

Basic Interaction Between the Chief Referee and the Assistant Referee

1. The position of the Chief Referee and Assistant Referee When Making Decisions.

A. The referee whose main role is to decide on a stroker's play is referred to as "Referee A".

1. Referee 'A' stands in front of the stroker and to the side refer Figure 1.

1.1 The decision is made with the referee positioned at a sufficient distance from the stroker so that the stroker does not feel hemmed in, however they need to be able to see if the stroker touches the ball with face of the stick before stroking the ball.

B. The referee whose main role is to decide on the movement of a ball is referred to as "Referee B".

1. Referee 'B' stands in the direction that the stroker is stroking the ball, close to the intended distance that the ball will end its travel refer Figure 2.

1.1 The decision is made from a position that will not affect the play by the stroker.

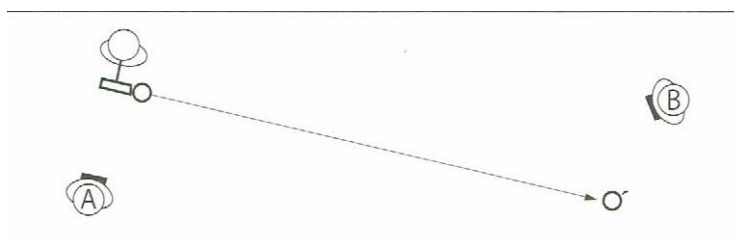


Figure 1 – Positions of Referee 'A' and Referee 'B' when making a decision.

C. Making decisions and announcements on the stroker's play.

1. Referee 'A' makes decisions and announcements on the stroker's play.

1.1 Depending on the circumstances, Referee 'B' can make decisions and announcements on the stroker's play.

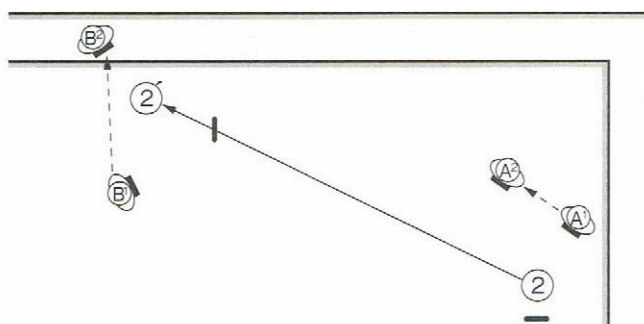


Figure 2 – Referee 'B' making a decision and announcement [Example].

D. Exchange of roles between Referee 'A' and Referee 'B'.

1. The chief referee and the assistant referee can, depending on the circumstances surrounding the stroker's play exchange their roles refer Figure 3.

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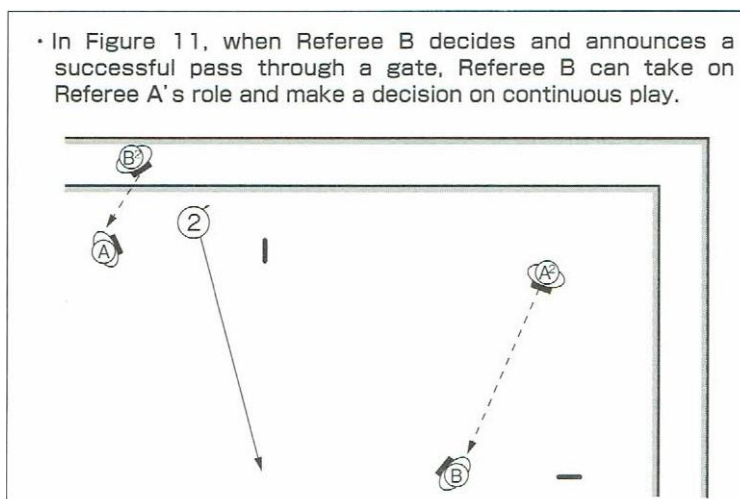


Figure 3 – Referee ‘A’ and Referee ‘B’ exchanging roles [Example].

2. The Interaction Between the Chief Referee and the Assistant Referee in Relation to Stroking Notifications.

A. Mutual confirmation of the next player.

1. Once a stroker's turn ends, the chief referee and assistant referee mutually confirm the position of the next stroker's ball.
 - 1.1 Basically, the position of the next stroker's ball is confirmed by the assistant referee and conveyed to the chief referee.
 - a. The position of the ball, but not the number of the next player is conveyed.

B. Timing of the call to stroke. [Article 9, Clause 1.4. of the Rules].

1. Once a stroker's turn ends, the chief referee calls the next stroker to stroke.
 - 1.1 The stroker's turn ends when the following takes place:
 - a. After stroking, the stroker's does not gain the right for a continuous play or [a Spark], and all the balls in the inner field that have made a valid move stop moving.
 - b. When a play results in a foul.
 - 1.2 Even before a ball in the inner field is still moving, if the chief referee decides that the situation remains unchanged, he/she can call the next player to stroke.
2. A call to stroke made when the chief referee is near the ball of the next stroker refer Figure 4.
 - 5.2 The chief referee takes the shortest route to arrive at a position that will enable him/her to decide on the play by the next stroker, calls on that player to stroke, and becomes Referee ‘A’.

