

Refereeing Best Practice

**A Guide To The Best Practice
To Follow
Under All Relevant
Circumstances**

Articles prepared by Area Tutors
and Examiners



The English Association
of Snooker and Billiards

REFEREES BEST PRACTICE

INTRODUCTION

Author – Dan Lewis – EASB Director for Referees

Each month a 1 page bulletin on “Refereeing Best Practises” will be posted onto the Referees page of the website. I will be asking all Tutors and Examiners to contribute on a random rotational basis. Contributions will also be made by the Referees Committee members. Standard documents will still be available for Referees to download but this idea of Clive Brown’s appears much more effective.

This is the first of a series of what we hope to be regular bulletins, each of which will deal with a small aspect of refereeing activities. The purpose is to make all referees aware of best practice: consistency in your own procedures and between referees will ensure the highest standards, and players will learn how we carry out our duties. Copies will be sent out with the Referees mail-shots

01 End of Frame Procedures	- Clive Brown
02 Pre-match Preparation	- Dan Lewis
03 Top of Table Break Building	- John Rhodes
04 An Examiner & His Candidate	- Ron Hope
05 Billiards in General	- Mike Billinge
06 Snooker in General	- David Fisher
07 Table Preparation	- Brendan Moore
08 Miss Rule Summary	- Dan Lewis
09 Local League Referee Guidelines	- Dan Lewis
10 The Stalemate Situation	- David Smith
11 Ball In Hand	- Vic Hartley
12 Billiards Refereeing	- Vera Selby
13 Scoring System For Billiards	- David Gough
14 Calling	- Clive Brown
15 Positioning	- Steve Fletcher



The English Association
of Snooker and Billiards

REFEREES BEST PRACTICE

ISSUE 01 – MAY 2009

END OF FRAME PROCEDURES

Author – Clive Brown – Examiner South West

1. First, it is important to complete the match sheet with the frame scores, detailing any breaks that have been made in the frame. This should be done before the table is reset, to ensure that you don't have to turn your back on the table if the next frame commences.
2. Clear all the pockets of balls before spotting any of them. Depending on the location of the scoreboard in relation to the table, it is usually sensible to head first to a baulk or centre pocket and then move around the top end of the table and back to the baulk end.
3. With all balls now on the table, you're in a position to spot the baulk colours, then blue, then reds, then pink (from the side of table – not over the reds) and then the black. Being behind the black you're now in a position to look down the line of the table to ensure that black, top middle and bottom reds, pink, blue and brown are all correctly aligned. If they aren't then you can adjust balls as necessary.
4. Bring the reds into a rough triangle with your arms and move the pack away from the cushion slightly, so that you can then place the triangle (normal club triangle or Tournament Triangle) over the pack. Never place (or particularly drop) reds into the triangle, as the regular impact of reds hitting the cloth will soon cause damage, and never wipe the top of the pack as any dust or dirt will be deposited onto that part of the cloth (if any balls have dust or chalk, they should be individually cleaned "outside the confines of the table"). Ensure you lift the triangle slightly off the cloth, so as not to raise the nap down the centre of the table as you position the triangle.
5. If players have assisted in spotting colours, ask them to leave spotting balls to you, and make sure you re-spot them yourself. Advise the players at the start of the match that you will be cleaning all of the colours between each frame.
6. Keep the cue ball with you (or at the top of the table) at all times during setup, and only release it to the player about to break off when you are ready for them to do so. That way you maintain control of the game, and the next frame can only commence when you are satisfied that all is in order.



