



CSI DRESS CODES



DRESS CODE A (NATIONAL EVENTS)

E1	Effective Times	2
E2	Approved Clothing (All Events)	2
E3	Team Matching Shirts	2
E4	Additional Approved Wear	3
E5	Prohibited Clothing and Accessories	3
E6	Electronic Equipment	4
E7	Enforcement Procedures	4

DRESS CODE B (STATE & REGIONAL EVENTS)

E8	Dress Code B Differences.....	6
----	-------------------------------	---

DRESS CODE C (STATE & REGIONAL EVENTS)

E9	Dress Code C Differences.....	6
----	-------------------------------	---

APPLICABLE TO ALL DRESS CODES

E10	Universal Stipulations.....	6
-----	-----------------------------	---

PURPOSE

Dress Codes are enforced at all CSI, BCAPL, and USAPL events. Wearing neat, clean, and tasteful apparel at all times during competition is appreciated.

NOTE: There are changes this year to the enforcement procedures for dress code violations. Please be sure to review the procedures carefully. Team Captains are responsible for all team members being in dress code.

DRESS CODE A (NATIONAL EVENTS)

E1 Effective Times

The Dress Code will be in effect in all tournament rooms each day from 9am to 12am (midnight) – no exceptions.

E2 Approved Clothing for All Events

Clothing Regulations – All Events		
Item	Men	Women
Shirts	<ul style="list-style-type: none"> ➤ Polo or button down style shirt with sleeves and fold-over collar ➤ Sleeveless shirts or tops are NOT permitted regardless of gender or classification ➤ For Scotch Doubles, matching shirts are preferred but not required ➤ For teams, matching team shirts are required per section E2 – Team Matching Shirt Requirements 	
Pants	<ul style="list-style-type: none"> ➤ Casual or dress pants ➤ Neat and clean jeans ➤ Business casual or denim shorts ➤ No tears, holes, or threadbare spots including designer clothing incorporating such features as a part of the design – no exceptions 	<ul style="list-style-type: none"> ➤ Casual or dress pants ➤ Neat and clean jeans ➤ Business casual or denim shorts ➤ Capri-style pants ➤ No tears, holes, or threadbare spots including designer clothing incorporating such features as a part of the design – no exceptions
Dresses		<ul style="list-style-type: none"> ➤ Sleeved dresses of conservative length ➤ Skirts of conservative length ➤ Culottes
Footwear	All footwear must be closed-toe and normal in the manner of its style and wear. Shoes with laces must be properly tied.	
Hats	Billed or brimmed hats or caps must be clean, neat, and worn with the bill straight forward. Tams permitted. Stocking caps or ski caps of any kind are not permitted.	
The final authority on all dress code issues is the section referee – no exceptions.		

E3 Team Matching Shirts

1. Team matching shirt requirements are in effect for all team events. Team shirts must substantially match in color, style, and trim. The chart below describes the features critical in determining whether a shirt is matching and will be allowed during play.

Item	Required
Color	➤ Color must be substantially matching. <i>Significant</i> fading or shade differences are not permitted
Style	➤ Same basic style such as polo or button down
Names, graphics, embroidery & other markings	<ul style="list-style-type: none"> ➤ Must have at least as many shirts as the total number of players listed on the score sheet of any match ➤ No one shirt may be worn by more than one person during a match ➤ Large areas of embroidery, such as business logos or other graphics covering a substantial area is not permitted ➤ Name on shirt does not need to match the player's name ➤ Some shirts may have names while others do not ➤ Names are not required on shirts
The final authority on all dress code issues is the section referee – no exceptions.	

2. On a case-by-case basis and prior to the beginning of team play, BCAPL Administration may approve team shirts that do not meet the above requirements for matching. Exceptions are only granted in the case that a predominant theme can be demonstrated that requires the shirts to display a significant difference while still conveying the concept of team unity. Two examples of such themes are:
 - a. Shirts are themed as pool balls; clearly demonstrating the representation or concept of a pool ball with each team member's shirt being the color of a different ball
 - b. Shirts are of the same color but display a distinctly different graphic aligned to a common theme such as each shirt displaying a different fictional character from a common collection
3. **Do not presume that you will be granted an exemption.** Regardless of whether non-matching shirts meet the above conditions, they will not be permitted unless specifically approved by BCAPL Administration prior to the beginning of play on the first day of team events. Neither referees nor the Tournament Director are authorized to grant such approvals.

