

TOURNAMENT REGULATIONS

CUESPORTS INTERNATIONAL EVENTS

CueSports International is committed to providing the best billiard events. To supplement the game rules, the **Official Rules of CueSports International**, we have developed these Tournament Regulations to detail event procedures not covered in the game rules. If there are any differences between the game rules and these regulations, these regulations shall take precedence. Please ask any referee or event official if you have any questions concerning the game rules or these tournament regulations.

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EVENT REGULATIONS (ALL DIVISIONS)

Game Rules

The current edition of the [Official Rules of CueSports International](#) and these Tournament Regulations govern tournament play. If there are any differences between the rules and these regulations, the regulations shall take precedence.

Player Identification

1. All players are required to have Government-issued picture IDs and present them to opposing teams and staff upon request.
2. All Players are required to present their digital CSI Membership Card, which can be found in the FargoRate App, to staff upon request.
3. Minors playing in the event are not required to have Photo Identification but must have adult supervision with Government-issued ID.

Minimum Age

There is no minimum age requirement to participate in the CSI events. Minors (under age 18) are welcome and encouraged to participate. However, please note the following stipulations:

1. Those under the age of 21 may not enter a casino area without an adult.
2. An adult must supervise those under the age of 18 in the Convention Center (tournament area) at all times.
3. Any minors participating must demonstrate proper use of the equipment as well as good pool etiquette.
4. This does not override the minimum age requirements for specific divisions (i.e., Senior divisions).

Formats

The standard tournament format is true double elimination. However, CSI may, at its sole discretion, implement single elimination, CSI Group Play, or other formats, at any time.

Determining First Break and Home Team

Singles and Scotch Doubles

The first break is determined by lagging or a coin toss. If either player prefers to lag, lagging is mandatory. A coin toss is permitted only if both players agree. The winner of the lag or coin toss has the option to break first or to require their opponent to break first.

Teams

The home team is determined by lagging or a coin toss. If either Team Captain prefers to lag, lagging is mandatory. A coin toss is permitted only if both Team Captains agree.

1. Each Team Captain may choose any player on the roster to lag.
2. The winner of the lag or coin toss has the option to play as the home or visitor team.

Retrieving & Submitting Score Sheets

CSI uses either an electronic tournament management system or a paper bracket will be posted. At any time, players may view their upcoming matches and find the time(s) and table(s) of their next match.

IMPORTANT!

It is the player's responsibility to know when and where to play. CSI does not announce player names or matches.

For instruction on how to properly use CTS, see Appendix A – Player Use of CTS. A common cause of forfeits is incorrectly reading the tournament brackets or match list. Do not let this happen to you! Review Appendix A – Player Use of CTS carefully.

The bracket or match list will indicate the scheduled time(s) and table(s) of your next match. Shortly before the scheduled match time(s) (recommended 10-15 minutes), go to the score sheet pick-up area of the Tournament Desk. You will see several racks of numbered slots. Check the slot with the number(s) of your scheduled table(s). If your table(s) is available, a score sheet will be in the slot.

1. Score Sheet Present: If there is a score sheet in your slot, check to ensure it has the correct names. If it does, immediately proceed to your assigned table(s) with the score sheet and a pencil or pen.
2. Score Sheet Not Present: If there is no score sheet in your slot, either the table(s) is not yet available, or your opponent has already picked it up. Immediately proceed to your assigned table(s). In most cases, your opponent will already be at the table with the score sheet and you may begin play (please note that if both players are present with the score sheet before the scheduled match time, the match may begin early if both players agree). However, in some cases, your table may not yet be available. In this case, you and your opponent should stay at the assigned table and wait for the completion of the previous match. Once that match is complete, one or both of you should proceed to the Tournament Desk to get the score sheet and then immediately proceed to the table and begin the match.
 - a. **TIP!** One of the most common causes of forfeits is when no score sheet is in the slot and the player incorrectly assumes that the assigned table is not available. Often, the player will wait for the score sheet at the Tournament Desk or walk away and come back later. Meanwhile, the opponent may have already picked up the score sheet and has been waiting at the table. This can lead to a forfeit so do not let this happen to you! **Remember, you cannot be forfeited if you are at your assigned table.**
3. If you arrive at your table and neither your opponent nor the score sheet is present and the table is available, immediately notify the referee in your section and follow his or her instructions.
4. Once you pick up your score sheet, you must immediately proceed to your assigned table. If you are unable to proceed directly to your table, do not pick up the score sheet.
5. Once your match is complete, the winner must circle the winner's name on the score sheet and ask the opponent to sign it. Both players must ensure that the correct score of the match is indicated on the score sheet. No modification of the score sheet is permitted after it is signed. The winner must then proceed immediately to the Tournament Desk to submit the completed score sheet.

