



PRESIDENT: Michael Bennet VICE PRESIDENT: Peter Fenn

OXFORD & DISTRICT BILLIARDS & SNOOKER ASSOCIATION

RULES AND REGULATIONS

MANAGEMENT COMMITTEE

As of 1st September 2024

- David White - Chairman
- Tom Fletcher - Vice Chairman
- Lewis Moss - League Secretary
- Alan Mander - Treasurer
- Steve Blackman - Results & Reports Secretary
- Peter Franklin Routh - Individual & Pairs Secretary
- Karl Walker - Individual & Pairs Secretary
- Katie Planas
- Jamie Saczak
- Alex Fower
- Paul Robinson

LIFETIME MEMBERS:

- David White
- John Williams
- Michael Bennet

RULES & REGULATIONS OF THE ODBSA

The **Management Committee**, members noted on page 2, is empowered to amend, implement and remove any rules or regulations of the ODBSA without reference to the membership (imposed and agreed by all at 2011 AGM), but shall consult the membership where it is considered appropriate by means of views and social media means.

Any significant amendments to the association rules will be notified to the membership..

1. MEMBERSHIP

- a. **For a club to be a member of the ODBSA it must:**
 - i. Maintain its playing facility within a 23 mile radius of Carfax, Central Oxford.
 - ii. Fulfill the requirements of **Rule 5** regarding registration accessibility and standard of facilities
 - iii. Accept and abide by the rules and regulations of the ODBSA
 - iv. Be approved by the **Management Committee** as suitable for membership of the ODBSA
 - v. Have one or more teams registered with the ODBSA and fees paid in full upon registration.
 - vi. Teams must consist of at least 3 players who must be registered with the ODBSA
 - vii. Accept responsibility for all players registered by the club in regard to their behaviour and observance of the rules and regulations of the ODBSA.
- b. **For an individual player to be a member of the ODBSA, they must:**
 - i. Accept and abide by the rules and regulations of the ODBSA and maintain good sportsmanship at all times.
 - ii. Be approved by the **Management Committee** as suitable for the membership of the ODBSA.
 - iii. Any player registered with the World Snooker Tour and with an official ranking in the top 128 shall not be permitted to play in any competitions run by the ODBSA unless expressly agreed by the **Management Committee**. Such players may be required to carry a handicap befitting to their ability.
 - iv. Be registered with the ODBSA by a member club as that club's player.
- c. An individual association member who has played for a one club will not normally be allowed to transfer to another club during the course of a season. The **Management Committee** will nevertheless consider such requests, taking into consideration the reason for the request and being satisfied that the original club was not aggrieved by the individual's conduct regarding compliance with the rules and regulations of the ODBSA.
- d. If the **Management Committee** is holding a written formal complaint from a member club about any individual member and that complaint is found to be justified or proven in the opinion of the **Management Committee**, that member may be de-registered until such time as the complaint is formally withdrawn or the **Management Committee** is otherwise satisfied that the matter is resolved (an example of such actions might be when a member club has been unable to recover fines or fees from one of its members).
- e. **For an individual (non-player) to be a member of the ODBSA they must fulfill the requirements of Rules 1.b.i and 1.b.ii but need not register through nor be affiliated to a member club.**

2. REGISTRATION

- a. **All Registration Fees will be published on ODBSA Registration Forms for the relevant season.**
- b. All Team registrations must be submitted, with the full registration fee before the 1st of September unless otherwise stated by the **Management Committee**.
- c. All registration payments are to be sent to the treasurer by the closing date for the relevant season.
- d. Additional player registrations will be permitted after this date (which may be at an increased fee) except that no player registrations will be accepted within four weeks of the last scheduled match of the respective league programme.
 - i. The **League Secretary** must have received notification prior to the match commencing.
 - ii. These additional fees will be invoiced to the club requesting the registration before the season's AGM by the **Treasurer** unless paid in full prior to the AGM.
- e. Should a player choose to compete at one club for Billiards and another for Snooker, both clubs must register the player with the full registration fee being payable by each club.
- f. Clubs may register as many players as they wish and as many teams as can be accommodated in the league.
 - i. Teams wishing to register players during the course of the season must do so prior to the start of any scheduled fixture in accordance with rules and regulations of the association. If applicable, a handicap will then be issued to the player being registered.
 - ii. New players cannot be registered to play in the last scheduled league fixture.
 - iii. Team Competitions - please refer to Rule 9.c.v
 - iv. Unregistered players who participate in matches where no prior notice has been given to the **League Secretary** (see **Rule 2.d.i**) regarding their registration will result in any results by that player voided and no breaks recorded.
- g. The **Management Committee** reserves the right to limit the number of team places available.
- h. All registrations are valid for one season (or part season) only.
- i. The season will end the day after the last association fixture.

3. WITHDRAWAL

In the event that a member club withdraws from the league for whatever reason the following shall apply, subject always to ratification by the **Management Committee**:

- a. Withdrawal after the fixtures list is printed but before the commencement of the league program will result in a forfeiture of the registration fee.
 - i. All players associated with a team which had been withdrawn as per this rule will immediately be de-registered (without refund of the registration fee) and will not be eligible for re-registration until after the end of the season.
- b. Withdrawal after the commencement of the league programme;
 - i. A ban will be imposed if necessary in addition to the forfeiture of the registration fee
 - ii. The member club will be restricted for the season following as to the registration of the number of teams that actually completed the full league programme for the season of withdrawal.
- c. All players associated with the team which has been withdrawn after the commencement of the league programme will immediately be deregistered (without refund of the registration fee) and will not be eligible for re-registration until after the end of the season following the season of withdrawal. Mitigating circumstances will be taken into consideration by the **Management Committee**.

4. RE-REGISTRATION

- a. Clubs, teams or individuals who have been barred or de-registered from the ODBSA may only re-register at the specific acceptance of the **Management Committee**.

5. FACILITIES

- a. Clubs which have teams or players registered with the association must:
 - i. Not discriminate against any association member for whatever reason and must be prepared to permit all association members to enter and play at its club when on a ODBSA sponsored fixture.
 - ii. Make available for play a full size table (12ft x 6ft) which must be in good condition, as should the quality of balls (Aramith Tournament Recommended) and ancillary equipment, all of which should conform to the specifications as laid down by the WPBSA.
- b. All member clubs should:
 - i. Not be on or within domestic premises unless expressly approved by the **Management Committee**.
 - ii. Have available for sale to association members and their guests a selection of liquid refreshments. In circumstances where a club does not have these facilities available, players can bring their own beverages for consumption at the club's discretion.
 - iii. Have tables for the use of association sponsored match play
 - iv. Have tables free of obstruction around the entire perimeter of the table.
 - v. Not have substandard equipment or conditions detrimental to the playing of Billiards or Snooker.
- c. Inspections may be carried out at the written request of any team captain supported by one other player.

