

6th Annual USAPL National Championships

TOURNAMENT REGULATIONS FOR 8-BALL & 9-BALL



Welcome to the 6th Annual USAPL National Championships. The USAPL is committed to ensuring that the playing field is level for all competitors and that all participants have access to all rules and regulations that affect play. To supplement the USA Pool League Rule Book and The Official Rules of CueSports International (CSI), we have developed these Tournament Regulations to address issues that are not included in the USAPL/CSI rules or that are administrative in nature. These regulations carry the same effect as the rules, and are binding on all players, referees and event officials. If there are any differences between the official rules and these regulations, or between the event newsletter and these regulations, the regulations take precedence. Please contact any referee or event official if you have any questions concerning the USAPL Rules, the CSI rules, or these regulations.

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Entry, Registration and Administrative Facilities

R1 Location

The Registration Desk is located in the convention center in the rotunda area just outside of the Pavilion Ball Room.

R2 Entries - Late Entry Prohibited / On Site Entry

1. **Teams:** All entries for team events are pre-registered and verified through your local USAPL League Manager. No on-site team entries will be accepted under any circumstances.
2. **Singles:** Depending on the number of pre-registered singles entries received and time constraints, the administration reserves the right to accept on-site entries for qualified Singles players that can provide eligibility verification on-site.

R3 Registration

1. All entrants must pick up their CSI Membership Card at the USAPL Registration Desk. The team captain may pick up the cards for the entire team.
2. Registration is not required for the Singles division. If you believe there has been an error concerning your entry for the Singles event, please contact the Registration Desk. See Regulation E4 for further information concerning Player Ratings.
3. For the Team division, a team representative must check in their team at the Registration Desk and pick up their team roster. The team roster is an official tournament document. Any changes to the team roster must be made with the Registration Desk at the time the roster is picked up.

WARNING – Absolutely no changes to team rosters may be initiated after:

Mixed 8-Ball Teams - 12:00 pm on 7-21-16

Women's 8-Ball Teams – 12:00 pm on 7-21-16

Mixed 9-Ball Teams - 9:00 pm on 7-23-16

Please ensure that you allow yourself plenty of time to pick up your roster before the change deadline and that you carefully check the roster for accuracy. The ultimate responsibility for the accuracy of the roster lies with the team captain. *The USAPL is not responsible for errors discovered after the change deadline.*

3. USAPL Registration Desk hours for team check-in:

Tuesday	July 19 th	8:00 a.m. - 9:00 p.m.
Wednesday	July 20 th	8:00 a.m. - 9:00 p.m.
Thursday	July 21 st	8:00 a.m. – 9:00 p.m.
Friday	July 22 nd	8:00 a.m. – 9:00 p.m.
Saturday	July 23 rd	8:00 a.m. – 9:00 p.m.

Eligibility

E1 Tournament Eligibility

1. All players must be able to show a valid picture ID and a valid U.S. Social Security Number, Canadian Social Insurance number, or documentation from their country of origin allowing the proper processing of any payout they may receive. Inability to show a valid picture ID when requested by referees or tournament officials may result in penalties up to and including disqualification and forfeiture of prizes.
2. All players must have played in a minimum of eight (8) complete, regularly scheduled USAPL league matches in a single division during a single session, and be deemed an active player by their League Manager.

E2 Original Players

- a. “Original” players are players that played a minimum of eight (8) weeks of regular league play on the same team, in the same division, in the “Spring” session. All mixed team events will base their Original players off their Spring team rosters.
- b. All Mixed 8-Ball and 9-Ball teams must have at least two “original players” on their roster. An original player must play in the first two sets of every Mixed Team event (8-Ball and 9-Ball).
- c. The Women's 8-Ball Team division does not have any requirements for Original Players.
- d. If a team puts up a “non original” player in either of the first two sets, the opposing team will have until the completion of the first game to call a foul. If a foul is called before the completion of game #1, then the penalty will be a 14-0 win and the fouling team will be required to put up an “original” player and start the set over trailing 14-0. If the team does not have an original player to put up, then they will forfeit that set 300-0 and the forfeiting team will not be eligible for any bonus points for being under the team rating limit. If the opposing team does not call a foul prior to the completion on game #1, then the set will be played until its completion and no penalty will be incurred.

