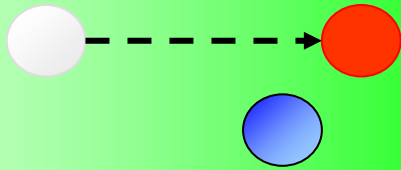


# A BRIEF GUIDE TO THE MISS RULE

## A MISS MUST BE CALLED:

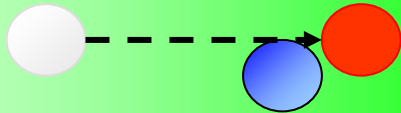
### CENTRAL FULL BALL CONTACT



Warning applies before 3<sup>rd</sup> attempt

*Note: If a player is prevented from hitting a RED full ball by another red (not a colour) then (for the purpose of this rule) he is deemed to be able to hit the red FULL BALL*

### PARTIAL CONTACT ONLY



No Warning Applies

IF THE PLAYER FAILS TO HIT THE BALL ON A MISS **MUST** BE CALLED EVERY TIME (unless snookers are required – see below)

IF THE BALLS ARE REPLACED A SECOND TIME (i.e. after a MISS has been called and the balls have been replaced TWICE) THEN THE REFEREE MUST WARN THE PLAYER ...

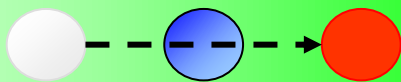
*If you fail to hit the ball on this time the frame will be awarded to your opponent*

IF THE PLAYER FAILS TO HIT THE BALL ON A MISS **MUST** BE CALLED EVERY TIME (unless snookers are required – see below)

THERE IS NO LIMIT TO THE NUMBER OF TIMES A MISS CAN BE CALLED (unless the point is reached whereby snookers are required)

## A MISS MAY / MAY NOT BE CALLED:

### UNABLE TO HIT ANY PART OF BALL ON



No Warning Applies

IF THE PLAYER FAILS TO HIT THE BALL ON A MISS **MAY** BE CALLED – IT IS UP TO THE REFEREE TO MAKE A **JUDGEMENT CALL** (unless snookers are required – see below)

THERE IS NO LIMIT TO THE NUMBER OF TIMES A MISS CAN BE CALLED (unless the point is reached whereby snookers are required)

### TIPS TO HELP YOU MAKE THAT JUDGEMENT CALL:

- Consider the **ABILITY** of the player
- Consider the **DIFFICULTY** of the escape

If you are playing a league game – it is likely that the player you are refereeing (and who is attempting to escape from the snooker) is of a similar standard to yourself.

Decide before he plays the shot whether **you** would expect to hit the ball on if you were playing the same shot.

If you think that you would be able to escape from the snooker – then call a miss if the player fails to hit the ball on (even if he comes close to hitting it)

If you feel that you would have made a good attempt if you got within 6 inches – then call a miss only if the player is more than six inches away

If you consider that the player is better or worse than you – adjust your decision accordingly

**Short of pace:** If a player who is unable to hit a ball on, is short of pace and misses the ball on because he hasn't hit the cue-ball hard enough - then a miss will often be called (although ultimately it is still a judgement call by the referee)

### ARE SNOOKERS REQUIRED / CAN A PLAYER ONLY TIE THE FRAME? – Do **NOT** call a miss if:

- EITHER player requires a snooker (or can only tie) **before** the stroke is played, or
- If a player now requires a snooker (or can only tie) as a **result of** (i.e. **after**) failing to hit the ball on (due to his opponent being awarded penalty points)

**NOTE:** Should a player make absolutely no attempt to hit the ball on – then a MISS should still be called irrespective of whether snookers are required or not

### Replacing the balls after a FOUL AND A MISS:

Make sure that the non-offending player asks for the balls to be replaced before you pick them up!

Replace all balls to the position they were before the original stroke was played (even if any balls have been potted they must still be replaced)

Always **CONSULT** both players as to where the balls should be replaced to – but remember, as the referee, the final decision is yours!