



RULES AND REGULATIONS OF THE GAME AND OFFICIATING

CHAPTER I - GENERAL

- 1.1 Definitions
- 1.2 Chapters and sections
- 1.3 Provisions to be observed

SECTION I - RULES OF THE GAME

CHAPTER II - EQUIPMENT AND MATERIAL

- 2.1.1 Billiard table
- 2.1.2 Billiard balls, billiard chalk
- 2.1.3 Cue, Mechanical bridge
- 2.1.4 Spot, cushions, string, specifications of spots
- 2.1.5 Lighting
- 2.1.6 Scoreboards
- 2.1.7 Time clock
- 2.1.8 Testing equipment

CHAPTER III - RULES FOR THREE-CUSHION

- 2.2.1 Start of game
- 2.2.2 Warming up and lag for break
- 2.2.3 Placing of cue balls, object balls
- 2.2.4 Starting position
- 2.2.5 Interruption of game
- 2.2.6 End of game
- 2.2.7 Carom
- 2.2.8 Frozen balls, jumped balls
- 2.2.9 Fouls

CHAPTER IV - THREE-CUSHION

- 3.1 Three cushion

SECTION II - REFEREEING

- 4.1 Definitions
- 4.2 Tasks of the referees
- 4.3 Competencies of the referees
- 4.4 Attitude of the referees
- 4.5 Counting, announcing
- 4.6 Indicating fouls
- 4.7 Revising decisions
- 4.8 Other rights and duties of referees

FINAL PROVISIONS OF THE GAME AND OFFICIATING

- 5.1 Protests
- 5.2 Unforeseen cases
- 5.3 Coming into force of this regulation, modification

* **Explanations**

CHAPTER 1 GENERAL

Art. 1 Definitions

For this regulation, the provisions of the statutes and the general rules and definitions of the tournament regulation will be applicable.

Art. 2 Chapters and sections

This regulation consists of four chapters

- 1. General
- 2. Rules of the game
 - a. equipment and material
 - b. rules for three cushion
- 3. Officiating
- 4. Final provisions

Art. 3 Provisions to be observed

* The rules of the game and for officiating should be applied for all official contests.

In unofficial contests it is recommended, but not obligatory, to apply the provisions of the Rules of the Game and Refereeing.

SECTION I RULES OF PLAY

CHAPTER II EQUIPMENT

Art. 2.1.1 Billiard table

- 1. A billiard table consists of one or more plates, framed with wooden rails.
- 2. The playing surface between the cushions is set level and should have the following dimensions: 2,84 x 1,42 m. The cushions mentioned in paragraph 4 are part of the playing field.
- 3. The plates consist of slate or other material approved by the BWA. The thickness should be a minimum of 45 mm.
When two or more of these plates are used, there should be neither space between the plates nor difference in height.
- 4. The cushions are made from rubber or other material approved by the BWA.
The height of the angular point of the cushions in relation to the flat part should be 36 to 37 mm.
- 5. The top of the frame is smooth and dark in colour. On top of the frame there are inlaid diamonds, approved by the BWA. The distance between the diamonds is 1/8 the length of the playing surface.
- 6. The plates and cushions are covered with blue cloth. This special cloth needs the approval of the BWA.
A cloth should not be worn or damaged in such a way that play would be severely effected.
- 7. To avoid clammy or damp cloth, the billiard table should be positioned correctly with respect to the interior of the arena. In case the interior of the arena is humid, the table should be supplied with humidity-reducing equipment.
- 8. The height of the billiard table from the floor to the top of the wooden frame is 75 to 80 cm.

Art. 2.1.2 Billiard balls, billiard chalk

1. In a game in official contests three balls are used: a red ball, a yellow one and a white one. The yellow and de white ball have both red spots on it so-called **SPOTTED BALL's**. These three balls are round and equal in size and weight and should be approved by the BWA.
2. The diameter of a ball is 61 to 62 mm.
3. The weight should be between 205 and 220 grams. A difference of a maximum of 1 gram of weight is allowed between the lightest and the heaviest ball.
4. The BWA is authorised to specify the brand ball used in official contests.
5. The chalk used on the cue tip is produced especially for that purpose.
6. The use of material that will cause the billiard table or the balls to get greasy or soiled is strictly prohibited.

Art. 2.1.3 Cue, mechanical bridge

1. The cue is a round stick with a leather pad on one end, called the cue tip. The mechanical bridge is a grooved device mounted on a handle providing support for the shaft of the cue during shots difficult to reach. The form and design should be approved by the BWA.
2. A player has the right to use any cue or mechanical bridge available.
3. When playing a ball a player can use the mechanical bridge instead of the hand.

