

8th USA Pool League National Championship Tournament Regulations

Welcome to the 8th Annual USA Pool League National Championships. To supplement the USA Pool League Player Handbook and The Official Rules of CueSports International (CSI), we have developed these Tournament Regulations to address issues that are tournament-specific. These regulations are binding on all players, referees, and event officials. If there are any differences between the official rules and these regulations, the regulations shall take precedence. Please contact us if you have any questions concerning these regulations.

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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.	10

ENTRY, REGISTRATION AND ADMIN

A1 Registration Desk

The USA Pool League (USAPL) Registration Desk is located in the Convention Center Rotunda just outside the Pavilion Ball Room.

A2 Onsite Registration

1. **Teams:** Teams are pre-registered and verified through the local USAPL League Manager. No on-site team entries will be accepted.
2. **Singles:** 8-Ball and 9-Ball Singles are pre-registered and verified through the local USAPL League Manager. No onsite entries will be accepted for 8-Ball and 9-Ball Singles. The USAPL reserves the right to accept onsite registrations for the 10-Ball Singles, based on player's eligibility.

A3 Check-In

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. Check-in **is not required** for singles divisions. If you believe an error was made for your singles entry, visit the Registration Desk before the division begins. See Regulation E4 for further information concerning Player Ratings.
3. Check-in **is required** for team divisions. A team representative must check-in the team at the USAPL Registration Desk and pick up the official team roster. Any changes to the team roster must be made by USAPL staff at the time of roster pickup.

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

Tuesday	July 16 th	8 a.m. – 9 p.m.
Wednesday	July 17 th	8 a.m. – 9 p.m.
Thursday	July 18 th	8 a.m. – 9 p.m.
Friday	July 19 th	8 a.m. – 9 p.m.
Saturday	July 20 th	8 a.m. – 9 p.m.
Sunday	July 21 st	8 a.m. – 9 p.m.
Monday	July 22 nd	8 a.m. – 9 p.m.
Tuesday	July 23 rd	8 a.m. – 9 p.m.
Wednesday	July 24 th	8 a.m. – 9 p.m.
Thursday	July 25 th	8 a.m. – 9 p.m.
Friday	July 26 th	8 a.m. – 9 p.m.
Saturday	July 27 th	8 a.m. – 9 p.m.

A4 Roster Changes

1. No changes to team rosters may be initiated after the following times:
 - a. Mixed 8-Ball Teams – 9 p.m. on 7-19-18
 - b. Women's 8-Ball Teams – 9 p.m. on 7-20-18
 - c. Mixed 9-Ball Teams – 9 p.m. on 7-16-18
 - d. Mixed 10-Ball Teams – 9 p.m. on 7-24-18

Please allow adequate time to pick up your roster, check it for accuracy, and request any changes before the above deadlines. The Team Captain is ultimately responsible and the USAPL is not responsible for errors or omissions discovered after the deadlines.

ELIGIBILITY REQUIREMENTS

B1 Eligibility

1. All players must have played in a minimum of eight (8) complete, regularly scheduled USAPL matches on the same team in a single division during a single session, and be deemed an active player by their League Manager.
2. All players must be able to show a valid Government-issued photo ID and a valid U.S. Social Security Number, Canadian Social Insurance number, or other documentation from the country of origin. The inability to provide these when requested by referees or other tournament officials may result in penalties up to and including disqualification and forfeiture of prizes.

B2 Original Players

- a. "Original" players are those that have played a minimum of eight (8) complete, regularly scheduled USAPL matches on the same team in the spring session.
- b. All mixed team divisions must have at least two (2) original players on the roster. There is no original player requirement for women's team divisions.
- c. An original player must play in the first two (2) sets of every mixed team event.
- d. If a team puts up a non-original player in either of the first two sets of a mixed team division, 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, 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, they will forfeit that set 200-0 and the average of the other four players' ratings will be used as the forfeited player rating for the purpose of calculating a total team rating. If the opposing team does not call a foul prior to the completion on game #1, the set will be played to completion and no penalty will be applied.

B3 Non-Original Players

1. Non-original players must have played on that same team (i.e. team name) for a minimum of eight (8) weeks in single session prior to the spring session during the 2018-2019 league year (June 1, 2018 – May 31, 2019).

B4 Participation in Other Events

1. Some players may choose to also play in other events such as the BCAPL or CSI divisions. However, be aware that conflicts between USAPL, BCAPL, and CSI events will not be accommodated by tournament staff. In the event of a match conflict, the player must forfeit one of the conflicting matches without refund or compensation of any kind. Players cannot agree to delay the beginning of a match in any event.

B5 Players on Multiple Team Rosters

1. Players may be on more than one mixed team roster within the mixed team divisions.
2. Those in the Women's 8-Ball Teams division may only be on one team roster, however they may also be on one (1) mixed 8 ball and one (1) 9-ball team roster. Please note that a person in multiple events runs the risk of a match conflict. If a conflict occurs, the person must choose which event to play in. Team events will not be held up if a player is in a match with another team. If they do not have another player to play the next match, due to the player in another match, that match will be forfeited 200-0.

