



# SNOOKER DEFINITIONS

## **Frame**

A frame of snooker comprises the period of the play from the first stroke, with all the balls set as described in Section 3 Rule 2, until the frame is completed by:

- (a) concession by any player during his turn,
- (b) claim by the striker when only the Black remains and there is more than seven points difference between the scores in his favour,
- (c) the final pot or foul when only the Black remains, or
- (d) being awarded by the referee under Section 3 Rule 14(c) or Section 4 Rule 2.

## **Game**

A game is an agreed or stipulated number of frames.

## **Match**

A match is an agreed or stipulated number of games.

## **Balls**

- (a) The White ball is the cue-ball.
- (b) The 15 Reds and the 6 colours are the object balls.

## **Striker**

The person about to play or in play is the striker and remains so until the referee has decided he has left the table at the end of his turn.

## **Stroke**

- (a) A stroke is made when the striker strikes the cue-ball with the tip of the cue.
- (b) A stroke is fair when no infringement of Rule is made.
- (c) A stroke is not completed until all balls have come to rest.
- (d) A stroke may be made directly or indirectly, thus:
  - (i) a stroke is direct when the cue-ball strikes an object ball without first striking a cushion
  - (ii) a stroke is indirect when the cue-ball strikes one or more cushions before striking an object ball.



### **Pot**

A pot is when an object ball, after contact with another ball and without any infringement of these Rules, enters a pocket. Causing a ball to be potted is known as potting.

### **Break**

A break is a number of pots in successive strokes made in any one turn by a player during a frame.

### **In-hand**

- (a) The cue-ball is in-hand
  - (i) before the start of each frame,
  - (ii) when it has entered a pocket, or
  - (iii) when it has been forced off the table.
- (b) It remains in-hand until
  - (i) it is played fairly from in-hand, or
  - (ii) a foul is committed whilst the ball is on the table
- (c) The striker is said to be in-hand when the cue-ball is in-hand as above.

### **Ball in Play**

- (a) The cue-ball is in play when it is not in-hand.
- (b) Object balls are in play from the start of the frame until pocketed or forced off the table.
- (c) Colours become in play again when re-spotted.

### **Ball On**

Any ball which may be lawfully struck by the first impact of the cue- ball, or any ball which may not be so struck but which may be potted, is said to be on.

### **Nominated Ball**

- (a) A nominated ball is the object ball which the striker declares, or indicates to the satisfaction of the referee, he undertakes to hit with the first impact of the cue-ball.
- (b) If requested by the referee, the striker must declare which ball he is on.

### **Free Ball**

A free ball is a ball which the striker nominates as the ball on when snookered after a foul (see Section 3 Rule 10).

### **Forced Off the Table**

A ball is forced off the table if it comes to rest other than on the bed of



the table or in a pocket, or if it is picked up by the striker, whilst it is in play except as provided for in Section 3 Rule 14(h).

### **Foul**

A foul is any infringement of these Rules.

### **Snookered**

The cue-ball is said to be snookered when a direct stroke in a straight line to every ball on is wholly or partially obstructed by a ball or balls not on. If one or more balls on can be struck at both extreme edges free of obstruction by any ball not on, the cue-ball is not snookered.

(a) If in-hand, the cue-ball is snookered if it is obstructed as described above from all possible positions on or within the lines of the "D".

(b) If the cue-ball is so obstructed from hitting a ball on by more than one ball not on

(i) the ball nearest to the cue-ball is considered to be the effective snookering ball, and

(ii) should more than one obstructing ball be equidistant from the cue-ball, all such balls will be considered to be effective snookering balls.

(c) When Red is the ball on, if the cue-ball is obstructed from hitting different Reds by different balls not on, there is no effective snookering ball.

(d) The striker is said to be snookered when the cue-ball is snookered as above

(e) The cue-ball cannot be snookered by a cushion. If the curved face of a cushion obstructs the cue-ball and is closer to the cue-ball than any obstructing ball not on, the cue-ball is not snookered.

### **Spot Occupied**

A spot is said to be occupied if a ball cannot be placed on it without that ball touching another ball.

### **Push Stroke**

A push stroke is made when the tip of the cue remains in contact with the cue-ball

(a) after the cue-ball has commenced its forward motion, or

(b) as the cue-ball makes contact with an object ball except, where the cue-ball and an object ball are almost touching, it shall not be deemed a push stroke if the cue-ball hits a very fine edge of the object ball.

### **Jump Shot**

A jump shot is made when the cue-ball passes over any part of an object ball, whether touching it in the process or not, except:



- (a) when the cue-ball first strikes one object ball and then jumps over another ball,
- (b) when the cue-ball jumps and strikes an object ball, but does not land on the far side of that ball,
- (c) when, after striking an object ball lawfully, the cue-ball jumps over that ball after hitting a cushion or another ball.

**Miss**

A miss is when the cue-ball fails to first contact a ball on and the referee considers that the striker has not made a good enough attempt to hit a ball on.