The English Association
of Snooker and Billiards

REFEREES BEST PRACTICE

ISSUE 02 – JUNE 2009

PRE-MATCH PREPARATION

Author – Dan Lewis – Tutor/Examiner Eastern Region

1. Arrive 30mins before match start time and report to TD or host. Locate players, check 'Dress Code', name pronunciation (always use both Christian and Surnames) & advise them of match length, scheduled breaks & that "all" rules will be applied.
2. Agree the table to be used; check it's brushed, blocked & ironed, if not check with TD/host on procedure. Spots & lines are clearly marked (always seek permission from Owner/Manager before making changes).
3. Check supplied equipment, Half-butt on left & 3/4 on right (as viewed from Baulk), placed with business ends farthest away. Locate Spider, Extended Spider & Swan Neck, place under table where possible @ the Baulk end with heads facing outwards for ease of selection. Ensure all heads & feet are present & tightened, cross pieces are placed at each end with the heads to your left. These simple habits mean you always know where any piece of equipment is & which way it faces.
4. Check all pockets are secure & 'ball runners' are properly attached, the scoreboard is in working order. Affix 'Blue tack' for frame nos. & name plates. Numbers at least 3ins (7.5cm) high, reversible (Zero/One, etc) & laminated for longevity, with zeroes displayed for both players. Name plates approx' 4cms high and 20cms long, on stiff card, names to be attached reflecting the score sheet supplied, or if none exists, the player breaking-off in the first frame placed at the top of the board.
5. Obtain match balls & location of a spare 'Cue ball' should one be required. Test spots & advise players of any problems @ your pre-match briefing, remove triangles from 'lampshades' to avoid accidents.
6. Make sure you have at least two 'ball markers' in your pockets, a suitable coin for toss-up & re-spotted Blacks. A working Biro/Pen (Black ink) & Black felt tip for names plates, White gloves in your pocket, with spares in your case. (Wipe chalk marks with the "back of your glove").
7. Some Do's & Don'ts : Keep the Cue Ball with you before and between frames; Write frame scores and breaks before zeroising scoreboard & prior to table set-up; Remove your right-hand glove before shaking hands with players, both before and at the conclusion of your match; Never leave your gloves on the table as this is so un-professional and out-dated.



The English Association
of Snooker and Billiards

Referees Best Practice

Issue 03 – July 2009

Top Of The Table Break Building

Author – John Rhodes – Tutor North East Region

1. When the striker at the table is on a sequence of pots involving reds and the black ball, correct positioning by the referee will enable him/her to quickly spot the black ball, move into position for the next stroke and ensure that the top pocket runners are kept clear.
2. When the striker is playing from a position such that he is potting the red or black ball into say the top right hand pocket when viewed from the baulk end and the cue-ball is going on to hit the top cushion after the stroke is made, then the referee should position him/herself at a point midway between the yellow and blue spots thus affording a good view of the stroke being made whilst leaving just a short distance to walk to retrieve the black ball from the pocket for spotting.
3. Depending on the stroke played by the striker in the last shot and the new position of the cue-ball the referee must now decide where to place him/herself for the next shot.
4. If the next shot involves cutting the red or black ball into the opposite corner pocket then the ideal position would be to stay at the top of the table approximately at an angle of 60 degrees to the tip of the cue so that you can observe the stroke being made.
5. In the event that the cue-ball has been left with a straight shot on the red or black into the left hand top pocket, then walking backwards after spotting the black will allow you to position yourself mid way between the green and blue spots again giving a clear view of the stroke being made.
6. This sequence can be repeated for each side of the table as dictated by the shots being played and also allows for easy removal of red balls from the top pockets which can be done with one hand whilst at the same time removing and spotting the black ball.
7. Reds removed should then be placed in the baulk/middle pockets as you walk past, this should be done as soon as possible. Remember to place the reds into the runner, never drop them into the pocket.
8. Remember at all times to walk backwards so that you can keep your eyes on the table at all times, try to always keep your hands behind your back, so that your gloves are out of sight.