E3 Non Original Players

1. All team entries will take their “Original” players off of their Spring team roster. “Non Original” players may join that roster for the Nationals. To be considered a Non Original you must have played on that same “Team Name” for a minimum of (8) weeks in a division, in a single session prior to the “Spring” session. This means that the player must have played for that same team name in the prior fall or summer division during the 2015-2016 league year which is June 1, 2015 – May 31, 2016. Non originals cannot come from a different team name.
2. The Women’s 8-Ball team event does not require any “Original” players. The only requirements are the each player must have played a minimum of (8) complete, regularly scheduled USAPL league matches in a single division during a single sanctioned session and all players on the roster must have all their play under the same USAPL league number.

E4 Participation in Multiple Organizations’ Events

1. Some players, in addition to being eligible for USAPL events, may be eligible for BCAPL events or professional events as well. However, any player who enters a USAPL event and a BCAPL or professional event risks scheduling conflicts that will NOT be accommodated by any tournament staff. In the event of a match scheduling conflict, the player must forfeit one match or the other. There will be NO exceptions to this regulation. Players may not agree to delay the beginning of a match in any event in order to accommodate scheduling conflicts under any circumstances.

E5 Players on Multiple Team Rosters

1. Players may appear on more than one Mixed team roster in each of the mixed team events (8-Ball and 9-Ball).
2. Players that are playing in the Women’s 8-Ball Team event may only play on one Women’s 8-Ball Team roster, however they may also play on one Mixed 8-Ball Team roster and on one 9-Ball Mixed Team roster. Keep in mind that if a player does play in multiple events, they do so at their own risk. If a scheduling conflict arises, they will have to choose which event to play in. Tournament Directors will not accommodate scheduling conflicts for any players that are playing in multiple events.

E6 Player Ratings

1. Before the start of any event, ratings may not be lowered from existing LeagueSys information as of the start of the tournament under any circumstances.
2. For Singles events, optional Rating Certification forms will be available. Players will have the opportunity voluntarily to increase their rating before the beginning of their first match only.
3. For the Team event, each captain must complete a Team Rating Certificate during check-in. Check-in will be the only opportunity voluntarily to increase the rating of any player on the team’s roster.
4. Player Ratings are NOT subject to protest.

E7 Disqualification Based on Performance Over Rating

1. Any player that consistently performs significantly better than their Player Rating may be subject to investigation by the Tournament Qualification Committee and may be subject to penalties up to and including disqualification from the tournament and forfeiture of any prizes. While not absolute, the following guidelines will be used by the committee, and may trigger an investigation:
 - a. A player’s rating increasing **20** points over the course of the tournament.
 - b. A significant reduction in the average of missed shots that is not consistent with their player history.

E8 Eligibility Protests

1. Individuals or teams wishing to protest an opposing player's eligibility must place a \$100 cash deposit with the Registration Desk.
2. 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.

E9 Tournament Qualification Committee

1. Mark Estes, USAPL National Manager; Bill Stock, Director of Referees; Ric Jones, Tournament Director; Mark Griffin, CEO Cue Sports International; David Vandenberghe, COO CueSports International; USAPL Staff as assigned.

Dress Code

The Dress Code has been established to add to the prestige and respect associated with the world's largest and most prominent amateur pool tournament. Your cooperation in wearing neat, clean and tasteful apparel at all times during the competition is appreciated.

D1 Effective Times

The Dress code is in effect on each day, beginning when referees go on duty. It will be relaxed at the end of play each day on a section-by-section basis. If any match is in progress in a section, the dress code will be in effect for that entire section. The dress code applies to all areas inside the rails in the Pavilion, Amazon and Brasilia Ballrooms.

D2 Approved Clothing for All Events

SEE REGULATION D7 FOR ENFORCEMENT PROCEDURES AND PENALTIES.