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- 5.2 The assistant referee takes the shortest route to arrive at a position that will enable him/her on the movement of the ball, and becomes Referee 'B'.

- After Player Number ① has had his/her turn, the chief referee decides on the right timing to call on player number ② to stroke, and becomes Referee A.
- The assistant referee becomes Referee B.

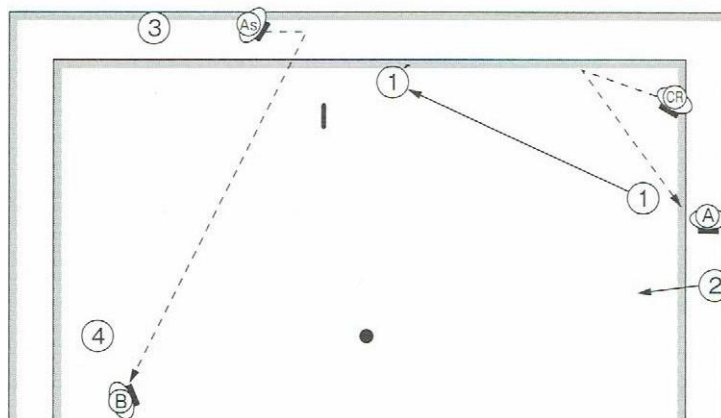


Figure 4 – The interaction between the chief referee and the assistant referee when the chief referee is near the ball belonging to the next stroker [Example].

- 3 A call to stroke made when the assistant referee is near the ball belonging to the next stroker refer Figure 5.
- 3.1 The chief referee decides on the right timing for the assistant referee to take the shortest route to arrive at a position to decide on a play by the next stroker, and become Referee 'B'.
- 3.2 The assistant referee takes the shortest route to arrive at a position to decide on a play by the next stroker, and becomes Referee 'A'.

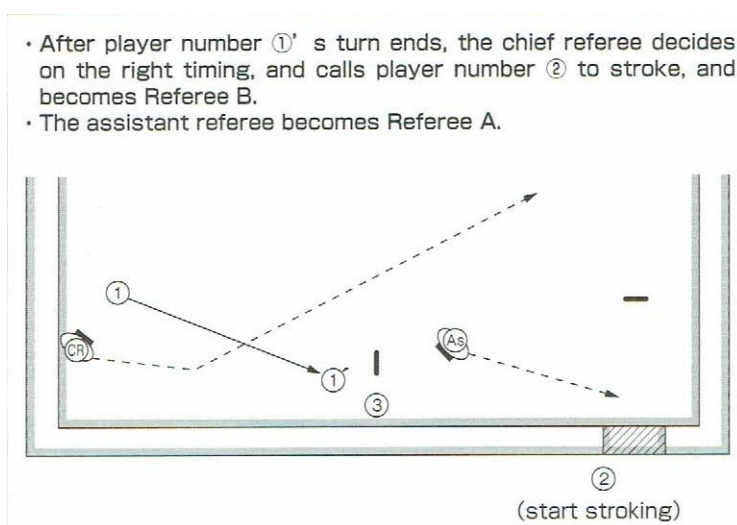


Figure 5 – The interaction between the chief referee and the assistant referee when the assistant referee is near the ball belonging to the next stroker [Example].

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3. What the Chief Referee and Assistant Referee Should Be Aware of Regarding the Play and Right of the Stroker.

A. Time Over. [Article 9, Clause 2 of the Rules].

1. Referee 'A' starts counting the 10 seconds, and at the 8 second mark, calls out, "8 seconds, 9 seconds, 10 seconds". If a stroke [or Spark] does not take place during the call, the referee calls out "Foul".
 - 1.1 The following marks the beginning of the 10 second count:
 - a. When a player is called to stroke.
 - b. When the stroker gains the right for a continuous stroke.
 - c. When the stroker gains the right to spark.
 - 1.2 The 10 second count continues even if the stroker who has gained the right for continuous play [or the right to spark] exists the court.