The English Association
of Snooker and Billiards

REFEREES BEST PRACTICE

ISSUE 04 – August 2009

An Examiner and his Candidates

Author – Ron Hope – Tutor North West

1. Firstly for information, a prospective Referee should be aware that he is liable to a financial commitment, as in any other hobby. A golfer needs to purchase various clubs; a fisherman needs rods & lines; a bowling enthusiast has to buy a set of woods and special shoes. Likewise, a budding Snooker Referee must be prepared to pay for a rule book, the Examination fee (pass or fail), and the Examiner's expenses (may be shared with other candidates). He will also require at least one pair of white gloves, a ball marker, a blazer, a blazer badge, an association tie, subscription to a local and/or national association.
2. Before starting a Seminar the Examiner should introduce himself and state his qualifications, learn the first name of the candidate(s), state there are no trick questions as the answer to all questions I ask can be found in the rule book.
3. It is recommended that the Examiner take a Referee candidate completely through the rules of Snooker – page-by-page, line-by-line – explaining why certain words are used in preference to others (this would be during the rules seminar(s)).
4. Candidates should be encouraged to use correct terms i.e. Billiard table not Snooker table, refer to a pocket not a "sack" or "bag". To call "foul" not "foul stroke" refer to rule 11 page S13. Explain a foul may be committed without a stroke being played. In a stalemate situation where the frame is to be restarted the correct term is "reset" not "rerack" see rule 16 page S17. Always request the striker to "declare" not "nominate" (a player can nominate by pointing at the ball he intends to play) refer to rule 12(a) & (b) page S4.
5. Candidates will adopt the vocabulary used by the Examiner. N.B.
It is important that Examiners set correct standards.
6. At some time during the seminar the Examiner should introduce some humour, relate an anecdote or story pertaining to Snooker.
7. An Examiner must have a vast store of questions pertaining to all aspects of the game & a variety of situations he can set-up on the table to illustrate a free ball; push stroke; jump stroke; play again; snookered; miss rule; ball on edge of pocket; ball moved by 'other than the striker'.
8. The Examiner should ensure that questions are understood and the candidate is given the location in the rule book.
9. At the end of the seminar the Examiner could set the candidate a rule poser. e.g. A foul has been committed, "free ball" awarded, the striker declares "black ball", plays the cue-ball but it fails to strike the black ball. The Referee doesn't call foul, why? Tell the candidate the answer is in the rulebook & he must provide the answer @ the next seminar.



The English Association
of Snooker and Billiards

REFEREES BEST PRACTICE

ISSUE 05 – August (Billiards) 2009

BILLIARDS in general

Author – Mike Billinge – Tutor for Devon & Cornwall

1. Pre-match preparation was dealt with in bulletin 02, but the following should also be checked : On all 6 pockets, check all nuts are in place and tighten if necessary.
2. Along with 2 ball markers, you should also have a timer. Most matches are now played over a period of time. e.g. 1 hour.
3. Your timer is used as a guide only, unless you have reason to halt your match. i.e. toilet break, equipment failure. If there are no stoppages, turn off your timer and place it face down, at least 1min before the end as the TD's master clock could be a few seconds different.
4. It is now common practice for the 3 balls to be Yellow (Spot Ball), White (Plain Ball) & Red. If a ball needs to be changed during the match, both players must agree & all 3 balls are changed (remember to stop your timer).
5. To find ball choice & who starts both players "string" together (up & Down the table from the 'Baulk' line either side of the 'D'), with the player who's ball finishes closest to the Baulk cushion having the choice. Playing up & down hard to test the table speed, soft to check for roll or indirectly to check cushion throw is also acceptable.
6. The player with the Yellow ball, even if he doesn't break, **WILL BE SPOT.**
7. During a game with balls on or very close to the Baulk line, you will be asked if it is in play or not. Using both ball markers (placed long-ways) with the ball removed, the ball markers will show beyond doubt whether it is in or out of Baulk, or a line ball which is in Baulk.

A question for you to answer - If you were asked how many times you could pot the Red off it's spot, would you answer 2 only, or more? If you said 15, then you are correct – but how?

Answer :

Your opponent's ball is on or near to the "Centre Spot". After twice potting the Red off "The Spot" your cue-ball finishes on or near the "Pyramid Spot", the Red has to be placed back on "The Spot". This sequence is continued with the striker continuing to pot the Red & landing on or near the "Pyramid Spot" & never moving the opponents cue-ball. Did you get it right?