USAPL 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. 	
Pants	<ul style="list-style-type: none"> ➤ Dress pants or casual slacks. ➤ Neat and clean jeans. ➤ <i>Business casual or denim shorts.</i> ➤ FOR TEARS, HOLES AND THREADBARE SPOTS IN ALL CLOTHING, A NEW “ZERO TOLERANCE” POLICY IS IN EFFECT, INCLUDING “DESIGNER” CLOTHING INCORPORATING SUCH FEATURES AS A PART OF THE DESIGN. 	<ul style="list-style-type: none"> ➤ Casual or dress pants. ➤ Neat and clean jeans. ➤ <i>Business casual or denim shorts.</i> ➤ Capri style pants. ➤ FOR TEARS, HOLES AND THREADBARE SPOTS IN ALL CLOTHING, A NEW “ZERO TOLERANCE” POLICY IS IN EFFECT, INCLUDING “DESIGNER” CLOTHING INCORPORATING SUCH FEATURES AS A PART OF THE DESIGN.
Dresses		<ul style="list-style-type: none"> ➤ Sleeved dresses of conservative length. ➤ Skirts of conservative length. ➤ Culottes.
Footwear	All footwear must have a closed toe and be normal in the manner of its style and wear. Shoes with laces must have the laces properly tied.	
Hats	Billed or brimmed hats or caps that are clean, neat and worn with the bill straight forward. Tams permitted. No stocking caps or ski caps of any kind permitted, regardless of the manner of wear.	

D3 Team Event Matching Shirt Requirements

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

TEAM SHIRT MATCHING CRITERIA

Item	Critical points for matching or wearing – shirt will be disallowed if not met	Not critical
Color	<ul style="list-style-type: none"> ➤ The color must be substantially matching. Significant fading or shade differences are not permitted. 	<ul style="list-style-type: none"> ➤ Slight Fading. ➤ Slightly different shade.
Style	<ul style="list-style-type: none"> ➤ Same basic style, such as polo or button down. 	
Names, graphics, embroidery and other markings	<ul style="list-style-type: none"> ➤ You must have at least as many shirts as the total number of players that are listed on the score sheet of your match at any time during the match. No one shirt may be worn by more than one person at any time during a match. Absolutely no trading or borrowing of shirts is allowed at any time during a match. ➤ Large areas of embroidery, such as business logos or other graphics covering a substantial area. 	<ul style="list-style-type: none"> ➤ Name on shirt does not need to match player's name. ➤ Names are not required. ➤ Some shirts may have names while others do not.
The final authority concerning whether any particular shirt meets the above requirements rests with the final protest authority.		

2. On a case-by-case basis and prior to the beginning of team play, the USAPL Administration may approve team shirts that do not meet the traditional 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.

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 they have been specifically approved by the USAPL Administration has them prior to the opening of play on the first day of team events. Neither referees nor the Tournament Director are authorized to grant such approvals.

D4 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, before the beginning of your tournament play you must present a signed and dated letter from a physician, **including the physician's state license number and contact information**, to the Head 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.

D5 Prohibited Clothing and Accessories

- a. *Any clothing with holes, tears or threadbare spots will not be permitted, regardless of gender.*
- b. Athletic wear of any kind, including but not limited to: sweats, swimwear, jogging suits, athletic uniforms or jerseys, any kind of pants with contrasting stripes normally associated with athletic wear.
- c. 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.
- d. Overalls or coveralls. Sleeveless shirts worn over undergarments are prohibited.
- e. 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.
- f. Bandanas, scarves above the neck, headbands, do-rags.
- g. Any clothing or headwear judged by tournament officials or referees to be:
 - 1) in poor taste, offensive, dirty, excessively torn, or worn in a manner other than intended;
 - 2) disrespectful or mocking of the sport in any way (e.g., sleep wear, clothing worn as a joke, etc.);
 - 3) unnecessarily revealing (e.g., bare midriff, low cut necklines, etc.)

D6 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 all 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.

D7 Dress Code 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. Untied shoes may be required to be corrected.

For violations of (c), players will be asked to immediately stop practicing and leave the player's area if the violation cannot be corrected immediately.

2. Any person in the tournament room may notify a referee of a potential dress code violation. They do not have to be entered in any event to notify a referee.

