GUIDANCE & CALLING PROCEDURES INTERNATIONAL EIGHTBALL RULES

Endorsed and recognised as the official guidance and calling procedures by

The intention of the document is to offer referees guidance and a clear structure on how to referee a match. Players may also wish to read this so they are familiar with the calling procedures of a referee. The purpose of this guide is to reduce the referee's involvement in a match mainly aided by the simple, but effective, international eightball rules.

Before the start of any match, it is expected that a referee shall know the official rules of pool (International eightball rules) used in the competition/tournament and also any further additional rules set out by the tournament director.

You are to be responsible for upholding:
- The dress code required under the competition/tournament before the players enter the arena. If there is anything you are unsure of or is borderline, refer the matter to the tournament director.
- You should also be aware/vigilant of any form of intoxication, mostly drugs/alcohol but not limited to. Again refer this issue to the tournament director.
- The laws/rules that govern the game of pool.

Players can request a sensible amount of comfort (toilet or drink) breaks during a match The comfort breaks must not be used for cigarettes or meals - you should deny the request.

1. The start of the match

CALL: *Count the players in:* **3, 2, 1, lag**
Upon deciding a winner of the lag **CALL: (player name) wins the lag.**
Proceed to rack the balls for the first frame and offer the cue ball to the incoming player.
CALL: 1st frame, (player name) to break.

2. During the match, thereafter the first frame

CALL: Frame number (frame number), (player name) to break, (trailing/leading) by (match score).
Or
CALL: Frame number (frame number), (player name) to break, (x) frame/s all.

3. Legal break, no balls potted/balls potted

No call required.

4. Eight-ball potted on the break shot (legal break, balls potted/no balls potted)

CALL: Timeout, *re-spot the eight-ball on the black spot or as close as possible without touching other balls, in a straight line towards the centre of the top cushion*, **CALL: time running.**

5. Foul break

CALL: Foul break, *re-rack the balls and ask the incoming player whether they wish to break or turnover the break to their opponent. Offer the cue ball to the incoming player,* **CALL: Frame number (frame number), (player name) to break, time running.**

6a. Cue ball potted (legal break)

CALL: Foul, ball in hand from baulk, *retrieve and offer the cue ball to the incoming player,* **CALL: time running.**

6b. Cue ball leaves playing surface (legal break)

CALL: Foul, ball in hand, *retrieve and offer the cue ball to the incoming player,* **CALL: time running.**

7a. Legal break, Balls potted (obvious group choice)

No call required.

7b. Legal break, Balls potted (<u>No</u> obvious group choice, player nominates)

No call required because the player called a group to nominate.

7c. Legal break, Balls potted (<u>No</u> obvious group choice, player <u>fails to</u> nomination)

CALL: Loss of Turn, *after the shot is played.*

8. Decided groups (First instance only)

CALL: **(Yellows/reds)** **in play.**

9. Standard fouls (Open table & groups decided)

CALL: Foul, ball in hand, *retrieve and offer the cue ball to the incoming player,* **CALL: time running.**

10. Tactical shot/Unsuccessful combination shot

CALL: Loss of turn.

11. Loss of frame foul

CALL: Foul, loss of frame. *Proceed to rack the balls for the next frame.*

12. When timing a frame (Referee timing frame)

Players are allowed a set amount of time per shot. When the timer gets down to five seconds...
CALL: 5, 4, 3, 2, 1 *and if the player fails to strike the cue ball at the end of the countdown call...*
CALL: Time foul, **ball in hand,** *Standard foul applies. Retrieve and offer the cue ball to the incoming player,* **CALL: time running.**

13. Time extension

Players are allowed one time extension per frame.
If a player calls for an extension and has one available:
CALL: Extension called
If a player calls for an extension and has no remaining available:
CALL: No extension remaining

14. Timeout (required/requested)

CALL: Timeout, *deal with the issue,* **CALL: time running.**

15. Touching ball (All instances)

CALL: Touching ball, *with an indication as to which ball(s) the cue ball is touching.*

16. Frozen ball

CALL: Frozen ball, *with an indication as to which ball is touching the cushion.*

17. Stalemate (As requested by player)

CALL: Timeout, *evaluate the table as to whether a shot is possible for the incoming player,*
CALL: (**Stalemate** / **No stalemate, time running**)

18. Completion of a frame

CALL: Frame. *Proceed to rack the balls for the next frame.*

19a. Completion of a frame AND match

CALL: Frame and match (Players Name), *shake hands with the players and remove all the balls from the playing surface.*

19b. Completion of a match when the match time has expired

- *Winner by higher frame count:*
  CALL: Match (Players Name), *shake hands with the players and remove all the balls from the playing surface.*

- *Scores tied: (6 red shoot-out in use)*
  CALL: Match drawn, 6 red shoot-out, *retrieve a red and yellow ball then remove all remaining balls from the playing surface ready for the players to lag for the right to choose who goes first and second in the shootout.*

- *Upon scores tied: (draws allowed)*
  CALL: Match drawn, *shake hands with the players and remove all the balls from the playing surface.*

Guidance for a 6 red shootout

Players to lag for the right to choose who will go first and second

Proceed to rack the balls with the head ball on the head spot so that the middle ball of row three is on the black spot.
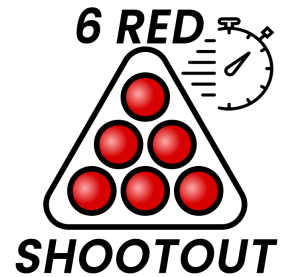
Explain to players

The clock will start when they strike the cue ball and the clock will stop when the last red leaves the bed of the table.

Players always have to play a legal shot, it's a 5-second penalty for any foul, which is added onto the time at the end of a completed 6 red clearance.

The cue ball and red ball 'on' need to be stationary at the point of contact but all other red balls can be moving.

Always keep hold of the cue ball and have the stopwatch in hand ready, you can then **CALL: In your own time (Players forename)**.

First player's attempt

Start the timer on the stopwatch as they strike the cue ball.

Stop/pause the timer on the stopwatch as the last red leaves the bed of the table.

Record the time and add any additional penalties if necessary. Check for any unsure fouls by way of VAR and/or a second referee (if present).

Second player's attempt

Start the timer on the stopwatch as they strike the cue ball.

Stop/pause the timer on the stopwatch as the last red leaves the bed of the table.

Record the time and add any additional penalties if necessary. Check for any unsure fouls by way of VAR and/or a second referee (if present).

Note: the second player may decide to quit on the clearance if they feel the time to beat has surpassed or is not achievable. They may walk away from the table or proceed to shake hands with the opponent, conceding the shootout and match.

You are now in a position to declare a winner of the shootout and match.

CALL: (Players Name) wins the shootout and match, *shake hands with the players and remove any remaining balls from the playing surface.*