B. Confirmation by the stroker. [Article 9, Clause 2 of the Rules].

1. The chief referee or the assistant referee shall respond to a stroker when asked to confirm the following:
 - 1.1 Whether the ball which has stopped on the gate line then moves to the back side and completely passes over the gate line represents a successful pass through the gate.
 - 1.2 Whether the set ball is on the gate line.
 - 1.3 Whether a ball that has made a successful pass through the third gate is in contact with the goal-pole.
 - 1.4 Whether the stroker's ball and another ball are in contact when stroking one's own ball.
 - 1.5 Which number ball resulted in a successful 'Touch'.
 - 1.6 Whether the stroker's ball and the touched ball are in contact following a 'Touch'.
 - 1.7 Whether the touched ball and yet another ball are in contact following a 'Touch'.
2. The referee should always confirm the situation, regardless of whether he/she has been asked to do so by the stroker.
3. The time required for the chief referee or the assistant referee to respond constitutes referee time. [Article 20, Clause 1 of the Rule].
 - 3.1 The time required for the chief referee or the assistant referee to confirm the matter with the recorder constitutes referee time.
 - 3.2 The time taken by the stroker to confirm a point is not included in referee time.

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4. Interaction Between the Chief Referee and the Assistant Referee at Stroking.

A. Stroking. [Article 12, Clause 1 of the Rules].

1. Referee 'A' announces "End of Stroke" to prevent a stroker whose turn has ended from stroking his/her ball in the following situations:
 - 1.1 The stick face comes into contact with the stationary stroker's ball when stroking or repositioning the stroker's ball, after which the stroker whose turn has ended attempts to stroke again.
 - 2.1 After a continuous play and the stroker's turn has ended, that stroker then attempts to stroke his/her ball again.

B. Start stroking.

1. If, during start stroking, the stroker's ball is placed outside the start area and stroked, this represents a stroking foul refer Figure 6. [Article 12, Clause 4.1. (10) of the Rules].
 - 1.1 The stroker can use his/her hand to reposition his/her ball.
 - a. It is a ball touch foul if the foot, etc is used to reposition the ball.
 - b. It is a stroking foul if the ball is repositioned using any part other than the stick face.
 - 1.2 It is not, however, a foul if the stroker's ball moves and comes into contact with the stick or foot as a result of, for example, the way the lines forming the start area have been set. [Article 11, Clause 2.1. (10) of the Rules].

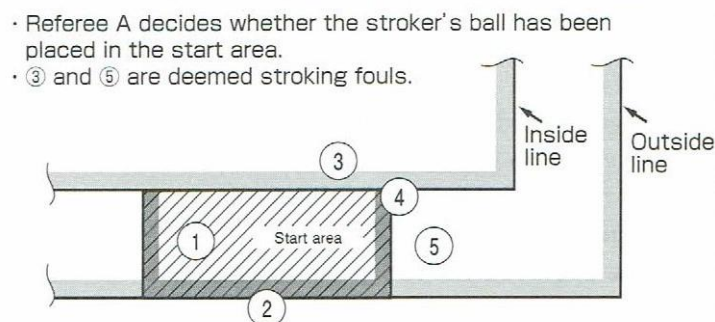


Figure 6 – The correct and incorrect positions of the ball at start stroking [Example].

2. With regards to a ball that is obstructing a pass through the first gate refer Figure 7, upon being requested by the stroker to temporarily move the ball, the chief referee, or the assistant referee marks that position with a red or white marker that corresponds to the colour of the ball and then temporarily moves the ball to a position that is not obstructing a pass through the gate. [Article 12, Clause 2.1.1 (2) of the Rules].
 - 2.1 After start stroking, the chief referee or the assistant referee then returns the temporarily moved ball to where it was before it was moved.

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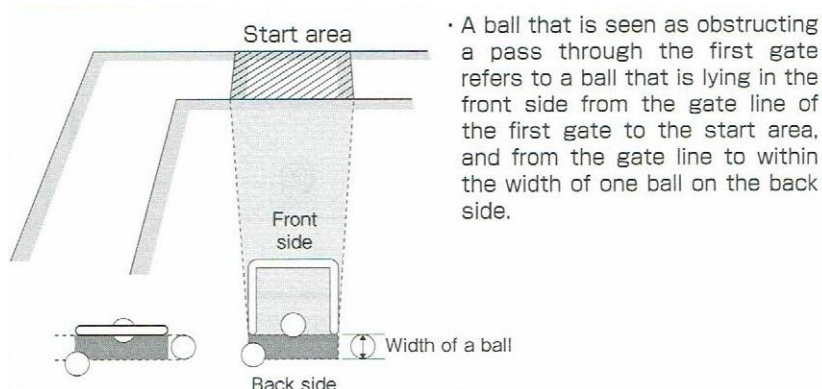


Figure 7 – A ball that is obstructing a pass through the first gate [Example].

3. Deciding on and announcing a successful pass through the first gate. [Article 13, Clause 1 of the Rules].
 - 3.1 At the same time as making a decision on the validity of a stroke, Referee 'A' proceeds in the direction of the ball.
 - 3.2 as soon as it is confirmed that start stroking has resulted in the ball completely passing over the gate line of the first gate in a single stroke, Referee 'A' calls out that the pass through the gate was successful refer Figure 8.
 - a. Depending on the situation, Referee 'B' may make the call.

