

Notes:

- Your call is in **bold**
- Words in '*Italics*' are guidance to making a call.
- Where highlighted in **(red)** replace with what is being suggested when making your call
- Where highlighted in **(red)** AND has a **"/"** omit the incorrect word for the statement you are calling.

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 is 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 is required.

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

If you agree with the player's nomination, **CALL: (Yellows/reds) nominated.**

If you disagree with the player's nomination, **CALL: No nomination required.**

7c. Legal break, Balls potted (No obvious group choice, player fails to 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 the 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.