Art. 2.1.4 Spots, cushions, foot string, specification of spots

1. Spots are points on the playing surface on which the balls are placed in accordance with provisions of this regulation.
2. The spots are to be indicated by very small marks and points.
3. The playing field has five spots:
 - a. Three, dividing the longitudinal axis into four equal parts of 71cm each.
 - b. Two on either side of the longitudinal on an imaginary line that is parallel to the foot cushion and the foot spot as mentioned in paragraph 4. The distance between these spots and the longitudinal is 18.25 cm.
4. Specification of spots as mentioned in paragraph 3:

Foot spot	: the central spot on the foot string
Left spot	: the spot to the left of the foot spot
Right spot	: the spot to the right of the foot spot
Central spot	: the central spot on the longitudinal axis
Head spot	: the spot closest to the head string
5. The imaginary line as mentioned in paragraph 3 (b), is called the **foot string**.
6. Specification of the cushions:

Foot cushion	: the short cushion closest to the foot string
Head cushion	: the short cushion farthest from the foot string
Left cushion	: the long cushion to the left of the foot string
Right cushion	: the long cushion to the right of the foot string

Art. 2.1.5 Lighting

1. The lighting of the playing surface of a billiard table in official contests needs to comply with the following requirements:
 - * a. The minimum intensity of light should be 560 lux. Milky white lamps, at least 100 Watt or low-energy lamps produce it with at least the same intensity. They should be hung at about 80 cm above the playing field.
 - * b. The lampshades should be white inside.
 - c. Above the playing surface three lamps should be put in such a way that the whole playing surface will be equally lit and the light is not a nuisance to the players.
2. The lighting outside the playing arena should not be a nuisance to the players.

1 a The minimum distance of 80 cm, as mentioned in this article, is the distance between the bottom of the lighting system and the playing surface. A maximum intensity of light is not required because television technicians need certain intensity for television

recordings or broadcasts. This special lighting should not be a nuisance to the players. In case a player objects to an inconvenient lighting correctly, the intensity of light should be changed.

2 b The lighting system should be hung in such a way that the referee can move it aside easily, when it bothers a player. The referee should keep in mind that the lampshade of the lighting system could be very hot. The referee should first move the shade in a vertical position and then move it aside. He should make sure that the light does not blind the player or that there is not enough light.

Art. 2.1.6 Scoreboards

1. When scoreboards are being used, the scores of the games, sets and number of innings should be accurately and correctly registered.
2. If electronic scoreboards are used, they should be replaced by others when defective, even though they are hand-operated.

Art. 2.1.7 Time clock

- *
1. In main tournaments the BWA time system is to be used. This indicates the time to be used and the remaining playing time.
The system also takes into account a bonus time for every shot. The time for a new shot starts to run when all three balls come to a complete standstill and is being stopped at the moment the player touches the cue ball. The bonus time is automatically added to the remaining time.
 2. When the available time for a player is used up, the timekeeper will announce "**TIME**", loud and clear. The player loses the set and if the match is not decided yet, it will continue and the lost set will be considered as a regular lost set.
 3. The time-system will be operated by a BWA trained and/or appointed individual.
- 1 The manual for the time clock is a separate supply by the rules.

Art. 2.1.8 Testing of the equipment

1. Before the official openings of a tournament, the final testing of the equipment by a player should be prevented if possible. The BWA is authorised to allow testing of the equipment only in the morning of the first day of the tournament and before the start of a game. The players should be informed in time about these rules.

CHAPTER III RULES FOR THREE CUSHION

Art. 2.2.1 Start of a game

1. After greeting the players, the referee will request one of the players to start warming up. This player will start with clean balls from the foot spot position.
For the second player the balls will be cleaned and also be put on the foot spot position.
The game starts after the referee has put the red ball on the head spot and the two other balls on the foot string, to enable the players to lag for break.
One ball is put on the foot string halfway between the left spot and the left cushion. The other one is put between the right spot and the right cushion.

Art. 2.2.2 Warming up and lag for break

- *
1. Every player has the right to warm up for **5** minutes
 2. The right to a warm up is forfeited if the player does not show up in the arena **fifteen** minutes before the set time for his game to start.
 3. During the warm up time the rules of the game are not, but the rules of conduct be applicable.
The warm up ends when the referee has put the three balls in the starting position for lagging in order to determine which player will start the game.
- *
4. Both players should lag for break **simultaneously** and **straight towards** the head cushion, so that the ball will touch this cushion **only once**. The player whose ball comes to rest nearest the foot

cushion, regardless of whether this cushion has been touched or not, decides who will start the game.

If the referee judges that both balls have stopped equidistant from the foot cushion, the lag for break should start again.

- * 5. In case the ball of one of the players touches another ball, the head cushion more than once, or not at all, the other player decides who will start the game.
- * 6. In case the balls touch each other during the lag for break without one player clearly responsible, or both balls touch the head rail more than once, or not at all, paragraph 4 should be applied again.