B6 Player Ratings

1. Before the start of any division, starter ratings will not be lowered unless there is overwhelming evidence to support such a decision. This is at the sole discretion of the USAPL.
2. Starter Rating Certification Forms will be available for those who request a voluntarily starter rating increase. Remember, any player that *consistently* and *significantly* outperforms his or her rating will be flagged for review and may be disqualified without refund or compensation of any kind. Therefore, if you believe your starter rating is too low, please contact your League Manager.

B7 Disqualification Based on Performance Over Rating

1. The USAPL will be monitoring the performance of all players in all divisions with a computerized flagging system and tournament officials on the floor. The system will identify any player that is *consistently* and *significantly* performing above his or her rating. In these instances, the USAPL reserves the right to take any or all of the following actions:
 - a. Immediately raise a player's starter rating
 - b. Disqualify the player without refund or compensation of any kind

TIP! Avoid putting yourself or your team at risk. Carefully examine your rating and inform the USAPL immediately if you think your rating is too low. Being disqualified or penalizing your team is not a good risk to take. USAPL staff can be reached at 702-719-7665 or 1-800-USA-POOL.

B8 Eligibility Protests

1. Individuals or teams wishing to protest a player's eligibility must place a \$100 cash deposit with the USAPL Registration Desk.
2. If the protest is upheld, the deposit will be refunded. If the protest is denied, the deposit will be forfeited. All protests concerning a player's eligibility must be filed before the beginning of the match. The USAPL has final authority on all protests.

DRESS CODE

C1 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 playing area in all Ballrooms.

C2 Approved Clothing for All Events – See Chart on Next Page

USAPL Clothing Regulations – All Events		
Item	Men	Women
Shirts	<ul style="list-style-type: none"> ➤ UTG, polo or button down style shirt with sleeves, fold-over collar, or other CSI-approved collars (UTG style collars are permitted). Visit www.UltimateTeamGear.com ➤ 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.	

C3 Team Event Matching Shirt Requirements

- 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, USAPL 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 USAPL Administration 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.

C4 Additional Approved Clothing

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**, to the Head Referee's desk before you play. 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.

C5 Prohibited Clothing and 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 or jerseys, 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. 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, headbands, do-rags.
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 of the sport in any way (e.g., sleep wear, clothing worn as a joke, etc.);
 - c. unnecessarily revealing (e.g., bare midriff, low cut necklines, etc.)

C6 Electronic Equipment

1. See Official Rules of CSI. 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. No Headphones Allowed.
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.

C7 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.
 - a. 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:** *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**
 - i. First violation: the player will lose one game of the match (14-0).
 - a. Singles - the current rack is lost 14-0.
 - b. Teams – the current rack is lost 14-0. Other player's sets are not affected.

- c. 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.
 - d. 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 USAPL National 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 USAPL National Championships: disqualification from the event and all remaining events of the USAPL National Championships. See paragraph D7-2-d for details and procedures concerning multiple violations during the same match.

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.

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**
 - e. Multiple violations of the dress code noted by a referee during a single visit to the table are considered a single violation.
 - f. 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.)
 - g. 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.
 - h. 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.
 - i. Starting a match in dress code and then intentionally violating the dress code will be penalized as Unsportsmanlike Conduct.
 - j. Referee's decisions or instructions to correct violations may be protested. The final protest authority is designated in regulation A9.

D1 Governing Rules

1. All tournament play is governed by the latest edition of The USA Pool League Handbook, the latest 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 USAPL National Championships. 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.

D2 Modifications to The Official Rules of CSI

1. The USAPL Handbook is modified for the USAPL National Championships as follows:
 - a. Rule 10, Coaching Regulations, page 26-27. Penalties for coaching rules violations are changed as follows:
 - i. first violation – warning;
 - ii. second violation – foul;
 - iii. third and subsequent violations – loss of game (14-0).

The above progression applies 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 F5 for additional details and procedures.

- b. Forfeits. A team must have three eligible players available to start a match. For the Mixed 8-Ball, Mixed 9-Ball and Mixed 10-Ball team event two of the players must be original players. 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. Forfeits, Scoring a Forfeited Set. The team receiving the forfeit will score 200 points and the player forfeiting the match is given a rating of the average of the other four players, or their actual rating, whichever is higher. This rating counts against the Team Skill Level Cap Penalty Points.

D3 Modifications to The Official Rules of CSI

1. The Official Rules of CSI are modified for the USAPL National Championships as follows:
 - a. For team play: 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 any time during their teammate's turn at the table.
 - b. 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. A referee may not assist a player by holding a light fixture.
 - d. 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.

D4 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
2. 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.**
3. 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.

D5 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.

