

# 2012 Wisconsin BCAPL 8-Ball and 9-Ball Championships

## TOURNAMENT REGULATIONS

### Governing Rules

1. All tournament play is governed by the 2010-2011 edition of The Official Rules of the BCA Pool League and these regulations. Modifications to the official rules are included in this document, and take precedence over the official rules.

Modifications to The Official Rules of the BCA Pool League

1. The Official Rules of the BCA Pool League are modified as follows for the Championships:
  - a. The penalty for the first violation of the following rules during a match will be a warning instead of a foul:
    - 1) Equipment Specifications - Cues (d) – Non-leather tips prohibited on any cue used to break.
    - 2) Rule 1.3.1 (c) – Chalk color must be compatible with cloth.
    - 3) Rule 1.3.2 – Electronic equipment and all hearing impediments prohibitedSecond and subsequent violations are a foul.

### Eligibility Protests

1. Individuals or teams wishing to protest an opposing player's eligibility must place a \$100 cash deposit with the Tournament Desk. If the protest is upheld the deposit will be refunded. All protests concerning players' eligibility must be filed before the beginning of the match. The decision of the Tournament Qualification Committee is final concerning all eligibility-based protests.

### 2012 Dress Code:

Dress code requirements are established to add to the prestige and respect associated with the world's most prominent amateur pool tournament. Your cooperation in wearing neat, clean apparel at all times during competition for the betterment of the sport is appreciated.

**Dress code is in effect during your singles or teams events.**

### Singles Competition:

- Shirts: Clean neat T-shirts, collared shirts, sweaters and sweatshirts are permitted. (Sweatshirts with hoods must have the hood down; they cannot be worn up over the head) Shirts may not contain any vulgarity.
- \* Pants: Men must wear long pants or shorts, either dress pants or neat, clean, un-torn jeans or shorts. Women may wear dress pants, Capri-style pants or neat, clean, un-torn jeans or shorts. Women may also wear culottes, skirts or sleeved dresses of conservative length. Sweats, warm-up suits or jogging suits are forbidden. No ripped jeans allowed, even if they are considered fashionable.
- \* Headgear permitted: Billed or brimmed hats or caps that are clean, neat and worn with the bill straight forward. Cowboy hats are also acceptable. NO: bandanas, knit hats or specialty hats are allowed.
- Shoes: Men and women must wear clean, neat, shoes at all times. Open-toed sandals can be worn, but no Flip-Flops of any kind. Should a player require a footwear exception for medical reasons, the player must provide a letter on official letterhead from the player's health care provider before the tournament and keep a copy of this letter in his/her possession at all times, available for review by a referee, if requested.

### Teams Competition:

- Matching Team shirts are required for all teams during Team competition. T-Shirts are allowed
- Color and style of team shirts must be matching (except for the players' names) for all team members. This includes front and back of shirts, if they have a logo or monogram.
- Dress code must meet the Singles competition requirements.

- Each member of a team must have their own team shirt/blouse. "Borrowing" the shirt of a teammate is not permitted.

### **General:**

Personal Hygiene: Any player found to be wearing the same clothing over a period of a couple of days or more will be subject to forfeit. Also, any player not using good personal hygiene (showering or bathing, etc.) will be subject to the same match forfeitures.

- The tournament director or designate is the final authority on dress code.
- Relaxed dress code for mini tournaments and practice. Clean and neat apparel is required at all times.

### **Electronic Equipment and Hearing Impediments**

1. Absolutely no electronic accessories of any kind are permitted to be accessed for communication or worn as headgear during a match.

Examples include, but are not limited to:

- a) Headphones, earphones, or earplugs of any kind. Medically required hearing aids are excepted.
  - b) Cell phones, pagers, or music devices of any kind, including Bluetooth and wireless phone accessories, whether turned on or not. Cell phones may be worn on the belt or kept in pockets, but may not be accessed for messages or conversations:
    - 1) at any time during a match in singles
    - 2) during the player's game in team play
2. During a match, all audible ringers and other notification tones must be turned off while on the tournament floor. Please be considerate of all players by keeping your devices silent whenever you are on the floor, regardless of whether you are involved in a match.
3. Communications for medical or other emergencies are permitted at any time.
4. Flash photography is prohibited on the tournament floor at all times during tournament play. Please ensure that all persons associated with your team, including spectators, are aware of the no-flash requirements.

### **Enforcement Procedures**

1. The following dress code violations may be required to be corrected immediately at any time the dress code is in effect:

- a. Improper headgear may be required to be corrected or removed.
  - b. Button down shirts may be required to be adjusted to meet the dress code.
  - c. Any dress code violation by a player practicing in the tournament area when not involved in a match
  - d. Any violation of Electronic Equipment and Hearing Impediments.
2. All other initial dress code violations will only be enforced if discovered before their singles match begins or at any time before a player's first game (team play).
3. If a player is judged by a referee to be in violation of the dress code before their match begins (singles play) or before their first game (team play).
- a. Singles: The player will have 15 minutes from the match time to correct the violation and return to the match site. If they have not returned with the violation corrected after 15 minutes, they will lose one game of the match. They will lose an additional game for each five-minute period after that, until they return with the violation corrected.
  - b. Teams:
    - 1) The player will have 15 minutes from game time to correct the violation. The player may not be substituted for in that game.
    - 2) While waiting for the player, other games of the match will continue to be played on the table on which the player was scheduled. If such a game lasts past the 15-minute period it does not extend the period – if the player in violation does not return to the playing area with the violation corrected before the 15-minute period ends, their game is forfeited.
    - 3) If the player forfeits a game, they may be substituted for in subsequent rounds without penalty. If no substitute is available, their subsequent games will not be forfeited until

the player's turn comes up in the progress of the match. There is no grace period for subsequent rounds – the forfeit takes place immediately upon their opponent's presence at the table for the subsequent game.

