



'3-PIN' BAR BILLIARDS

TABLE PLAYING CONDITIONS

- 62) The playing area of the table shall not be less than 138.4 cm or more than 143.5 cm in length and not less than 78.7 cm in width, measuring from the inside edge of the cushions.
- 63) The table shall be not less than 86.4 cm and not more than 92.7 cm in height from the floor to the top of the cushion.
- 64) The table must be level and in good condition.
- 65) There shall be one black and two white skittles of equal size and weight. To a height of at least 5.1 cm above its base each skittle should be cylindrical with a diameter between 1.5 cm and 1.8 cm. Skittles should be 11.4 cm tall +/- 0.6 cm. The black skittle shall be placed on a spot, the back edge of which will be 0.6 cm from the front edge of the 200 hole. The white skittles shall be placed on spots level with and 17.8 cm from the centre of the 100 hole.
- 66) A "D" shall be firmly fixed to the table in the centre of the base of the playing area. This should be approximately 4 cm radius and the centre of the "D" shall be clearly marked with a spot, to be known as the break spot.
- 67) Another spot shall be fixed in the centre of the table with its centre not less than 17.1 cm and not more than 17.9 cm from the centre of the break spot on the "D". This shall be known as the red spot.
- 68) Baulk lines shall be clearly drawn on the table radiating from the centre of the base of the playing area to the side cushions so as to form an arc of not less than 150 degrees and not more than 160 degrees.
- 69) The table shall be adequately illuminated.
- 70) One red ball and seven white balls of equal size and weight shall be provided.

RULES OF PLAY

- 71) All shots must be played with the base of the cue ball within the area of the "D".
- 72) The red ball shall be placed by the hand on the red spot and a white ball placed on the break spot, also by hand. The white ball is then played with a cue onto the red ball with the object of potting one or both balls. This is known as playing from the break position.
- 73) If, from the break position, both balls are potted into any holes, three times consecutively, the player on their next shot shall be barred from potting more than one ball, in accordance with rule 96(e).

- 74) If no balls remain on the table at any time during the course of the game, with the exception of the last ball shot, play will be continued from the break position.
- 75) From the break position the red ball must always be used on the red spot, unless the bar has dropped and the red is no longer available. At any other time use of the red ball as the cue ball is optional.
- 76) Other than from the break position and the last ball shot (see rule 88) the cue ball may be placed anywhere on the "D".
- 77) A white ball potted into a hole shall score the value of that hole. The red ball when potted will score double the value of that hole, provided no penalty has been incurred in either case.
- 78) A break will continue until such time as the player fails to pot a ball or plays a foul shot in accordance with rules 90 and 91).
- 79) At the end of a break the score should be recorded progressively on the scoreboard.
- 80) If during a break a ball on the lip of a hole falls in without being struck by another, the ball shall count as if potted and the score will count. A break will be deemed to have started when the first shot is played and ended when the scorer calls end of break.
- 81) If a player plays at a ball on the lip of a hole and the ball falls before the cue ball reaches it, no penalty will be incurred and the player will continue with his break, except for any penalty incurred before the cue ball reaches the position previously occupied by the object ball.
- 82) If a ball on the lip of a hole falls in after the scorer has called end of break, in conjunction with rule 96(f), this ball shall not count.
- 83) Should a ball knock a skittle off its spot but the skittle does not fall over, the score shall count and the skittle should be replaced in its correct position before the next shot is played, unless prevented by a ball encroaching on the skittle's correct position, in which case it should be replaced as soon as the spot is clear, see rule 84.
- 84) Should any ball be touching a skittle causing it to lean, or preventing it from being re-spotted, this ball should be returned to the rack AT THE END OF THE BREAK.
- 85) When no balls are left in the rack, play continues by taking the ball furthest from the top (back) cushion. If two balls are equidistant from the top cushion the ball nearest the Centre line of the table should be taken.
- 86) After the Bar has dropped, play should continue until all balls in the rack had been used.
- 87) If two balls are "bridged" over a hole and one must be returned to the player, the scorer must hold the balls, "tilt" the back ball onto the table at its nearest point, and bring the other ball back to the player.
- 88) If only one ball remains, either in the rack or on the table, the break score should be recorded before the last shot is played. The last ball must then be played from the centre of the "D" into either the 100 or the 200 hole OFF ONE SIDE CUSHION. This is known as the 'Last ball shot'. Before playing the last ball shot the white skittles should be placed in the 50 holes and the top holes guarded. If the ball strikes a skittle in the 50 hole, and falls into the 100 or 200 hole, the score will not count. Both players should continue to play the last ball shot alternately until the ball is potted or the black peg is knocked down.
- 89) No one is to touch any ball whilst it is in motion (e.g. falling down hole), except to prevent the ball from going down the top holes in rule 88).
- 90) Foul shots incurring loss of break score penalty:
 - a. Potting both balls from break position four consecutive times. (Except as in rule 96(e).
 - b. Failing to hit another ball with the cue ball. (Except as in rule 81 and rule 88).
 - c. Any ball returning over or obstructing the baulk line. A ball shall be deemed to be obstructing the baulk line if, when viewed from directly above, it obscures any part of the line. The ball should be returned to the rack.

