The Rules of Billiards

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THE RULES OF THE GAME OF BILLIARDS,

AUTHORISED BY

The Billiard Association of Great Britain and Ireland,

And compiled and approved by the following Professional Players:—

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1. The game of Billiards is played by two or more players, so that sides can be formed, who may agree to play any number of points up, the usual number being 50 or 100. Scores are made by winning hazards, viz., pocketing an object ball; losing hazards, viz., forcing the striker's ball into a pocket after coming in contact with an object ball; cannons, viz., striking both object balls; *cnaps*, viz., forcing a ball into a pocket without it coming in contact with an object ball; forcing a ball off the table, and by misses.

2. Three balls are used, viz., a red, plain white, and spot white. Any rest may be used.

3. The choice of balls and order of play shall, unless mutually agreed upon, be determined by stringing, and the player whose ball stops nearest the lower cushion after being forced from baulk up the table, may take which ball he likes and play or direct his opponent to play first, as he may deem expedient.

4. The red ball shall, at the opening of every game, be placed on the billiard spot, which shall be 12¾ inches from the face of the top cushion and equidistant from the two side cushions; and the red ball shall be replaced after being pocketed, or forced off the table, or whenever the balls are broken. If the billiard spot shall be occupied by another ball, the red must be placed on the pyramid spot, which is situate exactly between the two top and two middle pockets, and if the pyramid spot be occupied, the red must be placed on the spot exactly between the two middle pockets.

5. Whenever breaks the balls must play out of baulk from the half-circle, but it is not necessary that he shall play at the red ball.

6. The game shall be adjudged in favour of whoever first scores the number of points agreed upon, when the marker shall call "game"; or it shall be given against whoever, after [illegible] commenced, should neglect or refuse to continue [illegible] the referee to play.

15. A TEE stroke is made by hitting the red ball first, making a cannon, and pocketing all the balls.

16. If the player in making a cannon should strike the two object balls simultaneously, the stroke shall be scored as if the white ball had been struck first.

17. If a striker scores by his stroke, he continues until he ceases to make any points, when the opponent follows on.

18. If a ball rebounds from the table and is prevented by any object, except the table, from falling to the ground; or if it lodges on a cushion or the woodwork, and remains there, it shall be considered off the table, unless it is the red, which must be spotted.

19. If a player, after striking a ball, forces either his own or the object ball, or both balls, off the table, it counts two to his opponent, whether a score is made or not. If a score is made it does not count, and the opponent breaks the balls.

20. If a player fails to hit another ball it counts one to his opponent; but if by the same stroke the striker's ball is forced off the table, or into any pocket, it is called a *cnap* and counts three to his opponent.

21. If in taking aim the player moves his ball and causes it to strike another, it shall be considered a stroke.

22. All strokes must be played with the point of the cue, otherwise the stroke is foul.

23. If the player, in the act of striking, touches his ball, it shall be considered a stroke.

24. Should a player score and touch a ball after the balls have ceased rolling, the next stroke is foul.

25. If the striker plays with the wrong ball, it shall be optional to the opponent to claim any of the following penalties, viz.:—to play with either ball; to compel his adversary to play the stroke over again and the same to be foul; or to have the balls broken by himself or his opponent, as he may [illegible] opponent's ball he must continue [illegible] however,

34. When the balls are not playable, that is, when they are in baulk and the striker is in hand, the player's ball must touch a cushion out of baulk before he can score. If in attempting to touch a cushion the striker's ball, before the cushion is reached, comes in contact with either of the object balls it is a foul stroke, and the opponent may elect to have the balls replaced and the stroke played over again, or go on and claim a coin or *cnap* as the stroke may have been played. In the event of the player scoring after being ordered to play the stroke over again, the score counts and he continues his break.

35. In giving a coin, should the player strike his ball more than once, the opponent has the option of obliging him to play the stroke over again; but should the striker score in playing the stroke over again the score counts and the player continues his break.

36. When the striker's ball touches either or both the object balls, the red must be placed on the billiard spot, and the object white on the spot between the middle pockets, and the striker goes in from hand.

37. Should the red ball not be properly spotted, the player may have it replaced before the stroke, subject to appeal to, and the approval of, the referee; but the player must not in any way touch the red ball himself or his opponent may claim a foul, and if a score is made the opponent breaks the balls.

38. A player may have the balls changed, subject to appeal to, and the approval of, the referee.

39. In case any person other than a player should stop a ball or interfere with it, the ball shall be placed by the referee as near as possible where he thought it would have gone.

40. If a spectator interferes with a player and causes him to move a ball, the ball must be replaced by the referee.

41. If a player deliberately obstructs an opponent, or wilfully interferes with the run of the balls, he shall lose the game.

42. The "spell" stroke from the back line is not allowed, and if a score is made, the balls must be broken by the

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REF: 1153

Height: 68 cm (26.8")

Width: 43 cm (16.9")

Depth: 2.5 cm (1")

Description

An original oak framed Rules of Billiards by George Wright of London, a good example of an oversized Country House framed rule, becoming very hard to source.Printed paper on board, original frame, replacement glass. Provenance: Hexton Park

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