

**REGISTER OF SNOOKER IN THE PLAY-BY-PLAY COMMENTARY
IN THE 2023 CHAMPIONS LEAGUE SNOOKER INVITATIONAL AND
RANKING FINALS**

THESIS

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**DEPARTMENT OF ENGLISH LITERATURE
FACULTY OF HUMANITIES
UNIVERSITAS ISLAM NEGERI MAULANA MALIK IBRAHIM
MALANG
2024**

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2024**

STATEMENT OF AUTHORSHIP

I state that the thesis entitled **“Register of Snooker in the Play-By-Play Commentary in the 2023 Champions League Snooker Invitational and Ranking Finals”** is my original work. I do not include any materials previously written or published by another person, except those cited as references and written in the references. Hereby, if there is any objection or claim, I am the only person who is responsible for that.

Malang, 14 November 2024

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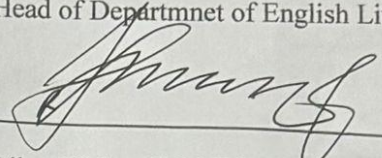
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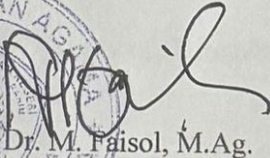
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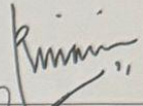
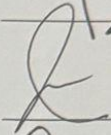
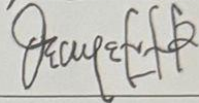
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MOTTO

“Snooker is a beautiful game. It’s an art form, really”

(Ronnie O’Sullivan)

DEDICATION

This thesis is dedicated to:

My late father, Mochammad Sana, and my late mother, Sri Rejeki, who raised me with patience and compassion, also supported me financially so that I could finish my study in the Department of English Literature.

My two older sister, Ega Pratiwi Mandasari and Niken Riana Dewi, who never stop encouraging me to finish my study and taking care of me in place of my late parents.

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In the journey of compiling this thesis, I have been fortunate to receive unwavering support and guidance from numerous remarkable individuals and institutions. Foremost, I extend my profound gratitude to Dr. M. Faisol, M.Ag., Dean of the Faculty of Humanities, and Ribut Wahyudi, M.Ed., Ph.D., Head of the English Literature Department. A special acknowledgment is due to my advisor, Dr. Agwin Degaf, M.A., whose insightful guidance and profound knowledge were instrumental in navigating the complexities of this academic endeavor.

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Finally, I acknowledge myself for maintaining resilience, believing in my capabilities, and persevering through this academic challenge. This thesis represents not just a scholarly achievement, but a testament to the collective support that has guided me toward completing my bachelor's degree.

The researcher realizes that this final assignment is far from perfect. As for with all humility the researcher expects all criticism and suggestions for the perfection of this thesis. Hopefully this thesis can provide benefits for the author and also the readers.

Malang, November 18, 2024



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ABSTRACT

Sagala, Joelian Aryo Saki (2024) *“Register of Snooker in the Play-by-play Commentary in the 2023 Champions League Snooker Invitational and Ranking Finals”*. Undergraduate Thesis. Department of English Literature, Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor: Dr. Agwin Degaf, M.A.

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A community inhabited by a number of people shared a certain, specified language that constitutes based on the needs for an ease and concise communication. This variety of language shaped around those community who may share a common interests or jobs, this resulting into a language that carries a contextual meaning which associated with such groups. For example, snooker as one of the major subdivision of cue sports game has a specialized vocabulary which shaped the gameplay, this particular language unique in snooker then being utilized by the snooker commentator in a play-by-play commentary where the main focus are the action and event happened during the match. This research examines the utterance of the commentator in order to identify the register of snooker and its morphological pattern, then interpreted the meaning and its usage based on social context. This research employed register theory proposed by Holmes (2013) and Morphological pattern in accordance to McCarthy (2002) proposed idea. This research utilized qualitative design analysis and the data were taken from two YouTube video of snooker final match, then the researcher made a transcription from both video to identify any specialized register within snooker. This research found that there are a total of 69 types of snooker register out of 9.146 words with total appearances of 525 including the repetitive words. The register found then being analyzed with social factors such as participant, setting, function and topic to add more depth of understanding. For further research, the researcher suggests to examine another major subdivision of cue sports namely carom.

مستخلص البحث

ساجالا، جوليان أريو ساكي (٢٠٢٤) سجل تحليل التعليق في نهائيات بطولة دوري أبطال أوروبا للسنوكر 2023 وترتيبها. البحث الجامعي، قسم اللغة الإنجليزية و أدبها. كلية العلوم الإنسانية. جامعة مولانا مالك إبراهيم الإسلامية الحكومية مالانج. المشرف: تميم الله الماجستير .

الكلمات الأساسية: السنوكر، تعليق اللعب عن طريق اللعب، رياضة البليارد، سجل

سيستخدم المجتمع الذي يحتوي على عدد من الأشخاص لغة معينة يتم تشكيلها بناءً على الحاجة إلى التواصل السهل والموجز. تتشكل هذه الأنواع من اللغات حول المجتمعات التي قد يكون لها اهتمامات أو مهن مماثلة، مما يؤدي إلى لغة تحتوي على معاني سياقية مرتبطة بتلك المجموعة. على سبيل المثال، يعتبر السنوكر أحد الأقسام الفرعية الرئيسية لرياضة البلياردو لديه مفردات خاصة تشكل لعبته، ثم يتم استخدام هذه اللغة الخاصة الفريدة للسنوكر من قبل معلقى السنوكر في التعليق على كل لعبة على حدة حيث يكون التركيز الرئيسي هو الإجراء والأحداث التي تحدث أثناء المباراة. يدرس هذا البحث خطاب المعلقين للتعرف على سجلات السنوكر وأنماطها المورفولوجية، ثم يفسر معناها واستخدامها على أساس السياق الاجتماعي. يستخدم هذا البحث نظرية السجل التي اقترحها هولمز (2013) والأنماط المورفولوجية وفقاً للأفكار التي اقترحها مكارثي (2002). استخدم هذا البحث تحليل التصميم النوعي وتم أخذ البيانات من مقطعي فيديو على اليوتيوب لمباريات السنوكر النهائية، ثم قام الباحث بنسخ مقطعي الفيديو لتحديد السجلات الخاصة في لعبة السنوكر. وجد هذا البحث أن هناك إجمالي 69 نوعاً من تسجيلات السنوكر مكونة من 9,146 كلمة بإجمالي تكرار 525 بما في ذلك الكلمات المتكررة. ثم تم تحليل السجلات التي تم العثور عليها باستخدام العوامل الاجتماعية (هولمز، 2013) مثل المشاركين والإعداد والوظيفة والموضوع لزيادة الفهم. لمزيد من البحث، يقترح الباحثون دراسة قسم فرعي رئيسي آخر لرياضة البلياردو، وهو الكاروم.

ABSTRAK

Sagala, Joelian Aryo Saki (2024) *“Ragam Bahasa Snooker dalam Komentar Langsung pada Final Ajang Undangan Liga Juara dan Laga Peringkat”*. Skripsi. Program Studi Sastra Inggris, Fakultas Humaniora, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Dosen Pembimbing: Dr. Agwin Degaf, M.A.

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Komunitas yang berisikan sejumlah orang akan menggunakan bahasa tertentu yang dibentuk berdasarkan kebutuhan untuk komunikasi yang mudah dan ringkas. Ragam bahasa ini terbentuk di sekitar komunitas yang mungkin memiliki minat atau pekerjaan yang sama, sehingga menghasilkan bahasa yang mengandung makna kontekstual yang dikaitkan dengan kelompok tersebut. Misalnya, snoker sebagai salah satu subdivisi utama permainan olahraga bola sodok memiliki kosakata khusus yang membentuk permainannya, bahasa khusus ini unik dalam snooker kemudian digunakan oleh komentator snooker dalam komentar langsung di mana fokus utamanya adalah aksi dan peristiwa yang terjadi selama pertandingan. Penelitian ini meneliti ucapan komentator untuk mengidentifikasi register snooker dan pola morfologisnya, kemudian menafsirkan makna dan penggunaannya berdasarkan konteks sosial. Penelitian ini menggunakan teori register yang dikemukakan oleh Holmes (2013) dan pola morfologis sesuai dengan gagasan yang diajukan oleh McCarthy (2002). Penelitian ini menggunakan analisis desain kualitatif dan data diambil dari dua video YouTube pertandingan final snooker, kemudian peneliti membuat transkripsi dari kedua video tersebut untuk mengidentifikasi register khusus dalam snooker. Penelitian ini menemukan bahwa terdapat total 69 jenis register snooker dari 9.146 kata dengan total kemunculan 525 termasuk kata-kata berulang. Register yang ditemukan kemudian dianalisis dengan menggunakan teori milik Holmes (2013), faktor sosial seperti partisipan, latar, fungsi, dan topik untuk menambah pemahaman. Untuk penelitian lebih lanjut, peneliti menyarankan untuk meneliti subdivisi utama lain dari olahraga bola sodok yaitu carom.

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CHAPTER I

INTRODUCTION

This chapter aims to elucidate several points relating to the research area. Those are the background of the study, research questions, scope and limitation, significance of the study, and definition of the key terms.

A. Background of the Study

Register has been extensively investigated by many linguistic scholars. Extensive research on register by scholars (Holmes, 2013; Wardhaugh, 2010; Lado, 1957) has significantly advanced our understanding of sociolinguistics. Fishman stated in Chaer (2004), he explained that sociolinguistics is the study of the language characteristics variations, the characteristics of their function, and the characteristics of their speakers as these constantly interact and change one another within a speech community. All in all, register in sociolinguistic studies mainly focused at the connection between language variation and social context.

Register scope of studies wraps around the relationship of a certain variation of language and its contextual meaning related to a particular group of people with common interest who speak that language. Through the study of register we can trace on how a forms of linguistic can be linked or influenced by contextual situations and societies. This study is often conducted on a particular group of people (jobs, interests, groups, etc.) in life experiences which are being organized and expressed through a language. For example, people with different job like doctor and lecturer would not share the same language variation. Each has its own

characteristics as register theory has explained and studied in this field of linguistic (sociolinguistics).

Cue sports are widely known as a wide variety of games played with a cue (wooden stick), which is used to strike billiard balls and thereby cause them to move around a cloth-covered table bounded by elastic bumpers known as cushions. Cue sports are included in the sport of concentration, where the players need the ability to synchronize vision with hand muscles, cognitive skills, and also a strong mental aspect in order to make a shot. According to Stein and Rubino (1994) cue sports are considered as a sports that have been developed into indoor games from outdoor stick and ball. The familiar term of *Billiard* are probably have been derived from *billart* and *billette* meaning a *stick* in French word, the origin of the terms may as well derived from French word *bille* meaning *ball*. The first ever recorded indoor billiard table known was from King Louis XI of France (1461-1483), the game was further developed and promoted among the French nobles by Louis XIV.

Through the years and decades, cue sports have evolved significantly. Originally developed as games of nobility in France before the French Revolution, they have since expanded to include multiple variations with different sets of rules. The games for gentry in England called English Billiards from 1770-1992 that later developed into snooker and English Billiards known today, the games of cue sports popular first in America was American Four-Ball Billiard until 1870 in which it gave birth to another two branch of games known as *Straight rail* played on a billiard table without pockets, the predecessor of all carom games, and the other was American Fifteen-Ball Pool, precursor of pocket billiards (Elmagd, 2019).

Snooker is a cue sport played on a large rectangular table called snooker table with the size of 12ft by 6ft, the table surface is covered with a green colored cloth, with six pockets in which four at each corners and two at the middle side of the table. Snooker is one of the cue sports branches, besides pool, and carom as the three are the major subdivisions of games in cue sports. Snooker played with 22 balls with different colors and each balls have a value of points if the players successfully pot the ball. The game is divided into frames and it is won by the player who scores the most points and the frames. Snooker was considered to be created around 1857 as a game (Sagoo, 2017). Since then, the sport has gained enough popularity and spotlight to be a major competitive professional sport. The first ever World Snooker Championship was held in 1927 (Sagoo, 2017), and it is the most anticipated sport in British as its origin. Similar to pool, snooker has a negative perception by being associated with alcohol and tobacco as sponsors resulted to negative aspects of physical and mental health (Birchard, 1999). However, no longer associated with those negative aspects, snooker has grown into a much respectable sport.