Racking Device

You may use either the rack provided with the table, a ball rack template, or another approved triangle or rack.

Use of a Ball Rack Template

1. The template must be the correct version for the game being played and certified as legal equipment by CSI.
2. It is not required to be used for every game in a match once it has been used.
3. If a personally owned ball rack template is used for a singles or doubles match, the owner of the ball rack template must permit the opponent to use it at any time during that match.
4. If any player on a team uses a ball rack template, the owner must permit any member of the opposing team to use it at any time during that match.
5. It is a foul when a ball rack template, removed from the playing surface, interferes with the game (i.e. if the template is lying on the rail and a ball touches the template that is lying on the rail).

Removal of a Ball Rack Template

1. A ball rack template may only be removed by the shooter or a referee.
2. CSI Game Rule for Disturbed Balls does NOT apply to the act of removing the ball rack template. Any balls disturbed during the removal of the ball rack template must be restored.
3. If more than one ball interferes with the removal of the ball rack template, it is recommended to leave the ball rack template in place until the balls are moved during the course of the game. A referee may also be summoned to assist in the removal of the ball rack template.
4. At the referee's or shooter's option only, a maximum of two balls may be marked in order to remove a ball rack template (if they are not frozen to each other or any other ball). If more than two balls interfere with the removal of the ball rack template or if the balls are frozen to each other or another ball, the ball rack template must stay in place until the lay of the table allows its removal.

Scorekeeping

Score sheets must be marked and reviewed by both players or teams after each game to ensure that scoring disputes do not occur. It is also recommended to mark the player to break first on the score sheet to track the breaking order. If a referee is asked to determine the breaking order, the referee's decision is final.

Delayed Progress

Nothing ruins an event more than matches progressing too slowly and the entire event getting behind schedule. It is critical that all matches begin on time and progress at a reasonable pace as to not delay subsequent matches and the entire event. Please understand the following:

1. Both players are expected to be on time. There is no grace period. If a player is not present at the table at the scheduled or otherwise designated start time, immediately summon a referee to initiate penalty procedures. Note that players do not have the option to allow their opponent to be late. Failure to notify a referee that your opponent is not present may lead to penalties for both players or a double forfeit.
 - a. CSI will monitor all matches for slow play. If a match has been determined by CSI to be progressing too slowly, the race may be shortened for both players to bring the match closer to completion. A race will not be shortened if one of the players or teams would automatically win the match by doing so. In the event of a match that starts significantly behind schedule, warnings may be given to the players at the beginning or during the match.
2. If a match is running significantly long (at the sole judgement of CSI), CSI may initiate additional measures to complete the match quickly. Those measures may include, but are not limited to, reducing the races further, conducting a shootout for the remaining points needed, lagging for the remaining points needed, or any other measure. While these measures are extraordinary, CSI reserves the right to exercise them to prevent costly and damaging delays to the event.

Forfeit Procedures

1. Score sheets will have the scheduled or actual match start time printed on them when issued by the Tournament Desk. If the availability of the score sheet is delayed, the actual 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 Desk will display the official time.
3. **GOLDEN RULE: You cannot be forfeited if you are at your assigned table at the scheduled time.**
4. What to do if your opponent is not present:
 - a. Table Available at Scheduled Match Time
If your table is available at the scheduled start time and your opponent is not present, immediately summon a referee. The referee will confirm that your opponent is not present and mark your score sheet appropriately. If your opponent arrives within 15 minutes of the scheduled start time, summon a referee again and he or she will mark the score sheet with the appropriate penalty based on the times below. Note that a penalty for your opponent reduces your own race.
 - i. **0:00-4:59 minutes late:** warning
 - ii. **5:00-9:59 minutes late:** 1-rack penalty
 - iii. **10:00-14:59 minutes late:** 2-rack penalty
 - iv. **15:00 minutes late:** loss of match
 - 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. The referee will confirm that your opponent is not present and mark your score sheet appropriately. If your opponent arrives within 15 minutes of the actual start time, summon a referee again and he or she will mark the score sheet with the appropriate penalty based on the times below. Note that a penalty for your opponent reduces your own race.
 - i. **0:00-4:59 minutes late:** warning
 - ii. **5:00-9:59 minutes late:** 1-rack penalty
 - iii. **10:00-14:59 minutes late:** 2-rack penalty
 - iv. **15:00 minutes late:** loss of match
 - c. Players do not have the option to wait for their opponent and decline late penalties. Failure to notify a referee that your opponent is not present may lead to penalties for both players or a double forfeit.
 - d. At least three (3) members of 5-player teams and two (2) members of 3-player teams must be present to start a match, or the same procedure applies as in 4(a) or 4(b). There also may be no delay in the start of subsequent racks.
 - e. Once a referee has issued a forfeit, the match may not be played unless authorized by the Tournament Director.
5. Double Forfeit Procedures:
 - a. Double Forfeit on the Winners’ Side: 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. The loser of the coin toss moves to the appropriate spot in the loser's bracket.