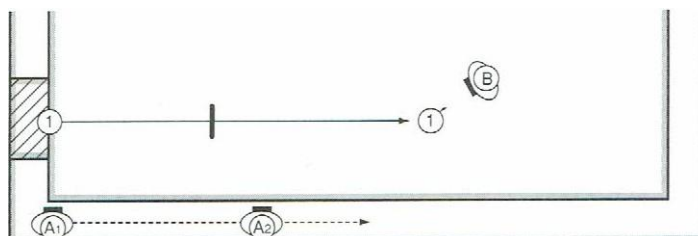


Figure 8 – Interaction between the chief referee and the assistant referee at start stroking [Example 1].

- 3.3 If Referee 'B' determines that the ball will stop in the outer field, he/she should already be positioned in the outer field refer Figure 9.

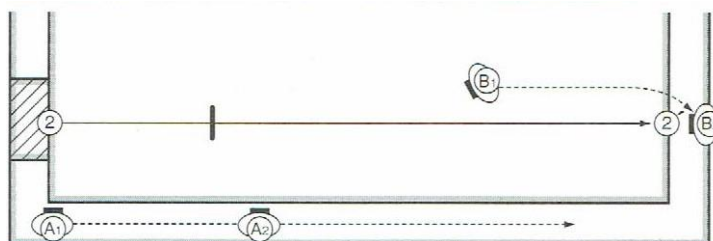


Figure 9 – Interaction between the chief referee and the assistant referee at start stroking [Example 2].

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3.4 Points to be aware of related to a successful pass through the first gate.

- a. The following figure refer Figure 10 and Figure 11 represents an example of a successful pass through the first gate.

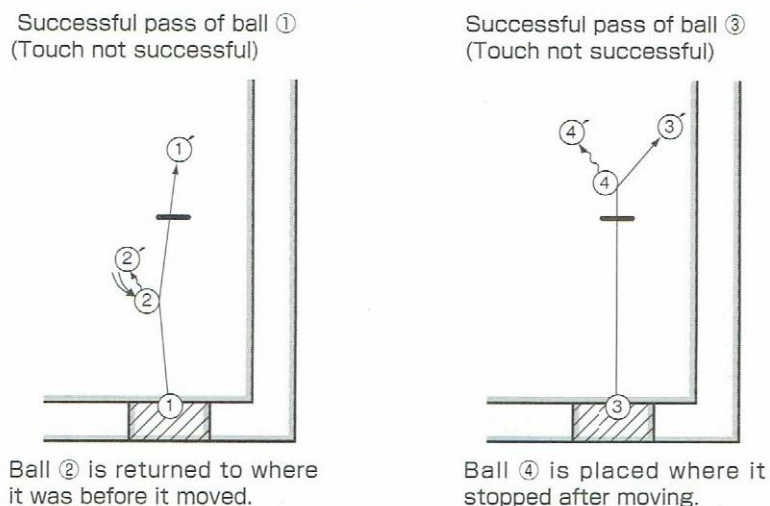


Figure 10 – A successful pass through the first gate [Example 1].

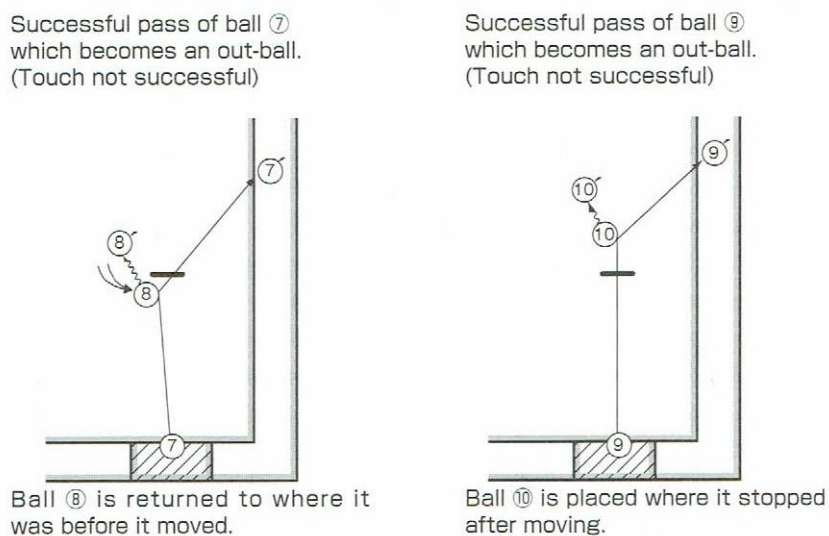


Figure 11 – A successful pass through the first gate [Example 2].

3.5 Addressing a ball that did not make a successful pass through the first gate.

- a. The referee removes, from the inner field the ball that did not make a successful pass through the first gate.
- b. The referee places the ball that did not make a successful pass through the first gate outside the court near the first gate.
- c. Depending on the situation, the ball can be removed to a position outside the court that is near where it was picked up.