3. **PENALTIES AND ENFORCEMENT PROCEDURES FOR 2016:** *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.

a. PENALTIES

- 1) *First violation: the player will lose one game of the match (14-0).*

Singles - the current rack is lost 14-0.

Teams – the current rack is lost 14-0. Other player's sets are not affected.

Exception to both singles and teams: if the player's opponent is on the hill, the one-game penalty is not applied, but the violation is recorded and counts in the progression of penalties.

In addition, a mandatory warning will be given that a second violation of any part of the dress code during any later match in any event at the 2016 USAPL Championships may result in immediate disqualification of that player from all remaining events. After the first-violation penalty is applied, the player will be allowed to finish the match.

- 2) *Second violation in any later match in any event at the 2016 USAPL Championships: disqualification from the event and all remaining events of the 2016 USAPL and BCAPL Championships.*

See paragraph D7-2-d for details and procedures concerning multiple violations during the same match.

b. PROCEDURES: SINGLES

- 1) *BEFORE THE START OF A 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 try to correct the violation and is not present at the match site with the dress code 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.*

- 2) *AFTER A MATCH HAS STARTED:*

- a) *First and second violations: If the player cannot correct the violation immediately, the appropriate penalty is applied.*

Exception to immediate correction of violations: The player may use an allotted 5-minute time out if it is available, and may leave the area of the table and adjacent rails to correct the violation only if a time-out is used. No other delay is permitted.

c. PROCEDURES: TEAMS

- 1) *BEFORE THE START OF A MATCH: The player will have no more than the normally allotted grace period before their game or match (15 minutes from match time and per Regulation T8) to correct the violation. If the player opts to leave the area to try to correct the violation and is not present at the match site with the dress code violation corrected by the end of the grace period, or if the player opts to not correct the violation and begin play, the appropriate penalty is applied when indicated below.*

- 2) *AFTER A MATCH HAS STARTED:*

- a) *If the player's set has started and the player cannot correct the violation immediately, the appropriate penalty is applied.*

Exception to immediate correction of violations: The player may use an allotted 5-minute time out if it is available, and may leave the area of the table and adjacent rails to correct the violation only if a time-out is used. No other delay is permitted.

- b) *If the player has not yet played, no penalty will be applied but a courtesy warning will be given describing the penalties above. The courtesy warning does not count toward the progression of penalties.*
 - c) *If a player discovered to be out of dress code has already completed a set, the set already finished is not affected. A courtesy warning will be given describing the penalties above. The courtesy warning does not count toward the progression of penalties.*
 - d) **PROCEDURES: MULTIPLE VIOLATIONS DURING ONE MATCH**
 - a) *Multiple violations of the dress code noted by a referee during a single visit to the table are considered a single violation.*
 - b) *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 (c)-(d) below.)*
 - c) *A player may not willfully accept a warning or penalty by refusing to correct a violation that can clearly be easily corrected (for instance, 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.*
 - d) *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 (14-0) and warning, or be penalized for Unsportsmanlike Conduct.*
4. *Starting a match in dress code and then intentionally violating the dress code will be penalized as Unsportsmanlike Conduct.*

5. Referee's decisions or instructions to correct violations may be protested. The final protest authority is designated in regulation A9.

Event Regulations – All Divisions

A1 Governing Rules

1. All tournament play is governed by the 2014-2016 edition of The USA Pool League Rule Book, the 2014 – 2016 edition of The Official Rules of CSI, and these regulations. Modifications to both documents are in effect, are included in this document, and take precedence over the official rules. Note the following rule change for the 2016 Nationals. In all 9-Ball events, the three foul rule is in effect. Three consecutive fouls by a player constitutes loss of game. The player must be warned and acknowledge after the second foul. The player that fouls out will still get one point for each ball legally pocketed prior to fouling out.

A2 Modifications to The Official Rules of CSI

1. The USAPL Rule Book is modified for the 2016 USAPL Championships as follows:

a. Rule 10, Coaching Regulations, last paragraph. Penalties for coaching rules are changed as follows:

- 1) first violation – warning;
- 2) second violation – foul;
- 3) third and subsequent violations – loss of game (14-0).