Ronnie O'Sullivan is the professional snooker player from England who held the current world title and world number one in snooker with earnings more or less about £926,000 according to The World Professional Billiards and Snooker Association (2023). Ronnie is recognized as the most talented player ever playing in the sport's history, with so many titles under his belt he became the face of snooker and many were inspired by him. There were a lot of professional snooker

players to be recognized, and besides the competitive sports it has been, snooker is also very interesting in terms of form and use of language that is unique in it.

The most recent invitational tournament of snooker was held by Betvictor at Morningside Arena, Leicester from December 19 2022-March 9 2023. The 49 players invited were divided into 7 groups, the 7 winner of each group then competed again against the other group winners to battle it out for a £10,000 prize fund for the first place in the winners group. Followed by the first ranking tournament of the 2023-24 season, the 2023 Championship League took place at Morningside Arena, Leicester from 26 June-21 July 2023. The league featured 128 players with a formats of three rounds of round-robin groups of four, later a best of five final with the winner takes home a £20,000 payouts. The commentators are amongst the professional commentators in snooker and pool, Phil Yates a snooker analyst and journalist and Michael McMullan a sports journalist and broadcasters brought the match with a play-by-play style in which the commentators focus on the action while the players are playing with a clearly distinguished language used separated from any other context (Holmes, 2013). Lewandowski (2008) said that a sportscasters often involve a professional broadcasters with the job to provide a detailed report of actions on the field and an expert (a coach or a former player) to summarize and reflect on the game events.

The language used by both commentators in the match used to report for the audience are considered as register. The term register here can be defined as the variety language of a certain group of people with common interests or jobs, or language used in certain situations associated with such groups (Holmes & Wilson,

2017). Different registers such as journalists, chefs, doctors, teachers, pilots or sports commentators are shared a different variety of language which filled the contextual meaning of each field.

Snooker as a sport has a register vocabulary that is used to facilitate communication and express the commentator's feelings. A vocabulary of register of snooker such as "screw back" may sound unfamiliar to those who are not interested in snooker, screw back in snooker means striking on the bottom of the "cue ball" (white ball) in order to draw a back spin on the cue ball and make the cue ball run backwards after contacting an "object ball". "Cue ball" is the ball which the players need to strike using the "cue" (wooden stick) into an "object ball" which refers to any other ball except the "cue ball". These aspects were the very reasons that the researcher is interested to conduct an analysis of register in Snooker commentators found in 2023 Champions League Snooker Invitational Final. Another video of snooker match also taken into account to find any different or new findings of register and morphological pattern found in the utterance of the commentators during 2023 Championship League Snooker Ranking Edition The Final. The Researcher found this to be a gap in the analysis of register research as this type of research is rarely or never conducted in the sport of snooker, and this research was written in order to fill that gap.

There are some of research conducted in the context of register analysis research. For instance, the register analysis in social media Instagram (Maharani & Mulyawan, 2021), this research aims to identify, map, and analyze the functional specifications of registers. Data was collected from eighteen Instagram accounts

over a three-month period, with accounts selected based on their frequency of appearance within specific Instagram categories. This research beneficial for describing the specification and the function of registers variety in social media Instagram, broaden the insights for the reader regarding the variety of registers found in Instagram also widen the perspectives in the field of sociolinguistics.

Some other researchers have even studied registers in online news magazine and newspaper of sports, including Ningsih et al. (2021), and Aziza (2022). Ningsih et al.' was focused on register analysis in lexical and phrasal items of grammatical features and contextual meaning of the football terms used by journalist found in the online media called "BOLA" news magazine. Aziza's (2022) contrast to Ningsih et al. (2021), aimed to study more widely used sport register and obtain a list of words and phrases in online newspaper commonly used by the sport team when mentioning certain terms in the field of sport. Both studies examine registers of sport in general and one focused on football, both provide a glossary of terms from their respective research. From this study, we can clearly see that registers contain a variety of meanings for each social group, bound by contextual significance and distinct linguistic forms which make each term uniquely meaningful to those within the specialized community who understand it.

There are also registers analysis researchers that focused on live sports commentary (Pažanin & Petrović, 2022). Pažanin and Petrović's (2022) research focused on the differences and similarities between live text commentary (LTC) and sports announcer talk (SAT) by presenting and analyzing features unique to LTC as a recent register of the English language. This research took the coverage

of UEFA Euro 2020 as example of recent register of the English language, and proved that there are some innovative aspects such as intertextuality, interactiveness, and co-production text.

Other researches were even conducting on E-sports, a new emerging sport branch where the main aspects of the sport are facilitated by electronic systems, and the human –computer interfaces are mediating the input of players and teams as well as the output of the E-sport's system (Hamari & Sjöblom, 2017). Research by Saputra and Damanhuri (2021) aimed to provide an understanding of the terms specific and general used by League of Legends commentators and as well as to identify the language functions of the registers used. This research is beneficial for those who are not familiar with the terms used on League of Legends commentators. Some research on the casters utterances of Mobile Legends: Bang-Bang (Prasetyo, 2022; Pratama, 2022; Hanafi & Thamrin, 2021). Prasetyo in his thesis aimed to analyzed the forms and functions of the register found in casters utterances of MPL ID S8, Pratama did a similar research as Prasetyo but with different object whereas Pratama analyzing the 31st SEA GAMES 2021 final of Mobile Legends: Bang-Bang (Indonesia vs Philippines) as his research object, and Thamrin took the data from MPL Season 6 final as an object. The three of them similarly focused on the forms, meaning, functions, and classifications of the registers used by the casters, the data were from a video of the match posted on YouTube. The three research mentioned above may have a different object (videos), but the game of E-sport they have as an object were all the same (Mobile Legends: Bang-Bang), so the results would not be that different from one another. A thesis by Ningrum (2020) aimed to identify the

linguistic features and how the casters of Dota 2 used them in their play-by-play commentary. In this research the register were marked by vocabulary and morphological features that were familiar between the casters to describe technical terms and as an ease of communication.

Ardianto (2020) conducted a registers analysis research in pool match commentary of World Cup of Pool 2017 final. This research is different from the previous studies mentioned above as this is an indoor sport, a sport different from football and E-sport. Still, the aim of this study focused on analyzing the linguistic feature and how the language of pool registers used by the commentators in the match. The commentary in the match used a play-by-play style similar to Ningrum (2020) Dota 2 casters commentary. The study found that play-by-play commentary was commonly used in order to describe the detail of event in the match, and also the results showed that the commentators of the match were not only targeting for those who specifically familiar with pool register, but it is more likely targeting a general public, so the people outside pool community can enjoy the match.

From the previous studies mentioned above, the study regarding registers analysis research commonly being studied on social media, sports especially outdoor sports, and E-sports. The objectives of these research are very similar to one another (Prasetyo, 2022; Pratama, 2022; Hanafi & Thamrin, 2021; Ningrum, 2020), and the research above such as registers on social media (Maharani & Mulyawan, 2021), general sports (Aziza, 2022), football (Ningsih, Megah, & Razali, 2021), is considered too general to be studied.

The study by Ardianto (2020) has inspired and motivated the researcher to conduct a new research which aimed to filling the gap on this particular topic, the researcher aims to add a new findings in the study of register in order to be different from the previous studies by analyzing the features of register presented in the commentary of 2023 Champions League Snooker Invitational Final match of Judd Trump vs John Higgins and 2023 Championship League Snooker Ranking Edition The Final Shaun Murphy vs Mark Williams. The features of vocabulary and morphological patterns which can be identified as a register (Holmes, 2013), were included for the analysis in this research. Register commonly being researched on outdoor sport such as football, Ardianto conducted a register analysis on pool which is an indoor sport. Thus, this research following the step of Ardianto, a research on snooker an indoor sport by analyzing its vocabulary and linguistic features such as morphological pattern used in the commentary were conducted. This research conducted in the guidance of Holmes (2013) proposed theory on register, while the theory of morphological pattern proposed by McCarthy (2002) as the main theory in analyzing the morphological pattern of the snooker register especially the affixation and compounding. Since there is not yet any research of register on snooker, the researcher sought to open a new horizon of register analysis, especially on snooker and cue sport.

B. Research Questions

Based on the above discussion, the researcher aims to answer the following questions:

1. What are the vocabularies of snooker found in the register used in play-by-play commentary by snooker commentators during 2023 Champions League Snooker Invitational Final between Judd Trump and John Higgins and 2023 Championship League Snooker Ranking Edition The Final between Shaun Murphy and Mark Williams?
2. What are the morphological patterns found in the snooker vocabularies used in the play-by-play commentary?
3. What social factors influence the use of register in the play-by-play commentary by snooker commentators during the 2023 Champions League Snooker Invitational Final and the 2023 Championship League Snooker Ranking Edition Final?

C. Significance of the Study

In practical use, this study provided a small glossary of certain snooker terms definition in order to help the readers to understand the terms delivered by snooker commentators and also to identify the linguistic features of snooker commentators found in the play-by-play commentary.

D. Scope and Limitation

This study mainly focus is the linguistic forms of the uttered words by the snooker commentators during 2023 Champions League Snooker Invitational Final

and 2023 Championship League Snooker Ranking Edition The Final. The inclusion of one more video in this research is added in order to find any different or new findings between the two. The researcher took two snooker match videos on YouTube as the data source with the length of 77 minutes (4 frames) long and 57 minutes (3 frames) long. The data were taken from the play-by-play commentary by the snooker commentators in the match between Judd Trump and John Higgins, and Shaun Murphy and Mark Williams. The play-by-play commentary brought by the commentators during snooker match resulted in the analysis of vocabulary and linguistic features variations of morphological pattern which can be identified as snooker register, since this study used on data source (one snooker match on YouTube) it may not reflect the whole register on the field of snooker or cue sports in general.

E. Definition of the Key Terms

Below are the key terms for more information and understanding about this study:

1. Snooker: a cue sport played on a large table with six pockets, covered with green cloth. The players need to pot the balls in order to gain a points or when the opposite committed a foul, the player with the most points scored is the winner of the frames.
2. Cue Sports: a variety of sports played using a cue (stick) to strike billiard balls to make them move around on a cloth-covered table and bounded by rubber cushions.

3. Play-by-play commentary: commentary speech focuses mainly on the action of the match and aims to communicating the occurrences of the moment in the match.
4. Register: a language common to a group of people with common interest, jobs, or the language used specifically associated with such groups. This study studies register to examines the specilized vocabulary of snooker along with its morphological pattern and how the commentators used it to described the action by the players in the play-by-play commentary during the match.

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter explains and review the theories applied as well as a brief explanation of the object that being researched on. Since the research mainly focused on the features of the register in the commentary of snooker match found during 2023 Champions League Snooker Invitational Final and 2023 Championship League Snooker Ranking Edition The Final. The features are included in a form of vocabulary and morphological pattern, in which can be identified as a register unique to snooker. There are several theories by the experts used as the guidance of this research, the main theory applied in this research are the register theory which is proposed by Holmes (2013). Furthermore, in the purpose of analyzing the morphological pattern, the theory of morphological pattern proposed by McCarthy (2002) will be applied.

A. Register

Register is a part of society language phenomena. Holmes (2013) stated that register is a various variety of words in which being associated with a particular groups of people, and occasionally used in a specific situation. It is the language that being used by people which shared a common interests or jobs. For instances, the language and words particularly used by chefs, medical workers, lecturers, and sports caster would completely different from each other. Therefore, the compared words of register taken from each groups will result in a different word features and specific context usage. Luthfiyanti and Kasmilawati (2018) opined that a register is

a variety of speech used by a particular group that shared a same jobs (pilot, journalist, police, etc.), or a common interest (fishing, skating, filming, etc.). In other words, the use of register depends on the nature of the actions and activities, usually mirroring any other aspects from social level that influence certain people. Register use may arise due to language needs, with register the communication process of a particular groups will be much at ease to described specific actions and activities. The register were used specifically by a certain groups of people who have the same activities and interests.