The English Association
of Snooker and Billiards

REFEREES BEST PRACTICE

ISSUE 06 – September 2009

Snooker in General

Author – Dave Fisher – Tutor Yorkshire

1. Try to keep the game flowing; this helps not only your concentration but also that of the players. When setting up the table check spots and inform players of any that are in poor condition. Inform the players that once you have spotted the colour satisfactorily, you will call out the score and that is their signal to play on.
2. When possible, take the rest off the striker, keeping your palms upwards as you are less likely to drop the rest on the table. If you have to spot a ball which has been potted/pocketed, then leave the striker to return the rest to its place.
3. Positioning is important, it should be a "rare" occurrence for you to be in the striker's line of sight, though a sudden change of mind can catch you out.
4. Position yourself behind the striker so that you are standing in an arc (think of the striker being at 6 o'clock and you position yourself either towards 4 o'clock or 8 o'clock). You will then be ideally placed to see if striker commits any infringement of the rules and also which object ball he is attempting to play.
5. Should the striker be snookered, it is an advantage to take a position as close to the object ball as possible (so that you can cover the intervening distance quickly), remaining stationary with hands behind your back until the striker strikes the cue-ball. It is important to remain still whilst the striker is down on the shot.
6. Always try to pinpoint the position of the cue-ball, especially if the striker is snookered. Line up the cue-ball with objects that are not going to move i.e. Lettering on cushion rails or lines through spots to pockets, etc.
7. Should the cue-ball be pocketed, place it in the strikers hand or under the baulk cushion, keeping your hand on it until you are certain that the incoming striker is
8. Remember the game is not about you, it is the players that are important.

You can say you have had a good match, if you have been "invisible" to the players and spectators.



The English Association
of Snooker and Billiards

REFEREES BEST PRACTICE

ISSUE 07 – October 2009

English Billiards Table - Preparation

Author – Brendan Moore – Examiner Yorkshire

Fact: The NAP on the bed cloth & cushion rails runs from the baulk end to “The Spot” end, with end rails right to left as you face them (baulk cushion Yellow to Green, top cushion Green to Yellow). You will require a brush, block, damp cloth and a duster.

1. Firstly, ensure your iron is plugged in & switched on. By the time you have brushed and blocked the table, the iron will be hot enough to use.
2. Standing behind the baulk cushion looking up the table, brush the right-hand cushion (Yellow side) with the nap, ensuring both the cushion top and face are cleaned. Return to the Baulk end, repeat this process by cleaning the baulk cushion (Yellow to Green), proceed up the left-hand cushion (Green side) & continue along the top cushion, starting on the Green side & finishing on the Yellow side. Brush all the dirt collected towards the Black pocket on the Yellow side, making sure all the dust has been brushed into that pocket. When brushing the bed cloth (with the nap), ensure that your brush-strokes are straight (don't arc the stroke or flick-up the brush), finishing with a further cleaning under the top rail as before. Periodically wipe the bristles to remove the detritus (do this away from the table & below the rail level).
3. Use a prepared block or wrap a duster around the brush & proceed to block the table. Starting at the baulk end, place the duster/block onto the table and proceed to the top cushion (in a straight line) ensuring that you have a firm grip on the duster or the block. Repeat this process until all of the cloth has been blocked. Slightly tilt the angle of the block, so as not to leave straight line ridges or tram-lines on the cloth.
4. Test the iron on a piece of paper, making sure it isn't too hot. If the paper is scorched in any way, allow the iron to cool down for a few moments. Place the iron on the bed of the table against the baulk cushion (slightly tilt the angle of the iron as stated with blocking) covering the centre line of the table & proceed to the top of the table. Lift off the iron & return to baulk end, overlap the previous area, continue the process until all of the cloth has been ironed. On subsequent occasions, start at the outside of the table & work inwards, first from the right side, next time from the left side.
5. Finally, use a damp cloth to wipe the cushion rails, erasing all finger marks and chalk deposits, also wipe all the pocket leathers, runners and stirrups. Then lightly polish the rails with a dry cloth to complete your task.

N.B. Never brush, block or iron any part of the cloth against the nap & always straight lines.