- d. Any ball obstructing or hitting the "D". A ball shall be deemed to be obstructing the "D" if, when viewed from directly above, it obscures any part of the "D". The ball should be returned to the rack.
- e. Any ball mounting the cushion or leaving the table, even if it falls back on the playing surface. The ball should be returned to the rack. It is not a foul shot if a ball bounces upwards and returns to playing surface without touching anything apart from another ball.
- f. Knocking down a white skittle with a ball.
- g. Deliberately touching or knocking down a white skittle with cue or hand while the balls are in motion or before a ball has fallen completely down a hole. (Reason - prematurely to avoid penalty, could just pick up the peg and put it back).
- h. Playing a shot while balls are still in motion or before a ball has fallen completely down a hole.
- i. The player interfering with the movement of any struck ball before it has completely fallen down a hole.
- j. Accidentally knocking the cue ball off the "D" with the cue. The cue ball will not be considered to be in play until it is completely clear of the "D" and the baulk line as in b above and d above.
- k. Hitting the cue ball after it has left the "D" (double hitting / push shot).
- l. Not using the red ball, when available, at the red ball spot, at the break shot.
- m. Causing a ball resting on the lip of a hole to drop by deliberately disturbing the table.
- n. Playing the break shot with either ball not on its spot. It is not a foul under this rule if the ball falls off the spot as the player is in the act of striking. Any other penalty incurred will count.
- o. If the cue ball fails to reach an imaginary line through the black peg and parallel with the top cushion and does not strike another ball, it will be returned to the tray and the player loses his break. (This does not apply to the last ball of the game).
- p. Where a player commits two fouls in a single shot the penalty for the first foul committed shall apply.

91) Foul shots incurring loss of entire score penalty:

- a. Knocking down the black skittle with a ball.
- b. Deliberately touching the black skittle with a cue or hand while balls are in motion or before a ball has completely fallen down a hole.
- c. Deliberately causing a loss of break penalty to precede a possible loss of total score penalty will result in a loss of total score penalty.

92) Should both a white and a black skittle be knocked down, if the white skittle falls first, the penalty will be loss of break, unless the white was knocked down deliberately by hand or cue. Should the black skittle fall first, the penalty will be loss of entire score.

93) If a player is nudged or jolted while in the act of playing a shot, causing them to play a foul shot, no penalty will be incurred. The scorer should replace the balls in what they consider to be their original positions and the player should then replay their shot.

94) If the balls are disturbed in any way other than in the normal course of play, then the scorer should replace the balls in what he/she considers to be their original positions and play should continue. If, in the opinion of the scorer, a ball on the edge of the hole falls due to any accidental or deliberate table movement by the player, that the ball be replaced and will not count and the break will end.

95) Deliberately foul shot: If, after the bar has dropped, a player - in the opinion of the scorer - deliberately plays a ball directly into a hole without touching another ball, then the ball should be retrieved, and the other player allowed to play it. Any

additional coins required to do so should be provided by the player deemed to have played the foul.

96) Scorer and marker:

- a. A competent scorer should be appointed. In inter-counties team matches this will be from the team with first break, the other team may supply a marker if they wish.
- b. The scorer will act as referee and will be the sole arbiter on matters of facts and interpretation of the rules during the course of the game, unless a tournament referee is present as in rule 32.
- c. The scorer will call out, progressively, the score after each shot.
- d. Progressive thousands must be recorded either by placing, in clear view, coins or other suitable markers, or alternatively by recording them on the scoreboard.
- e. After a player has potted both balls three times consecutively from the break position, the scorer must clearly warn the player to leave one ball up. Should the scorer fail to do so, the player will not be penalised under rule 90(a).
- f. If, during the course of play, a ball remains on the lip of a hole, the scorer shall decide when to call end of break in accordance with rule 82). (Player walking away from table does not determine end of break)
- g. The scorer shall be responsible for ensuring that the scores recorded on the scoreboard are correct.
- h. A marker may be appointed to record the progressive scores on the scoreboard at the end of each break.
- i. The marker, if appointed, should check the score as it is called out by the scorer and should draw his attention to any discrepancy at the earliest convenient time.
- j. No person, other than the scorer or marker, should touch the scoreboard during the course of the game.

97) If a ball obstructs the placing of a ball anywhere in the “D”, but no foul shot has been played, it will remain there, but will be removed to the trap at the end of the current break (similar to the leaning peg/obstructed spot situation).

98) No coaching of players should take place whilst the player is at the table.