Sports commentator such as snooker commentator employ different registers, this is linear to Holmes (2012) that people tends to use different language when talking about sporting event. The sport commentator also using a specific feature of commentary called play-by-play commentary when commentating a sporting event proposed by Holmes (2013). Play-by-play commentary can be described as a talk that focused on the actual moment of action during the event (Holmes, 2013). This feature specifically contributes to the sport commentator in order to deliver or communicate the actual moment of action, and drama during the match.

From the above statements of experts regarding register we can conclude that register is a language which specifically related to a particular jobs, or groups of society used in a contextual situation. Register has a characteristic that specifically interpreting a language variety to facilitate communication. People outside those particular jobs, groups, or interest may not or difficult to comprehend than those people which shared a common actions and activities as their language may vary from the language in everyday use. Therefore, the researcher is interested to analyze

and identifying the play-by-play commentary by snooker commentators during 2023 Snooker Champions League Invitational Final and 2023 Championship League Snooker Ranking Edition The Final.

B. The Linguistic Features of Register

The language of register itself depends on a certain occupational groups or professions, the situational context of communication were also being a factor of register use in social activities that occurs regularly. Holmes (2013) opined that a language has its own characteristics developed by a certain occupational group regarding its vocabularies, syntactic, and phonology becoming their own unique register. Similar to Damayanti (2017), register means a language use by some certain people and can be interpreted by the same language user of the same field.

Holmes (2013) further emphasizes that the characteristics of register developed instantly in a certain occupational group in the demands of contextual situation, quick response, efficiency and communication in precise. From the above explanation, the characteristics of register of a certain occupational groups can be identified as the signifier to distinguish their form of communication apart from other groups. It can summarized that linguistic features includes a list of vocabulary choices, syntactical pattern, and phonological intonation. Since linguistic features of register can be classified into vocabulary and morphological pattern, the researcher mainly focused on analyzing the vocabulary and morphological pattern features found in the play-by-play commentary by snooker commentators during

2023 Snooker Champions League Invitational Final and 2023 Championship League Snooker Ranking Edition The Final.

1. Vocabulary

Vocabulary in simplistic explanation means or refers to a set of familiar words used on a particular occasion or in a particular sphere (school, sports, kitchen, etc.), this is linear to Hatch and Brown (1995) statements that vocabulary is a list of words for particular language that an individual speakers of language might use. Heibert and Kamil (1995) illustrate vocabulary as the knowledge of meanings of words. It can be defined as a language proficiency basic component in which providing the basis for how the learners speak, listen and write (Renandya & Richards, 2002). From the above statements, it is reasonable to believe that vocabulary is a list of words as a fundamental element of language ability which includes features such as meaning, word use, and form (Spelling and pronunciation).

Vocabulary has a significant role in learning a language, it can be defined as a skill that essential in order to learn how to read, speak, write and listen. Without proper vocabulary, people will have a difficulty to communicate and even express their own feeling in spoken or written form, or both. In register analysis, Wardhaugh (2010) opined that an item of vocabulary which associated with a certain occupational group can be identified as a register. Holmes (2013) gives a similar statement where vocabulary is generally the most obvious feature of a register.

Snooker commentators for example shared a particular vocabulary unique only to snooker which people outside the jobs of snooker (players, referee,

commentators, etc.) and groups that shared a common interest to snooker (fans, amateur players, etc.) may fail or having difficulties to comprehend the meaning behind every terms. Craven (1980) give an example of words and terms such as “break”, which in snooker could be define as a sequence order of potting balls in an effort to accumulate maximum amount of points within a single “visit” to the table, “visit” here refers to the innings of the players when they are on the table shooting balls. A “break” can also means as a start of a “frame” by breaking a cluster of red balls in a triangular shape at the opposite side of the table from where the cue ball placed at the start of every frame. A “frame” refers to as the beginning of every game of snooker when all the balls are being arranged in a systematic and conventional order of play. This is the example of *specialized terminology* (Holmes, 2013) which the snooker commentator use in play-by-play commentary that can be distinguished from the common conversation in general or other context.

There is more of snooker vocabulary to be found in this research, and the vocabulary mentioned above were a small part of it. This research provided a list of words specific only to snooker, proving that vocabulary and register is closely related to each other.

2. Morphological Pattern

McCarthy (2002) stated that morphology was concerned with the structure of words and their relationships, which included the morphemes that built them. The following describes the process of developing vocabulary for a specific occupational group:

a. Affixes

A morpheme is made up of a bound morpheme and a free morpheme (McCarthy, 2002), it is known as root and affixes. The free morpheme, or the root, is the morpheme that most closely resembles the meaning of the word (McCarthy, 2002). The bound morpheme, or affixes, involved two separate process which are prefixes and suffixes. The two separate process of bound morpheme can be identified by the placement of the bound morpheme, prefix precedes the root word e.g. *re-use*, while suffix follows or found after the root word e.g. *blind-ness*, *fold-able*; *-s* or *-as* in plural noun.

Prefix and suffix can change a certain word into another word class when added to the root word or maintaining the word class as it is. For instance, McCarthy (2002) gives an example of suffix process that maintaining the word class as in *drop-let* and *mother-hood*, the added suffixes of *-let* and *-hood* do not affect the root word class as both of the words are noun. This process known as an inflectional morpheme, where the bound morpheme attached to the free root does not change the meaning of the word. Moreover, McCarthy (2002) further explain the process of suffixes that changing the root word class such as: *petri-fy*, *gentri-fy*, *beauti-fy*. The root words of *petri*, *gentry* and *beauty* are changed into verb from noun through the additional of derivational morpheme *-(i)fy*, the attached bound morpheme changed the root word class in this instance. Similar process happens in prefixes, the process of prefix that maintaining the word class can be found as *in-* in: *in-definite*,

and *fore-ground*. The root word class does not affected by the added prefixes (*in-*, *fore-*) and maintains its original word class, since in this case, both words are noun (McCarthy, 2002). On the other hand, the process of prefix that changed the root word class can be found in *de-forest* and *de-bug*, it is changing the noun bug and forest into verb.

b. Compound

Compounding is another process in developing a new vocabulary. Compounds are words that made up by combining roots (McCarthy, 2002). Compounding is a phrasal words in a smaller category and possess the internal structure of phrase, in syntactically, it is functioning as words. McCarthy (2002) gives an explanation of compounding have a meaning that more or less idiosyncratic or unpredictable. Furthermore, McCarthy (2002) proposed a certain types of compounding in the following:

1) Compound Verb

Typically, a compound verb can be defined as a verb with a structure of multiple words combined together.

- 1) Verb verb: freeze-dry, stir-fry
- 2) Noun verb: air-conditioner, hand-wash
- 3) Adjective verb: whitewash, dry-clean
- 4) Preposition verb: overcook, outrun

Although they may look unusual, compound verb are still functioning as a verb.

2) Compound Adjective

- 1) Noun adjective: fat-free, rock-hard
- 2) Adjective-adjective: pale grey, deep cold
- 3) Preposition adjective: above-middle

3) Compound Noun

Compound nouns are distinguished from noun phrases by the left-headed feature which characterizes them. Here are a number of instances of compound nouns where the left-headed element is provided by each of the other main word classes.

- 1) Verb noun: hook fish, row boat
- 2) Noun noun: ladybug, desert eagle
- 3) Adjective noun: wise choice, free time, blue ocean
- 4) Preposition noun: out group

Noun + noun is the easiest type of compound noun since any pair of noun can be put next to one another.

C. Context

1. Social Factor

A large variety of language according to context is known as style. In sociolinguistics, for these particular variety of language used, a certain social factors have been relevant. Several social factors proposed by Holmes (2013) which determine the particular variety of language used by people which explained as follows:

a. Participant

The speakers and addressee is a participant in social factors. Speakers is the term referring to the person addressing the utterance, and addressee is the person received or to whom something is addressed. The role of addressee cannot be omitted in an interaction and is considered as something important since the addressee will influence the use of register. The speaker and addressee relationship will determine the use of variety of language. If the speaker and addressee knows each other very well, the more likely they use a casual style, but using a more standard form for those they do not know well (Holmes, 2013).

For instance, this study analyzed the register words in the snooker match through the utterances of the commentators during 2023 Champions League Snooker Invitational Final and 2023 Champions League Snooker Ranking Edition The Final which are Phil Yates, a snooker analyst and journalist from West Midlands Town of Cradley Heath, he has covered a numerous of snooker matches over the years (ZGR, 2024), and Michael McMullan a sports journalist and broadcasters (Mcmullan, 2024). In this case, the addressee are public general who have access to the video available on YouTube channel which may or may not share the same knowledge on snooker register than the commentators.

b. Setting

Social context of interaction can be described in the term of setting. The determiner of register used in analyzing the register social context is where the conversation or the interaction takes place, since the register used by a particular group of people happen in a certain place. For instance, hospital is a formal setting where the people interacted in the most appropriate use of linguistic form, also the vocabulary used are may varies according to the appropriate context. In this study, the snooker hall is the place of setting in which people were expected to applied snooker register in linear to the context. The register used in snooker hall may have different meaning if the register are used outside the snooker hall.

c. Function

Function can be interpreted as reason of why someone is speaking. In a certain social setting, a group of people has a particular reason of why they are participating in an interaction or conversation. Function in relation to register is the determiner of the role of language used by the participants. Every group interaction associated with a certain context has a particular function. For instance, the snooker commentators has a reason on why they are speaking or commenting in snooker matches, it is to inform the audience of what is happening in the match.

d. Topic

The core of conversation by a group of people is called topic. Topic is something that is considered important as it is the main subject that being talked. Holmes (2013) stated that topic in some cases has an influence on language choices. A particular group of people that shared a certain job or interest will discuss a topic differently from the other groups. For instance, this study will be focused on the play-by-play moment of the snooker match as it is the subject being converse by the commentators.

D. Cue Sports

Cue sports can be defined as a variety of sports using a cue (stick) to strike billiard balls on a cloth-covered table and bounded by rubber cushions. There are three major subdivision of games in cue sports includes: Carom Billiards, Pool, Snooker and English Billiards. Though there is three subdivision of games in cue sports, this research more focused snooker.

Before the term of cue sports being popular, the term of *Billiards* was used as the umbrella of this sports; *Billiards* now more familiar being a label for games included in cue sports, such as exclusively referred in English Billiards commons in British and Australian English, meanwhile in American and Canadian English Billiards commonly used as a label to a particular class of games or to all types of cue games that depends on dialect and context (Elmagd, 2019).

Some people debating about whether cue sports (including pool, snooker, carom, etc.) can be considered as a sport or not, from 1893 at the latest, games

that feature regulated worldwide professional competition have been referred to as "sports" or "sporting" events rather than just "games" (Slosson, Ives, & Schaefer, 1893). Elmagd (2019) in his research giving proof that 'cue sports' is a sport and not just a games, the proof comprise of use of muscle energy, reflexes and burns a lot of energy in the process, concentration and a lot of skill required to play cue sports. A game with an international professional structured competition events can be considered as a sports. Cue sports subdivisions: pool, snooker, and carom were presented in the 2005 World Games and 2006 Asian Games as part of cue sports.

1. Snooker

Snooker also the branch of variety on cue sports of pocket billiards played on a large table called snooker table with the size of 12ft by 6ft with six pockets and covered with green cloth, using 22 balls. The players need to pot the balls in order to gain a points or when the opposite committed a foul, the player with the most points scored is the winner of the frames. The name of 'snooker' originated from the term used to address a first-year cadet of the Royal Academy at Woolwich and it has been in use since the early of 1870 (Clare, 2008). Lieutenant Neville Chamberlain is considered as the inventor of the games we know now as snooker, he was experimenting on the table of 'black pool' consisting of a 15 red balls and a black by adding an additional colored balls this new versions of game from black pool were popular especially amongst the young military cadet, then the name of this new

invented game was instantly called snooker after he heard that young cadet at the Royal Academy at Woolwich was called snooker.