The English Association
of Snooker and Billiards

GUIDE FOR LOCAL LEAGUES

THE MISS RULE - A SUMMARY for local League application

Author – Dan Lewis – EASB Director of Referees

- A A **Miss** shall be called, if, in the opinion of the 'Referee', the **Striker** has not made a genuine attempt to hit the **ball on** (or any ball deemed to be on). To judge this, use the criteria of whether you, as a player of similar ability, could (would expect to) do better. When playing a **swerve shot**, hitting the intervening ball should always result in a **Miss** being called. Missing the **ball on** is a judgement call depending upon the player's ability and whether a **one cushion** escape is available.
- B If the **Striker** can see any part of any **ball on** (in a straight line), and fails to make first contact with a **ball on**, a **Miss** shall be called.
- N.B.** For either A or B above, a **Miss** shall not be called if either player requires a Snooker, or as a result of the **Foul**, Snookers are required.
- C Should the **Striker** be able to see any **Ball on** "full ball" (not both edges but centre to centre contact) and fails to make first contact with a **Ball on**, a **Miss** shall be called (unless on the first occasion the above note applies).
If a **Miss** is called and accepted, the balls are replaced and the **Striker** plays again. If the foul shot is repeated, again a **Miss** shall be called (this time regardless of the difference in scores, as a count has already commenced).
Should the **non-Striker** request that the shot be replayed again, the Referee shall warn the **Striker** that a third consecutive offence will result in the Frame being awarded to his opponent. Where points are recorded as part of the match, etc., the total number of points available at this time shall be added to the non-offenders score and the offenders score shall be reduced to zero.
- 1 **The Miss rule** is a rule of Snooker and must be adhered to at all times.
 - 2 In the best traditions of Snooker, a player should call a **Foul** on himself for any accidental touching of a ball or similar offence.
 - 3 The Referee should consult both players about the replacing of balls after a **Miss** has been called, after which the Referees decision will be final.
 - 4 Players refereeing matches should be vigilant at all times and should first ascertain whether a ball can be seen, prior to the next shot, where a possible rule infringement may result from that shot.

Revised February 2010



The English Association
of Snooker and Billiards

GUIDE FOR LOCAL PLAYERS

Issue 09 November 2009

Some tips for players refereeing in their local leagues

Author – Dan Lewis – EASB Director of Referees

Never call out the score when spotting a ball, until you have completed the task, as this is the signal for the striker to continue with his break/make the next shot. Also, never call out the score when a ball is potted, until you are sure that no foul can result from any balls still in motion.

Never turn your back on the table and always retain control of the cue-ball between frames and whilst it is in hand, until you are ready to continue.

You should always try to take up a position out of the line of sight of the striker & remain still whilst he/she is down on the shot. We consider the striker to be standing @ 6 o'clock, the referee should stand between 4 o'clock & 8 o'clock, whichever side affords the best view of any likely infringement of the rules. i.e. any object balls that could be fouled by the strikers person or attire, or by the path of the cue-ball.

Whenever there is a possibility of a "Miss" occurring, the Referee should ask the player to allow him/her to view the exact line of the shot & to take a mental image of the cue-ball and object balls positions. This is especially important where only a thin shot is available or the player is playing a thin contact (across a ball).

All attempts to escape from a "Snooker", must be played with sufficient strength to reach the ball on, either directly or indirectly. The "Miss" rule and how to apply it within your league(s) is attached separately.

A player can 'nominate' his intended ball by his stance, but should this not be immediately obvious then the referee should ask the player to "Declare" which ball he is playing (state clearly - Please Declare). It is a foul if the player plays without first replying to this request. The striker does not have to declare/nominate, unless specifically requested to do so by the referee.

When balls are almost touching, the striker is allowed to declare that ball but he must make only the thinnest possible contact when so doing. You only state "Touching Ball" if that ball is a "ball on", and any movement of that ball is a foul unless it moves because of the vagaries of the table. i.e. moves forward into the space vacated by the cue-ball or settles onto an uneven spot.

Remember we play for fun as well as to win, so all decisions should also be made within the spirit of the rules.