6. DRESS & ETIQUETTE

- a. Players will not be permitted to play in any competition semi-final or final at neutral venues, sponsored by the ODBSA wearing jeans, trainers, shorts or T-shirts. Only collared shirts/polo shirts, trousers and shoes shall be permitted.
- b. Players should not wear vests or sleeveless shirts of any game falling within the jurisdiction of the ODBSA.
- c. The home player, pair or team must ensure that the match table is suitably prepared to include brushing, napping and ironing prior to the start of any match.
- d. Home players are not expected to play on the match table once **Rule 6.c** has been completed prior to the arrival of the opposition. Practice must cease by 7:15pm and is prohibited during the duration of the match where other tables are available.
- e. Match balls should be provided by the home team and are to remain in use for the entire duration of any match and cannot be changed unless agreed by all players.
- f. Home players acting as referees should conduct themselves in proper manner and move about the table for each shot, to ensure compliance with the rule of the game as published by the WPBSA Governing Body.
- g. All players are expected to act in a sporting manner and to show respect at all times and should declare their own fouls if not seen by the acting referee.
- h. It is customary and expected that the home team shall provide refreshments during the course of the evening. For example sandwiches in all league and team cup competitions.

7. PLAYING RULES

- a. All matches, whether team, pairs or individual, shall be played in accordance with the current rules of Billiards or Snooker as published by the WPBSA Governing Body and all clubs are requested to have such rules displayed or refer to **Rules 20 & 21**.

8 LEAGUE STRUCTURE & FORMAT

Depending upon the number of team entries, the Billiards and Snooker leagues shall consist of one or more divisions at the sole discretion of the **Management Committee** and the following shall apply:

- a. In the event of the being more than one division then promotion and relegation shall normally be:
 - i. One promoted from a division of 12 or fewer teams with a corresponding number relegated from the division above.
 - ii. Two promoted from a division of 12 or more teams with a corresponding number relegated from the division above.
 - iii. The Management committee reserves the right to alter Rule 8.a if applicable.
- b. All teams shall play both home and away against all other teams in the same division.
- c. The required number of players per team will be 3 with a minimum of 1 reserve, totalling 4.
- d. League matches shall be of three games with one game being played by each of the three team players competing against one opposing team player.
 - i. In regard to Snooker, one game shall be regarded as referring to the playing of two frames.
- e. In the event of any club having more than one team in a division, each team will be treated as a separate club, in that once a player has played for one team in a division they may not play for another team in that division.
- f. A player having played more than twice for a league team will not be allowed to play for a team in a lower division for the remainder of the season.
- g. If a league is split into divisions whereby two of the divisions are half the size of the other divisions, then for the purpose of **Rules 8.c** and **8.f** the two half size divisions will be treated as if they were a single division.
- h. In all matches the two team captains shall independently write down their player names and playing order on the scorecard without showing the opposing captain. The scorecard must not be altered unless there is a mutual consent by both captains.
- i. No match shall proceed without a referee who should be provided by the home team.
- j. All matches should commence between 7:15 pm and 7:30pm.
 - i. If an opposing team's first player has not arrived by 7:45pm, without good reasoning, then one game may be claimed, by 8:00pm, two games may be claimed and by 8:30pm the match can be claimed.
 - ii. In the case of Snooker matches, one game means one frame, which may be claimed if an opposing team's first player has not arrived by 7:45pm. Continuing failure to arrive, further frames can be claimed every 15 minutes after 7:45pm.
- k. No matches are to be started after 8:30 pm without the consent of both captains.
 - i. If after a match has been started the second named player has not arrived within 15 minutes of the completion of the first game, without good reasoning, then the second game (two frames in the case of Snooker) is forfeited.
 - ii. Similarly, if the third name player has not arrived within 15 minutes of the completion of the second game, the third game is forfeited.
- l. Whenever a match is not played or forfeited for whatever reason, normally no points are awarded to the team in breach of these rules and regulations and points will be awarded to the opposition team equivalent to two games won (two points in Billiards, four points in Snooker). This will always be subject to the ratification or otherwise of the **Management Committee**.
- m. Most frames won and high break awards are achieved in Snooker & Billiards league fixtures only.
- n. In the event that the league is tied between two or more teams after the completion of league fixtures, the team with more games won shall be declared the winner. If this is also tied, the league winners will be all teams tied on points and games won.

8.1 Billiards League

- a. Matches shall be played on Wednesday evening with possibility of 3 points available per game, totalling a possible 9 overall.
- b. Two points will be awarded to the winning player. One point can be achieved by the losing player if they score 80% of their handicapped target score. (Modified 2024 AGM)
- c. All games shall be played to 200 points.
- d. Scorecards shall be filled out by the home teams captain first and then completed by the away teams captain.
- e. Folding of scorecard does not apply to Billiards.
- f. All players shall carry an individual handicap (based on annual league statistics only) and a list of handicaps will be published prior to the start of the season.
- g. New players shall be allocated handicaps by the **Management Committee**.
- h. Players shall play from their handicap rather than the difference between.
 - i. Players shall be allocated to one of five sections (updated 2024) which is determined by the level of their handicap. The sections are determined by that of the handicapping explained in rule 18.1 under the Atox Challenge Cup.
- j. Handicaps are determined by league statistics only. New players, in their first season, will be assessed at the halfway stage.
- k. The **Management Committee** reserves the right to modify the handicap of any player for the second half of the league if necessary.
- l. Pro Cup match balls are to be used in **ALL** Billiards matches.
- m. All players will Lag/String to determine the choice of whether to break or not and which cue ball to use in all Billiards games.
 - i. Lagging/Stringing for break - both players will strike the cue ball from the baulk line, the player whose cue ball is closest to the innermost edge of the baulk cushion wins the lag/string. The cue ball must contact the top cushion at least once. Other cushion contact is immaterial.

