

SNOOKER SHOOTOUT RULES

- Players 'lag' to decide who breaks off
- Each match lasts a maximum of 10 minutes from the break off
- There is a shot clock of 15 seconds throughout the frame, which starts when the balls come to a rest or a colour is respotted
- If a player is hampered by a player on an adjacent table, a 'freeze' to the shot clock can be requested – but the 10 minute frame clock will continue
- Following all fouls, the cue ball is played from 'in hand'. The shot clock starts when the incoming player receives the cue-ball from the referee
- At least one ball must strike a cushion or enter a pocket in every stroke (even when snookered!).
- ALL fouls result in a five point penalty – even on pink and black – and the incoming player receives the cue ball from the referee and plays from 'in hand' at all times
- There is no foul and miss rule
- 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 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. The first player to make an unequalled pot will win the frame
- 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
- Players will referee and time the next game on their table after theirs