

Snooker Shoot Out 2017

Competition Rules

(Variations to the 'Rules of Snooker')

Timing

1. Each match will be played over a maximum of 10 minutes from the initial opening stroke.
2. Players '*Lag*' to decide who breaks off (winners' choice). A *Lag* involves both players simultaneously striking a cue ball from the baulk line to hit the black spot end cushion and rebound back down the table. The player whose ball finishes nearest to the baulk end cushion (in the opinion of the referee) wins the *Lag*. In a *Lag* the cue ball may only strike the 'Baulk' or 'Black Spot End' cushions, contact with any other cushion including a pocket 'Jaw' will result in a forfeit of the *Lag*.
3. The shot clock will be initiated by the timing official at a juncture dependent on circumstances and in agreement with the referee. It will stop at the exact moment the player strikes the cue ball.
4. Maximum stroke durations
 - For a stroke commencing during the first five minutes of a frame, the cue ball must be struck within 15 seconds.
 - For a stroke commencing after the initial five minute spell, the cue ball must be struck within 10 seconds.

Failure to commence a stroke within the allotted time will result in a time foul being awarded. This will incur a five point penalty and the incoming player receives the cue ball from the referee and plays from 'in hand'.

5. Under normal circumstances the shot clock will be started the instant the balls come to rest or, after a ball 'off the table' has been correctly re-spotted. If the cue ball is spinning on its axis this will be deemed a moving ball. When the balls have come to rest is the decision of the referee.

Fouls

6. Following all fouls the cue ball is played from 'in hand', 'in hand' shall mean the cue ball can be placed and subsequently played from anywhere on the table and the player does not have the option of asking his opponent to 'play again'. The shot clock starts when the incoming player receives the cue-ball from the referee.
7. 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 five point penalty awarded and the incoming player will receive the cue ball from the referee and play from 'in hand'.
8. 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 players shot time will start. The player may then pick the cue ball up and place it where he so wishes but the stroke must commence within the allocated time.
9. There is no 'foul and miss' rule enforced for this event.

Other rules

10. If a player asks the referee to clean a ball the shot clock will not be stopped and ball cleaning will take place during the player's shot time. However the referee can always call 'time out' if, for instance, the referee decides that multiple balls need cleaning.
11. Should an external party distract a player during his allotted stroke time the referee will have the power to either stop or re-set the shot clock. Indeed, at any point, a referee can call time out and decide whether the shot clock is re-started or re-set.

12. Should a player have reason to question a decision made by the referee, the clock will continue until the referee reaches a final decision. The referee may then choose whether or not to re-set the shot clock
13. Should the scores be tied at the end of the 10 minute frame, 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 confines of the D. The player who won the *Lag* in the frame will have the choice of who plays first in an equal number of alternate attempts and the first player to make an unequalled pot will win the frame.
14. In the case of a 'stalemate' the players are responsible for resolving the situation within the allocated timescale. A re-setting of the table is NOT permitted.
15. Provided a stroke commences within the allotted 'stroke' and 'frame' time the completed stroke will be permitted to stand along with any score or penalty points resulting from it.

Etiquette

16. Due to the need for speedy play, players 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 his opponent's eye-line.

Timing official

17. The referee is best placed to decide, regardless of circumstance, when the shot clock should be initiated and whether the stroke commenced within the allotted time. For each shot, the timing official will start the clock on the referee's signal - which would generally be the calling of the score, thereby indicating the player is safe to play on, or by other indication.
18. If there is a need for the referee to make a decision the shot clock will not be started until the referee has reached that decision.
19. Should there be an electronic shot-clock malfunction the referee's decision will be final.
20. If the referee, with the aid of the marker if required, is unable to make a firm decision on whether the final stroke of the frame commenced within the accepted time he/she may use a video and audio replay to assist in making this decision. This process of review will be conducted at the marker's desk using the audio and video replay system provided by the broadcaster. The players will return to their allocated 'mid frame' position and await this decision, which will be final.
21. The referee is the ultimate arbiter and his 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.