Snooker is one of the most complex games on cue sports combining an offensive and defensive play, it is also the most anticipated sport in Britain comparable to Baseball in America (Elmagd, 2019). As snooker became popular, a variations of snooker game emerged with a different set of rules and equipment, namely six-red snooker, snooker plus, and Snooker Shot Out.

Although snooker is a variants of pocket billiards and similar to English billiards in terms of its equipment and origin, snooker is considered as a professional sport organized at an international level, and the rules of snooker is only has a little resemblance to those modern cue sport games such as pool, pyramid, and other such games. Snooker compared to pool as a sport has a very wide differences rather than its similarity, it is completely a different sport separated by the historical background and development, cultural aspects, as well as different terminology which characterizes the play.

CHAPTER III

RESEARCH METHOD

This session describes the methods and approaches used in this research by attaching points such as research design, data source, research instrument, data collection, and data analysis.

A. Research Design

In this research, the researcher applied a descriptive qualitative research approach. A descriptive qualitative research can be used to see and reveal a conditions or an object in its context, to find meaning or a deep understanding about the problem at hand that appears in a form of qualitative data, such as image, word, and event in detail (Yusuf, 2014). This descriptive qualitative approach was chosen because it allows for a detailed examination of language use in its natural context. The design is particularly suitable for analyzing registers in sports commentary as it enables the researcher to explore and interpret the nuanced meanings, patterns, and contextual features of language used by snooker commentators. Additionally, this approach facilitates the systematic documentation and analysis of specific linguistic features, terminology, and communicative functions without manipulating the natural occurrence of language phenomena. Moreover, the researcher utilized this type of research because the observed object or information in this research do not need any statistical analysis or any relevancy with numbers. The researcher identified the vocabulary and present the meaning and interpretations of each register found in the play-by-play commentary, identified the morphological

pattern used by the snooker commentators, then describing how the register used by the commentators to communicate it to the audience.

This research also utilized a register analysis research in order to gain a valid data of snooker register, the register of snooker found in the play-by-play commentary were the case that being the main focus of this research. Holmes (2013) stated that register and context cannot be separated, context here in her perspective refers to the social factors influencing the language variation. The core elements of the communication were these social variables capable to describe the register meaning, depending on the context of circumstances that occurred. Holmes (2013) then underlined that people outside of a particular group who do not share the same experience and backgrounds will find it difficult to comprehend some register specifically associated to those group. Therefore, this study analyzed the register of snooker in its vocabulary and morphological pattern (affixation and compounding) linear to the proposed theory of McCarthy (2002), and provide its glossary to help the reader grasp the language used in snooker commentary.

B. Data Sources

The data source comprised the play-by-play commentary in a video on Matchroom Multi Sport YouTube channel, during 2023 Champions League Snooker Invitational Final between Judd Trump and John Higgins (https://youtu.be/ZKepvCvLT8?si=tMutEaX_BWavno_-), and 2023 Championship League Snooker Ranking Edition The Final between Shaun Murphy and Mark Williams

(<https://youtu.be/OfIJaeUE8b8?si=orR7QJrsmULsGPgi>) (Matchroom Multi Sport, 2023). The data in this research took the form of words, phrases, and expressions used by snooker commentators during live match broadcasts. These linguistic elements were collected from the play-by-play commentary during professional snooker matches, specifically focusing on the specialized vocabulary, technical terms, and distinctive language patterns that characterize snooker commentary. The data includes specialized terminology related to game techniques, scoring, match situations, and strategic aspects of the sport. The final match between Judd Trump and John Higgins was held on 2 March 2023 and 21 July 2023 was the final match between Shaun Murphy and Mark Williams whereas both matches held at Morningside Arena, Leicester City, England. The commentators assigned to commentating both matches consisting of two experts: Phil Yates, snooker analyst and journalist (ZGR, 2024); and Michael McMullan, sport journalist and broadcaster (Mcmullan, 2024). The live commentating from the commentators which occurs at the time containing the registered words and phrases that linear with the purpose of this research served as the main data.

C. Data Collection

Data collection is a method used by researcher to collecting the data in order to obtain a clarity about the problem of the research objective (Sare, 2006). It is essential to collecting the data to get a valid explanations for the research objective, the data collection methods that were utilized in this research are such as:

The observational method (non-participatory), and note-taking technique were applied in collecting the data. In non-participant observation, the researcher tried to understand the world, relationships, and interactions in a new way, without prevalent categorizations and evaluations (Ciesielka, Bostrom, & Ohlander, 2018). Observational method in non-participant used because the researcher did not involve directly at the settings in the video, this way the researcher can conduct the research more objectively.

Note-taking is putting materials in a form that can be recalled and used in the future (Best & Kahn, 1998). The researcher took note for every important details while watching the video, this is necessary to point out anything related to the purposes of this study.

The data collection procedure consisted of multiple systematic steps. Initially, the researcher conducted a search for the full-length recordings of two specific matches: the 2023 Champions League Snooker Invitational Final and the 2023 Championship League Snooker Ranking Edition Final. Both matches were located within the official Matchroom Multi Sport YouTube channel. Following the video identification, I created detailed transcriptions of the commentary for both matches.

The data was identified and analyzed according to the register theory by Holmes (2013) through a systematic process. First, the transcribed commentary was carefully examined to identify specific words and phrases that aligned with the research purpose. Specilized vocabulary of snooker like “break”, “frame”, “rest”, and so on which can only be inteprted in the context of snooker match

was served as the data. Each relevant utterance from the commentators was marked and categorized based on predetermined criteria, such as compounding and affixation process of the specialized snooker vocabulary (colors, rerack, margin of error, etc.) was analyzed through McCarthy (2002) morphological pattern theory. This identification process focused specifically on play-by-play commentary segments that directly corresponded to the research aims, ensuring that only pertinent data was selected for further analysis.

D. Data Analysis

Data analysis is a crucial part of the research, as it will be summarizing the collected data and interpreting the gathered data thoroughly with the use of analytical and logical reasoning to determine patterns and relationships. The collected data was analyzed through a descriptive analysis. The researcher gathered the data into a list of identified vocabulary variations of snooker register found in the play-by-play commentary in accordance to Holmes's (2013) description, and classified the morphological patterns from the vocabulary of the snooker register primarily into affixation process and compounding proposed by McCarthy's (2002). Furthermore, the researcher interpreted the meaning of snooker register found in the utterance of the commentators and described how the linguistic feature of the register were used by the commentators in the match based on Holmes's (2013) social factors. The researcher also provided both general and specific meaning, the general meaning presented refers to Merriam-Webster Online Dictionary, and specific meaning refers to Billiard and Pool Online Glossary. Last but not least, the researcher drew a conclusion based on

the findings and the classification of the morphological pattern found in the play-by-play commentary. The data analysis generated knowledge of snooker terms and how the commentators use them in matches.

CHAPTER IV

FINDING AND DISCUSSION

This chapter comprises findings and discussion relating to research questions. The summary of the result is concerned with the theory proposed by the expert. Then, the interpretation is based on research questions. Those are composed in this chapter.

A. Findings

As this study mainly focused on identifying the register found in Snooker matches play-by-play commentary, the following findings were involved the analysis of play-by-play description, the vocabulary and morphological pattern, and the brief description on how the linguistic feature of register used based on the social factors. While this study was primarily limited to play-by-play description, the utterance from the referee was excluded from the transcription. The process of identifying the play-by-play commentary was conducted in accordance to Holmes's (2013) theory and perspective that play-by-play is a style in which the commentators brought the match focusing on the action at the time with a clearly distinguished language used separated from any other context while the players are in the middle of ongoing game or play.

Throughout the identification process of play-by-play commentary from two video of Snooker matches (2023 Champions League Snooker Invitational Final and 2023 Championship League Snooker Ranking Edition The Final), the identified words of snooker register consisted a total of 525 words including the repetitive words, and a total of 69 types of register identified from the two video

combined with a total of 9.146 words uttered (5.759 words in the first video and 3.387 words in the second video). The low percentage of Snooker vocabularies used compared to the total of uttered words from the two video shown that the play-by-play commentary brought by the commentators was aimed for the general public and only being used by the commentators if the moment or the context of the ongoing action was appropriate for them to use.

Furthermore, the researcher primarily elaborate the vocabulary and morphological pattern that were found in the play-by-play commentary of the matches, the process used to analyzing the vocabulary meaning interpreted based on Holmes (2013) social factor as in the following: participant, setting, topic, and function. The use of the Billiard and Online Pool Glossary also included to support and added a richer interpretation of the vocabulary meaning and Merriam-Webster Online Dictionary for the comparison of their meaning and context. The analysis process of morphological pattern is in accordance with the proposed theory by McCarthy (2002) into the two process of affixation and compounding. Hereafter, the researcher also brought on a brief general description of how the register used.

1. Vocabulary of Snooker

Table 1. Vocabulary Found In The Play-by-Play Commentary

Vocabularies	Merriam-Webster Online Dictionary (meaning)	Contextual Meaning	Freq .

Frame	A physical or constructional structure that gives shape or strength	A snooker term for an entire game or set play	42
Red	Of the color red	A ball colored red with a value of 1 point	104
Color	A phenomenon of light or visual perception that enables one to differentiate otherwise identical objects.	Any of the non-red balls in Snooker	8
Pot	A container in which commonly used for domestic purpose	Snooker or British term used for pocketing a ball	38
Rest	A state of motionless or inactivity	Snooker and British term for the “mechanical bridge”	3
Kick and Stick		A technique commonly used in pool to hit a rail	1

	-	first with the cue ball (white ball) and making contact with the object ball after it, thus leaving the cue ball stuck in place after contact	
Cannon	A heavy gun or any device for propelling a substance or object at high speeds	A shot where the cue ball hit another ball or pack after making contact with the first object ball	8
Plant	To set or place something in or on the ground for growth	A shot where the cue ball hit the first object ball onto another object ball and pot it	1
Break	An act or action of breaking	A series of potting balls in a single inning with a cumulative points	10

Kiss	To touch (something or someone) with the lips	A contact between balls	2
Margin of Error	-	A measure of how much angle, tip position, or speed error you can have, while still pocketing the object ball and getting a shape for the next shot	1
Double	Consisting of two usually a combined members or parts	A shot where a cue ball hit the rail first and then making contact with the object ball or a shot where the cue ball hit an object ball and make it bounce the rail or cushion and potting it in	3

Snooker	A cue sports played with 15 red balls and 6 variously colored balls on a 12ft table	To hide a ball behind another ball or jaws of a pocket	16
Century	A period of 100 years	A score of 100 or more (maximum 147) in a single inning or frame	14
Pocket	A small bag	Opening in the corners and sides of a snooker table	10
Jaw	Either of two complex cartilaginous or bony structures in most vertebrates that border the mouth	The point around the pocket or the inside walls of the pocket	2
Connect the Dots	-	A “road map” layout, or the run-out of a “road map” pattern, the situation where the balls were perfectly positioned for an	1

		easy clearance or run out	
Stun	To shock with noise	An action on the cue ball where it is lacking a top spin or bottom spin (no spin)	4

The table above covers a list of snooker vocabulary feature with 18 types from 69 types found in total, and a total appearance of 268 times. Moreover, the table above particularly showed the selected vocabularies from the play-by-play snooker matches containing a different meaning from the dictionary, in particular the Merriam-Webster Online Dictionary with their version of meanings.

