

UMPIRE'S CONDUCT

Category: [Development \(/8-ball-umpire-development/\)](/8-ball-umpire-development/)

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 "coached" 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 your 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 players 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 umpire's 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 full 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 affect 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.