The English Association
of Snooker and Billiards

REFEREES BEST PRACTICE

ISSUE 10 – DECEMBER 2009

THE STALEMATE SITUATION

Author – David Smith – Tutor South West

1. A stalemate situation can arise during a frame, in several ways, listed below are the two most common situations that occur :-
 - a. When a coloured ball is knocked over one of the top pockets, thus blocking the path of any reds entering that pocket, particularly during the early part of the frame. Other reds are then knocked towards the colour to form a bunch of reds, where both players keep clipping a red and taking the cue ball into baulk.
 - b. When the cue ball comes to rest close to a cluster of reds above the **pyramid spot** (where the Pink is spotted) and both players keep playing the cue ball into a red so that all the reds remain in close proximity, and no reds are potable.
2. If the Referee thinks a possible stalemate situation is approaching, it is wise to check the scoreboard to observe the scores. If there is little difference, he is unlikely to get any objections from the players but they may wish to continue. If that is the case and the Referee is confident that the situation will continue, he/she should advise them that they will be allowed to continue for an agreed period, usually three more strokes for each player or team (i.e. four handed match/game). If the situation continues, then the Referee shall nullify all scores for that frame, **re-set** the balls, and the frame will be restarted.
3. The opening stroke of the re-started frame shall be made by the same player who broke off at the start of the aborted frame, and the same order of play must be maintained in a four handed game.

N.B. Snooker balls are **Re-set** at the end of each frame **not Re-racked**. There is no terminology in the 'Rules of Snooker' that mentions Re-rack (Section 3 Rule 16). If anyone argues with you, ask them 'how do you re-rack the coloured balls?' **Tutors/Examiners** should check that their Referees use the correct terminology and not imitate the phraseology of the commentators on Television, for all aspects of the game.



The English Association
of Snooker and Billiards

Referees Best Practice Issue 11 – January 2010 Ball in Hand Author – Vic Hartley – Tutor -South

1. There has been a lot of controversy lately about when is a "Cue-ball" forced off the table and when is it "in hand"
2. This doubt has been caused by a striker touching a "cue ball" and so preventing it from entering a pocket.
3. If the striker picked the "Cue-ball" up it is said to be "forced off" and therefore the incoming player will play from "in hand".
4. If the striker merely blocked the path of the "Cue-ball", it did not leave the bed of the table and therefore the incoming player MUST play it from where it stopped. It is therefore NOT "in hand".
5. The latter causes a problem, when the incoming player may be at a disadvantage. Object balls that could be potted from the "D" may be impossible from the position left [even "snookered"] and a safety "stroke" difficult [of course the incoming player could make the offending player play again].
6. A solution to the problem could be found in Section 5 rule 1: The referee shall(a)i be the sole judge of fair and unfair play (a)ii be free to make a decision in the interest of fair play for any situation not covered adequately by any/all Rule(s).
7. The word adequately is important in this instance. The Referee should rebuke the offending player and warn him that further instances of such behavior will bring a more severe penalty: He could then pick the "cue-ball" up and hand the "cue-ball" to the incoming "striker" or visibly place it against the baulk cushion; thereby indicating to the incoming player that he is "in hand"; which would have been the case if the "cue-ball" had been allowed to enter the pocket.

N.B. It is evident that Players should also learn the Rules of the game more fully!
This would ensure that incidents such as occurred in the 2009 World championships and in the recent Premier League matches, would be dealt with in an appropriate and consistent manner.



The English Association
of Snooker and Billiards

REFEREES BEST PRACTICE

ISSUE 12 – February 2010

Billiards Refereeing

Author – Vera Selby – Tutor – North East

Check table and equipment prior to match as detailed in RBP02 & RBP05 -
Check the measurement and condition of the Spots and Baulk-line and inform the players of any 'Spot' problems (and how you will deal with them) to maintain the 'flow of play', or discrepancies in measurements (for their 'half ball' losing hazards).

Positioning in Billiards is different from Snooker, as most matches are timed it is essential that you are in position to retrieve, return and re-spot balls quickly. Players prefer you to stand still as close to the intended destination pocket, without distracting them, again for speed and efficiency.

