

Referee A and B Role

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.

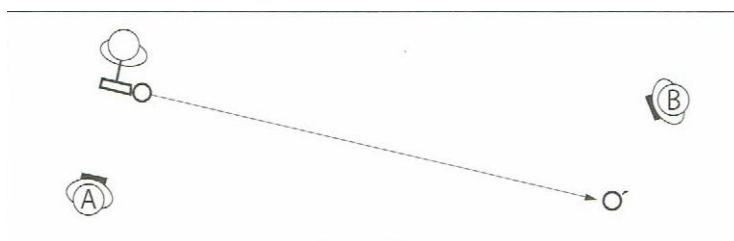


Figure 1 – Positions of Referee 'A' and Referee 'B' when making a decision.

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.

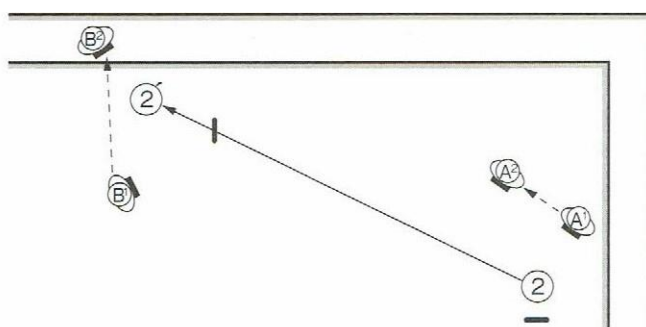


Figure 2 – Referee 'B' making a decision and announcement [Example].

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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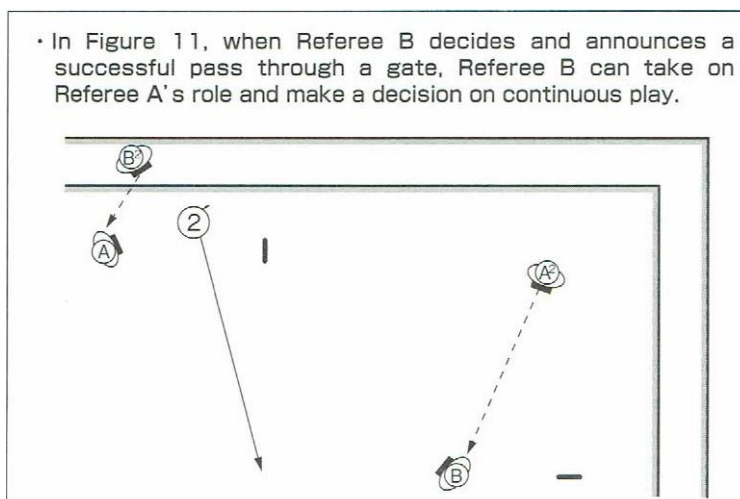


Figure 3 – Referee ‘A’ and Referee ‘B’ exchanging roles [Example].

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.
 - 2.1 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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- 2.2 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.

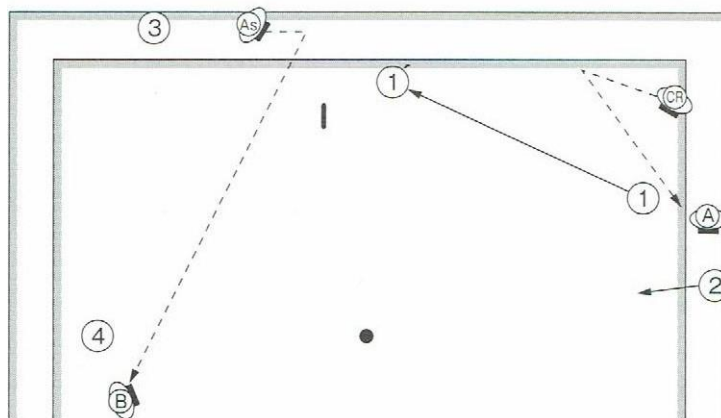


Figure 4 – The interaction between the chief referee and the assistant referee when the chief referee is near the ball belonging to the next stroker [Example].

- 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'.

