

World Eight Ball Pool Rules - Referees (Umpires) Calling Procedures

Version: 01/01/2015 © www.8ballumpire.com.au

BLACK BALL POTTED ON 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 incoming player.

Call:- **"One Visit, Open Table"**.

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 takes control of the table. Call:- **"Foul, Two Visits...Open Table"**.

BREAK SHOT, 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 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 incoming Player.

Add **"Open Table"**, if no group established and it is the first time a player takes control of the table.

LOSS OF FRAME FOULS:

Call:- **"Loss of Frame"**. Explain reason.

TIME FOULS: This must be called "on time", even if a Player appears to be about to stroke the shot.

At 30 seconds,

Call:- **"Thirty Seconds"**.

At 60 seconds,

Call:- **"Time Foul, Two Visits"**.

Add **"Open Table"**, if no group established and it is the first time a player takes control of the table.

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"**.

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.

TOTAL SNOOKER / FOUL SNOOKER: After a request from the 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 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"**.