1 *The player has the right to warm up for five minutes. After 4 minutes the referee should announce "You have one more minute to warm up." When the player then wants to make shots from the spot, the referee can help the player by placing the red ball in the starting position. In case the referee has not put the balls in the starting position yet, the players are entitled to touch the balls as often as they want to. This is prohibited as soon as the balls are put in the starting position.*

During the warm ups, the rules of the game are not applicable. However, the rules of conduct are. (art. 4.2 par. 4)

4 *Playing to the head cushion directly implies that before touching this head cushion no other cushion should be touched. After touching the head cushion, it is allowed to touch any other cushions. It is hardly possible that both players will make a shot simultaneously. In case the second player makes a shot before the ball of the first player touches the head cushion, the obligation to shoot simultaneously has been met.*

When both balls apparently come to rest equidistant from the foot cushion, the referee should go to one of the other sides of the table, to see again which ball is closest to the foot cushion. In most cases it is possible to determine that the distances differ. In order to determine which ball is closer to the foot cushion, it is prohibited to use any measuring device.

5 *In case one of the players makes a foul while lagging for break, the other player decides who will start the game.*

6 *In case both players make a foul, the referee will tell them to lag for break again. In case both players foul again, the referee decides who will start.*

Art. 2.2.3 Placing the cue balls, object balls

- * 1. The player who starts the game has to play with the **white ball** as his cue ball. The referee announces by the player's name, "Start".
The other player plays with the **yellow ball** as his cue ball. The two balls not the player's cue ball, are called object balls.

1 *The referee announces the players by their name. We didn't use "Mr. or Ms for the name
Other announcements play for" are prohibited.*

Art. 2.2.4 Starting position

1. Right after the equipment has been tested the referee will put the balls in the starting position:
 - a. the **red ball** on the **head spot**
 - b. the **yellow ball** on the **foot spot**
 - c. the **white ball** on the **right spot**, unless the player requests to start from left spot
2. From the starting position the player should play **directly** towards the red ball.

Art. 2.2.5 Interruption of a game

After finishing of two sets, the game can be stopped for a **maximum of three minutes**. The referee may stop the game at any time he deems necessary.

Art. 2.2.6 End of a game

1. When the referee has counted the last carom of a fixed number of caroms for a player, this player is the winner of the game, **even though if later on this player appears not to have made enough caroms**.
2. If the position of the balls shows the last carom has not been played by the rules, the referee will rectify, disallow the point and continue the game.

Art. 2.2.7 Carom

1. A carom occurs when the cue ball strikes the two object balls, after the cue ball has been put in motion by a **single stroke** with the cue tip.
2. A carom is valid after all balls have become motionless and no foul as mentioned in art. 2.2.9 has been made.
Art. 2.2.9 stipulates the supplementary conditions for the making of a valid carom.
3. Only the referee decides whether a carom is valid. Every valid carom counts one point.
4. Whenever the referee decides that a carom is valid, the player can continue the game, unless he has reached the end of his game. Whenever the referee disallows a carom, the inning of the player is over and it is the other player's inning.

Art. 2.2.8 Frozen balls, jumped balls

1. A motionless ball is frozen when the referee has decided that this ball is touching another ball or a cushion.
2. A jumped ball is a ball that has left and remained off the playing surface or if the referee has decided that it touched the frame.
3. For the playing of a frozen or jumped ball, the rules of the game in section IV should be applied.

Art. 2.2.9 Fouls

Fouls as meant in art. 2.2.7 paragraph 2:

- * 1. **Jumped balls:** while making a stroke, one or more balls jump off.
- * 2. **Touché:** touching with the cue, either in way that is different from the procedure as mentioned in art. 2.2.7, or any other way, accidentally or on purpose, except when one ball is touched by one of the other balls.
- * 3. **Indirect touché:** the referee decides that a player has changed the course of one or more balls without touching them in a direct way.
- * 4. A **Billiardé:** still touching the ball with the cue tip when it is touching another ball or cushion;
B. **Billiardé:** playing either on or alongside the cushion or the other ball, when the referee has indicated that the ball is either frozen against that cushion or the ball, without first disengaging the cue ball by a masse shot. In case the other ball moves by losing the support from the cue ball when it moves away, this is not a foul.
- 5. **Feet off floor:** making a shot when neither foot is in contact with the floor.
- * 6. **Mark:** when the referee feels there is a visible mark on the frame, the cushion, or the playing surface, when the player shoots.
- * 7. **Wrong ball:** when the player is playing a ball other than the cue ball,.
- * 8. **Moving balls:** when a player shoots while the cue ball or any object ball is still in motion after the preceding shot.

1 *In case a jumped ball is not caught by the referee, the ball should be handed over to the referee. In case the ball has touched the floor, the referee should clean it.*

2 *It often happens that a player unintentionally touches the cue ball with his cue tip and touches it again in a reflex. The first touch is – conform art 2.2.7 paragraph 1 – in accordance with the regulations and the second touch is – conform art 2.2.7 paragraph 1 – not in accordance with the regulations.*

The first touch is unintentional, as the player did not make a shot intentionally as mentioned in art 2.2.7 paragraph 1. This is considered to be a touché. After this foul the player is not allowed to again touch the ball. The second touch is illicit and consequently the balls should be put in the position they had or could have had after the first foul.

The BWA has determined that the first touch is considered to be a touché and the second touch is illicit. Art 2.2.7 paragraph 1 mentions the procedure of making an intentional shot, whereas in art 2.2.9 paragraph 2 mentions the procedure of making an unintentional shot. In case the player touches his cue ball a second time, all balls that have been moved should be put back. This is important, because a player cannot prevent the balls from being in a favourable position for his opponent. The former could scatter the balls all over the playing field.