8.2 Snooker League:

- a. Matches shall be played on Monday evenings with one game being two consecutive frames between the same two players.
- b. One point is available per frame with a total of six points per match.
- c. Home teams must fill in the scorecard with their playing order, fold the scorecard in half so that their order is hidden from the away team. Once both teams have completed the scorecard only then can it be unfolded, revealing each player's opponent.
- d. All players will be allocated a handicap at the beginning of the season. These are to be used in all league fixtures and any competition where handicaps are in situ

The Miss Rule in ODBSA fixtures

- a. A miss can only be called a maximum of 3 times in sequence in all snooker fixtures.
- b. Explained - Miss 1, Miss 2, Miss 3. No miss can be called on the 4th attempt.
- c. This is relaxed in semi finals and finals where professional referee (Tony Aldridge) is present to observe all matches

9. TEAM COMPETITIONS FORMAT & PLAY

- a. Snooker competitions will be on Monday evenings however, if there are an insufficient number of Mondays during the season then these competitions will take place on Tuesday evenings.
- b. Similarly for Billiards, if there are an insufficient number of Wednesday evenings during the season then these competitions will take place on either Tuesday or Thursday evenings.
- c. In all team competitions, the home team being the first of the draw sheet (stated on website) and matches shall be played on set evenings with any competition specific rules taking precedence when in conflict with the following:
 - i. As in league matches, the number of players shall be three
 - ii. The number of games will be a total of three In regard to Snooker, one game shall be regarded as referring to the playing of two frames.
 - iii. The home team shall provide a referee except for finals where the **Management Committee** shall provide referees whenever possible (also see **Rule 17**).
 - iv. Matches should commence between 7:15 and 7:30pm, the consequences of non-compliance will be as **Rules 8.j, 8.k and 8.l**.
 - v. To be eligible to play in a team cup competition a player must have been registered as a player before the *eighth* scheduled league match or have participated and completed a minimum of two league matches for the same club.
 - vi. Only after a player has played more than twice for the same league team will the player's divisional status have been determined in regard to the team cup competitions.
 - vii. A player having played for one team in a cup competition may not play for another for the remainder of that competition.
 - viii. Unless the competition rules determine otherwise, opposing team captains will toss a coin. The winning captain will then have the option of:
 - Nominating their first player
 - Asking the opposing captain to nominate their first player
 - ix. Once captain "A" has named their first player, captain "B" must then name their first, second and third player. Captain "A" then names their second and third player..
 - x. All three players from both teams must be entered on the scorecard before the match commences and may not be altered without the consent of the team captains
- d. Only finals of team competitions will be played at neutral venues. The referees present are empowered to apply these rules without relaxation. This is further explained in **Rule 17**.

10. INDIVIDUAL & PAIRS COMPETITIONS FORMAT & PLAY

- a. Rounds in Snooker Cup competitions will be allocated to Monday evenings wherever possible, but if there are insufficient Mondays available, subsequent rounds shall migrate to a Tuesday evening.
- b. Rounds in Billiard Cup competitions will be allocated to Wednesday evenings wherever possible but if there are insufficient Wednesdays available, subsequent rounds shall migrate to a Thursday evening.
- c. Entry fees will apply to all competitions *excluding* The Oxford Times and Walt Bradbury Cup.
- d. In all Individual and Pairs competition matches shall be played on set evenings unless otherwise indicated on the draw sheets.
 - i. All individuals and pairs must submit current contact details (phone and/or email/social media/other reliable contact methods) upon entry to any competition.
 - ii. The first named player/pair on the draw sheet, is considered to be the home side.
 - iii. Both the home and away individual or pair are equally responsible for arranging the fixture between themselves.

- iv. In the event that a mutually acceptable date for the tie to be played cannot be agreed, then the home side must offer three alternative dates to the opposition who must within seven days accept one of the dates offered.
- v. The **Management Committee** will decide and declare the closing date for entry to all competitions, after when no entries will be accepted.
- vi. In the event of late or non-arrival of a side, the rules as described by **Rules 8.j** and **8.k** shall apply after any appropriate adjustment to accommodate alternate start times.
- vii. In the event of an individual player withdrawing from any of the ODBSA individual competition semi-finals or finals once the dates have been published, a one season ban for that individual from the competition where the withdrawal has taken place may be enforced. Mitigating circumstances shall be taken into account by the **Management Committee**.
- viii. If a player plays Snooker for one club and Billiards for another, then the choice of venue is theirs if drawn as the home player. This applies to any Snooker or Billiards pairs and individual competition up to and including the quarter final stages.
- e. In semi finals and finals, the referees present are empowered to apply these rules without relaxation. This is further explained in **Rule 17**.
- f. Pairs competitions
 - i. In a four-handed game each side shall break alternate frames and the order of play shall be determined at the start of each frame and, when so determined, must be maintained throughout that frame. A player breaking sequence during a frame will result in foul 7 to the opposition.
 - ii. Players may change the order of play at the start of each new frame.
 - iii. If a foul is committed and a request to play again is made, the player who committed the foul plays the next stroke and the order of play is unchanged. If the foul was called for playing out of turn, the offender's partner will lose a turn, whether or not the offender is asked to play again.
 - iv. When a frame ends in a tie and a re-spotted Black is necessary, the pair who play the first stroke have the choice of which player will make that stroke. The order of play must then continue as in the frame.
 - v. Partners may confer during a frame but not whilst one is the striker and has approached the table until the break has ended with a non-scoring stroke or foul.

11. UNCOMPLETED MATCHES

- a. In the event of matches not being completed owing to insufficient time or teams with only two available players then the remaining game(s) or frame(s) shall be played within seven days on a date agreed between both captains unless an extension is approved by the **League Secretary**.
- b. The **Results Secretary** must be notified of any delay in results being submitted.
- c. The rearrangement and completion of league games in either Snooker or Billiards after the last scheduled league fixture is prohibited.
- d. Any games that are outstanding after the last league fixture will be voided.

