee to award a *frame* and/or *game* to a player's opponent shall be final and shall not be subject to any appeal.

2. Conceding

- (a) A player may offer a concession, but this becomes null and void if the opponent chooses to play on.
- (b) A player shall not concede a *frame* in any *game*, or *match* unless any player needs *penalty points*. Any breach of this Rule shall be regarded as Unsporting Conduct by the player concerned. If the referee has already Warned the player under Rule 1(a) above, the next *frame* shall be awarded to their opponent.
- (c) When aggregate scores determine the winner of a *game* or *match* and a *frame* is conceded, the opponent shall receive the equivalent of the value of any balls remaining on the table, where Reds shall count as eight points each and any colour incorrectly off the table shall be counted as if spotted.

3. Time Wasting

- (a) In the event of a player taking an abnormal amount of time over a *stroke*, or the selection of a *stroke*, the referee shall Warn the player that in the event of any further Time Wasting during the *game* the *frame* will be awarded to their opponent.
- (b) If the referee has Warned the player for Time Wasting under (a) above, in the event of any further Time Wasting by that player, the referee shall award the *frame* to their opponent.
- (c) If a referee has awarded a *frame* to a player's opponent for Time Wasting, in the event of any further Time Wasting by the player concerned, the referee shall, each time thereafter award a *frame* to the player's opponent.

4. Penalty

- (a) If a *frame* is forfeited under this Section, the offender shall:
 - (i) lose the relevant *frame*; and
 - (ii) when aggregate scores determine the winner of a game or match, forfeit all points scored and the opponent shall receive the equivalent of the value of any balls remaining on the table, where Reds shall count as eight points each and any colour incorrectly off the table shall be counted as if spotted.
- (b) If a *game* is forfeited under this Section, the offender shall:
 - (i) lose the relevant *frame*; and
 - (ii) additionally, lose the required number of un-played *frames* to complete the *game* where *frames* are relevant; or
 - (iii) additionally, lose the remaining *frames*, each valued at 147 points, where aggregate points determine the winner of the game.

5. Non-striker

The non-*striker* shall, when the *striker* is playing, avoid standing or moving in the line of sight of the *striker*. They shall 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*.

6. Scoring Responsibility

As well as the referee, it is the players' responsibility to make sure that the correct score is being applied, either on the scoreboard or by the referee announcing the scores. If any player notices that the score is wrong, they shall inform the referee at the earliest opportunity.

7. Absence

In the case of their absence from the table, the non-*striker* may appoint a deputy to watch in their interest and claim an *infringement* if necessary. Such appointment must be made known to the referee prior to departure.