3 *Intentionally indirect: a player does not touch one or more balls in a direct way, but wants either to affect the course of the balls or to take advantage of the situation.*

Indirect touch: bumping against the billiard table, lifting the cloth, blowing the ball, etc.

All these procedures can affect the course of the ball or move one or more balls. Frozen balls, for instance, can be moved apart. Not every indirect touch can be considered a foul. The touch can be unintentional. The basic principle is whether it is done intentionally or the player takes advantage of an unintentional action.

EXAMPLE

The referee has announced "frozen". The player wants to check this and puts his hand on the playing surface and lifts the cloth a little so the balls will move apart. This is something every player knows and therefore it is an example of indirect and intentional act even if the frozen balls do not move.

The referee has announced "frozen" and the player bumps against the billiard table. Then he requests the referee to check if the balls are really frozen. In this example there is also an indirect and intentional act, even though the frozen balls did not move.

The referee has announced "frozen" and the player wants to make a shot and lifts the cloth a little so the frozen balls move apart. In spite of this the player makes a shot as if the balls are still frozen. In this example there is an indirect but unintentional touch. The touch is unintentional because the player does not intend to take advantage of the indirect touch. He does not make a foul and normally he can make a shot. It should be clear that the referee – in a frozen balls case –should neither touch the cloth nor bump against the table. When he does so and the player takes advantage of the situation, the latter cannot be blamed. In fact it was not the player but the referee who caused the indirect touch.

4 It is dangerous to think that the player will make a billiardé. It is possible that the technical know-how of the player exceeds know-how of the referee and that the player can really make a shot without making a foul. The referee can only call a foul against the player on account of a billiardé if he is absolutely sure the player has made a billiardé. When there is doubt he should allow the player to continue play.

4 b When the object ball "leans" against the cue ball, which functions as a point of support, the object ball can roll back while playing the cue ball. It is not a foul when the cue does not point in the direction of the object ball.

6 In case the player puts his chalk on the rail or cushion, it could serve as a mark. The same applies to the player using his cue tip to point on the cushion where his ball should touch it and while pulling back his cue lowers the tip of the cue a bit so that a mark is made on the rail or on the playing surface. A player can make a mark on the cushion with a wet finger. When the referee feels that the player marks the cushion and takes advantage of the situation in making a shot, the referee should immediately call "foul".

7 Playing the wrong ball is not considered to be a touché. The player does not touch a ball unintentionally, but makes an intentional shot. Making a shot with the wrong ball is not unintentional and the referee should announce "Wrong ball".

8 When a ball comes to rest and it rolls back a bit, it is not considered to be a moving ball according to the rules and regulations. If the course of the ball changes from a forward movement into a backward movement, logically a stop has been reached, even though it was very brief.

In case a player shoots before all balls have stopped moving, the carom made in the preceding shot should be declared invalid. As mentioned in art.2.2.7 paragraph 2, a carom is valid when all balls have come to a standstill. It is a premature decision to declare carom valid before the balls have come to rest.

In case a player touches his cue ball before it (or one or both other balls) stops moving, he makes a touché. He can touch his cue ball only once during a shot. A player can make a shot only when the balls from the preceding shot have come to a complete standstill.

CHAPTER IV THREE CUSHION

Art. 3.1 Three cushion

- * 1. At three cushion the cue ball should, before it strikes the **second object ball**, have touched at least **three** cushions, whether it is the same cushion or not.
- 2. In case the cue ball strikes the second object ball, without having touched three cushions before, it is a foul, mentioned as if necessary two cushions.
- 3. In case the cue ball is frozen to one or both object balls, the player can choose:
 - a. playing onto a non-frozen ball or onto one or more cushions to which the cue ball is not frozen;
 - b. disengaging his cue ball by a masse shot
 - * c. having the cue ball, and the ball frozen to it, placed at the spots and, if desired, all balls when both balls are frozen to the cue ball. This should be done as follows:
 - the **red ball** on the **head spot**
 - the **cue ball** on the **foot spot**
 - the **other ball** on the **centre spot**
 In case the spot indicated for the frozen ball is blocked, that ball is placed on the spot indicated for the ball blocking that spot.
- * 4. In case one or more balls have jumped off, the jumped balls should be placed on the spots, as mentioned in paragraph 3 of this article.

1 The third ball may be touched when the cue ball has touched at least three cushions. This implies that touching the third ball and the last of the three cushions simultaneously conflicts with these provisions. Consequently the carom is not valid. In cases of doubt whether the cue ball first touched the cushion or first touched the object ball, the course of the ball can be the determinant factor. If the

cue ball first touches the cushion, the cue ball will return from the cushion at an angle of more than 90 degrees. If the cue ball touches the cushion first the cue ball will continue its course from that cushion at an angle of 90 degrees.

3 c When the cue ball is frozen to another ball, only these two balls are put on the spots. The third, non-frozen ball remains in its position. In case the cue ball is frozen to both balls, all balls should be put on the spots.