- After player number ①' s turn ends, the chief referee decides on the right timing, and calls player number ② to stroke, and becomes Referee B.
- The assistant referee becomes Referee A.

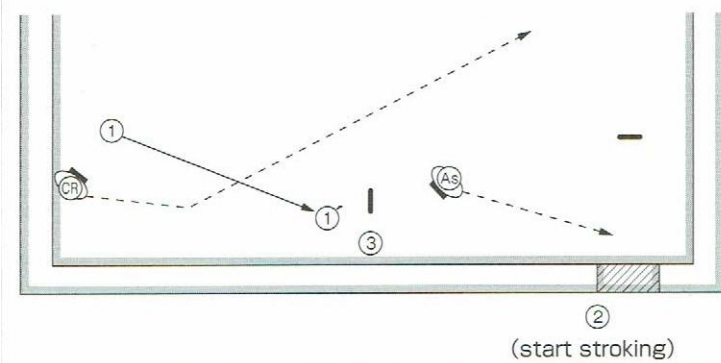


Figure 5 – The interaction between the chief referee and the assistant referee when the assistant referee is near the ball belonging to the next stroker [Example].

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3. 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].

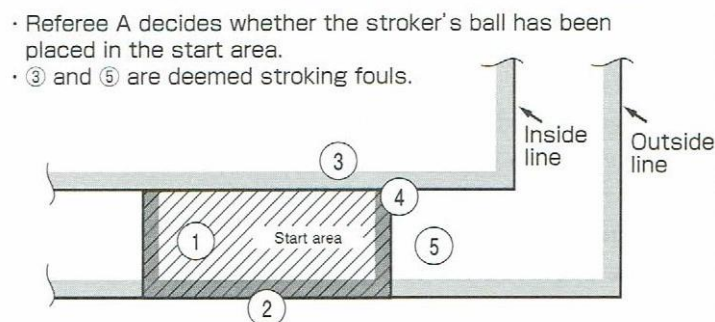


Figure 6 – The correct and incorrect positions of the ball at start stroking [Example].

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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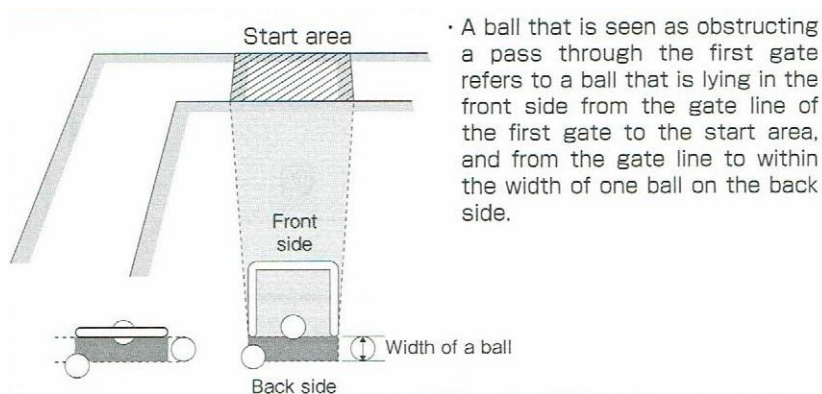


Figure 7 – A ball that is obstructing a pass through the first gate [Example].

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.

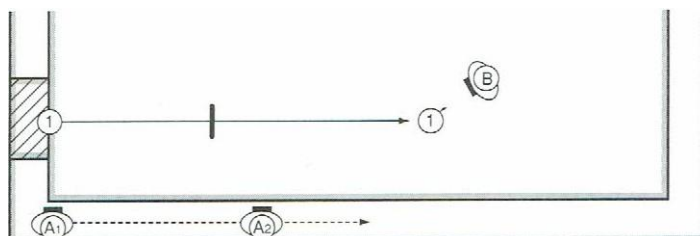


Figure 8 – Interaction between the chief referee and the assistant referee at start stroking [Example 1].

- 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.