E4 Additional Approved Wear

1. Sweaters, jackets, coats, or other non-athletic outerwear may be worn over shirts that meet the dress code. There is no requirement to have the shirt's collar in any particular position in relation to the outerwear. The outerwear may be worn while at the table. If outerwear is worn, you must comply with a request from your opponent or a referee to show that you are wearing a proper shirt.
2. Button-down shirts may be worn unbuttoned if they are worn with a neat and tasteful undergarment. If button down shirts are worn without undergarments, not more than one button below the neck button may be unfastened nor may the shirt be excessively loose or revealing.
3. Medically necessary exemptions may be obtained for any item. If you need a medical exemption, you must present a signed and dated letter from a physician, **including the physician's state license number and contact information**, before the beginning of your match to the Referee's desk. The note must include a brief description of the required exemption (detailed descriptions and personal information are not necessary). All requested medical exemptions are subject to verification. Presenting false information or information that cannot be verified may lead to disqualification.

E5 Prohibited Clothing & Accessories

1. Any clothing with holes, tears, or threadbare spots will not be permitted regardless of gender.
2. Athletic wear of any kind, including but not limited to: sweats, swimwear, jogging suits, athletic uniforms, jerseys, or any kind of pants with contrasting stripes normally associated with athletic wear.
3. Shorts and pants must be conservative with respect to the rise in relation to the length of the garment and may not be excessively baggy, loose fitting, or worn with the waistline below the top of the hips.
4. Overalls or coveralls are prohibited. Sleeveless shirts worn over undergarments are prohibited.

5. Sweaters, jackets, coats, or other outerwear when worn over a shirt that does not meet the dress code; regardless of whether or not the outerwear has a fold-over collar
6. Bandanas, scarves above the neck, and headbands
7. Any clothing or headwear judged by tournament officials or referees to be:
 - a. in poor taste, offensive, dirty, excessively torn, or worn in a manner other than intended
 - b. disrespectful or mocking in any way (e.g., sleep wear, clothing worn as a joke, etc.)
 - c. unnecessarily revealing (e.g., bare midriff, low cut necklines, etc.)

E6 Electronic Equipment

1. CSI rule 1-3-2 applies. At all times while on the tournament floor, all electronic equipment must be kept silent. Please be considerate of players by keeping your devices silent whenever you are on the floor regardless of whether you are involved in a match.
2. Flash photography and infrared auto-focus/range finders are 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 requirements.

E7 Enforcement Procedures

1. The following dress code violations may be required to be corrected immediately at any time:
 - 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. For violations of this, players will be asked to immediately stop practicing and leave the player's area if the violation cannot be corrected immediately.
 - d. Untied shoes may be required to be corrected.
2. Penalty Changes and Enforcement Procedures:
 - a. If they cannot be corrected immediately, all other dress code violations will be enforced upon being discovered by any referee or tournament official at any time during a match. Penalties and procedures are described below.
 - b. Penalties:
 - i. First violation: player will lose one game of the match.
 1. Singles – the penalty game is added to the opponent's score immediately. Any game in progress is not affected and will continue regardless of the status or progress of the game.
 2. Teams – the player's current game is lost. Any other game(s) in progress will not be affected and will continue regardless of the status or progress of the game(s).
 - a. Exception: if the player's opponent/opponent's team is on the hill, the one-game penalty is not applied, but the violation is recorded and counts in the progression of dress code penalties.
 3. Singles & Teams – in addition to the one-game penalty, a mandatory warning will be given that a second violation of any part of the dress code during any subsequent match in any division may result in immediate disqualification of that player from all remaining events. After the first violation penalty is applied, the player may finish the match without the dress code violation corrected.