12. POSTPONED MATCHES

- a. No match may be postponed without the consent of both captains.
- b. No match may be postponed after 11am on the match date without consent from both captains and notifying the hosting club venue and **League Secretary**.
- c. Notice of postponement must be with the **Results Secretary** within three days of the original match date.
- d. League matches should then be completed within 14 days of the original match date if possible. The **League Secretary** must approve any further extensions that are requested.
- e. The rearrangement and completion of league games in either Snooker or Billiards after the last scheduled league fixture is prohibited.
- f. Any games that are outstanding after the last league fixture will be voided.
- g. Competition team matches must be re-arranged and played at the earliest possible date, but in any event before the date allocated for the next round.
- h. Once the date for the semi-finals or finals has been published, whether for individuals, pairs or team competitions the date cannot be changed unless deemed appropriate by the **Management Committee**

12.1 JOKER CARD

- a. The joker card is a new feature available to all teams in both leagues to reduce the cancellation of matches or concessions of frames.
- b. Teams who can only field 2 players on a match night have the option of one of the two present players to play as the missing third player.
- c. All joker card usage must be notified to the opposition & league secretary before being used.
- d. Each team will be permitted 2 joker cards for the entirety of the season.
- e. Only one joker can be used for each half of the league calendar. (1 before Xmas & 1 after)
- f. Jokers cannot be used against the same team twice.
- g. Jokers are not permitted in any team competition or the last scheduled league fixture.
- h. To determine the player who plays as the missing third player. The two present players can either toss a coin or randomly draw names. This must be done before the match commences.
- i. The player who wins the coin toss or draw selection then plays as the third player.
- j. It is recommended that the joker plays first and third however this is the players discretion and must be agreed by the opposition.
- k. No frame statistics will be recorded for the individual as the joker; however, all permitted breaks can be recorded. Please make note of this in the comments section on your online match scorecard.

13. RESULTS

- a. The results of all teams matches, duly witnessed on a scorecard by a member of each team, should be reported to the **Results Secretary** by the home captain within 48 hours of the match taking place, ensuring that any significant breaks or comments are recorded and submitted.
- b. Only breaks of 25 or more are to be recorded for Snooker and breaks of 20 or more for Billiards.
- c. Scorecards must be submitted by electronic means via the ODBSA website, Facebook, WhatsApp group(s) or directly to the **Results Secretary**.
- d. Results in all non-team competitions, along with any notification of a claimed game, must be submitted by electronic means via the ODBSA website, Facebook or directly to the **Results Secretary** and prior to the completion date of the round.
- e. Failure to meet this requirement will mean that both sides or players will be scratched from the competition.

14. CLAIMS & GRIEVANCES

- a. In the event of a frame, game or match being claimed it should be notified to the **Results Secretary** as per **Rule 13**.
- b. Grievances, protests or complaints about any matter must be made in writing, to reach the **League Secretary** within 7 days of the match or incident date.
- c. In dealing with all such matters, the **League Secretary** will investigate all allegations and consult the **Management Committee** before writing to the club, team or player against whom allegations are being made, outlining the allegation and inviting a written response.
- d. Failure to make a written response given could be taken that the allegations made are accepted as being accurate.

15. REGISTRATION FEES (SEE ALSO RULE 2)

- a. Team and Player Registration Forms shall be distributed no later than two weeks before the scheduled date of the AGM.
- b. The levels of fees and dates that must be paid will be recorded on the Team and Player Registration Forms.
- c. Late payment of fees may be penalised by way of a ban or the deduction of points.
- d. Competitions Entry Fees; unless otherwise indicated, all competition fees are presently covered by the ODBSA registration fees.

16. SANCTIONS FOR BREACH OF THE ODBSA RULES & REGULATIONS

- a. Sanctions for the breach of the ODBSA Rules & Regulations will be as follows unless the **Management Committee** decides that by a virtue of exception mitigating circumstances that a reduced ban or no ban would be appropriate:
 - i. The **Management Committee** can issue club, team and individual bans from participating in any ODBSA upcoming season or during any current fixtures in accordance with the rules and regulations which have been broken.
 - ii. Ban duration will be decided by the **Management Committee** and issued in writing

17. REFEREES (RESPECT & CONDUCT)

- a. For finals of team competitions and semi finals and finals of individual and pairs competitions, the **Management Committee** will endeavour to provide qualified referees to oversee matches.
- b. These referees are officially certified by the English Association of Snooker and Billiards (EASB) or another national governing body. Whatever the proficiency of the referee, their decision regarding any matters arising during match play shall be first and final and the decisions respected.
- c. The ODBSA expects players to respect and take the following points into consideration:
 - i. If a referee awards a miss after a foul, this should be accepted whether either player agrees with the call or not. A referee cannot and will not comment on the decision behind a miss call during match play, but a player may request a comment from the referee at the conclusion of a match (not after a frame, even if the current frame is the last that player is due to play).
 - ii. The referee will consult both players as to the position of balls should the referee be requested to replace the balls after a miss. So long as the referee does not believe the position to be drastically incorrect, then any collective agreement between the two players shall stand.
 - iii. A referee cannot advise on the difference in scores if asked by any player; they cannot stop them asking their opponent or a teammate, but the referee cannot offer the difference themselves. If asked what the difference in scores currently is, a referee will simply give the current scores of the frame (including the current break if one is in progress) and no more.
 - iv. It is the duty of the referee, not the players, to ensure that all balls are correctly positioned at the start of a frame. Whilst players are very welcome to take balls out of runners to speed up the process of resetting the table, they should refrain from spotting balls themselves.
 - v. The referee is within their rights to warn players for any verbal or physical abuse during a match. This includes players making derogatory comments towards a referee whether related to the current frame/match or otherwise.
 - vi. During team matches, a warning accrued by any player at any stage shall be considered a warning for the team as a whole. For instance, if one player in Team A is given a warning in one frame with the prospect of frame forfeiture should another warning be given, any such warning given to any of the other players in the team (whether or not they are partaking in the current frame) will result in the loss of that frame.
- d. The same best practice should also be applied to any players who are overseeing frames during a match which does not have a dedicated referee present.

18. ODBSA - TEAM, PAIRS & INDIVIDUAL COMPETITIONS

- a. All competitions will conform to a knockout format.
- b. A minimum of 8 entries is necessary for a competition to take place.
- c. All players are reminded that a frame is completed when:
 - i. The frame is won or conceded
 - ii. Snooker - the black is finally potted or fouled
- d. In games or matches where aggregate scores are relevant or apply, it is only when the scores are equal as a result of the last frame that the black is re-spotted in order that a winner may be determined.

18.1. BILLIARD TEAM COMPETITIONS

- a. All league teams are entered into all 3 team knockout competitions.
- b. **Rules 9.c.viii, 9.c.ix & 9.c.x** apply.
- c. **Rule 18.1.b** does not apply to the Hashman Shield.
- d. All semi-finals will be randomly drawn.
 - i. Teams drawn as the home team will play the semi final at their home venue.
- e. **Rule 6.a** will not apply to team semi finals.
- f. Only finals of team competitions will be played at neutral venues.
- g. Referees for finals will be provided by the **Management Committee**.