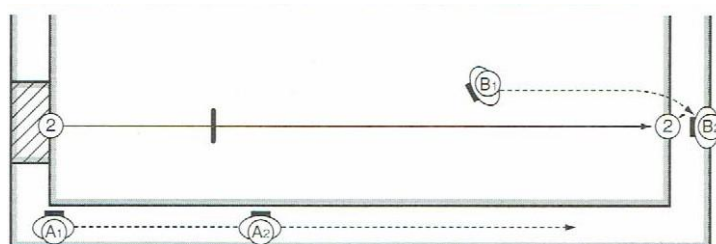


Figure 9 – Interaction between the chief referee and the assistant referee at start stroking [Example 2].

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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.

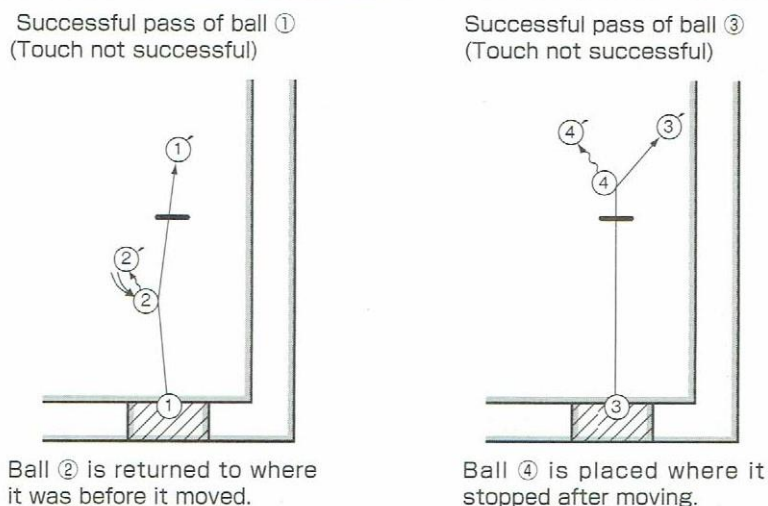


Figure 10 – A successful pass through the first gate [Example 1].

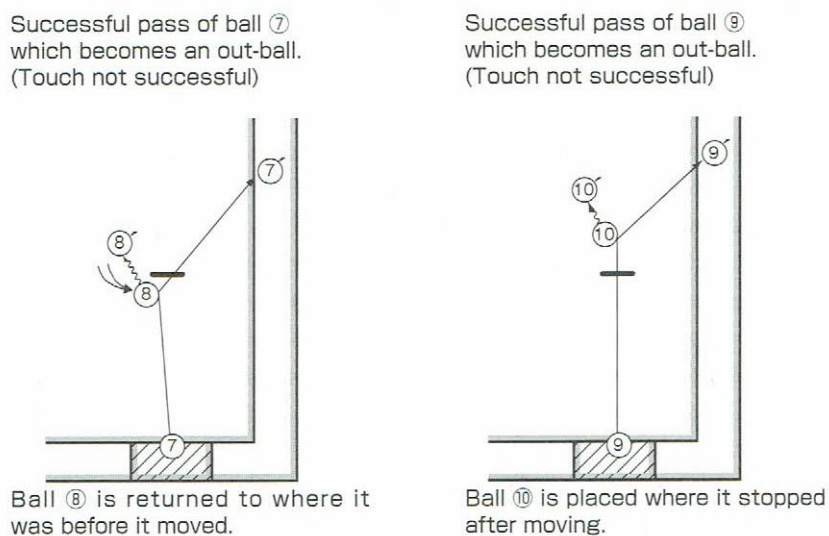


Figure 11 – A successful pass through the first gate [Example 2].

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

- The referee removes from the inner field the ball that did not make a successful pass through the first gate.
- The referee places the ball that did not make a successful pass through the first gate outside the court near the first gate.
- 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].

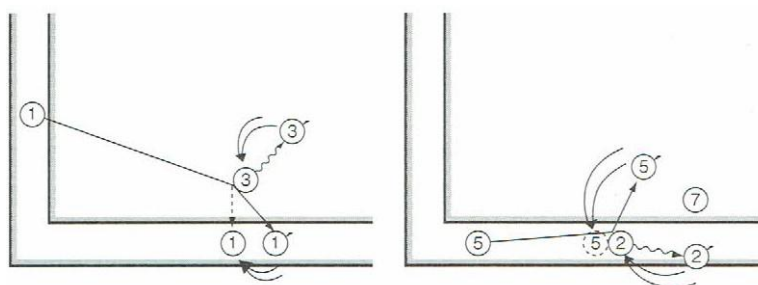


Figure 12 – Fouls related to out-ball [Example].