The above progression applies primarily to procedural violations (over time limit, more than one player coaching, coach touching cue ball, etc). However, violations involving actual or attempted communications between players and teams when no time out has been called will be punished more severely. **Any player or team discovered or judged to be communicating via any type of signals or other covert communications may be subject to advanced penalties, up to and including disqualification, with or without any warning.** See Regulation T5 for additional details and procedures.

- b. Rule 15, Forfeits. A team must have three eligible players available to start a match. For the Mixed 8-Ball team event the three players must be original players. For the mixed 9-Ball team event you must have two original players available to start the match. If the required number of players are not at the match site within 15 minutes of match time then the match will be forfeited.
- c. Rule 15, Forfeits, Scoring a Forfeited Set. The team receiving the forfeit will score 300 points.

A3 Modifications to The Official Rules of CSI

1. The Official Rules of CSI are modified for the 2016 USAPL Championships as follows:

- a. *For team play, Rule 1-23-2 is modified as follows: After a time-out has been called, the coach may inform the player that a foul occurred on his opponent's last shot and the player may then call a foul on his opponent. If both players do not agree on the foul and there is a discussion about the foul, the 90 second time out will start when both players either agree on the call, or a referee makes an official call. Any player on either team roster may call a time out at anytime, even if it is not their teammate's turn at the table.*

- b. *Rule 1-42-3 is modified as follows for all 8-Ball events: If your opponent asks you a question concerning whether or not the table is open or which player has which group, you must provide an honest answer to the best of your ability.*
- c. *Rule 9-2-3-c is modified as follows: a referee may not assist a player by holding a light fixture.*
- d. *Rules 9-4-1-b and 9-4-1-c are modified as follows: a referee observing a foul before being called to a table may use that knowledge to call the foul if called to the table after the foul. The foul may not be called if the referee is not called to the table before the next shot.*
- e. Wheelchair contestants. There are no wheelchair specific events at the USAPL Championships, and CSI Rule 8 is not in force. However, wheelchair participants with residual lower limbs are restricted as follows:
 - 1) Residual lower limbs may not be used for support on a wheelchair seat in an upright position.
 - 2) Players with residual lower limbs may not sit on the table.

A4 Format

- 1. The standard tournament format is double elimination. However, the Tournament Director reserves the right to implement single elimination, modified double elimination, triple elimination or round-robin format at any time if time constraints allow or require a format change.
- 1. The standard tournament format is to play a match on two tables. However, if necessary due to time constraints or unforeseen circumstances, the tournament director may require matches to be started on three or more tables. **If a match is assigned more than two tables, play must begin immediately on all tables assigned.**
- 2. Each team will be given two minutes to put up a player. If a team does not put up a player within the two minute period, then a referee must be notified. The referee will then give the team captain 60 seconds to put up a player. If that player is not at the table within 60 seconds, the player late to arrive will be penalized by a 14-0 score in the first game. For every additional minute the player is late, another 14-0 penalty will be assessed.

A5 Picking up Score Sheets

- 1. Score sheets are provided at the Tournament Desk for every match. Before going to your table, check at the Tournament Desk for your sheet. If it is there, get the score sheet and take it to your table. If your score sheet is not at the Tournament Desk, it is not yet available or your opponent has already picked it up.
- 2. **Once you pick up your sheet, you must go directly to your table without any delay.** If you are unable to proceed directly to your table, do not pick up the score sheet.

A6 Authorized Racks

- 1. You may use either the rack provided with the table or a genuine Magic Ball Rack® brand template for all 8-Ball play. For all 9-Ball play the use of the Magic Ball Rack is mandatory. No other triangle or template is authorized. **You may not deny your opponent the use of a Magic Ball Rack.** If a Magic Ball Rack is used, it must be the 8-Ball version for all 8-Ball play, and either a 9-Ball or a 9-Ball / 10-Ball combo rack for 9-Ball play. If a Magic Ball Rack is used, it is not required to be used for every game during 8-Ball play, but is required every game for 9-Ball play. Magic Ball Racks are available for sale at the USAPL Registration desk in the rotunda area adjacent to the entrance of the Pavilion Ballroom.