2. Morphological Pattern of Snooker Register

Morphology is another of linguistic feature which closely related to register. McCarthy (2002) opined that morphology is the form of linguistic feature where the relationship between words in a structure which include the morphemes that construct them as the main concern. McCarthy (2002) further split the process of vocabulary development into two process as in the following: Affixation and Compounding. McCarthy also divided affixes into two process: prefix and suffix, prefix is the bound morpheme which attached in the front or

precedes the root word, suffix is the bound morpheme which attached in the back or follows the root word. Another process are compounding which the process of forming a word through combining two or more roots, compounding is further divided into its roots word class: noun, verb, adjective (McCarthy, 2002).

a. Compounding

Table 2. Compounding Process Found in the Play-By-Play Commentary

Term	Word Class/Type Combined	Types of Compound
Baulk Pocket	Noun + noun	Noun Compound
Connecting the Dots	Verb + noun	Noun Compound
Margin of Error	Noun + noun	Noun Compound
Kick and Stick	Verb + noun	Noun Compound
Baulk Color Ball	Noun + noun + noun	Noun compound
Black Spot	Adjective + noun	Noun Compound
Black Cushion	Adjective + noun	Noun Compound
Frame-winning Visits	Noun + noun + noun	Noun Compound
Big Breaks	Adjective + noun	Noun Compound
Long Pot	Adjective + noun	Noun Compound
Deep Screw	Adjective + verb	Verb Compound
Slight Swerve	Adjective + verb	Verb Compound
Playing Safe	Noun + adjective	Adjective Compound
Near Jaw	Adjective + noun	Noun Compound

Screw Back	Verb + noun	Noun Compound
Middle Pocket	Noun + noun	Noun Compound
Check Side	Noun + noun	Noun Compound
Cue Ball	Noun + noun	Noun Compound
Snooker Required	Noun + verb	Verb Compound

The table above covers a list 19 types of snooker vocabulary with a compounding process from a total of 32 types compounding process found in the play-by-play commentary of Snooker matches with a total of appearances of 94 times. From the table above, it can be drawn that there were three kinds of compounding forms found: compound noun, compound verb, and compound adjective. A few of compounding process above was analyzed due to the seldom usage by the commentators throughout the two videos and some of them not available in Merriam-Webster Online Dictionary and Billiard and Online Pool Glossary, or both.

b. Affixation

Table 3 Affixation Process Found in the Play-By-Play Commentary

Terms	Root	Affixes	Type of Affix
Inflectional			
Spotted	Spot	-ed	Suffix
Potting	Pot	-ing	Suffix
Centuries	Century	-es	Suffix
Cushions	Cushion	-s	Suffix

Frames	Frame	-s	Suffix
Reds	Red	-s	Suffix
Snookers	Snooker	-s	Suffix
Jaws	Jaw	-s	Suffix
Screwing	Screw	-ing	Suffix
Safety	Safe	-ty	Suffix
Clearance	Clear	-ance	Suffix
Colors	Color	-s	Suffix
Rests	Rest	-s	Suffix
Pockets	Pocket	-s	Suffix
Derivational			
Rerack	Rack	re-	Prefix
Potter	Pot	-er	Suffix
Cueing	Cue	-ing	Suffix
Doubler	Double	-er	Suffix

From the table above, the researcher shows a total of 18 affixation process found in the play-by-play commentary of Snooker match appeared for 82 times throughout the two video. The suffix found 17 times and prefix 1 time. The affixation then can be divided into two morphological process based on how the affixes modify the root word such as inflectional and derivational, inflectional morpheme are bound morpheme which does not create any new meaning but instead modifies

grammatical properties of the root (word) which it is associated, on the other hand derivational morpheme changes the part of speech or changes the meaning of the root (word) it attached to (Tariq, et al., 2020).

3. Register Used in Play-By-Play Commentary

Play-by-play commentary represents a unique linguistic register in sports broadcasting that serves a distinctive communicative purpose. Commentators utilize specialized language patterns and terminology to deliver real-time narration of sporting events to their audience. This distinctive form of sports communication combines professional insight with immediate description, creating an engaging bridge between the visual action and verbal narrative for viewers. Therefore, some of the snooker register that have been identified will be explained further below.

Register 1

“Frame”

The term “frame” based on Merriam-Webster Online Dictionary means a physical or constructional structure that gives shape or strength, while in Snooker “frame” simply means for an entire game or set play based on the Billiard and Online Pool Glossary. This is simply a different meaning outside of Snooker context where there is no need for something with a frame on the middle of the table except the table itself which obviously need a frame to stand firmly. For example, phrases like “he lost that frame” specifically uttered by the commentator to express a loss of 1 game or set by Judd Trump and trailing 1 “frame away against John Higgins. This particular usage of “frame” by the

commentator in the play-by-play commentary showed that it is specifically a part of snooker vocabulary, when a range of languages satisfy the communication requirements of a certain context, it is linear to Holmes' (2013) proposed idea of register.

Morphologically, an example of “frame” compounding is the term “frame-winning visits”, with a compounding process of more than two roots combined, the three morpheme belongs to noun world class and developed into a compound noun. This compounding process appeared in “...this looks like it’s gonna be another frame-winning visits...” McMullan said as John Higgins goes up by 49 points and looks like going smoothly to take 1 frame lead ahead of Judd Trump. In this instance, “Frame-winning visits” can be defined as a single inning run where the player able to convert it into a win for 1 frame advantage.

Still an example of morphological pattern of the term “frame”, suffix “-s” attached in “frames” indicating an inflectional bound morpheme to the root which does not affect the word class and only added a grammatical meaning of plurality. “And now the veteran is two frames away from overall victory...” Phil Yates informed the audience as John Higgins takes the first frame lead over Judd Trump and needed two more frames to win the match.

The influence of social factors over the use of “frame” in the play-by-play commentary bound to the Holmes (2013) context of participant, setting, topic and purpose. The commentators’ use of word “frame” will much be easier for those familiar with snooker, while for audience which inexperienced in terms of snooker match can still grasp the idea of the commentator utterance through the

context of the word. It has been clearly described by the commentator, the setting of snooker final match where the term “frame” is an appropriate word for the commentary based on the context. The topic delivered by the commentator through the use of “frame” is primarily to describe the game or set for the player to win, which eventually led them to win the match, aligning with the purpose to engage the audience into the intense of snooker final match.

Register 2

“Pocket”

The definition of “pocket” in snooker context defined as the opening in the corners and sides of snooker table serving as the objective for the player to pot an object ball into according to Billiard and Online Pool Glossary. While different from the context provided by Merriam-Webster “pocket” refers to a small bag.

For instance, “the black’s hanging over the pocket” illustrate that the black ball is blocking the pocket and makes it even more difficult for the player to pot a ball, since in snooker you can’t just hit a ball which blocking a pocket especially the colors, the player need to pot a red ball first before shooting a color ball. Therefore, the comments made the match more interesting as the audience being engaged to the problem-solving by the commentator, and “pocket” served as a specialized vocabulary within snooker.

Morphological pattern for “pocket” found in a form of compounding “baulk pocket”, developed from two noun morpheme (baulk and pocket). “...Trump’s been potting these balls to a distant baulk pocket at a very regular clip...” uttered

by Phil Yates commenting on how Judd Trump consistently potting a ball into the far bottom corner pocket. “Baulk pocket” in this context is a two corner pocket situated behind the “baulk” line (the line where the player started the game by striking the cue ball into the reds) and it is rarely used because often the commentators use any other term indicating “baulk pocket” such as bottom corner pocket, yellow pocket, green pocket, or simply just said corner, or corner pocket rather than “baulk pocket”, it may raise a confusion for audience to point out which one is the “baulk pocket” since the table have six-pockets. Therefore, the term “baulk pocket” is not commonly used in the play-by-play commentary, because the commentators is trying to help and reach a general audience outside of Snooker group to understand the meaning of each term with a simpler one and avoid confusions.

Affixation of “pocket” found in the play-by-play commentary in the form of plurality “pockets”, as the inflectional bound morpheme in the suffix process “-s” attached to the root does not changed the word class. “Yeah pink available into both corner pockets, this is worrying signs for Mark Williams” McMullan stated that the pink ball which Shaun Murphy will be going next can be potted into either two corner pocket.

The use of term “pocket” by the commentator is to directing the audience attention to where the player will pot a ball, this term is very well known for most people even for those people new to snooker. The setting of final match forced the commentator to deliver the action by the player through a precise communication, the word “pocket” in this instance highlighted the opening in

the table specifically at four corners and two sides. It is an appropriate word based on the context of the topic of snooker gameplay where the player need to pot a ball into the pocket.

Register 3

“Color”

“Color” particularly in Snooker, based on Billiard and Online Pool Glossary is a term to addressing any other ball except the “red” ball (yellow, green, brown, blue, pink, and black). Meanwhile, in Merriam-Webster the term “color” means a phenomenon of light or visual perception that enables one to differentiate otherwise identical objects. “Color” in snooker served a different value of point each: yellow 2 points, green 3 points, brown 4 points, blue 5 points, pink 6 points, and black 7 points. It appeared in phrase like “Higgins needs a color” here the commentator can just say a pink, black, or blue and so on, but the actual interpretation by the commentator in this phrase is that Higgins needs any color available on the table to win the match. The selection of the word “color” used by the commentator is to convey briefly the interpretation for the audience through the live commentating, and it served as a specialized vocabulary specifically in snooker context.

Morphologically, “baulk color ball” is a developed noun compound with three roots combined, noun morpheme “baulk”, noun morpheme “color”, and noun morpheme “ball”. The term “baulk” is the space behind the head string/kitchen where the player start the frame with breaking the triangle-shaped clustered red with the cue ball from, “color” or “color ball” refers to any of the

non-red balls in Snooker. The term appeared in the utterance of McMullan “I think it’s gonna have to be a baulk color ball so he needs to be really careful which one he plays” in the moment where Shaun Murphy trying to play safe after potting a red and aimed at the color ball sitting at the baulk line to hid the cue ball. The commentators often referring to yellow, green, or brown color ball instead of “baulk color ball”, but in this case the commentators may not sure which one of the three Shaun Murphy was going after, thus stated “baulk color ball” just in case.

Still an example of morphological pattern of “color”, the term “colors” found in the play-by-play commentary served as an affixation attachment of suffix “-s” to give meaning of plurality to the word “color” based on snooker context (6 differently colored ball). This process included into an inflectional as the added suffix “-s” does not change the word class. “By potting the pink and then clearing the colors” Phil Yates commenting as Judd Trump proceeding to pot all the 6 remaining color on the table.

The commentator as the speaker delivering the word “color” to the audience as the addressee may raise some confusion, but with precise communication the audience can comprehend the word meaning based on the uttered context by the commentator. The main topic and setting being highlighted by the word “color” is the ball with various colors except the red, and the occasion of final snooker match which it is important to pot the “color” with the highest points.

Register 4

“Pot”

Next, the term “pot” based on Billiard and Online Pool Glossary means a term used in snooker for pocketing a ball, while based on Merriam-Webster usually means a container in which commonly used for domestic purpose. The difference is very contrast based on both meaning and context, “pot” is commonly used in any cue sports played on a table with pockets (snooker, pool or billiard, English Blackball) where the player goal is to pot a ball and clear the table, or in snooker pot a ball as much as possible and aiming for the highest points in a “frame” to win. On the other hand, on daily basis “pot” is a container for domestic purpose such as pot for boiling water or growing plants, so it is not possible to have a pot sit on the table and there is no need for one. In a phrase like “Good pot for one point” refers to Mark Williams potting a red ball from a slightly difficult position and the commentator acknowledge his capabilities by saying it is a good pot, also it served as a short for “making a ball”, to keep the flow of commentating without disrupting it. Therefore, the audience can grasp the idea of “pot” which specifically included in the vocabulary of snooker.

Compounding process of “pot” found is “long pot”. The term is a combined two roots, “long” adjective morpheme and “pot” noun morpheme developed into a compound noun. “Shaun Murphy has been eating up those long pots all day long” McMullan referring to Shaun Murphy shot of a table length into a distant pocket. “Long pot” is a kind of shot taken by players with such accuracy to actually potting a ball into a distant pocket often the far corner pocket. Audience outside of Snooker group may have some difficulties hearing “long pot” for the

first time since “pot” in Snooker means a shot to make a ball into a pocket and “long pot” is similar to long shot which far more familiar and easy to interpret.

The derivational affixes of “pot” found in the play-by-play commentary is the term “potter”, the constructed suffix developed from root “pot” and suffix “-er”. “Potter” means someone who performed or proficient in potting a ball in the game of snooker, “Back in the 90s Mark Williams was regarded as the best long potter in the game with every justification” Phil Yates stated that Mark Williams was the best in term of long pot back in the 90s. Therefore, the suffix “-er” made change to the meaning of the root word originally refers to an action of pocketing a ball or to make an object ball into a pocket into someone who performed the action of potting a ball.