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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4. 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.

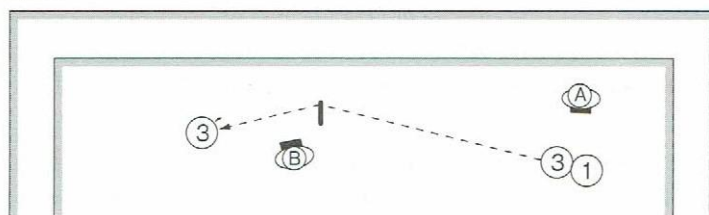


Figure 13 – What happens when Referee 'B' decides on an announces a successful pass through the gate [Example].

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.

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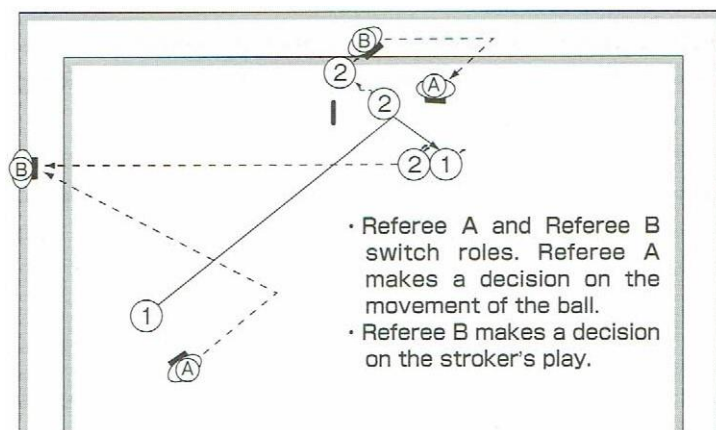


Figure 14 – What happens when Referee ‘B’ makes a decision on and announces a successful Touch [Example].

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.

5. 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].

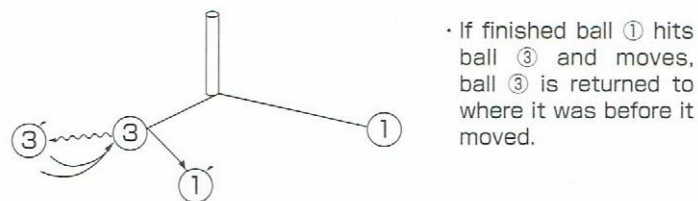
1. Referee ‘A’ decides on and announces a finished ball ‘Agari’.
 - 1.1 Depending on the situation, Referee ‘B’ can make the decision and the announcement.

B. Dealing with the finished ball “Agari”.

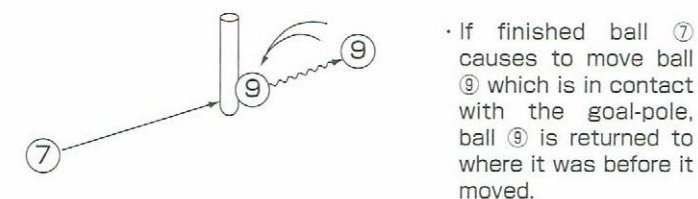
1. Once a stroker’s ball has finished [Agari], the chief referee and the assistant referee carry out the following depending on the situation.
 - 1.1 The referee picks up the finished [Agari] ball and hands it to the stroker whose turn has ended.
 - 1.2 Notifies the stroker whose turn has ended to pick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

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2. If another ball moves as the result of a finished [Agari] ball refer Figure 15, the chief referee and the assistant referee return all the other ball that moved after the “Agari” to where they were before they moved.



- If finished ball ① hits ball ③ and moves, ball ③ is returned to where it was before it moved.



- If finished ball ⑦ causes to move ball ⑨ which is in contact with the goal-pole, ball ⑨ is returned to where it was before it moved.

Figure 15 – An invalid move by a ball that has finished “agari” [Example].