• THE STEPHEN REISS MEMORIAL CUP

- a. The winner in all rounds is the team securing 3 or more points from an available total of 5 points.
 - i. Each of the 3 players will play to 200 points to secure victory.
 - ii. One point will be awarded for each frame won and two points to the team securing the highest aggregate score over the three frames.
- b. All players will start on the scoreboard on their league handicap rather than the difference between.
- c. For the purpose of **Rule 9.c.iv** a claimed game will be counted as a 50 to 0 win.

• THE ATOX TEAM CHALLENGE CUP

- a. The winner in all rounds is the team securing 4 or more points from an available total of 7.
- b. Each team player will play 2 frames to a winning total of 75 points, played in the following format:

Frame 1	Home & Away 1st Players
Frame 2	Home & Away 2nd Players
Frame 3	Home & Away 3rd Players
Frame 4	Home & Away 1st Players
Frame 5	Home & Away 2nd Players
Frame 6	Home & Away 3rd Players

- c. One point is to be awarded for each frame won and one point for the team with the highest aggregate score overall.
- d. For the purpose of **Rule 9.c.iv** a claimed game will be counted as a 25 to 0 win.
- e. Handicaps:

Section 1 (-50 or lower):	-30
Section 2 (-45 to -5):	-15
Section 3 (0 to 50):	0
Section 4 (+55 to +95):	+15
Section 5 (+100 or higher):	+30

• THE HASHMAN MEMORIAL SHIELD

- a. Maximum of 6 frames to be played to 100 points.
- b. Format:
 - i. The Home Team shall select their players order as normal first.
 - ii. The Away Team are to then select 3 players for the first 3 frames.
 - iii. The final 3 frames, the away team players must play different opponents from their previous frame.
 - iv. Away Team Format Example:
Example 1. 123, 231 Example 2. 123,312
- c. In semi semi-finals, a random draw will take place to determine the home and away teams.
- d. In the final, to determine the home and away teams. Captains are to toss a coin. The winning captain will have the choice to be the home or away team.
- e. All players are to play with a handicap of half of their current league handicap.
- f. All handicaps are rounded down to 5 or 0 if a halved handicap results in 2.5 or 7.5 eg:
 - i. a players handicap of -65 will be halved to -32.5 and rounded down to -35
 - ii. a players handicap of +75 will be halved to +37.5 and rounded down to +35 a players handicap of +5 will be halved to +2.5 and rounded down to 0 (Scratch)
- g. The first team to secure 4 frames wins.
- h. In the event of a 3-3 draw 1 point is awarded to the team with the highest overall aggregate points scored.
- i. In the event that points are tied, an additional random drawn frame is to be played.

18.2. BILLIARD SINGLES & PAIRS COMPETITIONS

- **THE OXFORD TIMES CUP**

- a. The winner is the player to secure a total of 300 points in each round up to and including quarter final matches.
- b. Semi finals and final matches require a winning total of 500 points.
- c. This competition will be seeded as that of the previous years semi finalist
- d. Handicaps do not apply to this competition.

- **THE ARTHUR COOK HANDICAP CUP**

- a. All players play off their league handicaps.
- b. The winner in all rounds is the player securing 200 points.
- c. All players will start on the scoreboard on their league handicap rather than the difference between.

- **THE TURNER CUP**

- a. Matches are to be played best of 3 frames of 75 points
- b. Semi final and final are best of 5 frames of 75 points
- c. Atox handicaps will be used in this competition for all players (please refer to **Atox Rules** for handicaps)

- **THE COUNTDOWN CHALLENGE CUP**

- a. The winner in all rounds is the player to score the most points in the allotted time.
- b. A device with the capability of having a timer is needed for this competition.
- c. 60 minutes of play will apply in the 1st round up to and including the Quarter Finals.
- d. 90 minutes of play will apply to the semi finals and final.
- e. The timer shall begin from the first striking of the cue ball when breaking off.
- f. At the end of the allotted time, a shot which commences before but scores after the timer has run out will be deemed valid. In other words, if the cueball is struck before the timer reaches zero the score will count even if the balls come to rest after the time is up.
- g. If scores are tied at the end of the allotted time. Both cue balls are removed and the red respotted. Both players will lag for break and a further 10 mins shall be played to determine the winner. This is to be repeated if scores are tied at the end of the allotted 10 minutes.
- h. Handicaps do not apply to this competition.

- **THE ALLAN COPELIN MEMORIAL PAIRS**

- a. The winner in all rounds is the pair to secure 250 points
- b. A pair must be 2 players, who are registered to the ODBSA during the season of the competition.
- c. **Rule 10.f** applies to this competition but not **Rule 10.f.iv**.
- d. The handicap applied to each pair is the average of the two players' individual handicap based on division;
 - i. e.g. 2 players carrying a 10 handicap each would play off 10 as the pair $(10+10 \div 2 = 10)$, while players with 10 and 20 handicaps respectively would play off 15 as the pair $(10+20 \div 2 = 15)$
 - ii. All pairs will start on the scoreboard on their handicap, rather than the difference between the handicaps; e.g. where Pair 1 =10 and Pair 2 =30, the scoreboard would start as +10 vs +30 rather than +20 in favour of Pair 2

18.3. SNOOKER TEAM COMPETITIONS

- a. All league teams will be automatically entered into the Colin Cutler Memorial Trophy, Simonds and Sherlock Cups.
 - b. First and second round losers of the C.C.M.T will be entered into the John Evans Memorial Plate.
 - c. The Simonds Cup consists of teams from the Premier Division and Division 1.
 - d. The Sherlock Cup consists of teams from Division 2 and below.
 - e. All semi-finals will be randomly drawn.
 - f. Teams drawn as the home team will play the semi final at their home venue.
 - g. **Rule 6.a** will not apply to team semi finals.
 - h. Only finals will be played at neutral venues
 - i. Referees for finals will be provided by the **Management Committee**.
-

● **COLIN CUTLER MEMORIAL TROPHY & JOHN EVANS MEMORIAL PLATE (HANDICAPPED)**

- a. All matches are to be played in the following format and teams must draw lots to determine their player order:

Frame 1	Home & Away 1st Players
Frame 2	Home & Away 2nd Players
Frame 3	Home & Away 3rd Players
Frame 4	Home & Away 1st Players
Frame 5	Home & Away 2nd Players
Frame 6	Home & Away 3rd Players
Frame 7	(deciding frame if tied at 3-3 after 6 frames)

- b. The semi-finals of these competitions will be randomly drawn.
- c. The first team to secure 4 frames wins. In the event of a 3-3 tie, an additional frame shall be played with both teams drawing lots to decide which 2 players are involved.
- d. **Handicaps:** All players will play off their current individual league issued handicap. Handicaps are available on the association's website.
- e. Teams losing in the 1st and 2nd rounds of the C.C.M.T will be entered into the J.E.M.P
- f. Any team withdrawing from the C.C.M.T in either the 1st or 2nd round, will be excluded from participating in the J.E.M.P competition.