A Referee has several responsibilities regarding the rules –

- 01 Counting the hazards and warning after 10;
- 02 Counting the 'pots off the Spot', 2 and then using the 'Centre spot';
- 03 Counting consecutive cannons & warning after 70, with only 5 more allowed;
- 04 Ensure no 'unfair play', such as time wasting near the end of the period by the player leading – cleaning balls; complaints about opponent or spectators moving; querying your decisions; etc.
- 05 Checking whether balls are 'in play' or even a 'line ball'.
- 06 If asked, informing the player if their cue-ball is correctly placed in the "D", and can be played from there – positioning can be critical, especially for 'losing hazards'.
- 07 "Running a Coup" is no longer allowed, when a player plays from 'in-hand' when 'double baulked'.
- 08 The difference between a 'Miss' – failure to make contact with any object ball
And a 'Foul' – any infringement of the rules.
- 09 Be aware of the 'Baulk-line crossing' rule (Professional tournaments only unless specified) and remember to warn the striker at each occurrence of 87 and ensure that it is completed before the break reaches the next 100. Failure to complete this manoeuvre is 'A Foul'.

N.B. In both 1, 2 & 3 - counts restart after any combination shot.
In 1 & 3, - only 5 more before a "Foul" is committed.

Remember that the Referee is 'The sole judge of Fair and Unfair play'.



The English Association
of Snooker and Billiards

REFEREES BEST PRACTICE – ISSUE 13 – May 2010

A Scoring System for Billiards

Author David Gough Tutor South West-Bath and North Somerset

Billiards is usually played at a faster rate than Snooker and therefore only the minimum of detail can be recorded. Sufficient detail needs to be recorded so as to answer any queries as to the number of Cannons or Hazards played, when warnings were given, and the number of successive pots from the spot.

It is also useful to record the timer countdown at intervals in timed matches.

As well as a main sheet headed by details of the competition, players, and points/time limit several continuation sheets will probably be needed. Sheets should be numbered consecutively and fastened together at the end of the match.

Sample Scoresheet

<u>PLAYER</u>	<u>CUEBALL</u>	<u>PLAYER</u>	<u>CUEBALL</u>
IVAN INOFF	Y	LARRY POTTER	W
<u>BREAK</u>	<u>SCORE TOTAL</u>	<u>BREAK</u>	<u>SCORE TOTAL</u>
C H XH 2.2.2.3.3.3.2.2.2.5.2.2.6.3.3.2.2.3.2.2.W.3.3.2.2.	C 63	0	
HC HS1 C 2.3.2.2.3. 3. 3.2.0	83 83	H 14 2.2.2.2.3.3.3.2.3.3.W.2.2.2.3.Q.2.0	36 36
M		+2 38	
	+2 85	CHCHCHCHS1 S2 CHC H 2.3.2.3.2.3.2.3. 3. 3. 3.2.3.2.2.3.3.5.F	49 87
C H CHCHC H C 2.2.3.3.3.2.3.2.3.2.2.3.3.2.2.3.3.0	43 128	0	
0.0.0		0.0	
		C H XH C H CH 2.2.3.3.4.2.3.3.2.2.2.3.3.3.2.3.2. T	47 134

C=Cannon **H**=Hazard **X**=Cannon/Hazard combination stroke **0**=End of break
W=Player warned 10 Hazards/70 Cannons **Q**= Player asked referee how many hazards / cannons, number above is referee's reply
F=Foul **M**=Miss (No foul) **S1, S2** Red potted from the spot **T**=Time called

From the above it can be seen that Larry played first with the white ball. He did not score. Ivan then made a break of 83 before his break ended. Larry made 36 in Hazards before leaving Ivan facing a double baulk situation. Ivan failed to hit any ball from in hand and from the resulting position Larry made 49 his break ending with a foul. Ivan made 43 and for the next six strokes neither player scored until Larry made 47 when the bell signalled the end of the match.

An extra column to the left of each players break records the timer countdown thus any particularly quick breaks can be readily established.

Player's averages can be calculated by dividing their score by the number of visits.

In the above example Ivan $128/6 = 23.33$ Larry $134/7 = 19.14$