

BCAPL National Championships

Tournament Regulations

Welcome to the BCAPL National Championships. CueSports International 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 Official Rules of CueSports International, we have developed these Tournament Regulations to address issues that are not included in the 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 CSI rules or these regulations.



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Event Regulations – All Divisions

A1 Governing Rules

1. All tournament play is governed by the current edition of The Official Rules of CueSports International and these regulations. Modifications to the official rules are included in this document, and take precedence over the official rules.

A2 Format

1. The standard tournament format is double elimination. However, the Tournament Director reserves the right to implement single elimination, triple elimination, or round-robin formats at any time if time constraints allow or require a format change.

A3 Determination of First Break / Home Team

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

2. Teams: The home team will be determined by flipping a coin. The winner of the flip has the option to play as home or visitor.

3. See specific event regulations for the breaking order for subsequent games. Lagging for the break or for home team is not authorized.

A4 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 either not yet available or your opponent has already picked it up.

2. If you arrive at your table and neither your opponent nor the score sheet are present, and the table is available, notify the referee in your section.

3. Once you pick up your sheet, you must go directly to your table without delay. If you are unable to proceed directly to your table, do not pick up the score sheet.

A5 Authorized Racks

1. All 8-Ball events: You may use either the rack provided with the table or a genuine Magic Ball Rack® brand template. 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 events and the 9-Ball/10-Ball version for 9-Ball and 10-Ball events. If a Magic Ball Rack is used, it is not required to be used for every game.

2. All 9-Ball and 10-Ball events: The Magic Ball Rack is mandatory. Magic Ball Racks will be provided by the Tournament Desk.

3. Use of the Magic Ball Rack

a. In all events, if you 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 you do not notify them before the match begins, you may not use the Magic Ball Rack later in the match.

b. Singles and Scotch Doubles - 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.

Teams - If any player on your team uses a Magic Ball Rack and none of your opponents has one, you must permit any member of their team to use yours at any time during your match.

c. Removal of the Magic Ball Rack. The Magic Ball Rack may only be removed by the shooter or a referee 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 the balls 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.

A6 Scorekeeping

Please mark and keep track of your score sheets carefully. Referees are not responsible for settling scoring disputes. For Singles and Scotch Doubles Matches, please note the winner of the flip on the score sheet so you can track the breaking order. If a referee is required to determine if a mistake is made in the breaking order, the referee's decision is final.

A7 Delayed Progress

1. Time constraints require that all singles and team matches be monitored for slow play. "Delayed progress" is when a match has been determined by the Tournament Director to be running substantially behind schedule in relation to the actual start time of the match. The delay may be a result of slow play or simply games taking longer than normal. However, in order to keep the tournament on schedule it may be necessary to shorten the race to bring a match closer to completion. The time allotted for the match on the tournament brackets (e.g., 1 hour, 1½ hours, 2½ hours, etc.) is generally the reference that will be used in determining whether to shorten a race. Please note that the times are approximate, and races may be shortened at the discretion of the Tournament Director before those time limits have been reached.

2. In no case will a race be shortened if one of the players or teams is on the hill. In the event of a match that starts significantly behind schedule, warnings may be given at the beginning of the match. Other matches may or may not be given a warning before a race is shortened.

A8 Forfeit Procedures

1. All score sheets have the scheduled 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.

2. 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.

3. 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. You must then 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. After a referee has issued a forfeit you may not play that forfeited match unless authorized by the Tournament Director or his designated representative.

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.

4. 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 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 losers' 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.

5. For double-forfeits in scotch doubles events, the procedure from paragraph A8-4-b above will be followed. Both members of the team must be present for all coin flips and at all designated sites as necessary. If only one person from a team is present, it will be considered a no-show.

6. For double-forfeits in team events, the procedure from paragraph A8-4-b above will be followed. At least three members from a Mixed/Open Team or Mixed/Open Trophy Team and at least two members from all other divisions, 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.

7. See Regulation C8 for information concerning individual players forfeiting games in team play.

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.
2. The final authority for all protests is the Tournament Director, or his eligible 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 National Championships. To that end, National Referees-in-Training (NRT) may be present on the floor, accompanied by the best-experienced, most capable staff available. The training experience is designed to have a minimal impact on the progress of the tournament, and we appreciate your cooperation with 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 or protested.