4 If a player makes a shot and his ball jumps, he is not allowed to continue his inning. This implies that the other ball will be the cue ball. The jumped ball (in this case the ball of the previous player) is to be put on the centre spot as being the object ball. If the other ball jumps during a shot, it is to be put on the foot spot as being the cue ball.

If a ball touches the frame and then rolls back on the playing surface, it should be stopped.

In three cushion only the jumped ball should be put on the indicated spot and care should be taken that the other balls should remain in their places or, that while rolling on, the course of that ball is not affected.

SECTION II INSTRUCTIONS FOR THE REFEREE

Art. 4.1 Definitions

1. **Refereeing** is officiating a game and supervising the observance of the rules of the game and the rules of conduct.
- * 2. A **referee** is a person appointed by the BWA or the tournament direction to officiate a game and who has submitted himself to the BWA regulations.
3. In case two referees have been appointed for the same game, the **second one** will not officiate.

2 Only referees with either minimal international recognition from a national organisation, or trained and judged by qualified BWA referees and submitting to the BWA regulations are qualified to referee tournaments and final contests. In special occasions the organisation can, in consultation with the chief referee, allow that unqualified referees assist in a BWA event. No rights can be derived from this situation.

Art. 4.2 Tasks of the referee

- * 1. The referee is solely responsible for refereeing a game, to the exclusion of all others.
2. The tasks of the referee start at the moment that the tournament direction calls the players to go to the billiard table to start the game. The tasks are finished when the referee has handed the score sheet to the tournament direction.
3. As soon as the referee has assumed his tasks, he makes sure the equipment and material are in a good condition. If this is not the case, he should request the tournament direction to have it cleaned or to take care that it is in a good condition.
- * 4. The referee should make sure the players obey the rules of conduct and everyone present in the playing area behaves with sportsmanlike conduct and beyond reproach and refrains from action detrimental to billiards.

Incorrect behaviour occurs when a player:

- a. does not take a seat during the inning of the other player;
- b. makes loud remarks or is noisy;
- c. protests incorrectly against a decision of a referee, or questions this decision in spite of the fact that it is beyond all doubt;
- d. disagrees openly in an unseemly manner with the decision of the referee;
- e. asks the referee more than once to reconsider the decision;
- f. intervenes in the active refereeing;
- g. contravenes the rules of the game deliberately, in the opinion of the referee;
- h. does not live up to the dress code.

1 In the R and R it is mentioned that in some cases the second referee may assist. This implies only assistance, because the referee makes decisions autonomously. To the exclusion of all others means only one person is entitled to judge if the rules of the game have been observed or not and/or a valid carom has been made. Only the referee can take the measures necessary for those cases. A referee cannot be replaced and his task cannot be revoked, unless he is not able to perform his duties properly or in case he grossly neglects the task.

2 3 Before and after the period mentioned in paragraph 2, the referee has no responsibilities or powers as such. In case a player violates the rules within the mentioned period, but before the game has started, as mentioned in art 3.2, or when the game has finished, as mentioned in art 3.6, the referee takes appropriate action. Before the warming up, the referee should make sure that the equipment is

clean and the spots are correct. The referee informs the tournament direction when he finds the equipment is not in a good condition, so that the necessary measures can be taken. The string as mentioned in this regulation is an imaginary line. The players should be prevented from starting the warm ups too early or playing on one of the match tables used for that particular contest between games.

4 A spectator can be noisy, hinder a player, etc...

It is clear that a referee cannot take any actions against a spectator, except to request him to behave correctly. He can only request the tournament direction to take appropriate measures.

Art. 4.3 Competencies of the referee

- * 1. The referee takes measures to prevent anyone from behaving in a way that differs from art. 4.2.paragraph 4. In all other cases the tournament direction should be informed, so all necessary measures can be taken.
 - 2. Only the referee will decide whether a **rule of the game** has been violated. If this is the case, only the referee takes the necessary measures.
 - 3. In case a player violates a rule, not a rule of the game, the referee can only take action on basis of the relevant regulation.
 - * 4. When the referee judges that a player violates a **rule of conduct**, or deliberately violates a rule of the game, he is authorised to give the player an official warning. In case the player continues to violate the rules, the referee is allowed to deny the player the right to play. In case of a serious violation of a rule of conduct, the referee can deny the player the right to play without first having given him an official warning.
 - 5. When the referee denies the player the right to play, he should inform the tournament direction immediately. In consultation with the BWA board, the tournament direction decides what measures should be taken.
 - * 6. In case the referee gives a player an official warning or denies him the right to play, the referee makes a note on the score sheet of the game in question.
 - 7. If the referee feels a player is about to violate a **rule of the game** unintentionally, he is not allowed to bring this to the player's attention. In case a player is about to violate a rule, not being a rule of the game, the referee is allowed to bring it to his attention.
- 1 The tournament direction has more possibilities to take effective measures, such as:
- a. Denying a player the right to take part in the contest (provided the board in question has been consulted)
 - b. Requesting a member of the organisation to watch a certain situation
- 4 The Rules of the Game articles 1 to 2, contain the rules of the game.
In article 3.1 paragraph 1 and 3.2 paragraph 2 it is mentioned that only the referee supervises the observance of the rules of the game.
- 6 The referee should note down on the counting list, in the column of the player in question: "Denial of the right to play" or "Official Warning".