The commentator tried to express the meaning of the word “pot” to the audience by stating it after a player pot a ball, this is exactly the purpose of delivering the register word so the audience can comprehend them by watching the action of the player. Main topic of “pot” is to highlighting the player capabilities to make a ball during the game, especially in the setting of final match where sometimes the nerve can get the best out of these player.

Register 5

“Break”

“Break” often or usually associated to make something broken just like based on Merriam-Webster “break” means an act or action of breaking. In Snooker the word “break” have a multiple meanings as in the followings: first,

“break” in snooker means the first shot in a “frame” where the first player to shoot going into the clustered triangle-shaped 15 “red” balls to start the game, second, “break” can also be defined as a series of potting balls in a single inning with a cumulative points based on Billiard and Online Pool Glossary. In this case the term “break” used in the play-by-play commentary more towards the second definition, rather than an act of breaking something it is more like a total points acquired in a single inning or frame. ”Trump made breaks of 83 and 6” stated by Phil Yates announcing the “break” Judd Trump made with a cumulative points of 83 and 62. In this instance, the commentator highlighting the ability of the player and their capabilities to maintaining control over the match with a series of potting balls, accumulated high “break” points. Hence, “break” served as an specialized snooker vocabulary.

Morphological pattern of “break” found in the play-by-play commentary as in the followings, “big breaks” is one of the term with a compounding process of two developed roots, “big” adjective morpheme and “breaks” noun morpheme into a compound noun. “he certainly showed off he’s been locking in the big break” McMullan commenting on how John Higgins just casually made a lot of points recently and was still going to, so in definition, “big breaks” can be interpreted as a large amount of points acquired after a series of potting balls in a single inning or frame.

“Break” also found in the form of affixation, the free root “break” attached to suffix “-s” further add a meaning of plurality and does not change the word class (inflectional). “Breaks of 79, 110 and 83 and ever since he’s been scoring

it's been relentless..." Phil Yates on Shaun Murphy who has been accumulated of high point breaks throughout the tournaments.

The commentator illustrating the "break" which being accompanied with points in order for the addressee (audience) to comprehend the meaning of it in snooker context. Topic displayed by "break" is primarily towards the player competency while in play and acquired a large points, especially in a high stake settings of snooker final match. Further, bring the excitement for the audience through the play-by-play commentary.

Register 6

"Jaw"

Commonly used in the context of body anatomy, the vocabulary "jaw" based on Merriam-Webster refers to either of two complex cartilaginous or bony structures in most vertebrates that border the mouth, while based on Billiard and Online Pool Glossary it is the point around the pocket or the inside walls of the pocket. The point around the pocket opening look alike an opening jaws therefore it called "jaw" in snooker. "If the white had stopped in the jaws it could have been troublesome" Phil Yates commenting on how Mark Williams accidentally pot the white ball into the corner pocket where it almost looks like the cue ball was about to stop in time and hang over the pocket leaving the cue ball behind the pocket jaws. The commentator usage of "jaw" is to give a quick and precise language communication to the audience during the play-by-play commentary. Hence, "jaw" is being included in a vocabulary of snooker.

“Jaw compounding process found in the play-by-play commentary in a form of “near jaw”, developed from “near” adjective morpheme and “jaw” noun morpheme into a noun compound. “He did catch quite a lot of the near jaw” Phil Yates on John Higgins when he missed a red in the middle pocket due to the acute angle and bump the red to the nearest point of middle pocket opening. In this case Phil Yates illustrate the “near jaw” as the closest point taken from object ball trajectory towards the middle pocket.

Similar to the previous register, the affixation of “jaw” found in the play-by-play commentary in a form of plurality with the suffix “-s” attached to it into “jaws” and further does not change the word class. This instance of inflectional case added a grammatical meaning of more than one as the “jaw” or pocket opening in snooker have two points around it.

The use of “jaw” by the commentator to the addressee (audience) is to illustrate the pocket opening with two points around it. The main topic brought by the commentator is to describe of how hard it is to pocket a ball especially from an acute angle, often the player still missed a pot by small margin and catch those points or “jaw”. The setting of final match made it even more difficult for the player to remain focus and stay still during the shot, and make the audience in the edge of their seat for each missed balls.

Register 7

“Century”

“Century” defined as a score of 100 points or more in snooker according to Billiard and Online Pool Glossary, while according to Merriam-Webster it is a period of 100 years. “Trump will make what would be his fourth century of the group” Phil Yates commenting on Judd Trump at the table potting the ball and accumulated a total of 120 points as well as claimed his fourth time century in the group. The usage of “century” by the commentator is to illustrate the accumulated points of 100+ and also the exceptional skills that needed for the player to actually achieve that. “Century” accommodates Holmes (2013) proposed concept of register as it occupied the need to communicate a specified term for snooker context.

Morphologically, the term “centuries”, derived from the root “century” and attached to suffix “-es”. The term “centuries” appeared when Phil Yates mentioned the last four encounters of Shaun Murphy and Mark Williams, one of it was the final of China Championship 2019 with the score of 10-9 and two centuries, “then what about the final of the China Championship in 2019, Murphy won 10-9, two centuries”. The suffix attached to “century” changed the final y into i and does not further changed the word class and just offers a grammatical meaning of plurality of century achieved by Shaun Murphy two times in a match.

The context delivered from the commentators regarding the use of “century” may posed a difficulty for the audience with less experience in snooker to comprehend since the commentator doesn’t stated and accompanied “century” with the total of points achieved by the player (100 or more). The purpose of this

may intended more towards with the audience who far more familiar with snooker context. The topic which being highlighted by the commentator is the exceptional skills and abilities the player possessed to accumulate those high points even during the setting of final match where the pressure is mounted, giving the audience to feel the pressure of each shot taken by the player.

Register 8

“Red”

Another vocabulary of Snooker register found in the play-by-play commentary with the most appearances is “red” refers to a red colored ball with a value of 1 point, while from Merriam-Webster Online Dictionary it means of a color red. There are no entry of “red” in Snooker context found in the Billiard and Online Pool Glossary since the literal meaning of “red” here with the one in Merriam-Webster Online Dictionary is actually the same but rather in Snooker context it means more to the amount of point valued per ball. “That makes his next red a lot easier” McMullan stated on John Higgins shot selection to leave himself a nice angle for the next red ball after he pot the pink ball. In this case, when the commentator said “red” that means what the player going after to pot it and aiming its valued points rather than just randomly saying a color. “Red” prove as the term that occupied for a specific language communication in snooker context.

“Reds” is the morphological pattern found in the play-by-play commentary derived from the noun “red” and suffix “-s”. The affixation process resulting into

the form of plurality of “red” and does not change the word class. “There’s a couple of slightly awkward reds” Phil Yates illustrated some red balls are being positioned in not the best possible position on the table for Shaun Murphy to pot.

The usage of word “red” by the commentators is to describe the ball on the table colored red to the audience and it can be grasp easily by them since it so much obvious. The commentator uttered the word “red” the most since it is the most amount of balls on the table (15 red balls). It is crucial for the commentator to illustrate and giving information to the audience regarding “red” since the player need to pot a red before going to pot any colors on the table (yellow, green, brown, blue, pink, black), the setting itself makes it more appropriate to use in snooker match.

Register 9

“Double”

Still another example of vocabulary found in the play-by-play commentary is the term “double”, Merriam-Webster Online Dictionary referring “double” to consisting of two usually a combined members or parts while Billiard and Online Pool Glossary refers to a snooker or British term for kick or bank shot. Kick or bank shot can be defined as a shot where a cue ball hit the rail first and then making contact with the object ball or a shot where the cue ball hit an object ball and make it bounce off the rail or cushion and potting it in. “Always difficult playing double like that when you’re concentrating very hard on position” in this instance Phil Yates stated that Judd Trump attempted a “double” where he shot the cue ball into a red ball and make it bounce once off the rail with an intention

to pot it and left himself a position for the next ball, but unfortunately he missed the “double”. “Double” here highlighting the technique performed by the player that need a precision and a lot measurement before doing it. The actual action of “double” in snooker match can be described in a long sentence, but the commentator simplified and make short of it by using the word “double” since it is essentially important during the live commentary to keep everything in a compact communication. Therefore, “double” included in a vocabulary unique to snooker context.

The derivational affixes of “double” found in the play-by-play commentary as an example of its morphological pattern is the term “doubler”, composed of root word “double” and suffix “-er”. The term of “doubler” emerged in one of the utterance of Phil Yates “Higgins is normally a very proficient doubler of a ball, that one didn’t go in but it didn’t matter” describing on how Higgins is a very good player to perform a double (a shot where the cue ball hit an object ball and make it bounce the rail or cushion and potting it in), but at that particular moment John Higgins is already accumulated sufficient amount of points to win the frame and therefore no need to continue the visits or inning. Thus, “doubler” refers to someone who performed or proficient doing double in Snooker context and the suffix “-er” changed the meaning originally from one of a shot technique in Snooker into someone who performed that shot technique.

In this instance the commentator does not clarify the meaning of “double”, but since the footage is in a form of audio visual, the audience are expected to grasp the main idea of “double” and what it refers to as they can watch the player

action on the screen. The topic brought by the word “double” is the way of the commentator to illustrate of how difficult it is to perform especially in the setting of final match.

Register 10

“Rest”

Other vocabulary of snooker register used in the play-by-play commentary is “rest”, in Merriam-Webster rest means a state of motionless or inactivity while based on Billiard and Online Pool Glossary it is a snooker term for mechanical bridge. Mechanical bridge here is a help tool for Snooker players when they can’t reach the cue ball by the “bridge hand” (the hand which placed on the table to support the cue during the stroke), it is a stick with an end attachment that helps to guide the cue. “Another benefits he’s so good with the rest” Phil Yates commend the fluency shown by Shaun Murphy while making a shot using the “rest”. The meaning of “rest” is very contrasting based on everyday use compared to that snooker context, hence it is included to the snooker vocabulary since it gives a quick communication purpose in a play-by-play commentary.

“Rest” affixation does found in the play-by-play commentary, the suffix “-s” being attached to root “rest” adding a meaning of plurality rather than change the word class. “Another benefits he’s so good with the rest, all rests” found in the same line uttered by Phil Yates indicating Shaun Murphy fluency using all kinds of “rest”. In snooker there are 4 main types of “rest”: Cross, Spider, Butt, and Swan, and Phil Yates made an efficient way to mention all of them.

The commentator deliver the word “rest” after the player pick one up and it is expected for the audience to comprehend what it may refers to, but still for those unfamiliar audience they may have some difficulties to interpreted it. The topic brought by the commentator after the player used a “rest” is to described a stick to help the player to reach the cue ball to make a shot and it takes a proficiency to use it, especially in the heat of final match as the setting where the action takes place. Further, engage and filled more excitement through the play-by-play commentary.

Register 11

“Connecting the Dots”

“Connecting the dots” according to Billiard and Online Pool Dictionary refers to a “road map” layout, or the run-out of a “road map” pattern, the situation where the balls were perfectly positioned for an easy clearance or run out, the term “connecting the dots” found in the play-by-play commentary can only be understood based on the context meaning since there are no entry for it in Merriam-Webster Online Dictionary. “It’s just connecting the dots.” Phil Yates brought it up after John Higgins attempted “plant” and missed it then left the table with open lay out for Judd Trump and win the frame. The term “connecting the dots” linear to the condition where the positional play can be achieved with a minimum effort possible as children drew a line dots after dots in a piece of paper and this phrase specifically included in the snooker vocabulary.

The morphological pattern of “connecting the dots” found in the form of compounding, developed from the combined verb morpheme “connecting” and noun morpheme “dots”. This compounding process corresponded with McCarthy’s (2002) view of compounding, which enhanced the clarity and specificity of specialized contexts. These compounding feature serves as a quick and precise communication especially in play-by-play commentary.