2. Use of the Magic Ball Rack

- a. *In 8-Ball Team events, if you or any of your teammates intend to use the Magic Ball rack at any time during the match, then you must notify your opponent or opponents that you intend to use the magic ball rack BEFORE THE MATCH BEGINS. If the opposing team notifies you that they may use the Magic Rack at some point during the match, you must sign off on their score sheet acknowledging that they informed your team. If the opposing team does not notify you before the match begins, they may not use the Magic Ball Rack later in the match. The same applies for your team. The opposing team must sign off on your score sheet acknowledging that you informed them of your intent to use the Magic Rack.*
- b. Singles 8-Ball - If you use a Magic Ball Rack and your opponent does not have one, you must permit them to use yours at any time during your match. You must initial your opponents score sheet if they informed you that they may use the Magic Rack at some point during the match.
Teams 8-Ball - If any player on your team uses a Magic Ball Rack and none of your opponents have one, you must permit any member of their team to use yours at any time during your match.
- c. 9-Ball Singles & Teams - The Magic Rack is mandatory for all play in all the 9-Ball events.
- d. Removal of the Magic Ball Rack. The Magic Ball Rack may only be removed by the shooter before any shot after the break. The template must be removed as soon as possible within the provisions of this regulation. **Rule 1.33, Disturbed Balls, DOES NOT apply to the act of removing the Magic Ball Rack, and no fouls may occur during its removal.** Any balls disturbed during the removal of the rack must be restored. If more than one ball interferes with the removal of the rack, it is preferable to leave the rack in place until they are moved during the course of the game (see next section). If you desire, you may summon a referee to assist in the removal of the rack.

Marking Balls to Remove the Magic Ball Rack – At the referee’s or shooter’s option only, a maximum of two balls may be marked in order to remove the Magic Ball Rack, if they are not frozen to each other or to any other ball. If more than two balls interfere with the removal of the template, or if the balls are frozen to each other or another ball, the template must stay in place until the lay of the table allows its removal.

A7 Scorekeeping

1. Please mark and keep track of your score sheets carefully. Referees are not responsible for settling scoring disputes.
THERE IS ONLY ONE OFFICIAL SCORE SHEET FOR A MATCH. The home team is responsible for keeping the official score sheet. The visiting team should have a representative sit with the home team scorekeeper to monitor the official score sheet, and the home team must make accommodations for the visiting team representative.
2. All score sheets have the match time printed on them when issued by the Tournament Desk. If the availability of the score sheet has been delayed, the new match time will be printed or stamped on the score sheet.
3. Forfeit time is 15 minutes from match time. All no-show forfeits will be issued by referees on the tournament floor. NO PUBLIC ADDRESS ANNOUNCEMENTS OR WARNINGS WILL BE MADE TO NOTIFY PLAYERS OR TEAMS THAT THEY ARE NOT PRESENT AT THEIR ASSIGNED TABLE. The clock at the tournament desk in the Pavilion Ballroom displays the official tournament time.
4. Procedures if your opponent is not present:
 - a. IF YOUR TABLE IS AVAILABLE AT YOUR MATCH TIME: If your opponent is not present, then summon a referee in your section to your table. The referee will confirm that your opponent is not present, and then mark your scorecard to note the time and their absence. At fifteen minutes past your match time, if your opponent is still not present, summon the referee again. When the referee confirms that your opponent is not present, they will mark your scorecard as a forfeit. Take your scorecard and *immediately* proceed to the tournament desk. **NOTE: for the first round of the day (usually 9:00 a.m.), the time recorded by the referee during the first call to the table will be the start time printed on the score sheet – NOT the actual time.**
 - b. IF YOUR TABLE IS NOT AVAILABLE AT YOUR MATCH TIME BECAUSE A PREVIOUS MATCH IS IN PROGRESS: If both players or teams are present you must wait for that match to end unless otherwise directed by tournament staff. If only one player or team is present, you must still wait for that match to end. If your opponent is still not present when the previous match ends, summon a referee in your section to your table. The referee will confirm that your opponent is not present, and then mark your score sheet with your revised match time, which is the time the previous match ends. At fifteen minutes past your revised match time, if your opponent is still not present then summon the referee again. When the referee confirms that your opponent is not present, they will mark your scorecard as a forfeit. Take your scorecard and *immediately* proceed to the tournament desk.
 - c. In all cases, the forfeit grace period is extended by any delay in the arrival of the referee at your table when called to issue the forfeit. Such delays may be expected, particularly during early rounds when no-shows are more frequent.
5. Double-forfeit procedures for singles events:
 - a. In the event of a double-forfeit on the winners side of a bracket:
 - 1) *With or without the players present, the Tournament Director will flip a coin to determine placement of the players. The winner of the flip will advance to the next round of the winner's bracket but will not play in that match. From that match, the winner of the flip will then move to the appropriate place in the loser's bracket.*
 - 2) *The loser of the flip moves to the appropriate spot in the loser's bracket.*
 - b. In the event of a double-forfeit on the loser's side of a bracket, both players will be eliminated from the event. The result of the match will be recorded as a bye in the next round. Any money or prize designated for either player of the double-forfeited match will not be awarded.
 1. For double-forfeits in team events, the procedure from paragraph A4 will be followed. At least three members from a team, two of which must be original players, must be present for all coin flips and at all designated sites as necessary. If less than the required number of members from a team are present, it will be considered a no-show.
6. See Regulation T3 and T8 for additional information concerning individual players forfeiting games in team play.

