

CSI DRESS CODES

DRESS CODE A

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.

Approved Clothing

ITEM	MEN	WOMEN
SHIRTS	<ul style="list-style-type: none"> • Polo or button-down style shirt with sleeves and fold-over or standup collar • Matching shirts are encouraged but not required for scotch doubles 	
PANTS & SHORTS	<ul style="list-style-type: none"> • Casual or dress pants • Neat and clean jeans • Business casual or denim shorts • No tears, holes, or threadbare spots 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 • Business casual or denim shorts • Capri-style pants • No tears, holes, or threadbare spots including designer clothing incorporating such features as a part of the design • Yoga pants or leggings are permitted but must be dark color, solid and non-transparent
DRESSES & SKIRTS	N/A	<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 must be clean, neat and worn with the bill straight forward or straight backward. Skull caps, bandanas or head bands may be worn but must be conservative, neat and clean. Tams are permitted.	

Team Event Matching Shirt Requirements

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.

ITEM	REQUIRED
COLOR	Color must be substantially matching. Significant fading or shade differences are not permitted.
STYLE	Same basic style such as polo or button-down
NAMES GRAPHICS EMBROIDERY & OTHER MARKINGS	<ul style="list-style-type: none"> • Team must have at least as many shirts as the total number of players listed on the score sheet of any match. • No shirt may be worn by more than one person during a match. • Large areas of embroidery, such as business logos or other graphics covering a substantial area, are not permitted. • The name on the shirt does not need to match the player's name. • Names are not required on shirts.
Event staff have final authority on all dress code issues.	

On a case-by-case basis and **prior to the beginning of team play**, CSI staff may approve team shirts that do not meet the traditional matching requirements. Exceptions are only granted if 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, but not limitations, of such themes are:

- a. Shirts are themed as pool balls and clearly demonstrate 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 CSI prior to the event. Event referees and the Tournament Director may not be authorized to grant such approvals at the event.

Additional Approved Wear

Sweaters, jackets, coats and 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. Outerwear may also be worn while at the table. If outerwear is worn, you must comply with a request from your opponent or referee to show that you are wearing a proper shirt.

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 and the shirt may not be excessively loose or revealing.

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 with the physician's state license number and contact information to the Head Referee's desk before the beginning of your first match. The note must include a brief description of the required exemption (detailed descriptions and personal information are not necessary). All medical exemptions are subject to verification. Presenting false information or information that cannot be verified may lead to disqualification.

Prohibited Clothing and Accessories

The following types of clothing are prohibited.

- Any clothing with holes, tears or threadbare spots, regardless of gender
- Athletic wear of any kind, including but not limited to sweats, swimwear, jogging suits, athletic uniforms or jerseys or pants with contrasting stripes normally associated with athletic wear
- Shorts and pants not conservative with respect to the rise in relation to the length of the garment
- Shorts and pants that are excessively baggy, loose fitting or worn with the waistline below the top of the hips
- Overalls or coveralls
- Sleeveless shirts worn over undergarments
- Scarves above the neck, headbands, do-rags, stocking caps, ski caps or hoods of any kind
- Any clothing or headwear judged by tournament officials or referees to be:
 - in poor taste, offensive, dirty, excessively torn or worn in a manner other than intended
 - disrespectful or mocking of the sport in any way (i.e. sleep wear, clothing worn as a joke, etc.)
 - unnecessarily revealing (i.e. bare midriff, low cut necklines, etc.)

Electronic Equipment

At all times while on the tournament floor, 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.

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.

Enforcement Procedures

The following dress code violations may be required to be corrected immediately at any time the dress code is in effect:

- a. Improper headgear
- b. Button-down shirts not worn correctly
- c. Any dress code violation by a player practicing in the tournament area when not involved in a match
- d. Untied shoes

For violations of players practicing, the player will be asked to immediately stop and leave the tournament area if the violation cannot be corrected immediately.

If they cannot be corrected immediately, all other dress code violations will be enforced upon being discovered by any tournament official at any time during a match. Penalties and procedures are as follows:

PENALTIES

First Violation: loss of one game and a mandatory warning will be given that a second violation of any part of the dress code during any subsequent match will result in immediate disqualification from all remaining divisions.

- 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.

After the first-violation penalty is applied, the player will be allowed to finish the match without the dress code violation corrected.

Second Violation: disqualification from the entire event

PROCEDURES

Singles & 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: First and second violations: If the player cannot correct the violation immediately, the appropriate penalty is applied. However, the player may use an allotted 5-minute time out if it is still

available, and may leave the area of the table and adjacent rails to correct the violation. No other delay is permitted.

Teams

1. Before the start of a match: After arriving at the match site, a team may not delay the start of a match in order to correct a dress code violation. If 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) 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, the following procedures apply.
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. If the player cannot correct the violation, the appropriate penalty is applied. The player may not be substituted for in that round.
 - c. Players incurring penalties under clauses (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 is 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 clauses (a)-(d) above will be followed.

Multiple Violations During One Match

1. Multiple violations of the dress code noted by a referee during a single visit to the table are considered a single violation.
2. 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 (3)-(5) below.)
3. A player may not willfully accept a warning or penalty by refusing to correct a violation that can clearly be easily corrected (i.e. properly adjusting hat, tying shoelaces, removing electronic headgear, etc.) Instead, in addition to the dress code penalty, such behavior is penalized as Unsportsmanlike Conduct which may lead to immediate disqualification.
4. 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.
5. 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 at the sole discretion of CSI. Dress Code B is identical to Dress Code A with the following exceptions:

- Well-attired athletic pants are allowed. (cotton sweat pants are not allowed)

DRESS CODE C (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 at the sole discretion of CSI. Dress Code C is identical to Dress Code A with the following exceptions:

- Well-attired athletic pants are allowed. (cotton sweat pants are not allowed)
- Matching team shirts are not required.
- T-shirts are allowed but must be clean and neat.

APPLICABLE TO DRESS CODES A, B & 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.