Art. 4.4 Attitude of a referee

- * 1. The referee should, while refereeing, behave in such a way that he will hinder both players - the player whose inning it is and the other one - as little as possible. When two or more games are being played simultaneously, the referee should make sure not to hinder either the players or the referee in the other game.
 - * 2. Before and during a shot the referee should position himself in such a way that he is able to perceive as well as he can if the player observes the rules of the game and if a carom has been made or not.
- 1 2 In case a player wants to walk round the billiard table, the referee should step backward to enable the player to pass in between. In case both player and referee want to walk round the table, the referee should move, if possible, in the opposite direction from the player.
- The referee occupies a larger place in a three-cushion game. After the break shot there is often enough time to walk to the second object ball, or to stand in line with the intersecting line.
- It should be taken into account that the announcement "touch or wrong" mostly concerns the fact that the second object ball was touched or not. When the referee does not take a correct position, he can hinder a player. The referee is neither allowed to nod approval when the player makes a valid carom, nor to offer condolences when a player makes a bad shot.
- It is a nuisance to the player when a referee takes more time than one might expect to verify whether balls are frozen or not, even though it is clear that the player prefers to play towards the third, non-frozen ball.

In such a case it does not make any difference whether the balls are frozen or not. Movements can break the player's concentration. As soon as the player is ready to make a shot, the referee should not move anymore. The referee should never stand opposite the player; this might irritate players. Apart from that, a referee may block someone's view. This may be a nuisance to the other player, although the referee cannot always avoid being in the way.

Art. 4.5 Counting; announcing

- * 1. The referee should announce in a clear way.
- * 2. The referee counts the number of caroms the player makes during his inning.
- * 3. Whenever a player has reached the end of the set minus **three** points the referee announces this as "**the last three**". Makes the player a next carom the referee announced "**the last two**". The last carom of the set is called "**setpoint**" or by end of the match "**matchpoint**".
- * 4. In case the player starts with a new inning and when the procedure in paragraph 3 is applicable, the referee announces, before the players starts his inning, "the last", followed by the number of caroms the players still needs to make. The same announcement will be repeated **once more unaltered**.
- * 5. When a player finishes an inning the referee announces: "**score**" followed by the number of caroms the player has made in the inning (when a player did not make a carom the word "zero") followed by the player's name. In the end the referee announces the number of caroms made during the inning or, when necessary, the word "**zero**" once more.
- 6. Whenever the referee, after the player has made a carom, should make more than a single announcement, he should announce successively as follows:
 - 1st number of caroms the player has made so far in the inning
 - 2nd "the last..." as mentioned in paragraph 3.
 - 3rd the announcement how the cue ball is "frozen" or "free".
- * 7. The referee should take care that the number of caroms made in the inning (this can also be zero) announced by him, is correctly registered on the score sheet and the scoreboard. When the score on the scoreboard does not correspond with the score sheet, the score on the score sheet is considered to be the right one, unless the referee notices that a mistake was made in the score sheet and provided the game has not been declared ended. As soon as the difference between the scoreboard and score sheet has been removed, the right data should be put on the scoreboard or on the score sheet, if a mistake has been made on this sheet.
- * 8. During the qualification tournament a set will be played with a limit of maximum 30 innings. When the player who started the game plays the 30th inning, the referee will announce "**LAST INNING**". Consequently the competitor must play his last inning from the **start off position**.

1 2 The referee should be self-confident when refereeing. If he hesitates, the players may think he is not competent enough. His capability also may be questioned if he first checks to see if the balls are frozen without a magnifying glass and has to review his decision using a magnifying glass.

While counting the referee should have a variable pitch. Monotonous rattling off of numbers can cause irritation.

In case a referee counts too loudly, he can hinder the players of the neighbouring table. The referee should count in such a way that the spectators can understand him. Otherwise, it may cause crowd noise, because spectators want to know how many caroms a player has made.

3 The referee had to call: number of caroms, "the last three", "the last two" and for the winning set "setpoint" and for the winning match "matchpoint".

*Before the referee announces, "The last three", he should be sure that the end of the player's game is near. This announcement may affect the way a strong player plays the remaining shots. The referee should take into account that the game is ended for a player when the last carom has been made, **even if later on it is clear that a mistake in counting was made and not enough caroms have been made**.*

The scorekeeper will give a sign to the referee when only three more caroms have to be made. In case the announcement, "the last..." is announced either prematurely or incorrectly, the referee will have to correct his decision, provided the player has not finished his game yet.

It is clear that such a mistake should be prevented.

4 In three-cushion games it often happens that in the end of his game a player does not score.

Repeating, "The last..." again and again can be annoying to the player. In case such an announcement has been made twice, everyone, including the player, knows how many caroms have to be made.