The use of “connecting the dots” by the commentator for the audience will mostly confusing for those who unfamiliar with snooker, but it still can be grasp as the audience see the open lay out on the table and comprehend the meaning behind it. The topic of this phrase is to highlight the perfectly positioned balls on the table which very easy to run for the player on this level even in the middle of final match at the time as the setting which fuel more excitement for the audience watching the match.

Register 12

“Kick and Stick”

The term “kick and stick” is neither available in Merriam-Webster Online Dictionary or Billiard and Online Pool Glossary, it is the term of technique used in pool as in linear to one of the commentator’s utterance Phil Yates “A technique commonly used in pool to hit a rail first with the cue ball (white ball) and making contact with the object ball after it, thus leaving the cue ball stuck in place after contact.”. The naming of this term came from the vocabulary of pool “kick” which playing the cue ball off into the rail first then making contact

with the object ball and “stick” refers to left the cue ball in place after contact with the object ball, therefore developed the term “kick and stick” into compounding.

“Kick and stick” used by the commentator to illustrate a shot taken by the player at the table, so the audience can understand what it is called by the action the player just did. Topic brought by the commentator here is to highlight the outstanding shot technique by the player to the audience. Hence, the setting of the final match urges the commentator to deliver a quick and precise communication for the audience to comprehend, and adds more complexity to the match.

Register 13

“Margin of Error”

Other example is “margin of error” referring to measure of how much angle, tip position, or speed error you can have, while still pocketing the object ball and getting a shape for the next shot according to Billiard and Online Pool Glossary, entry of “margin of error” is not available in Merriam-Webster Online Dictionary. “the margin of error was even smaller than normal” in this context Phil Yates showed the audience of how hard it is for John Higgins to pot a ball into the middle pocket with steep angle in order to left himself a position for the next ball and a chance to run the table. “Margin of error” is a phrase formed through the compounding process, derived from the noun “margin” and noun “error”. Therefore the compounding made simple to referring a situation the

player faced that need an accurate measurements, and fulfilled the need to give a quick communication through the play-by-play commentary.

The phrase “margin of error” usage by the speaker to the addressee (audience) is with the purpose to describing the conditions at the table when the player is about to make a shot with high difficulties, especially in the settings of final match with the topic centered the accuracy of the player to measure such complicated things to make a shot. Therefore, these brings more excitement through the match.

Register 14

“Rerack”

The term “rerack”, derived from root “rack” which defined as triangle or diamond-shaped device used to position the balls prior to a break based on Billiard and Online Pool Glossary, and the attached prefix “re-“. “Rerack” appeared once when Phil Yates mentioned a match with rare occasion of restarting the game or frame after being played for 40 minutes, “we had a rerack after 40 minutes”. In Snooker context “rerack” refers to restarting the frame that currently going on due to no significant change in ball position or no progress since the players take turns without intentions to open up the game. The prefix “re-“changed the root word class from noun to verb and also changed the word meaning. This compound terms used by the commentator to enhance clarity and its specification through the precise communication of play-by-play commentary.

“Rerack” usage by the commentator is to inform and deliver the action that wrapped around it for the audience to comprehend. The topic centers as the commentator tried to illustrate a situation of stalemate that may occurred at the moment and a possibility of “rerack” or restarting the game or set (frame) during the setting of final match, which engage the audience towards the excitement of the match even more.

4. Description of Register Usage

The usage of register is rely heavily on a particular context that surrounding the uttered words, thus it is required to analyzed the situational context of a register in order to understand a contextual meaning behind each words. To elaborate further the researcher going to analyze the social factors proposed by Holmes (2013) that includes: participant refers to the speaker and addressee of the language that being communicated; setting, the location and occasion of the communicated utterances; topic, the main discussion of the communicated utterances; and function, refers to the background of why the utterances being communicated (aims and reasons). Each of social factors regarding to the final of 2023 Champions League Snooker Invitational Final and 2023 Championship League Snooker Ranking Edition The Final will further be elaborated below.

Participant referring to the subject who included and participated in a conversation, the speaker and addressee cannot be omitted in order to make a successful interaction of conversation. The speakers in the play-by-play commentary of the two final of Snooker brought by Phil Yates, a snooker analyst and journalist (ZGR, 2024); and Michael McMullan, a sports journalist and

broadcasters (Mcmullan, 2024). The addressee is expected to be general public with interest in snooker and may or may not having the same level of knowledge about Snooker.

The commentators' main purpose is to distribute the energy of excitement and drama throughout the match to the general audience. The findings found only 70 snooker vocabulary from two video of Snooker final matches with the total combined duration of 2 hours and 14 minutes long, as it can be considered as a small amount of appearance percentage of all words used. This could be indicated that the commentators tried to broadcast the play especially to general public who may not very familiar with Snooker.

The setting and occasion of the utterance is the final of 2023 Champions League Snooker Invitational Final and 2023 Championship League Snooker Ranking Edition The Final, and the topic brought by the commentators is the actual event at the time occurred in the Snooker matches. Therefore, the main focus of this study is the play-by-play commentary occurred in the final of 2023 Champions League Snooker Invitational Final and 2023 Championship League Snooker Ranking Edition The Final. The experienced commentators and the audience which should be of those interested in snooker with at least a bit of knowledge about it, however the ratio of vocabulary specific to snooker found in the play-by-play commentary is relatively came in small amount. Some common words are being used in the commentary that may have difference in terms of interpretation from general meaning, the word "rest" for example could be interpreted as a state of minimum or being motionless, meanwhile in snooker

context the word “rest” refers to mechanical bridge: a stick with an end attachment that helps to guide the cue.

The function of the snooker match video is to bring the action and event occurred at the time. The very reason of register usage is to be effectively illustrate an event which may particularly occurred only in snooker match. As the match being brought in an audio visual media, the relatively small amount of snooker related vocabulary may being covered by the actual actions of the players presented and the audience can see the described actions by the commentators to make an appropriate interpretation based on the context of event occurs at the time.

B. Discussion

Based on the findings, the researcher found 69 terms of snooker register with a total of 525 words uttered including the repetitive words from the overall of 9.146 words combined sourced from two final match video. The most frequently used vocabulary found in the play-by-play commentary during the two matches was “red” and there are quite numbers of least used vocabulary with the appearance of only one time like “cue”, “cut”, “swerve”, “split”, “escape”, etc. The reason why the commentators often mentioned “red” was because there are 15 red balls, which is the highest number of balls of any single color that only have one ball such as “yellow”, “green”, “brown”, “blue”, “pink”, and “black” ball in the game of snooker. The player at the table also need to pot a red ball first before potting any other color ball and doing it repeatedly until they win the frame. On the other hand, the least frequently used vocabulary indicated a moment which rarely occurred

during the match, the player did not need to “swerve” the cue ball all the time during the match, “split” (to break clustered red balls) mostly happened only once in a frame if the attempted player succeeded on first try, and so on.

According to this research main objectives, the identified register of snooker found in the play-by-play commentary during the 2023 Champions League Snooker Invitational Final and 2023 Championship League Snooker Ranking Edition The Final, then will be analyzed based on McCarthy (2002) morphological feature into separate process of affixation and compounding. The identified vocabulary and developed terms through the process of affixation and compounding unique to snooker or the register based on Holmes (2013) especially in play-by-play commentary can be clearly distinguished if the language being used in another context. The commentator which performed an act of play-by-play commentary used register to make short or simplify the terms, resulting in a quick and brief communication for the audience during live commentating. Therefore, the low-percentage of register unique to snooker based on the findings sourced from two video, illustrate how the commentator describing the event of actual moment during the match primarily for general public who may not familiar with snooker context.

The usage of snooker register by the commentator in the play-by-play commentary are being specifically utilized when the moment in the match is appropriate and aligned with the context of the term, for example the term “color” being uttered when the player is about to shot any other colored ball except the red ball, “pot” used by the commentator to illustrate an attempt to make a ball into a pocket by the player, “connecting the dots” refers to an open table layout with

minimum or no clustered ball for an easy run for the player. These term which uniquely specialized in snooker context is can only be understandable based on an appropriate context in the match especially in a case which the term are in a form of words that often used in everyday life. So, the idea of the play-by-play commentary here is to maintain engagement, excitement, and comprehension through a brief communication during the live commentating trough an appropriate use of terms and its context in order to avoid any confusions.

The identified snooker register used in the play-by-play commentary not only provides a necessary information regarding the match for the audience, but also brings an emotional involvement trough the match. The term “pot” for example since snooker emphasize for the player to pot a ball, the audience then are expected to feel the emotion if the player attempting was missed a shot or able to sink a long shot. “Long pot” as the compounding process of “pot” possessed an influence that can move the audience’s emotions if being delivered in an appropriate context wise during the match, a player needs a terrific accuracy to perform this extremely difficult shot and that makes snooker more interesting for the audience. The morphological pattern adds up more simplify communication by the commentator to the audience regarding the use of snooker register. The term like “baulk color ball”, “doubler”, “potter”, “rerack” and so on were used in the play-by-play commentary unique in snooker context, these morphological pattern found is delivered with the purpose to describe the actual moment during the match concisely and clearly, therefore the morphological pattern come in handy since in

live commentating the commentator cannot afford to missed every moment during a match.

Previous studies conducted regarding register by other researchers have some similarity linear to this study purpose, such as to identify register form, meaning and its function, but rather had dissimilarity in the process. For example the study conducted by Maharani and Mulyawan (2021) aims to identify, mapping and pointing the function of the specific register, however the data collected and analyzed based on the frequency of particular categories of register found in social media. Afterward, studies conducted by Ningsih et al. (2021), and Aziza (2022) both studies sourced from online news magazine and newspaper of sports with slightly different aim of study. Ningsih et al. aimed to analyze the register of football in its grammatical feature and contextual meaning, while Aziza examined a general sports register and the phrasal that shaped the terms.

Other studies also conducted on E-sport, Saputra and Damanhuri (Saputra & Damanhuri, 2021) examined the register of specific and general to League of Legends and its function from the caster utterance. Similar to Saputra and Damanhuri, studies of register conducted on Mobile Legends: Bang-Bang based on the caster utterance being examined by Hanafi and Thamrin (2021), Prasetyo (2022), and Pratama (2022), the three studies mentioned on Mobile Legends: Bang-Bang shared a similar objectives such as identifying forms, meaning, functions, and classifications of the registers used by the casters, this result in a similar findings among them. From all the mentioned previous studies, this particular research is conducted in accordance with Holmes (2013) proposed theory of register and social

context, and the morphological pattern proposed by McCarthy (2002) which found in the play-by-play commentary.

Compared to register study previously conducted by Ardianto (2020), he examined the register of pool in the play-by-play commentary and analyzed it based on Holmes (2013) theory on register and McCarthy (2002) morphological pattern. This research in contrast with the one Ardianto has conducted is primarily focused on the register of snooker instead of pool. In brief, this study had shared a similar objectives and its process, but with different field being studied. The result had some similarity obviously since pool and snooker are a branch of cue sports and may share some similar terms, but snooker had some quite contrasting in terms of register distinguished from pool. For example the term “break” in pool refers to the first shot by the player to separate a triangle or diamond shaped, meanwhile in snooker it refers to a series of potting balls in a single inning with a cumulative points, a “combination shot” is a term commonly used in pool to describe a shot where the cue ball hit an object ball into another object ball and make it into the pocket, in snooker it called “plant”, and “double” means “bankshot” in pool, etc. The point is each term unique to pool and snooker may share a same interpretation but different in the linguistic feature, therefore it can only be comprehend based on the context of each respective sports.

This research purpose also to provide the terms specifically used in snooker context for reader or other researcher to comprehend and reference for further research in the field of cue sports regarding register analysis, since the Billiard and Pool Online Glossary does not covered all of the term specialized within snooker.

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter consists of a conclusion of what has been found and discussed from several data related to the topic. Then, several suggestions for the next researcher who would continue this topic in their research.