A8 Tie Matches

1. In the event of a tie in the Mixed 8-Ball Team event, the team winning 3 sets will be the winner of the match.
2. In the event of a tie in the Women's 8-Ball Team event, the team winning 2 sets will be the winner of the match.
3. If there is a tie in the Mixed 9-Ball Team event, the visiting team will put up a player and then the home team will put up a player. These players will lag for the break and the winner of the lag will have the break in games #1 and #3, with the opposing player having the break in game #2. There will be no handicap involved, and the player accumulating the most points over these three games will win the match for their perspective team. In the event of a tie at the end of the 3 game playoff, the two players will lag again and the winner will break in a (1) sudden death game. The winner of the game will win the match for their perspective team.

A9 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.

The final authority for all protests is Mark Estes, USAPL National Manager, or his designate.

A10 National Referees-in-Training - Procedures

1. There is no better opportunity to obtain the best possible training for our referee staff than at the Championships. To that end, National Referees-in-Training (NRTs) will be present on the floor, accompanied by the best-experienced, most senior staff available. The training experience is designed to have a minimal impact on the progress of the tournament, and we appreciate all players being tolerant of the process.
2. National Referees-in-Training are required to participate actively in the processes of making calls and rulings. However, there will always be a certified referee present with an NRT, and they will closely monitor the NRT's calls. An NRT's call may be reversed if their certified counterpart judges that there is clear and convincing evidence that the NRT made an incorrect decision. This policy applies ONLY to judgment calls made by NRT's. Judgment calls by any member of the established referee staff may not be overturned.

Event Regulations – Singles

S1 Determination of First Break / Order of Break for All Events (Singles and Teams)

1. The break for the first game will be determined by lag. The winner of the lag has the option to break or to require their opponent to break.
2. The break will alternate in all subsequent games. In 9-Ball, if a player makes the 9-Ball in any pocket on a legal break, it counts as a 14-0 win.

S2 Time Outs

1. Each player is entitled to one non-coaching 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. CSI Rule 1.11 applies.

Event Regulations - Teams

T1 Team Rosters During Competition

1. Team captains are responsible for ensuring they have their roster with them at all matches. You must present your roster to your opposing team's captain or any event official upon request. Failure to have a roster present at your match will result in a forfeit. If you arrive at a match without your roster, there is no additional grace period in addition to the normal 15 minutes.
2. If you wish to challenge the eligibility of a player on your opponent's roster, you must place a \$100.00 cash deposit with the Tournament Desk. If your challenge is upheld the deposit will be refunded. If the challenge is not upheld the deposit will be forfeited. You must make the challenge before the match has begun or it will not be considered.

T2 Home Team and Breaking Order

1. Team captains will flip a coin a single time to determine both home team and posting order. The winner of the flip may choose home or visitor, and may choose whether to post first or have their opponents post first.
2. The break for the first game of each set will be determined by lag. The winner of the lag has the option to break or to require their opponent to break. The break will alternate in all subsequent games. In 9-Ball, if a player makes the 9-Ball in any pocket on a legal break, it counts as a 14-0 win.