5 The announcement "score" implies that the scorekeeper and the person registering the score should start to work.

For the player as well as for the spectators it implies that an inning is over. This announcement should always be made first, irrespective of the reason why the inning has to finish.

7 The referee should take care that the number of caroms that was announced is marked correctly on the score sheet and the

scoreboard. Therefore he should when announcing face the score keeper and the scoreboard operator so that those who need to hear, do so clearly.

The number of innings that have been played should be changed when the player who started the game has finished his inning. In case of an inexplicable difference between the score sheet and the scoreboard, the score on the score sheet is considered to be correct. Only one person (the scorekeeper) can check registration on the score sheet, whereas the score on the scoreboard can be checked by a number of people. In case the person registering the score makes a mistake, it is easy to see. Apart from that a good scorekeeper will always check to see if the data on the score sheet correspond to the data on the scoreboard.

One should take into account that inexplicable mistakes happen, and no one can be blamed. The score sheet is not only an official document, but also records in detail the course of the game, whereas the scoreboard shows only the scores at a given moment. The above-mentioned considerations have basically made the data on the score sheet the decisive factor, unless it is clear that the scorekeeper made a mistake.

8 Because of the "open" tournament system, it is quite possible to have participants in the qualification tournament with a low average. That's why it is necessary to play a maximum of 30 innings per set.

When the player who started the game makes his 15th carom in the 30 thinning, he will be the winner of the set and his competitor will play no equalizing inning. If the second player however scores his 15th carom during the eventual equalizing inning, he will be the winner of the set. When none of the players have made 15 caroms, the player who has made the highest number of caroms after 30 innings will be declared the winner of the set. With a tie score both players will lag for break to determine who will start the tiebreak (penalties?). They will play with the same colored ball as the one they used during the set. The player who scores the highest run from the break shot will be the winner of the set. With an equal score the tiebreak can be repeated maximum **five** times without lagging for break but always in the same order of play.

If after five attempts the score is still equal, the player who scored the highest run during the set will win the set; eventually the second highest run will have to be taken into account, etc..

Caroms scored during the tiebreaks will not be considered as being scored during the set.

Art. 4.6 Stating of mistakes

- * 1. When the referee states that a player has not made a valid point, the player's inning is over.
- * 2. When a carom has been counted erroneously, the referee should revise his decision, provided the player did not continue his inning yet. In case a player continues his inning so quickly that it is impossible for the referee to revise his decision, the referee is authorised to revise his decision, as if the player did not continue yet.
- * 3. When a referee has informed a player to end his inning, as mentioned in paragraph 1, the balls should stay where they have come to rest. Whenever one or more balls are moved illicitly, the referee should put the ball(s) in the previous position(s). In case the referee cannot determine the spots where the ball(s) have come to rest, the ball(s) cannot be put back, but the game will continue from that position,
- * 4. A player cannot be blamed for something that is not his foul. In case the ball(s) have been moved, the referee will put back the ball(s) to the best of his knowledge, in the position(s) they originally had. Playing the wrong ball is considered to be a foul, even if the referee did not put the cue ball on the right spot while placing it in the starting position, as mentioned in article 2.2.4.
- 5. The referee announces a foul only when he finds it necessary or desirable, or when the player requests him to do so. When the cue ball is directly or indirectly indicated, the referee is not supposed to omit an announcement.

1 It is a misunderstanding that the referee should always announce a foul. In case a carom has turned out to be unsuccessful and the player is walking to his seat, it is unnecessary to announce the foul or failure. When the referee announces, "score etc..." everyone understands the player is counted out. Only when necessary, desired or when the player requests him to do so, the referee will announce the foul. In case the referee notices that the player does not understand why he is counted out, it is necessary to inform the player what he did wrong. The audience can get a bit noisy because people want to know what happened. In this case the referee may decide that it is desirable to announce the foul.

2 If the referee has wrongfully counted a carom valid, he should correct the mistake.

3 If a foul has been made, the balls should remain in the position they had after the foul. If, after making the foul, one or more balls are touched again, the referee should put them back in the position they originally had. If the balls are still moving, it would be impossible for the referee to determine where exactly the balls would have come to rest. If this is the case, the referee will not interfere.

4 When the referee feels that the player is hindered when he wants to make a shot, the former cannot be blamed. When the referee puts the balls back in a wrong position, the referee is to be blamed and not the player. This is in fact correct. However, the player can check if the balls have been put back correctly and, consequently, the player remains responsible. The main point, however, is that when, after a number of caroms, it is noticed that the player plays the wrong ball it is difficult to determine who is to blame. The referee may not have put the back the balls on the correct spot or the player may have made a mistake in one of the subsequent shots. To prevent a player from pretending that the referee and not the player himself has made a mistake, it is determined that it is the player's responsibility to play the correct ball.

