

# W C CLARK BILLIARDS & SNOOKER LEAGUE

Established 1909

## FOUL AND A MISS RULE

### The Rule as used in the W C Clark League

At the pre-season meeting on 30 August 2017, it was agreed that the *Foul and a Miss* rule would be applied as follows for the 2017-18 season:

#### DIVISION 1

The Foul and a Miss Rule will be applied **when a player has a direct strike available to any part of a ball on**. If it is not possible to hit a ball on **at all**, without the need to play off a cushion or swerve, the Miss will not be called.

It must be stressed that this is the **initial** position faced by the striker, not the resultant position for his opponent.

Example: The player is on reds, there is a direct shot available to the edge of the pack but the player decides to play off two cushions to nestle on a safe red which he is snookered on, and fails. The Miss **WILL** be called, because he had a direct shot available at a red, but chose an alternative.

Example: A player is very nearly snookered on the last red, but there is just a bit of the red 'sticking out' and the player **CAN** hit it without using swerve. A Miss **WILL** be called because he had a direct shot available at a red.

Example: A player has potted a red and can partially see the black directly, but it's an awkward shot needing to be cued over the pack of reds. He decides instead to nominate green and play off a couple of cushions, and fails. A Miss **WILL** be called because he has a full-ball shot available on a colour, but chose another. (If the balls are replaced, he is entitled to change his colour nomination.)

The difference in scores must also be taken into account because, according to the Rule, a first Miss will not be called if either player needs snookers or can only tie before or as a result of the shot concerned.

Example: A player is 33 behind, on the last red, and misses it. A Miss **CANNOT** be called because he now needs snookers (now 37 behind).

Example: A player is 22 ahead, on the final blue. He misses the blue. A Miss **CANNOT** be called because his opponent needed snookers when the shot was played.

Example: A player is 23 behind, on the final yellow. He misses the yellow and gives away 4 points. A Miss **CANNOT** be called because he can only tie as a result of the shot.

#### **THREE MISSES RESULTING IN LOSS OF THE FRAME**

This part of the Rule **applies only if there is full-ball contact available and cannot be used if less than full-ball can be hit.**

If the balls are replaced when full-ball contact is available, a further failure will result in a further Miss being called (regardless of the scores this time).

If replaced for a third attempt, the referee will warn the player that he will forfeit the frame if he fails again to hit a ball on.

Please note that a Miss **CANNOT** be called for some other foul – for example, if he does hit the red on the third attempt but goes in-off, this is not a Miss because he didn't miss!

#### DIVISION 2

The Foul and a Miss rule will not be enforced in Division 2 matches. The only exception to this is if **both** captains agree before the start of the match, in which case it must be applied as in the Division 1 arrangements above.