Event Regulations - Singles

B1 Order of Break

The choice for first break will be determined by a coin flip in all events. Lagging is not authorized. After the coin flip, breaks in subsequent games are as follows: ALL EVENTS ARE ALTERNATING BREAK.

Please make a note of the winner of the flip on your score sheet to help you remember the breaking order.

B2 Time Outs

Each player is entitled to one five-minute time out per match. The time-out must be taken during the player's inning or when it is their turn to break. BCAPL Rule 1.11 applies.

Event Regulations - Teams

C1 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 may 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 one hundred dollar (\$100.00) cash deposit with the registration 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.
3. At any time the Tournament Director or CSI may randomly require a team to provide their player roster and valid identification to confirm players match the team roster.

C2 Minimum Number of Players Required / Compassion Clause

1. A team must have at least as many players present as are necessary to win enough games to satisfy the race requirement for the division. (Mixed/Open divisions, three; all other divisions, two.) See Paragraph C4 for more details.
2. Compassion Clause: In severe cases, such as an unavoidable medical situation, the CSI administration may allow a player to be added to the roster of a team that becomes short-handed. A team may not add a player to the roster if the team has enough players on the roster to fill a score sheet after the situation has occurred. For Open divisions the new player must come from the same league. For Advanced/Master Team divisions the new player must come from the same state. After the addition, the team's roster must still adhere to applicable requirements limiting players' classifications. The player that is replaced on the roster is ineligible for the remainder of that event, and the player that was added to the roster may not play with any other team for the duration of the event.
3. If a team requests to add a player under the Compassion Clause, there must be documentation to prove that the addition should be allowed. All requests will be decided by the CSI administration on a case-by-case basis.

C3 Home Team and Breaking Order

1. Team captains will flip a coin to determine home team. The winner of the flip may choose home or visitor. Lagging for home team is not authorized.
2. The order of break is indicated for every game on all score sheets.

C4 Score Sheets

1. **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. Instructions for filling out your score sheet follow, and are also summarized on the back of the sheet.
 - a. Score sheets may be filled out one round at a time or filled out completely in advance. The “one-round-at-a-time” method is preferred if you anticipate making any substitutions. If you only have the number of players required, please fill out the score sheet in advance to save time.
 - b. Once the break occurs in *any* game in a round, no changes or substitutions may be made for that round (exception: see (f-g) below).
 - c. Teams in 25 game format divisions must have at least three players present by forfeit time to begin a match. Teams in all other divisions must have at least two players present by forfeit time to begin a match. Late players may be added to future rounds if the round has not started.
 - d. If a team is short-handed, the word “BYE” will be entered on the score sheet in place of a player’s name. That game is recorded as a win for the opponent.
 - e. **YOU MUST NOTIFY THE OPPOSING TEAM CAPTAIN OF ANY SUBSTITUTIONS, AND THE OPPOSING TEAM CAPTAIN MUST INITIAL THE OFFICIAL SCORE SHEET.** If you make a substitution without notifying the opposing captain before the beginning of the round, you will forfeit that game.
 - f. If there is a substitution error that causes two opposing players to play a second time, the team that made the improper substitution will forfeit that game (exception: see (g-h) below).
 - g. If a clerical error causes all of the names in a round to be entered out of order, (as opposed to an incorrect substitution,) the order of the names will be corrected without penalty and the names will be re-entered in the proper places in that round. Any games in progress in the round will be stopped and the proper matches started. Any games completed in that round will not count.
 - h. No single improper substitution may cause the loss of more than one game. If a substitution error is made in conjunction with a clerical error as referenced in subparagraph (g), the names other than the substitution will be re-entered as provided for above.
3. Substitution Guidelines: The following substitution rules apply for the duration of each match. Starter/substitute designations and all players’ numbered positions may change from match to match.
 - a. Players playing in Round 1 are designated as “Starters”. All other players on the roster are designated as “Substitutes”.
 - b. Throughout the match, Starters may not play in any other position number other than their Round 1 position.
 - c. Substitutes may play in any position in Round 2 and after, provided that they do not play the same opponent more than once.
 - d. In the event that both captains desire to make substitutions, but those combined substitutions would cause two player’s to play twice illegally, the home team captain will have the right to make the substitution and the visiting team captain must adjust their line-up accordingly.
4. If the wrong two players are discovered to be at the table:
 - a. If the game is not complete, play will stop immediately and the correct two players will be placed at the table to play a new game.
 - b. Except in the case of C4-3-f or g above, if the game is completed, it will be scored in the future round where it would have been scored if no substitutions were made and the players had played at the proper time. The results of the game will not count toward the teams’ scores until the match reaches that point. If one team wins the required number of games to win the match before the out-of-order game is reached, the game is of no consequence. If the player who would have been the breaker in the game if it had been played in the proper place did not break the actual game played there is no consequence. The outcome of the game stands.
 - c. The result of an out-of-order game that has been recorded in a future round per C4-5-b may not be replaced by a change in the line-up for the round in which it is recorded. In the event an out-of-order game has been scored in a future round, captains must use caution when making substitutions to ensure that any substitution does not create a situation that would cause line-up problems in that round, or cause the out-of-order game to be forfeited because of the two players playing twice. If such an error is made, the forfeit will override the results of the out-of-order game.
5. In the event that both teams make a substitution error in a game, if the errors cannot be clearly determined to have been caused by one team only, the following procedure will be followed:
 - a. No score will be recorded for the game in which the errors exist.
 - b. Play will continue for all other games not affected.
 - c. If, at the end of the scheduled games, one team has not won the number of games required by the race for their division, the team that has won the most games will be the winner.
 - d. Should the score at the end of the scheduled games be tied, the following additional procedure will apply:
 - 1) A single game will be played to decide the match. The break in that game will be determined by flipping a coin.

