UMPIRE'S CONDUCT

The order of the points listed below, does not necessarily indicate their relative importance.

1.   An umpire should move briskly around the table at all times, but should not appear to be unduly hurried.

2.   Make required calls (ie. "penalty two visits"), clearly and loud enough to be heard by both players and nearby spectators, but do not shout.

3 . The umpire must be ready to provide to the players (upon request) the "rest' or "spider" and to take possession of same from player after use - unless - such "rest" or "spider" is positioned on hooks at the side of the table. Do not pick up such equipment until such time as it is asked for, thereby reducing the risk of having "coached7' the player.

4.   Do not walk around the table holding "rests". "spiders" etc. as a "staff of office", leave aside until requested.

5.   Do not just let you eyes follow the run of the cue ball to the exclusion of all else.
     Watch for fouls around the ''cuff'' area before and after the shot has been played, some players get very careless after the cue ball has been struck.

6.   Look for "danger" spots. (ie. places where the player may foul on a ball, in bending down over the table).
     "Read" the game and try to anticipate what shot will be played next.
     Recall if the player is right or left handed and it usually becomes obvious where you should position yourself to detect these type of fouls.

7.   When a player is "snookered" or is forced to "bridge" over other balls, try to attain a position so that you can see body fouls etc. but can also step quickly to the object ball. Some player often "lay-up" a ball so gently, that you must be "right on top of it" to be able to give a correct decision.

8.   When a player is using a piece of equipment, watch for fouls on the underside of the cue against another ball.

9.   Do not stand in the players "line of sight". If you find yourself in the players "arc of vision" do not move whilst the shot is being played.

10. When racking the balls prior to commencement of a frame, make sure the balls in the pyramid are as tightly packed as possible and that the black is over the "spot".

11. The question is often asked "where should the umpire stand to control the game"? The answer is simple, there is no "set place". The players intended shot and mode of play in the first instance will dictate where the umpire should position themselves. Factors that may affect an umpires choice of position are: -
     a)   Balls that the player may foul.
     b)   Time available to reach desired position.
     c)   Trying not to stand continuously in from of one section of the audience.

12. The prime function of the umpire is to control the game in all matters of fair and unfair play.
     Knowledge of all rules and by-laws are vital. The umpire must be in <u>full</u> control of the game at all times.

13. Umpires should control spectators. They should not be permitted to walk around tables, peering at possible shots.

14. The way an umpire presents himself/herself is very important as it sets the standard for all ie.
     a)   Umpires should wear black slacks, and shoes (suitably pressed and clean), unless directed otherwise.
     b)   Wear umpire shirt as designated by the state or national authority OR if no such directive given, a white shirt or suitably collared shirt.
     c)   Hair should be kept neat and clean. Facial growth (if worn) should be kept in a tidy manner. Make up (if worn) should be subtle.
     d)   An umpire should present themselves to the organiser at least 10 minutes prior to time set down for commencement of play. Double check with the organiser of any specific rulings, by laws etc. which may aflect play.
     e)   When speaking to players, spectators etc. the umpire should do so in a firm, clear, but friendly manner.
     f)   An umpire should conduct themselves in the appropriate manner at all times, including end of play functions.

UMPIRES "CALLING" PROCEDURES
under World Eightball Pool Federation Rules.

NB   All Calls are in **"Bold Type"**, within inverted commas.

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**", ..."**One Visit**". Timing to re-start on handing the cue ball to the oncoming player. Call:- "**Time Running**".

ANY STANDARD FOUL WHEN GROUP NOT ESTABLISHED: Call:- "**Foul, Two Visits, Open Table**".

BREAK SHOT, LEGAL BALL(s) POTTED. ONE GROUP ONLY: Call:- "**Red/Yellow 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, BOTH GROUPS POTTED: Call:- "**Red & Yellow balls potted**". After nomination. Call:- "**Red/Yellow balls in Play**".

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.

SERIOUS FOULS: Call:- "**Serious Foul**". Replace any ball(s) moved,....... Call:- "**Two Visits**". Add "**Open Table**", if no group established.

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 a Player appears to be about to stroke the shot. At sixty seconds, Call:- "**Time Foul**", "**Two Visits**". Add **"Open Table"**, if no group established.

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 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 of Frame, Same Player to break", "One Visit"**

BALL NOMINATION: Where a Players has a right of ball nomination, after nomination, Point to nominated ball and Call:- **"Red/Yellow/Black ball nominated**".