● **SIMONDS & SHERLOCK CUPS (NO HANDICAPS)**

- a. All matches are to be played in the following format and teams must draw lots to determine their player order:

Frame 1	Home & Away 1st Players
Frame 2	Home & Away 2nd Players
Frame 3	Home & Away 3rd Players
Frame 4	Home & Away 1st Players
Frame 5	Home & Away 2nd Players
Frame 6	Home & Away 3rd Players

- b. A total of 7 points are available; one point is to be awarded for each frame won, and a further point is to be awarded to the team securing the greatest aggregate score over all 6 frames.
- c. The first team to secure 4 points wins.
- d. For aggregate score reasons it is required that all frames are played until the final black ball is potted.
- e. In the rare event that the match ends 3-3 AND the aggregate scores are tied a deciding frame will be played.
 - i. The teams will draw lots to decide which 2 players are involved.
- f. For the purpose of **Rule 9.c.iv**, a claimed or forfeited game will be counted as a 49 to 0 win.

18.4. SNOOKER INDIVIDUAL & PAIRS COMPETITIONS

Individual Handicaps apply to competitions highlighted in red.

- **THE WALT BRADBURY CUP**

- Matches will be best of 5 frames
- Semi final is best of 7 frames
- Final is best of 9 frames.
- No handicaps
- This competition will be seeded as that of the previous years finalist.

- **THE WALT BRADBURY TROPHY**

- Best of 3 frames in all rounds
- Players who have already won this competition cannot enter.
- No handicaps

- **THE ARTHUR GOODWIN HANDICAP CUP**

- Best of 3 frames in all rounds.
- Handicaps:** All players are to play off their league issued handicap.

- **THE KEN OLIVE SENIORS CUP**

- Only players aged 50 or above as of the first Tuesday in September can enter.
- Best of 3 frames in all rounds.
- Handicaps:** All players are to play off their league issued handicap.

- **THE CAPTAIN'S CUP**

- Best of 5 frames up to and including the Semi Final
- The Final shall be best of 7 frames.
- To be eligible to enter, you must be the registered captain of either a Snooker or Billiards team.
- Billiard team captains will be allocated handicaps by the **Management Committee**.
- Handicaps:** All players are to play off their league issued handicap.

- **SHERMAN POOLS PAIRS**

- Pairs can be any 2 players registered for the current season regardless of club.
- The winner in all rounds is the pair securing the best aggregate score over 3 frames.
- The handicap applied to each pair is the average of the two players' individual handicaps.
 - e.g. 2 players carrying an 8 handicap each would play off 8 as the pair $(8+8 = 16 \div 2 = 8)$, while players with 8 and 16 handicaps respectively would play off 12 as the pair $(8+16 = 24 \div 2 = 12)$
- Rule 10.f** applies to this competition.

- **TEN RED SCOTCH DOUBLES**

- Best of 3 frames in all rounds.
- Frames will begin with a triangle of 10 reds rather than 15.
- No Handicaps
- Each player will take alternative strokes during a break.
 - Player 1 will pot a red
 - Player 2 will pot a colour
- Pairs can be any 2 players registered for the current season regardless of club.
- Players can confer during a break in this 4 handed game.

The Miss Rule Explained

Written by Martyn Royce - WPBSA & WST Referee (Retired 2020)

The miss rule is an official rule of Snooker. Whilst it was brought in to appease those in the professional game, the wording of the rule intentionally allows it to be used to cover games of any level. The ODBSA acknowledges that the rule can be difficult to interpret and implement, but we hope that the following guidance will prove useful to those requiring it during league play.

The rules of Snooker, as codified by the WPBSA, stipulate that 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'. The awarding of a miss allows the non-striker to have the balls reset to their original position before the stroke was played should he or she not wish to play the next stroke.

What constitutes a 'good enough attempt' can and should be determined by a number of factors, namely (and in no particular order):

- The ability of the player concerned
- The difficulty of the easiest possible stroke that could be played
- The difficulty of the stroke that has been played
- The pace of the stroke being played
- The want or need to impart side on the cue ball

A good example incorporating the above is where the striker is attempting to hit a loose red at the top of the table behind the black with the rest of the pack of reds still relatively intact. The pack offers a much larger surface area of balls on to strike, but striking the red behind the black may likely offer less opportunity for an incoming striker to score from it. If the striker insists on attempting a shot at a ball on which the referee does not deem to be the easiest available, they reserve the right to call a miss.

However, whilst a typical Premier Division player may automatically consider and/or choose to play a certain style of shot, a lower division player may not do. Consideration must be given to whether the referee deems the striker to have a sound enough depth to their game to play particular types of shot; it should not be deemed a discredit to the striker if they wouldn't consider a shot (such as a massé/swerve) that a better player may do.

Things which players often incorrectly consider when determining whether or not a miss should be called include (again, in no particular order):

- The condition of the table
- Home advantage
- (In team matches) the collective ability and/or league position of teams
- The difficulty of any stroke that may be played by the incoming striker after the foul stroke

It is considered a given that anyone tasked with refereeing a frame of Snooker does so impartially and fairly, whether as a neutral or as a member of one of the participating teams. Each player, whether a teammate or opponent, should be judged on their ability alone. Having local knowledge of a certain table having a faster cloth or irregular bounce from a cushion, for instance, should have no bearing on the judgement of the quality of stroke played. Similarly, a player of a lesser or greater ability than his or her team mates should not have their level of play determined either by the division they play in or the skill level of their team as a whole.

It is also a common misconception that a miss should not be called if the finishing position of the balls allow an easy scoring opportunity to the incoming striker. Whilst it may be obvious that the striker will continue with the position of the balls in play at the end of a miss stroke, the option must be awarded (or not) purely on the quality of the stroke played. What the incoming striker might play, however likely that possible stroke might be, should never be considered.

When a miss is awarded and the striker requests the balls to be replaced to their original position, players are expected to cooperate as efficiently as possible with the referee so as to ensure swift passage of play. Where multiple balls have moved, the referee may call upon the help of spectators or other players for advice as to where a ball or balls should be repositioned to. It is worth noting that a referee should not interfere with a unanimous decision made by the players; once the players agree on the position of any ball(s), the decision should be respected.

