

REFEREES CALLING PROCEDURES

BLACK BALL POTTED ON THE BREAK SHOT: Call: "**Void Break**", (Retrieve all Balls and re-rack)..."**Same Player to Re-start Frame, No Penalty**".

FOUL BREAK: Call: "**Foul Break**", ... (Re-rack Balls)..."**Opponent to Re-start Frame with Two Visits**".

CUE BALL POTTED ON A FAIR BREAK: Call: "**Foul**",..... Timing to re-start on handing the cue ball to the oncoming player. Call: "**One Visit, Time Running**".

In the event of a player showing reluctance to accept the cue ball, i.e., Gamesmanship, place the cue ball on the baulk rail and call;- "**Time Running**".

ANY STANDARD FOUL WHEN GROUP NOT ESTABLISHED: Call: "**Foul, Two Visits**". If it is the first time a player is in/takes control of the table. Call: "**Foul, Two Visits...Open Table**".

BREAK SHOT, ANY LEGAL BALL(S) POTTED: Call: "**Balls Potted**" ...

If player nominates the group potted Call: "**Red/Yellow Balls in Play**". If player nominates the group not potted Call: "**Red/Yellow Balls Nominated**". If colour nominated is then potted Call: "**Red/Yellow Balls in Play**". Failure to pot nominated colour Call: "**Open Table**". BREAK SHOT, FAIR BREAK, NO BALLS POTTED: Call: "**Open Table**".

FIRST APPROACH AFTER GROUPS ARE ESTABLISHED: On the first time only, that a player is in/takes control of the table, after groups have been established. Call: "**Red/Yellow Balls in Play**".

ANY STANDARD FOULS DURING A FRAME: Call: "**Foul, Two Visits**". No further call is made (other than time calls/fouls) until a pot "on" is missed. Then Call: "**Second Visit**". No call is made at the end of this visit.

NON STANDARD FOULS: Call: "**Foul**". Then impose relevant penalty and/or await direction from the oncoming player. Add "**Open Table**" if no group established and it is

the first time a player is in/takes control of the table.

SERIOUS FOULS: Call: "**Serious Foul**". Replace any ball(s) moved,...Call: "**Two Visits**". Add "**Open Table**" if no group established and it is the first time a player is in/takes control of the table.

LOSS OF FRAME FOULS: Call: "**Loss of Frame**". Explain reason.

TIME FOULS: 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 Sixty Seconds, Call: "**Time Foul, Two Visits**". Add "**Open Table**" if no group established and it is the first time a player is in/takes control of the table.

TOUCHING BALL(S): When the cue ball is in contact with any ball(s) "on", Call: "**Touching Ball(s)**". Clearly point to ball(s) in contact with cue ball.

TIME OUT: If Time Out is granted or required by the Referee, Call: "**Time Out**". At the end of the Time Out period, Call: "**Time Running**".

TOTAL SNOOKER/FOUL SNOOKER: After a request from a player only, Call: "**Total/Foul/Jaw Snooker**", or as appropriate, with "**Time Out**" calls if necessary.

STALEMATE: If the Stalemate Rule is invoked, Call: "**Stalemate, Re-start of Frame, Same Player to Break**", "**One Visit**".

BALL NOMINATION: Where a player has a right of ball nomination, after nomination, point to nominated ball and Call: "**Red/Yellow/Black Ball Nominated**".