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C. Stroking an out-ball.

1. If an out-ball [the stroker's ball] stroked by the stroker hits the gate or the goal-pole, which causes another ball in contact with the gate or goal-pole to be indirectly, the movement of that ball is invalid, and therefore the chief referee or assistant referee returns the ball to where it was before it moved. [Article 11, Clause 2.1 (4) of the Rules].
2. If it is determined that the stroker's ball hit the gate or goal-pole after hitting another ball, or that the ball simultaneously hit another ball and the gate or goal-pole, this represents an out-ball stroking foul.
3. If the stroker's ball hits the gate or goal-pole, which causes another ball in contact with the gate or goal-pole to be moved indirectly, and if the stroker's ball stopped in a position where this other ball was in [before it indirectly moved], this represents an out-ball stroking foul.
4. If the stroked out-ball hits another ball [including an out-ball], this is an out-ball stroking foul and therefore "Foul" is announced, and it is treated as an out-ball from the position it was in when the foul took place. [Article 17, Clause 4 of the Rules].

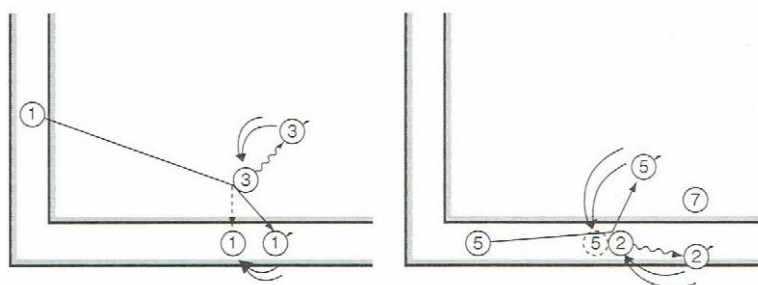


Figure 12 – Fouls related to out-ball [Example].

D. Temporarily move an out-ball.

1. If the stroker requests Referee 'A' to temporarily move an out-ball that is interfering with his/her play, Referee 'A' first marks that position with a white or red marker that corresponds with the colour of the ball and then temporarily moves the ball to a location which won't interfere with the play. [Article 17, Clause 2.3 of the Rules].
 - 1.1 Depending on the situation, Referee 'B' temporarily moves the out-ball.
 - a. The following are examples of an out-ball that interferes with a play:
 - i. A ball that obstructs the stroker's swing or stance.
 - ii. A ball that is in the path of the ball that is about to be stroked.
 - b. After stroking, Referee 'A' returns the ball that was temporarily moved to where it was before it was moved.
 - i. Depending on the situation, Referee 'B' returns the ball that was temporarily moved to where it was before it was moved.

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5. The Interaction Between the Chief Referee and the Assistant Referee in Relation to Continuous Stroke or Sparking.

A. A pass through the gate.

1. Referee 'A' must quickly make a decision and an announcement regarding a ball that passes through the second gate or third gate refer Figure 13.
 - 1.1 Depending on the situation, Referee 'B' may make the announcement.

After Referee B decides on and announces a successful pass through the gate of a sparked other ball, Referee A decides whether stroker ① has the right to continuous stroke following the Spark.

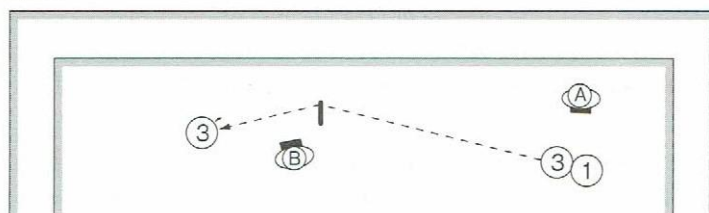


Figure 13 – What happens when Referee 'B' decides on and announces a successful pass through the gate [Example].

B. A successful Touch and sparking.

1. Referee 'A' makes a decision on and announces a successful "Touch" refer Figure 14.
 - 1.1 Depending on the situation Referee 'B' may make the decision and announcement.
2. The chief referee and the assistant referee confirm the direction of the Spark if the stroker gains the right to spark following a 'Touch'.
 - 2.1 Referee 'B' proceeds in the direction of the Spark.
 - a. The direction of the Spark is determined by the way the touched ball has been set and by the prior indication by the stroker.