Lag for Break

The lag begins with each player having ball in hand behind the head string, one to the left of the long string and one to the right. The balls must be of equal size and weight. The players shoot at approximately the same time toward the foot cushion. The ball must contact the foot cushion. When the balls come to rest, the player whose ball is closest to the head cushion wins the lag. The players will lag again if the lag is a tie, or if one player strikes the ball after the other player's ball has contacted the foot cushion.

You lose the lag if your ball:

- a. does not contact the foot cushion;
- b. contacts the foot cushion more than once;
- c. crosses the long string;
- d. contacts a side cushion;
- e. is pocketed or jumped off the table;
- f. comes to rest past the nose of the head cushion (see Diagram 3 under rule 1-12 of the Official Rules of CSI).

T3 Posting Players / Original Players

1. Flip a coin to determine home team and posting order, the team to post first must post within two minutes. After the initial post, the opponents must post within two minutes.
2. In Mixed 8-Ball Teams the first two (2) sets must be played by original members.
In Mixed 9-Ball Teams the first two (2) sets must be played by original members.
In Women's 8-Ball Teams there are no eligibility requirements for original players.
3. Once a set has ended, or if additional tables are assigned during a match, the team that is to post first must do so within two minutes. The opponents must then post within two minutes.

4. The team posting first in a set may change their post at any time until their opponents post. Once both teams have posted, no changes may be made.
5. Once both players have been posted, they must be present at the table to lag for the break within two minutes. You may call a referee if your opponent is not present at the end of the two-minute period. Once the referee has determined that your opponent is not present, the referee will immediately give a 60 second warning. If your opponent is not present within 60 seconds, you win the first game by forfeit (14-0), and another 60 second period will begin. Additional games will be forfeited by the absent player at the end of each consecutive 60 second period. No absence or waiting period will be considered or started until a referee has been properly called to the table by the offended player. A non-coaching time-out may not be used to extend any period under this regulation.

T4 Wrong Players at Table

1. If the wrong two players are discovered to be at the table, play will stop immediately and the correct two players will be placed at the table to begin the proper match. All results and statistics compiled while the wrong players were at the table will be discarded and have no effect.

T5 Coaching Time-Outs

1. Penalties for coaching violations are modified. See Regulation A2-1-(a) for details.
2. Maximum Number of Time-Outs permitted per team per match:
 - a. Time-outs for the entire match - 10;
 - b. Time-outs per set - 3;
 - c. Time-outs per game - 1.

T6 Illegal Coaching

1. During your inning, you may not communicate with your team, and your team may not assist you in any way, either verbally or non-verbally. Whether a coaching foul has occurred and been properly called is at the sole judgment of the referee. Particular sensitivity will be applied to attempts at non-verbal communication, and penalties will be severe. See Regulation A2-1-(a) for details.
2. Except as prohibited in paragraph T6-3, 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 game but on the roster of a team involved in a match to:
 - a. suggest to a player at the table or in the chair that they call a referee;
 - b. alert another player that their opponent has fouled or that coaching has occurred. EXCEPTION: see paragraph 4-a below.
4. It is not a foul for any player involved in a match, playing in a game or not, to:
 - a. *call a practice foul on any member of the opponent's team at any time, regardless of whether they are involved in a game or listed on the score sheet (see CSI rule 1-41-3.)*
 - b. alert their team that the wrong player(s) are at the table;
 - c. summon a referee for a matter not directly related to the course of the game at the table, such as score sheet problems;
 - d. 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.

T7 Non-coaching Time Out

1. In singles and team play, players are permitted one five-minute non-coaching time out per match. You may only take your time out when it is your inning at the table or when it is your turn to break. CSI Rule 1.11 applies.

T8 Presence at the Table

1. It is the team captain's and player's responsibility to ensure that players are present at the table for their match. The player breaking a game is not responsible for their opponent's presence at the table. Except during their opponent's allotted time out, if a player begins a game when their opponent is not present there is no consequence for the breaker.