

# 2016 JAY SWANSON MEMORIAL 9-BALL “THE SWANEE” RULES SUMMARY



## FORMAT

- Game: 9-Ball
- Double elimination
- Race: 8 on winners' side / 7 on the one-loss side / Finals – single race to 11
- Alternate breaks, rack your own
- Magic Ball Rack mandatory (theft of rack will result in player removal without refund)

## RACKING & BREAKING

- Pattern racking is not allowed
- No intentional soft breaking – tournament director's discretion
- If in a breaking position, any forward motion that hits the cue ball is a shot – failure to execute a legal break is opponent's option
- 9-ball on the break is a win

## MISC

- Clearly announce a push-out and get acknowledgment from your opponent
- Cue ball fouls only unless two or more balls are moved
- Any ball off the table is a foul and not spotted (except the 9-ball which is spotted)
- Three consecutive fouls is a loss of game – must notify your opponent after the second consecutive foul and get acknowledgement
- Jump cues **are** allowed
- Headphones or other devices in the ear are not allowed without a written medical reason
- Excessively slow play may result in loss of game penalties – tournament director's discretion – no exceptions
- Once a match is called, players have a maximum of 10 minutes to begin. If your opponent is not present, inform the tournament director and the opponent will be put “on the clock.” If the player does not report within 10 minutes of being “on the clock,” he or she will be forfeited – no exceptions.
- The winner must report the score promptly – no hanging around after the match is completed!
- Disassembling the shooting cue is a loss of game

## DRESS CODE

- Relaxed dress code BUT must appear clean and neat
- No open-toes shoes
- No excessively baggy or sagging pants
- No sweat pants
- KEY: look presentable!

## SPONSORS