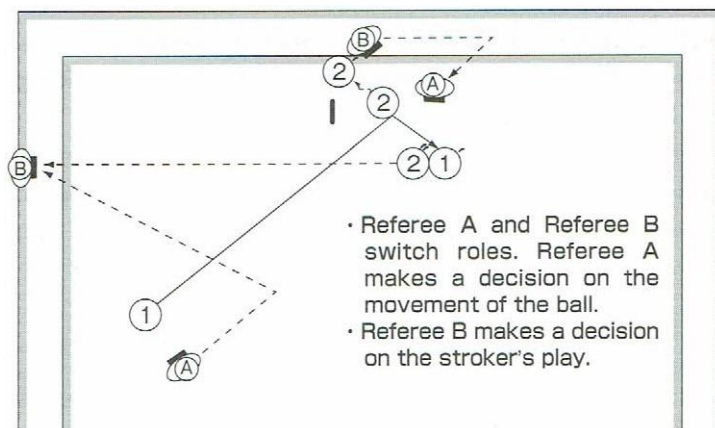


Figure 14 – What happens when Referee 'B' makes a decision on and announces a successful Touch [Example].

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3. If Referee 'B' has not yet proceeded in the direction of the Spark even though the stroker has set the other ball/s, Referee 'A' carries out the following:
 - 3.1 Asks the stroker to "Wait" before sparking.
 - a. The time a stroker is asked to wait constitutes referee time.
 - i. Any play during that time shall be seen as ineffective. [Article 10, Clause 2 of the Rules].
 - 3.2 confirms that Referee 'B' has proceeded to an appropriate position, and then says "Proceed" to call the stroker to spark.

C. Points to be aware of related to sparking.

1. Examples of invalid ball movements related to sparking. [Article 11, Clause 2.1. (9) of the Rules].
 - 1.1 The stroker's ball and the touched ball contact each other and stop together [remain touching/together] and during the Spark, the stroker picks up the touched other ball, causing his/her ball to move refer Figure 15.
 - 1.2 The touched ball and another ball come into contact with each other and stop, and during the actions on sparking, the stroker picks up the touched ball, causing yet another ball to move.

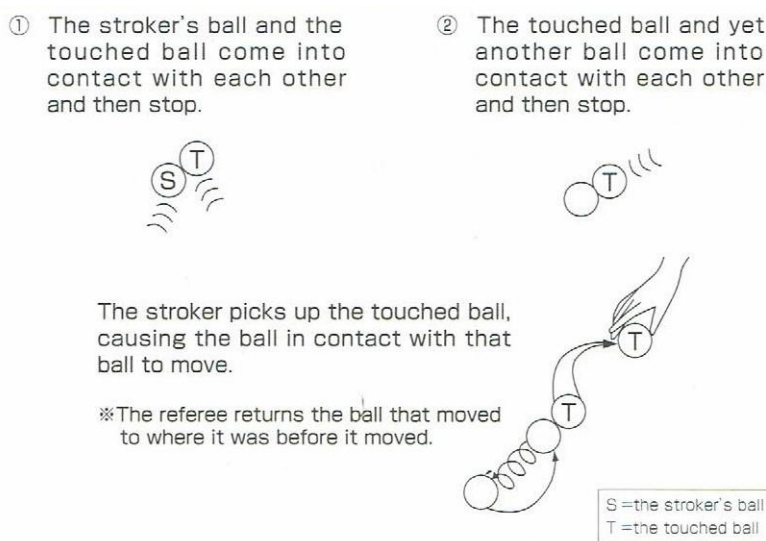


Figure 15 – Invalid move as a result of picking up a touched ball [Example].

- 1.3 The stroker's ball and several touched balls come into contact with each other and stop together [remain touching/together], and the stroker picks up the touched ball to temporarily move that ball, causing his/her ball and another touched ball to move.
 - a. After the 'Touch', Referee 'A' is asked by the stroker to confirm whether the balls are in contact, and responds accordingly.

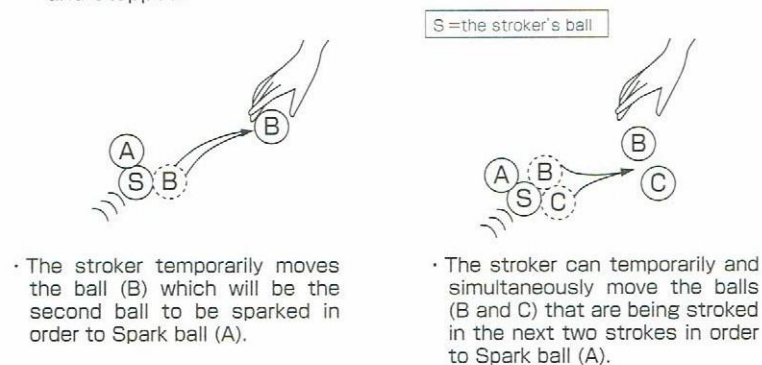
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- b. Referee 'A' determines that the movement of the stroker's ball or a touched other ball when the stroker temporarily moves the touched other ball is an invalid move, and returns the moved ball to where it was before it moved.
 - i. If the stroker's ball and three or more touched balls contact each other and stop together [remain touching/together], the stroker can temporarily and simultaneously move two or more balls that are to be sparked later.
- c. If Referee 'A' determines that the location to which the stroker has moved a ball is interfering with the game, the referee can move the ball to another location.
 - i. The time used in relocating the ball constitutes referee time.
- d. If a foul occurs after the balls to be sparked second and third are temporarily moved balls to where they were before being moved and then addresses the foul.
- e. If a sparked ball hits a ball that was temporarily moved, all balls that move as a result are seen as an invalid move, and are returned to their respective places before they moved by the chief referee or the assistant referee. [Article 11, Clause 2.1. (8) of the Rules].
 - i. The sparked ball is placed where it came into contact with the ball that was temporarily moved.

