



TV/STREAMING/PRO EVENT GUIDANCE BEFORE PLAY COMMENCES

The intention of the document is to supplement the referee's guidance.

Please note: The advice given in this document should be adopted for all refereeing but is particularly important for professional matches, and some variations are exclusive to televised matches.

Appearance:

Referees must be immaculate in appearance, wearing the designated official I.R.O polo shirt, black trousers, black or white gloves, and black shoes. Do not remove your gloves to rack the balls, or at any other time, other than to shake hands with the players. The players MUST also be suitably dressed and you must ensure the players do not break tournament guidelines, if unsure, please send the player over to the senior referee or tournament director for confirmation of appropriate dress.

Preparation:

Before the match starts, familiarise yourself with the operation of the table, and practice racking the balls. Ensure that you have a spare cue ball in your pocket or in the return box. After racking the balls, always remove the triangle from the table and place it away from the camera's line of sight. Also, make sure that the rests are in position should the players wish to use one.

Start of Match:

When welcoming players at the start of the match, leave your right-hand glove off to shake hands and similarly remove it at the end of the match. The lag, to decide which player breaks, can be done "off camera" to save time. After the lag has concluded. Bring both players together and give the following instructions:

- Inform them that it's a race to (xx)
- The match clock set to (xx) minutes
- 1 extension per frame
- Highlight/point out where the rest and spider are located
- Locating & using the rest or cleaning the balls is in their own time, no timeouts.
- Checking the rack or asking the ref to re-rack them is not permitted.

When the cameras start filming you should announce, "Thank you ladies and gentlemen. First frame, <player's name> to break" while handing over the cue ball to the player.