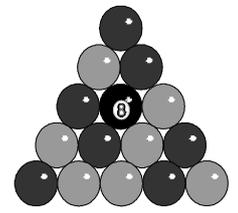
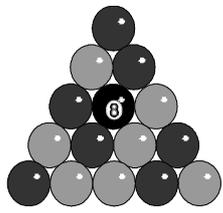


## TIME RULE

*Extract from World Rules:*

### I - Time Allowed

1. A player has a maximum of sixty seconds to play each shot.
2. The Referee will start timing when all balls have come to rest from the previous shot.
3. If the first thirty seconds elapses before a shot is played, the referee will call "Thirty Seconds" as a warning to the player. This call must be made the instant the thirty seconds has expired. A Referee should not postpone the call because it appears that the player is about to play a shot.
4. If a shot is not played within sixty seconds it is a Non-Standard Foul. *[Stop the clock – do not reset. Call "Time Foul" and show the time to the player who has fouled]*. The oncoming player is awarded two visits from:-
  - a. Where the Cue Ball lies, or, if the player wishes
  - b. From Baulk *[ie the player may ask to have cue ball in hand]*
5. The referee may decide to grant "Time Out", being a period when timing ceases:-
  - a. At the request of a player. (For example, something is obstructing the player or the player needs to leave the playing area.) and / or
  - b. Because the referee deems that it is warranted. (For example, the referee may call time out when making a close foul snooker decision or when searching for a piece of equipment requested by the player.)
6. When the referee has racked the balls the referee will call "Time Running". The oncoming player then must play the break shot within 60 seconds. *[Both players must be at the table ready to commence the game]*



## TIME RULE

### CALLING PROCEDURES FOR TIME FOULS

*Partial extract from World Rules Calling Procedures:*

At 30 seconds, Call:- “**Thirty Seconds**”.

This must be called on time even if the player appears to be about to stroke the shot.

At 60 seconds [*Stop the clock – do not reset.*]. Call:- “**Time Foul, Two Visits**” [*and show the time to the player who has fouled and to the referee*]

Add “**Open Table**” if no group established and it is the first time a player is in/takes control of the table.

If Time Out is granted or required by the Referee, Call:- “**Time Out**”. [*stop the clock – do not reset*]

At the end of the Time Out period, Call:- “**Time Running**”. [*Resume timing*]

## GUIDANCE FOR TIME RULE

*Partial extract from World Rules Guidance Notes:*

### **Time Allowed (rule I)**

Players have 60 seconds, to play their shot; this includes the break shot.

### **“Time Out”**

If a player plays a shot while “Time Out” has been called (for example when a Referee is away from the table getting a rest) it is a Serious Foul penalised under M1 Deliberately playing a shot out of Turn.

### **Granting a “Time Out”**

“Time out” may be called at the Referees discretion. For example:

- · Player requesting a rest (which is not immediately available)
- · Something obstructing the player
- · Player needs to leave the playing area very urgently
- · Referee making a close snooker, total snooker or touching ball decision
- · Player lost a contact lens
- · Player fastening shoe laces