A. Conclusion

From the analyzed play-by-play commentary, it can be underlined that snooker commentary utilized a more basic vocabulary. Only 523 of the 9,146 spoken words examined were included into terms unique only to snooker, with 70 varieties that were recurring. This small percentage of usage of specialized vocabulary indicates that commentators purposefully tried to illustrate the match with balance in order to engage both snooker experts and fans, and general audience. The purpose of using the register words by the commentators is to give a clear illustration of the moment and action of the match with effective communication efficiently. The identified vocabulary of snooker found in the play-by-play commentary refers to the situation occurred in the snooker match, thus the use of register is very helpful for both participant, the speaker and addressee to comprehend the match being displayed.

This study promotes new findings specifically in sports linguistics by demonstrating the effective use of play-by-play commentary in cue sport such as snooker. The findings highlight the value of using more accessible and common language in sports commentary as it helps commentators to reach a wider audience while maintaining a quick and concise communication needed

to commentate such complex events. Based on findings, the proposed idea of register by Holmes (2013) clearly occupied the language needed for a precise communication during the match in a play-by-play commentary, as well as its social context to improve a successful commentary. The developed morphological pattern of specialized snooker terms also played an important role, such as affixation and compounding based on proposed idea of McCarthy (2002) which provides a more simplified of specificity of the developed vocabulary essential in play-by-play commentary.

This particular study conducted with a limited scope of focus on analyzing the snooker register found and used in the play-by-play commentary of the snooker final matches of 2023 Champions League Snooker Invitational Final, John Higgins vs Judd Trump, and 2023 Championship League Snooker Ranking Edition The Final, Shaun Murphy vs Mark Williams. This underlined that the register of snooker presented may not reflect the whole register on the field of snooker or cue sports in general.

B. Suggestion

For further research, the researcher suggests to analyze other cue sports branch other than pool and snooker, for example carom as one of the three major subdivisions (Elmagd, 2019) besides pool and snooker within cue sports, this may open an opportunities to examine any similarity and dissimilarity amongst the three based on its register and or any certain patterns which may differ across any other cue sports game found in the play-by-play commentary.

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CURRICULUM VITAE



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TABLE OF DATA CLASSIFICATION OF SNOOKER REGISTER

Vocabulary of Snooker

No.	Vocabularies	Meaning based on context in 2023 CLSI and Ranking final	Meaning based on Merriam-Webster Online Dictionary
1.	Frame	Snooker term for an entire game or set play	A physical or constructional structure that gives shape or strength
2.	Red	A ball colored red with a value of 1 point	Of the color red
3.	Black	A ball colored black with a value of 7 point	Of the color black
4.	Yellow	A ball colored yellow with a value of 2 point	Of the color yellow
5.	Brown	A ball colored brown with a value of 4 point	Of the color brown
6.	Green	A ball colored green with a value of 3 point	Of the color green
7.	Blue	A ball colored blue with a value of 5 point	Of the color blue
8.	Pink	A ball colored pink with a value of 6 point	Of the color pink
9.	Safe	Describing a ball in a position difficult to pocket; or describing a situation a player has been	Free from harm or risk

		left in by the opponent, intentionally or otherwise, that makes it difficult to pocket a ball	
10.	Safety	Defensive position play shot where you leave your opponent in a difficult situation	The condition of being safe from undergoing or causing hurt, injury, or loss
11.	Pocket	Opening in the corners and sides of a snooker table	A small bag
12.	Pocket net	Mesh basket used to collect balls that fall into a pocket	-
13.	Corner	Pocket at a corner of the table between a short rail and long rail	The point where converging lines, edges, or sides meet
14.	Corner Pocket	Pocket at a corner of the table between a short rail and long rail	-
15.	Middle Pocket	A pocket in the middle of the long rail	-
16.	Baulk Pocket	A two corner pocket situated behind the “baulk” line	-
17.	Black Spot	A fixed placement (usually marked) for the black ball	Any of several bacterial or fungal diseases of plants characterized by black spots or blotches especially on the leaves

18.	Yellow Pocket	A pocket adjacent to the yellow ball	-
19.	Green Pocket	A pocket adjacent to the green ball	-
20.	Black Pocket	The two corner pockets adjacent to the black ball	-
21.	Pace	Speed of a stroke or of a moving ball; or, speed of play	Rate of movement
22.	Pot	Snooker or British term used for pocketing a ball	A container in which commonly used for domestic purpose
23.	Side Cushion	A long rail having a side pocket between two corner pockets	-
24.	Side	Refers to the middle pocket	The right or left part of the wall or trunk of the body
25.	Check Side		
26.	Century	A score of 100 or more (maximum 147) in a single inning or frame	A period of 100 years
27.	Cushion	The cloth covered triangular-cross-section strip of rubber bordering the playing surface, off which the balls rebound	A soft pillow or pad usually used for sitting, reclining, or kneeling
28.	Bottom Cushion	The cushion at the bottom of the table, closest to the “baulk line”	-

29.	Black Cushion	The top cushion adjacent to the black ball	-
30.	White	Refers to the cue ball	Of the color white
31.	Cue Ball	The white ball struck by the cue	The ball a player strikes with the cue in billiards and pool
32.	Cue	The implement used to strike the cue ball	A signal
33.	Cue (v)	The act of striking the cue ball	A signal
34.	Cueing	To strike the cue ball with a cue	To use a cue
35.	Pool	Billiard game that use a table with pockets	A small and rather deep body of usually fresh water
36.	Kick and Stick	A technique commonly used in pool to hit a rail first with the cue ball (white ball) and making contact with the object ball after it, thus leaving the cue ball stuck in place after contact	-
37.	Snooker	To hide a ball behind another ball or jaws of a pocket	A cue sports played with 15 red balls and 6 variously colored balls on a 12ft table
38.	Color	Any of the non-red balls in Snooker	A phenomenon of light or visual perception that enables one to

			differentiate otherwise identical objects.
39.	Clearance	The act of clearing the table, or knocking balls away from a pocket	An act or process of clearing
40.	Object Ball	The ball to be legally struck by the CB, or the ball to be pocketed.	A ball hit by the cue ball
41.	Cannon	A shot where the cue ball hit another ball or pack after making contact with the first object ball	A heavy gun or any device for propelling a substance or object at high speeds
42.	Plant	A shot where the cue ball hit the first object ball onto another object ball and pot it	To set or place something in or on the ground for growth
43.	Foul	A violation of the rules of the game	Offensive to the senses
44.	Break	A series of potting balls in a single inning with a cumulative points	An act or action of breaking
45.	Thick	A centered or square hit	Having or being of relatively great depth or extent from one surface to its opposite
46.	Thin	The opposite of “thick”	Having little extent from one surface to its opposite

47.	Cut	A shot where the CB impacts the OB at an angle to the impact line	To penetrate with or as if with an edged instrument
48.	Cut (v)	A shot where the CB impacts the OB at an angle to the impact line	To penetrate with or as if with an edged instrument
49.	Overcut (v)	Hitting the OB with too large of a cut angle, hitting the ball too thinly	To cut excessively
50.	Kiss	A contact between balls	To touch (something or someone) with the lips
51.	Pack	A large group of balls close together and/or touching; or a collection of successive games won	A bundle arranged for convenience in carrying especially on the back
52.	Screw Back	A shot where the player strike the cue ball low in order to draw a back spin making the cue ball run backwards after hitting an object ball	-
53.	Double	A shot where a cue ball hit the rail first and then making contact with the object ball or a shot where the cue ball hit an object ball and make it bounce the rail or cushion and potting it in	Consisting of two usually a combined members or parts

54.	Visit	A player's turn at the table, which ends with a miss, foul, or win	To pay a call on as an act of friendship or courtesy
55.	Near Jaw	The pocket rail cushion point closest to the OB	-
56.	Jaw	The point around the pocket or the inside walls of the pocket	Either of two complex cartilaginous or bony structures in most vertebrates that border the mouth
57.	Nil	Zero score	Nothing, zero
58.	Angle	The angle between the CB aiming line and the OB impact line for a cut shot	A corner whether constituting a projecting part or a partially enclosed space
59.	Stun	An action on the cue ball where it is lacking a top spin or bottom spin (no spin)	To shock with noise
60.	Rerack	Restarting the frame that currently going on due to no significant change in ball position or no progress since the players take turns without intentions to open up the game	To place (something) back in or on a rack
61.	Race	A match decided by who reaches a given number of games or points (X) first.	Any one of the groups that humans are often divided into based on

			physical traits regarded as common among people of shared ancestry
62.	Rest	Snooker and British term for the “mechanical bridge”	A state of motionless or inactivity
63.	Connect the dots	A “road map” layout, or the run-out of a “road map” pattern, the situation where the balls were perfectly positioned for an easy clearance or run out	-
64.	Swerve	Curve of the CB’s path while sliding due to cue elevation and sidespin	To turn aside abruptly from a straight line or course
65.	Split	An attempt by the player to break or open up the “pack” or clustered balls	To divide lengthwise usually along a grain or seam or by layers
66.	Escape	An attempt to get out of a safety play by the opposite player, or out of the “snooker”	To get away
67.	Margin of error	A measure of how much angle, tip position, or speed error you can have, while still pocketing the object ball and getting a shape for the next shot	-

68.	Bridge Hand	The hand which placed on the table to support the cue during the stroke	-
69.	Free Ball	In Snooker, when the CB is snookered after a foul, the shooter may nominate and shoot at any ball, with that ball assuming the value of the current ball on	A ball other than a legal forward pass that is not dead and not in the possession of any player in a football game and that may be recovered by either side

Process of compounding in snooker register

No.	Term	Word class/type combined	Types of compound
1.	Corner pocket	Noun + noun	Noun compound
2.	Middle pocket	Noun + noun	Noun compound
3.	Baulk pocket	Noun + noun	Noun compound
4.	Black spot	Adjective + noun	Noun compound
5.	Yellow pocket	Adjective + noun	Noun compound
6.	Green pocket	Adjective + noun	Noun compound
7.	Black pocket	Adjective + noun	Noun compound
8.	Safety shot	Noun + noun	Noun compound
9.	Pocket net	Noun + noun	Noun compound
10.	Side cushion	Noun + noun	Noun compound
11.	Check side	Verb + noun	Noun compound
12.	Screw back	Verb + noun	Noun compound
13.	Overcut	Preposition + noun	Noun compound
14.	Object ball	Noun + noun	Noun compound
15.	Cue ball	Noun + noun	Noun compound

16.	Black cushion	Adjective + noun	Noun compound
17.	Bottom cushion	Noun + noun	Noun compound
18.	Frame-winning visits	Noun + noun	Noun compound
19.	Big breaks	Adjective + noun	Noun compound
20.	Playing safe	Noun + adjective	Adjective compound
21.	Stun out	Noun + noun	Noun compound
22.	Deep screw	Adjective + verb	Verb compound
23.	Near jaw	Adjective + noun	Noun compound
24.	Race to three	Noun + noun	Noun compound
25.	Baulk color ball	Noun + noun + noun	Noun compound
26.	Bridge hand	Noun + noun	Noun compound
27.	Free ball	Adjective + noun	Noun compound
28.	Long pot	Adjective + noun	Noun compound
29.	Margin of error	Noun + noun	Noun compound
30.	Connecting the dots	Verb + noun	Noun compound
31.	Kick and Stick	Verb + noun	Noun compound
32.	Snooker required	Noun + verb	Verb compound

Affixation process of snooker register

No.	Term	Root	Affixes	Type of affix
Inflectional				
1.	Spotted	Spot	-ed	Suffix
2.	Potting	Pot	-ing	Suffix
3.	Clearance	Clear	-ance	Suffix
4.	Centuries	Century	-es	Suffix
5.	Cushions	Cushion	-s	Suffix

6.	Frames	Frame	-s	Suffix
7.	Reds	Red	-s	Suffix
8.	Snookers	Snooker	-s	Suffix
9.	Safety	Safe	-ty	Suffix
10.	Jaws	Jaw	-s	Suffix
11.	Colors	Color	-s	Suffix
12.	Rests	Rest	-s	Suffix
13.	Pockets	Pocket	-s	Suffix
14.	Screwing	Screw	-ing	Suffix
Derivational				
1.	Rerack	Rack	re-	Prefix
2.	Potter	Pot	-er	Suffix
3.	Doubler	Double	-er	Suffix
4.	Cueing	Cue	-ing	Suffix