Regardless of any of the above comments, there are instances where a miss **MUST** be called. Most commonly, a miss must be called if the striker has means to play a straight line shot towards a ball on (that is, without imparting any side on the cue ball).

Should a player choose to partake in competition Snooker, they should be expected to be able to play a straight line shot.

Only in exceptional circumstances, when say there is less than a quarter ball available to the ball on across the length of the table, should a miss not be called here.

When centre ball contact is available to a ball on (again by means of a straight line stroke), a miss must be called without exception even when the cue ball is hampered either by another ball(s) or is tight to a cushion. In turn, if a miss is called twice in succession (that is, a miss is committed and balls are replaced accordingly twice) regarding the same stroke, then the player must be warned by the referee that failure to strike a ball will result in the forfeiture of the current frame.

It is also important to note that the value of the balls left on the table may also determine whether or not a miss should be called on a stroke. When there are not enough points left on the table for the trailing player to win the frame, before OR after the stroke in question, then a miss cannot be called unless the striker made no attempt whatsoever to first strike a ball on.

Take for example that one red (thus 35 points) remains on the table with the striker 29 points behind and red is the ball on. If a 4-point foul is committed, a miss may be called because there are still enough points on the table for the striker to win (33 behind, 35 on).

If, however, a 6 or 7-point foul is instead committed, the difference in scores will either match or exceed the value of the balls on the table meaning that a miss cannot be called. If a miss is called accidentally in this scenario, the referee reserves the right to retract the call and should apologise for the error.

A situation may occasionally arise where it is deemed impossible to play any legal stroke. In this instance, a miss will not be called so long as the referee is satisfied that the stroke made (either indirectly [playing towards a cushion first] or directly) was played with sufficient strength to first strike a ball on had the impeding ball(s) not been in the way.

20. BILLIARDS RULES OF PLAY AND SCORING

- a. There are three balls. They are the same size as snooker balls (52.5 mm or 2+1/16 in with a tolerance of 0.05 mm) and they must weigh the same to a tolerance of 0.5 g within a set.
- b. The balls are designated as:
 - i. White with red spots – the cue ball for player 1, and an object ball for player 2
 - ii. Yellow with red spots – the cue ball for player 2, and an object ball for player 1
 - iii. Red – an object ball for both players
- c. Beginning the game:
 - i. To see who will be the starting player, players perform a lag, where both simultaneously hit a cue ball up the table, bouncing it off the top cushion so that it returns to baulk (the first quarter-length of the table). The player who gets their ball closer to the baulk cushion can now choose which cue ball they want to use during the game, and to break or let the opponent break.
 - ii. The red ball is placed on the spot at the top of the table (same as the black spot in snooker) and the first player begins by playing in-hand from the "D" behind the baulk line. The other cue ball remains off the table until the opponent's first turn, when they play in hand from the "D".
 - iii. The idea is to leave the balls safe by creating either a double baulk (both object balls in baulk), or the red in baulk with the cue-ball tight (frozen) to the top-side cushion.
- d. Scoring and Points which are awarded are as follows:
 - i. Cannon – striking the cue ball so that it hits, in any order, the other cue ball and the red ball on the same shot: 2 points.
 - ii. Winning hazard (or potting, in snooker terms) – striking another ball with one's cue ball so that the red enters a pocket: 3 points; or striking another ball with one's cue ball so that the other cue ball enters a pocket: 2 points.
 - iii. Losing hazard (in-off in snooker terms) – striking one's cue ball so that it hits another ball and then enters a pocket: 3 points if the red ball was hit first; 2 points if the other cue ball was hit first; 2 points if the red and the other cue ball are hit simultaneously.
 - iv. Combinations of the above may all be scored on the same shot. The most that can be scored in a single shot is therefore 10 – the red and the other cue ball are both potted via a cannon (the red must be struck first), and the cue ball is also potted, making a losing hazard off the red.
- e. The winner is determined by a player reaching a fixed number of points set at the start of the game, or by which player is leading at the end of a timed game.

Other rules:

- f. If the red is potted it is respotted on the spot at the top of the table (the black spot). After the red has been potted twice off the spot in a row (i.e. without a cannon or losing hazard), it is respotted on the middle spot. If the middle spot is occupied, it goes on the pyramid spot (the pink spot in snooker). If both the middle and pyramid spots are occupied, it goes back on the spot. When potted from the middle or pyramid spot, it returns to the spot at the top of the table.
- g. After a losing hazard, play continues in-hand from the "D". When playing from in-hand, a striker must touch a ball or cushion out of baulk before striking a ball in baulk.
- h. If playing in-hand and all balls on the table are in baulk, and contact is not made with any ball, this is a miss; 2 points are awarded to the opponent, who must play from where the balls have come to rest.
- i. If an opponent's cue ball is potted, it remains off the table until it is that opponent's turn to play, when it is returned to that player, who may play it in-hand from the "D". There is one exception to this rule; only 15 hazards in a row may be played, after which a cannon is needed to continue the break. If only the red ball is on the table at the start of the break (meaning a cannon cannot be made), then after 15 hazards the opponent's ball must be placed on the "brown spot". It becomes a "line ball" and may not be played directly from baulk.
- j. If the cue ball is touching an object ball, then the balls must be respotted: red on its spot and opponent's ball in the centre spot, with the striker to play from in-hand.

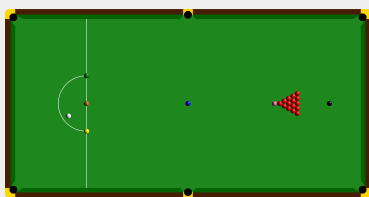
Matches held under professional regulations include a rule forcing the player to execute a shot in a way to have his cue ball cross the baulk line, heading towards the baulk cushion, once between 80 and 99 points in every 100 in a running break.

Fouls:

- a. If a foul occurs, two points are awarded to the opposing player who has the choice of playing from where the balls lie or they can be respotted. There are a few different ways a foul can occur, by:
 - i. Playing/Striking the opponent's cue ball or Red object ball
 - ii. Making any ball jump off the table
 - iii. Failing to make contact between one's cue ball and at least one object ball (unless double baulked)
 - iv. A double-hit or push shot
 - v. Jumping one's cue ball over an object ball
 - vi. Playing a 16th consecutive hazard or 76th consecutive cannon
 - vii. When in-hand, not hitting an object ball or cushion out of baulk before hitting a ball in baulk

21. SNOOKER RULES OF PLAY AND SCORING

- a. A player wins a frame by scoring more points than their opponent. At the start of a frame, the object balls are positioned on the table as shown in illustration below.