- ii. Second violation in any subsequent match in any division may result in disqualification from the event and all remaining divisions.
- c. Procedures – Singles & Scotch Doubles
- i. Before Start of Match: The player will have no more than the normally allotted grace period before their match (15 minutes from match time) to correct the violation. If the player chooses to leave the area to correct the violation and is not present at the table with the violation corrected by the end of the grace period, the match is forfeited. If the player chooses to not correct the violation and begin play, the appropriate penalty is applied at the beginning of the match.
 - ii. After Start of Match: If the player cannot correct the violation immediately, the appropriate penalty will be applied.
 - 1. Exception to immediate correction of violations: The player may use an allotted 5-minute time-out (if available) to leave the area and correct the violation. No other delay is permitted.
- d. Procedures – Teams
- i. Before Start of Match: After arriving at the table(s), a team may not delay the start of a match under forfeit procedures in order to correct a dress code violation. Instead, the following procedure will apply:
 - 1. If the match has not started and no substitute is available, the player will have no more than the normally allotted grace period before their game or match (15 minutes from match time) to correct the violation without penalty. However, the match must begin and other games of the match must start and continue during the 15-minute period and any such game does not extend the 15-minute period. If the player is not present with the violation corrected within the 15-minute period, the procedures below will be followed.
 - ii. After Start of Match: If the round has started and the player's game in that round is scheduled next or has started, and the player cannot correct the violation immediately, the appropriate penalty is applied. The player may not be substituted for in that round.
 - 1. If the round has started and the player's game in that round is neither scheduled next nor started, the player will have until their game is scheduled to correct the violation. If the player cannot correct the violation within the specified time, the appropriate penalty is applied. The player may not be substituted in that round.
 - 2. Players incurring penalties under paragraphs (i) or (ii) may be substituted in subsequent rounds.
 - 3. If the player has not yet played and is not yet scheduled to play in a round that has started, no penalty will be applied but a courtesy warning may be given. The courtesy warning does not count toward the progression of penalties.
 - 4. If a player discovered to be out of dress code has already completed a game but the next round has not started, the game already completed is not affected and the procedures from paragraphs (a)-(d) above will be followed.
- e. Procedures – Multiple Violations During a Match
- i. Multiple violations of the dress code noted by a referee during a single visit to the table will be considered a single violation.

- ii. If a referee enforces a dress code violation during a visit to the table but does not notice a different violation for the same player, the unnoticed violation may be enforced during a later visit to the table during the same match. However, any later enforcement during the same match is considered an extension of the previous visit, and will not carry additional penalties nor be penalized as a second violation for disqualification purposes. (Exceptions: see 1-3 below.)

1. A player may not willfully accept a warning or penalty by refusing to correct a violation that can be easily corrected (e.g., properly adjusting hat, tying shoelaces, removing electronic headgear, etc.) Instead, in addition to the dress code penalty, such behavior is penalized as Unsportsmanlike Conduct up to and including immediate disqualification.
2. Any player who repeatedly and/or willfully violates the dress code, even if the repeated violations are corrected immediately, may be penalized by loss of game and warning, or be penalized for Unsportsmanlike Conduct.
3. Starting a match in dress code and then intentionally violating the dress code will be penalized as Unsportsmanlike Conduct.

DRESS CODE B (STATE AND REGIONAL EVENTS)

E8 Dress Code B Differences

1. In some State and Regional events, the dress code is relaxed. The decision to relax the dress code for select events is up to the event administrators.
2. Decent looking athletic pants are allowed but sweat pants are not allowed.

DRESS CODE C (STATE AND REGIONAL EVENTS)

E9 Dress Code C Differences

1. Matching team shirts are not required. T-shirts are allowed.

APPLICABLE TO DRESS CODES A, B & C

E10 Universal Stipulations

1. All apparel must be neat, clean, un-torn and tasteful.
2. All dress codes require closed toed shoes and must be normal in the manner of its style and wear. Shoes with laces must have laces properly tied.
3. Billed or brimmed hats or caps that are clean and neat are allowed. All hats must be worn in the manner in which they are intended to be worn.
4. Business Casual shorts are allowed in Dress Code A for Nationals. Whether or not they are allowed for State or Regional events is the decision of the event administrators.