

Snooker Shoot Out Competition Rules

Official Rules of the game of Snooker apply and their standard definitions used throughout these Rules are hereinafter italicised. Changes are:

Timing

1. Each *match* will be played over a maximum of 10 minutes. The match clock shall commence from moment the *cue-ball* is struck for the initial opening *stroke*.
2. A shot clock will be started by the timing official in agreement with the referee. It will stop at the exact moment the player *strikes* the *cue-ball*.
3. Maximum shot clock durations:
 - (i) During the first five minutes of the *match*, a *stroke* must commence within 15 seconds.
 - (ii) During the last five minutes of the *match*, a *stroke* must commence within 10 seconds.

Failure to commence a *stroke* within the allotted time will result in a time *foul* being awarded.

4. The timing official will start the shot clock;
 - (i) when all balls have come to rest and the spotting of any balls required is completed; or
 - (ii) when the referee calls out the relevant *break* score; or
 - (iii) after an infringement, when the referee hands the *cue-ball* to the incoming player or places the *cue-ball* on the playing area.
5. If the referee needs time to make a decision, they can decide to either pause the shot clock or the match clock and will notify the timing official when to re-start.
6. If the referee is unable to make a definitive decision, or is being notified by the marker that a review of the last *stroke* is necessary, they may use a video and audio replay in order to assist their decision and the referee will notify the timing official to pause the match clock. This process of review will be conducted at the marker's desk while both players will wait at the table. If such a decision for a review is not requested before the next *stroke* is made, any potential incident is condoned.
7. Should a player have reason to question a refereeing decision, the shot clock will not be paused unless the referee deems it necessary. They shall then call TIME OUT and the shot clock shall be paused by the timing official. The referee shall then decide whether to re-start or re-set the shot clock.
8. If a player asks the referee to clean a ball, the shot clock will not be paused unless the referee deems it necessary. They shall then call TIME OUT and the shot clock shall be paused by the timing official and re-started by indication from the referee.

9. Should there be a shot clock or match clock malfunction the referee's decision will be final.

Mode of Play

10. Players 'Lag' to determine the order of play. In a Lag both players simultaneously *strike* a *cue-ball* each from the Baulk-line towards the Top Cushion to rebound back towards Baulk. The player whose ball finishes nearest to the bottom cushion, in the opinion of the referee, wins the Lag and has the choice of which player plays first. In a Lag the *cue-ball* may only hit the Top or Bottom Cushions. Hitting anything other than these cushions will result in a forfeit of the Lag.
11. Provided a *stroke* commences within the allotted time, the *stroke* will be completed regardless of the shot clock or match clock expiring and any points scored or *penalty points* shall be awarded.
12. In the case of a 'stalemate' the players are responsible for resolving the situation within the allotted timescale. There is no option for a re-rack.
13. When Black is the only *object ball* remaining on the table, the first *pot* or *infringement* ends the *match* even when the scores are then equal.
14. Should the scores be equal at the end of the *match*, a sudden death Blue ball shoot out will commence. The Blue ball will be placed on its Spot and the *cue-ball* must be struck from on or within the lines of the D. The player who won the Lag prior to the *match* starting will have the choice of who plays first. Alternate attempts will be made until one player has *potted* the Blue ball more times than their opponent from an equal number of attempts. The Blue ball must be *potted directly* and contacting any part of any cushion other than the curved faces of the attempted pocket is regarded as a non-scoring *stroke*.

Fouls

15. Following all *fouls* the *cue-ball* is played from 'In hand'. 'In hand' shall mean the *cue-ball* can be placed anywhere on the playing area and the incoming player does not have the option of asking their opponent to 'play again'. The shot clock starts when the incoming player receives the *cue-ball* from the referee.
16. Failure to commence a *stroke* within the allotted time will result in a time *foul* being awarded. This will incur a minimum of five *penalty points* or the value of the *ball on*, whichever is greater, and the incoming player receives the *cue-ball* from the referee and plays from 'In hand'.
17. At least one ball must *strike* a cushion or enter a pocket in every *stroke*. Failure to do so will result in a *foul*, with a minimum of five *penalty points* or the value of the *ball on*, whichever is greater, awarded to the opponent and the incoming player will receive the *cue-ball* from the referee and play from 'In hand'.

18. If a player is not in a position to receive the *cue-ball* from the referee following a *foul*, the referee will place the *cue-ball* on the table and the incoming player's shot time will start. The player may then pick the *cue-ball* up and place it wherever they so wish but the *stroke* must commence within the allotted time.

Other rules

19. Section 3 Rules 12 (Snookered After a Foul), 13 (Play Again) and 14 (Foul and a Miss) of the Official Rules of the game of Snooker do not apply.
20. Should an external party distract a player during their allotted *stroke* time the referee will have the option to either pause or re-set the shot clock and/or match clock. At any point, a referee can call TIME OUT and decide whether the shot clock is re-started or re-set.

Etiquette

21. Due to time restraint, the non-*striker* will not be deemed to be breaching etiquette should they remain closer to the table than normal, in readiness for their next shot, though not in the *striker's* line of sight.

Referee

22. The referee is the ultimate arbiter and their decision is final. Should any eventuality not be covered by these rules the referee's decision will stand and, where applicable, it will set a precedent.