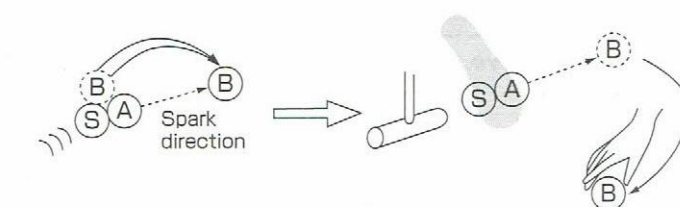
For Section 5. C. 1.3 refer Figure 16.

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- ③ The stroker's ball comes into contact with multiple touched balls and stopped.

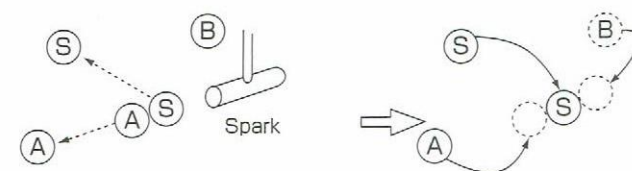


If the referee determines that the position that the ball (B) has been temporarily moved to by the stroker will interfere with the game.



※ Referee A repositions the other ball (B) that was temporarily moved.

When a sparking foul takes place after the stroker temporarily moves the ball (B).



※ The chief referee and the assistant referee return the temporarily moved ball (B) to where it was before it moved, and then address the foul (makes the stroker's ball an out-ball).

Figure 16 – What to do when a stroker temporarily moves a touched ball [Example].

- 1.4 During an action on sparking, the stroker drops a touched other ball that he/she picked up, and the ball touches a gate [or goal-pole], as a result of which the stroker's ball or another ball, which is in contact with the gate [or goal-pole], is indirectly moved refer Figure 17.

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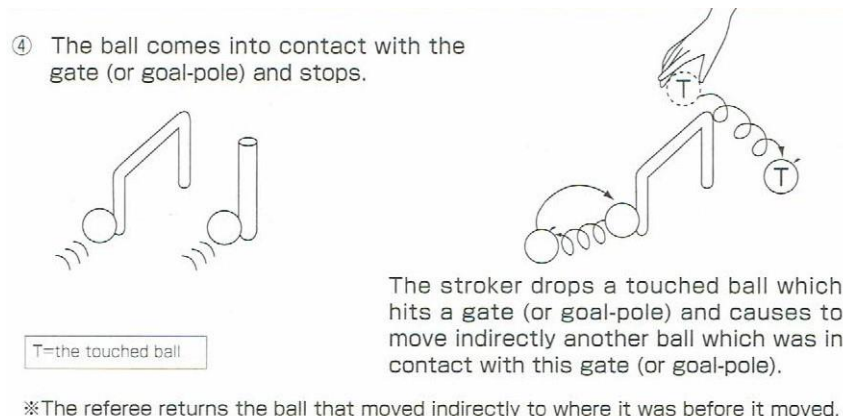


Figure 17 – An invalid move caused indirectly by an action on Sparking [Example 1].

- 1.5 The stroker’s ball and a touched other ball stop in contact with a gate [or goal-pole] and, during an action on sparking, the stroker picks up the touched other ball to indirectly move his/her ball refer Figure 17.
- 1.6 A touched other ball stops in contact with a gate [or goal-pole] with which another ball is also in contact, and the stroker picks up that touched ball during an action on sparking, resulting in the other ball in contact with the gate [or goal-pole] to be indirectly moved refer Figure 18.