- 2) Each team may select any player on their roster to play in that game
- 3) The restriction that no player may play another player twice will not apply to that game. Any two players may play, regardless of whether or not they have previously played.
- 4) The team whose player wins that game shall win the match.

6. If both teams are short-handed, games that have "BYES" for both teams will not be scored. If, at the end of the scheduled games, neither team has won the number of games required by the race for their division, the team with the most games won will be the winner of the match. If the score is tied at that point, the procedures in C4-5-d will be followed.

C5 Play on Multiple Tables

Play must continue on all assigned tables until the match is complete. You may not delay the start of any game for any reason. The only time play can occur on only one table is if the match is hill-hill.

C6 Coaching

1. During your inning, you may not communicate with your team, and your team may not assist you in any way. Whether a coaching foul has occurred and been properly called is at the sole judgment of the referee.
2. Except as prohibited in paragraph C6-3, during your opponent's inning you may *quietly* discuss anything you wish with your team. All discussion and communication must stop immediately when your opponent's inning ends.
3. At any time, REGARDLESS OF WHICH PLAYER IS AT THE TABLE, it is a foul for any team member not actually playing in a game but on the roster of a team involved in a match to:
 - a. suggest to a player 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 BCAPL 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.

C7 Time Outs Not Permitted

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

C8 Presence at the Table / Individual Game Forfeits

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

Advancement Criteria/Eligibility

D1 Advancement Based on Results-Singles Play

1. Players will be moved to higher categories for future events based on their results at the BCAPL National Championships.

8-Ball

Men's Leisure Singles- Top 6 move to Open status
Women's Leisure Singles- Top 4 move to Open status
Men's Open Singles- Top 8 move to Master status
Men's Open Singles- 9th thru 48th place move to Advanced status
Women's Open Singles- Top 4 move to Master status
Women's Open Singles- 5th thru 16th place move to Advanced status
Men's Senior Singles- Top 6 move to Advanced status
Women's Senior Singles- Top 3 move to Advanced status
Men's Advanced Singles- Top 4 move to Master status
Women's Advanced Singles- Top 2 move to Master status
Men's Master Singles- Top 3 move to Grand Master Status
Women's Master Singles- Top 2 move to Grand Master status

9-Ball

Men's Open Singles- Top 4 move to Advanced status
Women's Open Singles- Top 2 move to Advanced status

2. A player may also be required to play in a higher division based on Known Ability or results in other CueSports International events as well as independent events.
3. There is no automatic advancement for players participating in Men's Super Senior Singles, Men's Grand Master Singles, Women's Grand Master Singles, 9-Ball Challenge, 10-Ball Challenge and all 9-Ball Teams.