- b. Starting with the cue ball in the "D", the first player executes a break-off shot by striking the cue ball with the tip of their cue, aiming to hit any of the red balls in the triangular pack. The players then take alternating turns at playing shots, with the aim of potting a red ball into a pocket and thereby scoring one point. Failure to make contact with a red ball constitutes a foul, which results in penalty points being awarded to the opponent. At the end of each shot, the cue ball remains in the position where it has come to rest (unless it has entered a pocket, where it is returned to the "D") ready for the next shot. If the cue ball finishes in contact with an object ball, or a ball that could be an object ball, a touching ball is called. The player must then play away from that ball without moving it, or else the player will concede penalty points. When playing away from a touching ball, the player is not required to strike another object ball.
- c. When a red ball enters a pocket, the striker must then pot a coloured ball (or "colour") of their choice. If successful, the value of the potted colour is added to the player's score, and the ball is returned to its designated spot on the table. (If a designated spot is unavailable, the colour is respotted on the spot of the highest available colour; if no spots are available, the colour is respotted as close as possible to its own spot without touching the obstructing ball towards the top cushion.) The player must then pot another red ball followed by another colour. The process of alternately potting reds and colours continues until the striker fails to pot the desired object ball or commits a foul—at which point the opponent comes to the table to start the next turn—or when there are no red balls remaining. Points accumulated by potting successive object balls are called a "break" (see Scoring below). At the start of each player's turn, the objective is to first pot a red ball, unless all reds are off the table, or the player has been awarded a free ball, which allows them to nominate another object ball instead of a red. The cue ball may contact an object ball directly or it can be made to bounce off one or more cushions before hitting the required object ball.
- d. The game continues until every red ball has been potted and only the six colours and the cue ball are left on the table. The colours must next be potted in the ascending order of their values, from lowest to highest, i.e. yellow first (worth two points), then green (three points), brown (four points), blue (five points), pink (six points), and finally black (seven points); each colour remains in the pocket after being potted. When the final ball is potted, the player with the most points wins the frame. If there are not enough points remaining on the table for a player to win the frame, that player may offer to concede the frame while at the table (but not while their opponent is still at the table); a frame concession is a common occurrence in professional snooker. Players will often play on even when there are not enough points available for them to win, hoping to force their opponent into playing foul shots by laying snookers. These are shots that are designed to make playing a legal shot harder, such as leaving another ball between the cue ball and the object ball.
- e. If the scores are equal when all of the object balls have been potted, the black is used as a tiebreaker. In this situation, called a "respotted black", the black ball is returned to its designated spot and the cue ball is played in-hand, meaning that it may be placed anywhere on or within the lines of the "D" to start the tiebreak. The referee then tosses a coin and the winner of the toss decides who takes the first strike. The game continues until one of the players either pots the black ball to win the frame, or commits a foul (losing the frame).

Professional and competitive amateur matches are officiated by a referee, who is charged with ensuring the proper conduct of players and making decisions "in the interests of fair play". The responsibilities of the referee include announcing the points scored during a break, determining when a foul has been committed and awarding penalty points and free balls accordingly, replacing colours onto their designated spots after they are potted, restoring the balls to their previous positions after the "miss" rule has been invoked (see **Rule 19**), and cleaning the cue ball or any object ball upon request by the striker. Another duty of the referee is to recognise and declare a stalemate when neither player is able to make any progress in the frame. If both players agree, the balls are returned to their starting positions and the frame is restarted (known as a "re-rack"), with the same player taking the break-off shot as before. Professional players usually play the game in a sporting manner, declaring fouls they have committed which the referee has not noticed, acknowledging good shots from their opponent, and holding up a hand to apologise for a fortunate shot, known as a "fluke".

Scoring

<i>i.</i>	Red snooker ball	1 point
<i>ii.</i>	Yellow snooker ball	2 points
<i>iii.</i>	Green snooker ball	3 points
<i>iv.</i>	Brown snooker ball	4 points
<i>v.</i>	Blue snooker ball	5 points
<i>vi.</i>	Pink snooker ball	6 points
<i>vii.</i>	Black snooker ball	7 points

Points in snooker are gained from potting the object balls in the correct sequence. The total number of consecutive points (excluding fouls) that a player amasses during one visit to the table is known as a "break". A player could achieve a break of 15, for example, by first potting a red followed by a black, then another red followed by a pink, before failing to pot the next red. Breaks of 100 points or more are referred to as a century break, and are recorded over the career of a professional player. A maximum break in snooker is achieved by potting all reds with blacks, then potting all six colours, yielding 147 points; this is often known as a "147" or a "maximum".

Penalty points are awarded to a player when a foul is committed by the opponent. A foul can occur for various reasons, such as sending the cue ball into a pocket, or failing to hit the object ball. The latter is a common foul committed when a player fails to escape from a "snooker", where the previous player has left the cue ball positioned such that no legal ball can be struck directly in a straight line without being wholly or partially obstructed by an illegal ball. Fouls incur a minimum of four penalty points unless a higher-value object ball is involved in the foul, up to a maximum of seven penalty points where the black ball is concerned. When a foul is committed, the offender's turn ends and the referee announces the penalty. All points scored in the break before the foul was committed are awarded to the striker, but no points are scored for any ball pocketed during the foul shot.

If dissatisfied with the position left after a foul, the next player may nominate the opponent who committed the foul to play again from where the balls have come to rest. If the referee has also called a "miss" meaning that the referee has deemed the opponent not to have made their best possible attempt to hit the object ball the player has the option of having the balls replaced to their original positions and forcing the opponent to play the shot again. If, after a foul, the next player cannot clearly strike both sides of the object ball, the referee may call a free ball, allowing the player to nominate any other ball in place of the object ball they might normally have played. If a player is awarded a free ball with all 15 red balls still in play, they can potentially make a break exceeding 147, with the highest possible being a 155 break, achieved by nominating the free ball as an extra red, then potting the black as the additional colour after potting the free-ball red, followed by the 15 reds with blacks, and finally the colours.



CENTURY BREAKS

since 2003

Lee Richardson - 135,111

Karl Walker - 130,120,118,115,113,110,108,105,105

John Bevan - 121

Neil Craycraft - 106

Gavin Wright - 104

Lewis Calcutt - 102

Paul Robinson - 101 (Billiards)

Justin Buckingham - 100