D6 Authorized Racks

1. You may use either the rack provided with the table or a genuine Magic Ball Rack® brand template for 8-Ball play. 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 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.
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, you must notify your opponent 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 opponent's score sheet if they informed you that they may use the Magic Rack at some point during the match.
- c. 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.
- d. 9-Ball & 10-Ball Singles /Teams - You may use either the rack provided with the table or a genuine Magic Ball Rack[®]. No other triangle or rack is permitted. **You may not deny your opponent the use of a Magic Ball Rack.** If a Magic Ball Rack is used, it must be the correct version for the game being played and it is not required for every game. **Please note the Tournament Director will not provide Magic Ball Racks.**
- e. 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.
- f. 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.

D7 Scorekeeping

1. Player first and last names must be clearly written on all scoresheets.
 - a. Singles Scoring:
 - i. Only one scoresheet is required. Players are to score the balls made by their opponent and it is each player's responsibility to confirm the score after their inning at the table has ended.
 - ii. If one player needs the number of points, or less that are available in a loss (i.e. in 8-ball a player may earn up to 7 points in a loss) they only need to score the points needed to win and the game does not need to be finished.
 - iii. If both players are on the hill and need 14 points or less to win, then the player who wins the last game wins the match, regardless of who earns their number of points first.
 - b. Team Scoring
 - i. Each team is provided a 2-page scoresheet. One page is for set scoring and the second page is for team scoring. The instructions for scoring are on the team scoresheet. Please mark and keep track of your scoresheets carefully. Referees are not responsible for settling scoring disputes.
2. All scoresheets 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. Teams and singles are responsible to turn in all scoresheets when reporting the match results to the Tournament Desk

D8 Forfeit Procedures

1. Score sheets have the scheduled match time printed on them when issued by the Tournament Director's desk. If the availability of the score sheet is delayed, the new match time will be printed or stamped on the score sheet.
2. **No announcements or warnings will be made to notify players or teams that they are "on the clock" and in danger of being forfeited!** The clock at the Tournament Director's desk will display the official time.
3. Opponent Not Present:
 - a. Table Available at Scheduled Match Time: If your opponent is not present, summon a referee to your table. The referee will confirm that your opponent is not present and mark the score sheet to note the absence and the actual time. If your opponent is not present within 15 minutes of that time, summon the referee again. The referee will confirm that your opponent is not present and mark the score sheet as a forfeit. You must immediately take the scoresheet to the Tournament Director's desk.
 - i. For the first round of each day, the time recorded by the referee on the first call to the table will be the start time printed on the score sheet rather than the actual time.
 - b. Table NOT Available at Scheduled Match Time: If your table is not available due to a previous match still in progress, you must wait for that match to end unless otherwise directed by tournament staff. If your opponent is not present when the previous match ends, summon a referee to your table. The referee will confirm that your opponent is not present and mark the score sheet with the revised match time. If your opponent is not present within 15 minutes of the revised match time, summon the referee again. The referee will confirm that your opponent is not present and mark the score sheet as a forfeit. You must then immediately take the score sheet to the Tournament Director's desk.
 - c. Note that the forfeit grace period is extended by any delay in the arrival of the referee to the table.
 - d. Once a referee has issued a forfeit, the match may not be played unless authorized by the Tournament Director.
4. Double Forfeit Procedures (all events):
 - a. Double Forfeit on the Winners' Side:

- i. With or without the players present, the Tournament Director will conduct a coin toss to determine the placement of the forfeited players. The winner of the coin toss will advance to the next winners' side match and be forfeited from that next match to move into the appropriate place on the one-loss side of the bracket.
 - ii. The loser of the coin toss moves to the appropriate spot in the loser's bracket.
 - b. **Double Forfeit on the One-Loss Side:**
 - i. Both players (or teams) will be eliminated from the event. If one of the players (or teams) has a previous forfeit in the division, that player (or team) will be forfeited first and the other player (or team) will advance and be forfeited in the next position. If neither player (or team) has a previous forfeit in the division, a coin toss will determine the forfeit positions.
 - c. **Teams:** At least three members from a team must be present for the coin toss. If fewer than three are present, it will be considered a no-show.

D8 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 first tie-break is the team with the most sets won wins the match. If both teams won two sets then the team with the most Margin of Victory Points wins the match. If this is still tied, the team with the lower total rating of players that plays wins the match.

D9 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 Jack Murray, USAPL National Director, or his designate. All protests require a \$100 deposit before the protest will be heard. The deposit is refunded if the protest is won.

D10 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 REGULATION - SINGLES

E1 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.

E2 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

F1 Team Rosters During Competition

1. 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.

F2 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.
3. **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).

F3 Posting Players / Original Players

1. Flip a coin to determine home team and posting order, the team posting first must post within two minutes. After the initial post, the opponents must post within two minutes.
2. In Mixed 8-Ball Teams and 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.

F4 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.

F5 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:
 - b. Time-outs for the entire match - 10;
 - c. Time-outs per set - 3;
 - d. Time-outs per game - 1.

F6 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. lert 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.

F7 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.

F8 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.