



# STOKE POOL LEAGUE REFEREES CALLING PROCEDURES & GUIDANCE INTERNATIONAL RULES

1. The start of the match – Lag to Break
2. Legal break, no balls potted/balls potted - **No call required**
- 3a. Eight-ball potted on the break shot (legal break, no balls potted)  
CALL: *re-spot the eight-ball on black spot or as close as possible without touching other balls, in a straight line towards the centre of the top cushion, **OPEN TABLE***
- 3b. Eight-ball potted on the break shot (legal break, balls potted)  
CALL: *re-spot the eight-ball on black spot or as close as possible without touching other balls, in a straight line towards the centre of the top cushion, **OPEN TABLE***
4. Foul break - CALL: **Foul break** *re-rack the balls for the incoming player.*
- 5a. Cue-ball potted (legal break) CALL: **Foul, ball in hand behind the break line.**
- 5b. Cue-ball leaves playing surface (legal break) - CALL: **Foul, ball in hand anywhere on the table.**
- 6a. Legal break, Balls potted (obvious group choice) **No call required.**
- 6b. Legal break, Balls potted (No obvious group choice)  
*The player to make the call to a nominated group, otherwise 'Loss of Turn' will be called'*
7. Decided groups (First player only) - CALL: **(Yellows/reds) in play**
8. Standard fouls (Open table & Groups decided) - CALL: **Foul, ball in hand.**
9. Tactical shot/Unsuccessful combination shot - CALL: **Loss of turn.**
10. Loss of frame foul - CALL: **Foul, loss of frame.**
11. Touching balls CALL: **Touching ball** *with an indication as to which ball the cue ball is touching.*
12. Stalemate (As requested) - CALL: *make your decision, then call (Stalemate / No stalemate)*
13. Completion of a frame - CALL: **Frame**