

CSI Dress Codes

Dress Code A

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 tournament rooms.

D2 Approved Clothing for All Events

CLOTHING REGULATIONS – ALL EVENTS		
Item	Men	Women
Shirts	<ul style="list-style-type: none"> ➤ Polo or button down style shirt with sleeves and fold-over collar. UTG brand collars are permitted. ➤ For Scotch Doubles, matching shirts are preferred but not required. ➤ Sleeveless shirts or tops are NOT permitted in any event regardless of gender. 	
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

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 on whether any particular shirt meets the above requirements rests with the final protest authority.		

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.

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. 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.

D7 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. *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 2014 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 2014 Championships: disqualification from the event and all remaining events of the 2014 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.*

Dress Code B (State and Regional Events)

In some State and Regional events the dress code is relaxed. The decision to relax the dress code for select events is up to the event administrators.

Decent looking athletic pants are allowed. Cotton sweat pants are not allowed.

Dress Code C (State and Regional Events)

Matching team shirts are not required.

T-shirts are allowed.

APPLICABLE TO DRESS CODES A, B AND C

All apparel must be neat, clean, un-torn and tasteful.

All dress codes require closed toed shoes and must be normal in the manner of its style and wear. Shoes with laces must have laces properly tied.

Billed or brimmed hats or caps that are clean and neat are allowed. All hats must be worn in the manner in which they are intended to be worn.

Business Casual shorts are allowed in Dress Code A. Whether or not they are allowed for State or Regional events is the decision of the event administrators.