Art. 4.7 Review of decisions

- * 1. a. **controllable situation:** the situation does not change after an incident when no one performs any action;
- b. **uncontrollable situation:** situation that is irrevocably past an incident.
- * 2. When in an uncontrollable situation, the player whose inning it is doubts the correctness of the decision, he is entitled to request the referee to review the decision. The referee is obliged to review his decision once more. If necessary or desirable, the referee is entitled to consult the second referee appointed for the same game. The subsequent decision is final and irreversible.
- * 3. When in a controllable situation, a player doubts the correctness of the decision, he is allowed to request the referee to review the decision. The referee is obliged to review his decision once more. The referee is not allowed to consult the second referee. The subsequent decision is final and irreversible.

1 a Controllable situations:

- a frozen or non-frozen balls
- b playing the wrong ball

1 b Uncontrollable situations:

- a a ball is touched or not
- b a ball touches the frame or not
- c a touché has been made or not
- d a billiardé has been made or not

2 In uncontrollable situations a referee can, in a split second, determine what happened.

The referee's powers of perception are limited. Therefore it may be impossible for the referee to determine with certainty what happened. In this kind of case the referee should consult the second referee. This action is not obligatory. It is strictly prohibited to consult players or the audience. The referee makes the ruling to the exclusion of all others, and unsolicited help should be rejected.

3 When a referee has doubts in controllable situations, he shows his incompetence.

A competent referee will make his decisions without the assistance of other people. Sometimes it is hardly possible to assess the situation. In the case of frozen balls, the referee usually uses a magnifying glass. From the text of this paragraph it appears that the player who is not playing can request the referee reconsider his decision. This is important when the other player is playing the wrong ball.

When the latter observes the wrong ball is played it is incorrect to forbid him to react. In case the player who is not playing repeatedly and improperly requests the referee to reconsider the decision, the latter should interfere.

It is possible that the player tries to take advantage of a provision to break the opponent's concentration. This is not very sportsmanlike and the referee should take the appropriate measures.

Art. 4.8 Other rights and duties of referees

- * 1. The referee warns a player whenever the cue ball is frozen to another ball or the cushion. If necessary the referee announces to which ball the cue ball is frozen. In case of doubt whether the cue ball is frozen and the referee decides this is not the case, he announces this as "free".
- * 2. On the player's request or if the referee finds it necessary, the latter cleans one or more balls or has the playing surface cleaned.
Before the referee touches the ball, he should indicate the spot where the ball lies, in such a way that the ball, after cleaning, can be put back at exactly the same spot. In case a referee should remove the third ball, in order to decide whether or not two balls are frozen, he should indicate the spot of the third ball in such a way that the ball can be put back at exactly the same spot.

1 In case of non-frozen balls, the referee should inform the player, that the balls are "free".

2 To indicate the spot where the ball is, a MARKER is used. This is put against the ball, so that the ball can be cleaned. After cleaning, the ball will be placed against the MARKER and put back where it was before it was cleaned.

FINAL PROVISIONS OF THE RULES OF THE GAME AND THE ARBITRATION REGULATION

Art. 5.1 Protests

- * 1. A player can only lodge an objection with the tournament direction when, in his view, a provision in a regulation, not being a rule of the game, has neither been applied at all or has incorrectly been applied.
- 2. The tournament direction judges, together with the attendant member of the BWA board, whether the protest should be allowed or not.
- 3. In case the protest is allowed and it has clearly affected the result of the game, it must be decided if the game will be replayed. If this is the case, the person who has dealt with the protest will determine in consultation with the tournament direction where and when the game will be replayed.

1 *A referee can apply a provision, not being a rule of the game, incorrectly. For instance, he can deny a player to continue his play because the latter does not live up to the dress code, in spite of the fact that the tournament direction had no objections. The player can protest such actions.*

Art. 5.2 Unforeseen cases

- 1. In cases not covered by these rules, the attendant members of the BWA board, the tournament direction and the chief referee will decide.
- * 2. When in unforeseen cases a decision has to be made and it is impossible to consult in advance with the BWA board and/or the advisory committee, the tournament direction has the authority to make a decision. As far as the rules of the game are concerned, only the referee is allowed to make a decision. A decision made in this context should be communicated to the BWA immediately.

2 *Not everything can be laid down in rules and regulations. Situations may occur that are not covered by the rules and regulations. The tournament direction or the referee makes a decision, but it should not be expected that this single case would be written in the rules and regulations when the board has not been informed. In case of a certain frequency and when two or more referees have different opinions about how to apply the rules and regulations, the board should be informed. It is possible that a provision is either not detailed enough or not clear enough to avoid misunderstandings.*

Art. 5.3 Coming into force of this regulation, amendments

This regulation will come into force on December 1, 2001 and will be mentioned as Arbitration Regulation, or AR.

Amendments to this regulation will be published by means of the Official BWA communications.

EXPLANATIONS

In order to avoid misinterpretations or misunderstandings of the Rules of the Game and the Refereeing provisions, there should be no additions. If necessary or desired, a provision should be exemplified or explained.

An explanation has no legal force.

All referees should act consistently to avoid players being confronted with inconsistent referees, which is likely to result in misunderstandings.

In case these commentaries comprise rules of conduct for referees, these rules should be applied so that both players and referees know how to act and why.