4. In all divisions, initial dress code violations discovered after a player has started their first game may not be enforced for the remainder of the match. However, such players will receive a warning that the dress code must be met for all subsequent matches in any event. Second or subsequent violations will be penalized with no grace period, even if discovered after a match has started. Playing or finishing a match while out of dress code does not provide any dress code exemption for future matches. Starting a match in dress code and then intentionally violating the dress code will be penalized as Unsportsmanlike Conduct.

### **Determination of First Break / Home Team**

The break for the first game will be determined by flipping a coin. The winner of the flip has the option to break or to require their opponent to break.

### **All events are alternate break**

### **Authorized Racks**

Must use the racks provided

### **Scorekeeping**

Please mark and keep track of your score sheets carefully. Referees are not responsible for settling scoring disputes. For Singles Matches, please note the winner of the flip on the score sheet so you can keep track of the breaking order.

### **THERE IS ONLY ONE OFFICIAL SCORE SHEET FOR A MATCH.**

The home team is responsible for keeping the official score sheet. Opposing player/team captain must sign completed score sheet.

### **Forfeit Procedures**

Forfeit time is 15 **minutes** from match time. Referees on the tournament floor will issue all no show forfeits. NO PUBLIC ADDRESS ANNOUNCEMENTS OR WARNINGS WILL BE MADE TO NOTIFY PLAYERS OR TEAMS THAT THEY ARE NOT PRESENT AT THEIR ASSIGNED TABLE. Exception; PA announcements **might** be made for rooms without a referee present. The clocks at the tournament desk in the Olympia Center Ballroom displays the official tournament time.

If you are in the Westlake, Crown, Broodmoor, or Bonaventure rooms and you do not have an opponent after 10 minutes and there is not a referee in your room, call the control desk and a referee will be sent.

### **Protest Procedures**

1. If you believe a referee is applying the rules or regulations improperly, you may protest the ruling. Matters of judgment may not be protested. All protests must be made before the next shot occurs or they will not be considered. To protest a ruling, simply notify the referee of your intention.
2. The final authority for all protests is Mr. Dean Roeseler, Tournament Director, or his designate.

### **Time Outs/Smoking**

Each player is entitled to one five-minute time out per match. The time-out must be taken during the player's inning or when it is their turn to break. BCAPL Rule 1.11 applies. Time outs are not permitted in team play. If you must leave the playing area to attend to personal needs, ensure that you are not scheduled to start a game before you will be able to return. Time outs are for bathroom/personal needs only. **Under no circumstances are time outs to be used for smoking.**

### **Substitution Guidelines:**

The following substitution rules apply for the duration of each match. Starter/substitute designations and all players' numbered positions may change from match to match.

- a. Players playing in Round 1 are designated as "Starters". All other players on the roster are designated as "Substitutes".
- b. Throughout the match, Starters may not play in any other position number other than their Round 1 position.
- c. Substitutes may play in any position in Round 2 and after, provided that they do not play the same opponent more than once. In the event of improper substitutions or the wrong person is playing, please consult a referee or the tournament desk.

### **Coaching**

1. During your inning, you may not communicate with your team, and your team may not assist you in any way. Whether a coaching foul has occurred and been properly called is at the sole judgment of the referee.
2. Except as prohibited in Regulation "Coaching 3", during your opponent's inning you may quietly discuss anything you wish with your team. All discussion and communication must stop immediately when your opponent's inning ends.
3. At any time, REGARDLESS OF WHICH PLAYER IS AT THE TABLE, it is a foul for any team member not actually playing in a game but on the roster of a team involved in a match to:
  - a. suggest to a player in a game that they call a referee;
  - b. alert another player that their opponent has fouled or that coaching has occurred.EXCEPTION: Any player on a roster may call a practice foul against an opponent's team member that is not playing in a game at the time of the practice.
4. It is not a foul for any player involved in a match, playing in a game or not, to:
  - a. alert their team that the wrong player(s) are at the table;
  - b. summon a referee for a matter not directly related to the course of the game at the table, such as score sheet problems;
  - c. offer encouragement or emotional support to a player at the table
5. A COACHING FOUL MAY ONLY BE CALLED BY A PLAYER INVOLVED IN A GAME OR A REFEREE. If a coaching foul occurs, and any player on the offended team who is not involved in the game alerts their player to the coaching foul or calls the coaching foul: both the coaching foul and any other foul on the table related to the coaching foul are offset, and play will proceed with no penalties applied.

### **Time Outs Not Permitted**

Time outs are not permitted in team play. If you must leave the playing area to attend to personal needs, ensure that you are not scheduled to start a game before you will be able to return.

### **Presence at the Table / Individual Game Forfeits in Team Events**

1. It is the team captain's and player's responsibility to ensure that players are present at the table for their game. The player breaking a game is not responsible for their opponent's presence at the table. If a player begins a game when their opponent is not present, there is no consequence for the breaker. Exception: if your opponent is not present because they are playing another game of the same match on a different table, your game must be skipped over and the next scheduled game with both players available must be started. Your game will be played as soon as your opponent finishes their previous game.
2. Regardless of which player is to break, you may call a referee if your opponent is not present when your game is scheduled. Once they have determined that your opponent is not present, the referee will immediately start a two-minute clock (25 game format on two tables) or a five-minute clock (25 game format on three tables, and all other formats fewer than 25 games). If your opponent is not present at the end of the period, you win the game by forfeit. No absence or waiting period will be considered or started until a referee has been properly called to the table by the offended player. If a player forfeits a game in one round, it does not affect their participation in subsequent rounds.