D2 Advancement Based on Results-Scotch Doubles Play

1. Based on high finishing results at the BCAPL National Championships, both members of a Scotch Doubles Team will be moved to higher categories for future events if they return with the same teammate. Players may change partners and remain in the same division at the discretion of CSI.

Open Scotch Doubles- Both teammates move to Advanced status.
Advanced Scotch Doubles- Both teammates move to Master status.

2. There is no automatic advancement for players participating in Master Scotch Doubles.

D3 Advancement Based on Results-Team Play (8-Ball)

1. All members of Open Teams will be moved to Advanced status for future events based on their results at the BCAPL National Championships,

Men's/Mixed Open Team- All members of top 16 team move to Advanced status
Women's Open Team- All members of top 3 team move to Advanced status

Open teams may return to the Open division with no more than two players from the high finishing roster. If there are more than two players on the roster, the team must participate in the Advanced/Master Team division.

All members of Open teams that moved to Advanced status may petition to be lowered back to Open status based on their history in singles play or Known Ability. To petition CueSports International in order to be removed from the Advanced, Master or Grand Master list you must contact Bill Stock at bill@playcsipool.com. All requests must be in writing.

2. Trophy Teams will be moved to Open status for future events based on their results at the BCAPL National Championships.

Men/Mixed Trophy Team- Top 3 teams move to Open status
Women's Trophy Team- Top 2 teams move to Open status

Trophy teams may return to the Trophy Team division with no more than two players from the high finishing roster. If there are more than two players on the roster, the team must participate in the Open Team division.

D4 Illegal Rosters/Responsibility

1. When CSI receives team entries for the BCAPL National Tournament due diligence is taken to ensure that all rosters are legal and adhere to the policies for the event. However, it is ultimately the team captain's responsibility to make sure that the team roster is legal. In The

Official Rules of CueSports International, rule 1.1 (Player Responsibility) states: You are responsible for knowing the rules, applied rulings, regulations, and schedules that pertain to any CSI event you enter.

- If it is discovered at any time during an event that a team roster is illegal, the team will be immediately disqualified. Disqualification from any CSI event may result in forfeiture of any prize money, trophy, or award won by that team.

Dress Code

The Dress Code is 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.

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 their teams being in dress code.

E1 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.

E2 Approved Clothing for All Events

BCAPL 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. ➤ For Scotch Doubles, matching shirts are preferred but not required. ➤ Sleeveless shirts or tops are NOT permitted in any event, 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.	

E3 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 on the next page 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 BCAPL 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 BCAPL 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.

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, 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.

E5 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.)

E6 Electronic Equipment

1. BCAPL 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.

E7 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. **CHANGES IN PENALTIES AND ENFORCEMENT PROCEDURES FOR 2015:** *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.*

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.

Teams – the player's current game is lost. Any other team game(s) in progress will not be affected and will continue, regardless of the status or progress of the game(s).

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.

In both singles and 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 later match in any event at the 2015 Championships will 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 without the dress code violation corrected.

- 2) *Second violation in any later match in any event at the 2015 Championships: disqualification from the event and all remaining events of the 2015 Championships.*

b. PROCEDURES: SINGLES AND SCOTCH DOUBLES

- 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: After arriving at the match site, 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: If the match has not started and no substitute is available for the player, 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 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 at the match site with the violation corrected within the 15-minute period, then the procedures below will be followed.*

- 2) *AFTER A MATCH HAS STARTED:*

- a) *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.*

- b) *If the round has started and the player's game in that round is neither scheduled next or started, the player will have until their game is scheduled to correct the violation. Time limits are in accordance with Regulation T-8-2. If the player cannot correct the violation within the time limits, the appropriate penalty is applied. The player may not be substituted for in that round.*
- c) *Players incurring penalties under paragraphs (a) or (b) may be substituted for in subsequent rounds.*
- d) *If the player has not yet played and is not scheduled to play in a round that has started, 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.*
- e) *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 finished is not affected, and the procedures from paragraphs (a)-(d) above will be followed.*

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 (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.*
- 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 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.