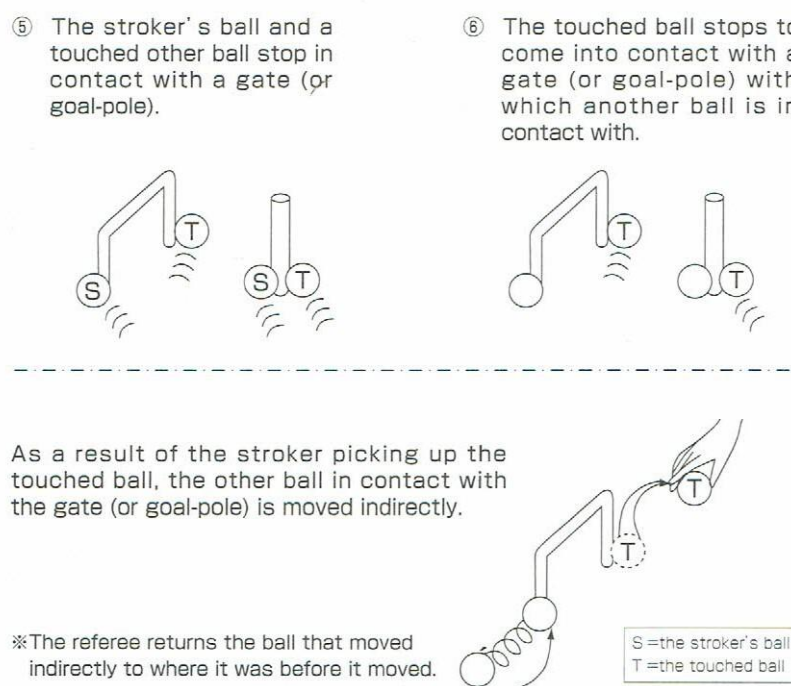


Figure 18 – An invalid move caused indirectly by an action on Sparking [Example 2].

2. What to do when, after a successful Spark, a sparked ball comes into contact with the stroker’s ball and then stops. [Article 16, Clause 4.1. (6) and 4.2. (4) of the Rules].

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- 2.1 If, after a successful Spark, the sparked ball hits a gate or goal-pole and rebounds, and the sparked ball and the stroker's ball are in contact with each other and both balls stop as in-balls, Referee 'A' shall announce "Foul".
 - a. The sparked ball is placed where it stopped in contact with the stroker's ball after sparking.
 - b. The stroker's ball becomes an out-ball from where it stopped in contact with the sparked ball after sparking.
3. What to do when the stroker's ball moves from under the foot. [Article 16, Clause 2.2. (6) of the Rules].
 - 3.1 If the movement of the stroker's ball under the foot affects moves such as a pass through the gate, a finish or "agari", or a Touch, Referee 'A' returns the stroker's ball to where it was before it moved.
4. If, after placing the sparked ball as an out-ball, Referee 'B' has not moved to a position where he/she can make a decision on the movement of a ball as a result of continuous play [or a Spark], Referee 'A' shall carry out the following:
 - 4.1 Ask the stroker to wait before stroking [or sparking].
 - a. The time a stroker is asked to wait before stroking [or sparking] constitutes referee time.
 - i. Any play during that time shall be seen as invalid. [Article 10, Clause 2 of the Rules].
 - 4.2 Confirms that Referee 'B' has moved, and then instructs the stroker to stroke for spark [or spark] by saying "Proceed".

6. The Interaction Between the Chief Referee and the Assistant Referee with Regards to Finished ("Agari") Balls.

A. Deciding on and announcing finished balls "Agari". [Article 14, Clause 1 of the Rules].

1. Referee 'A' decides on and announces a finished ball 'Agari'.
 - 1.1 Depending on the situation, Referee 'B' can make the decision and the announcement.

B. Dealing with the finished ball "Agari".

1. Once a stroker's ball has finished [Agari], the chief referee and the assistant referee carry out the following depending on the situation.
 - 1.1 The referee picks up the finished [Agari] ball and hands it to the stroker whose turn has ended.
 - 1.2 Notifies the stroker whose turn has ended to pick up the finished [Agari] ball.

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- 1.3 After the ball has achieved an “Agari”, and the stroker gains the right for continuous play [or Spark], the referee can hold the finished [Agari] ball and hand it to the stroker after his/her turn has ended.
2. If another ball moves as the result of a finished [Agari] ball refer Figure 19, the chief referee and the assistant referee return all the other ball that moved after the “Agari” to where they were before they moved.

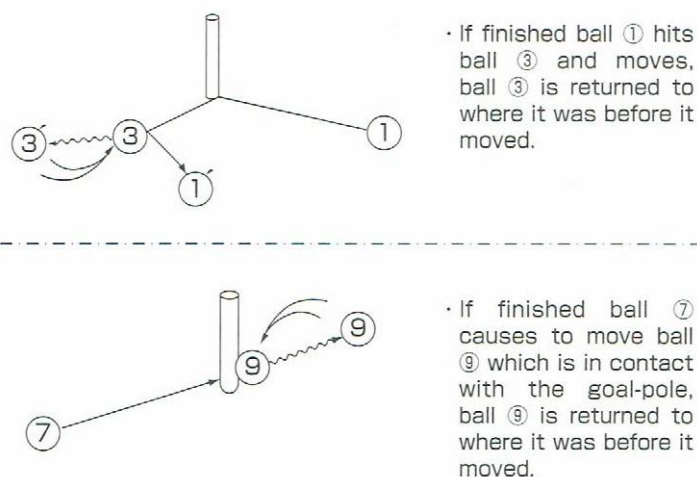


Figure 19 – An invalid move by a ball that has finished “agari” [Example].