- b. Double Forfeit on the One-Loss Side: 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. Scotch Doubles: Both members of the team must be present for the coin toss or lag. If only one person is present, it will be considered a no-show.
- d. Teams: At least three (3) members of 5-player teams and two (2) members of 3-player teams must be present for the coin toss or lag. If fewer are present, it will be considered a no-show. See section "Presence at the Table / Individual Game Forfeits" for information concerning forfeiting individual games during team play.

Protest Procedures

1. Application of the rules may be protested but referee judgment may not. If you believe a referee has improperly applied the rules or regulations, you may protest the ruling. A protest during a game must be made before the next shot occurs or it will not be considered. To protest a ruling, follow these steps:
 - a. First, notify your opponent and the referee of your intention to protest the ruling. The referee will then request a supervising referee to provide a second assessment of the situation or a Head Referee to offer a judgment.
2. Although CSI makes every attempt to ensure all teams are eligible and have legal rosters, it is ultimately your responsibility to verify the eligibility of an opposing team **before the match begins**. Once the match begins, roster protests will not be considered and there will be no refund, or any other consideration given. If you wish to challenge the eligibility of a player or players on a team **before the match begins**, follow these steps:
 - a. First, if the match is about to begin, notify the opposing Team Captain and the section referee of your intention to protest.
 - b. Second, immediately proceed to the Tournament Desk and complete a protest form. This will require a \$100 protest deposit. If your protest is upheld, the deposit will be refunded. If your protest is overruled, the deposit will not be refunded.
3. If you wish to the rating of a player, or players on a team, it must be done **before the match ends**. To do so, follow these steps:
 - a. Notify the opposing Team Captain and the section referee of your intention to protest. Continue the match. Matches will not be halted to await the results of a protest. If the protest is deemed valid, the results of the match, or individual racks, may be overturned.
 - b. Immediately proceed to the Tournament Desk and complete a protest form. This will require a \$100 protest deposit. If your protest is upheld, the deposit will be refunded. If your protest is overruled, the deposit will not be refunded.
4. The final authority on all protests is the Tournament Director.

Disqualification

CSI monitors the performance of all players 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. For these instances, CSI reserves the right to take any or all of the following actions:

1. Immediately raise the player's rating
 - a. Singles: if the rating increase makes the player ineligible for the specific singles division being played, the player may be disqualified without refund or consideration of any kind
 - b. Scotch Doubles or Teams: if the rating increase raises the combined team rating above the team rating limit for that division, the team may incur the penalty points indicated on the entry forms or disqualified.
2. Disqualify the player immediately with no refund or consideration of any kind

Avoid putting yourself or your team at risk, carefully examine your rating and inform CSI immediately if you think your rating is too low. Being disqualified or penalizing your team is never a good risk to take.

Timeouts / Breaks

While timeouts and breaks are sometimes necessary, they must be restricted as to not delay the match, subsequent matches, and the entire event. Please understand and follow the following rules regarding timeouts and breaks. All players should plan accordingly (i.e., use the restroom before the match, get a beverage before the match, etc.).

Matches scheduled for 90 minutes or less

Timeouts and breaks are not permitted during matches with a scheduled duration of 90 minutes or less. If a player in such a match chooses to take a break, a 1-game penalty is immediately assessed. If the player does not return within 10 minutes of the break start time, another 1-game penalty is assessed. If the player does not return within 15 minutes of the break start time, it is automatic loss of match.

Procedure

If a player in a match with a scheduled duration of 90 minutes or less must take a break, immediately summon a referee. The referee will confirm that your opponent is taking a break or not present and mark the score sheet with the time and penalty. If your opponent does not return within 10 minutes of the break start time, summon a referee again and he or she will mark the score sheet with the appropriate penalty based on the time. If your opponent does not return within 15 minutes of the break start time, summon a referee again and he or she will mark the score sheet to indicate an automatic loss of the match.

Matches scheduled for more than 90 minutes

One (1) timeout or break of five (5) minutes or less is permitted in matches with a scheduled duration greater than 90 minutes. Note that only one break is permitted for the entire match. Both players are not entitled to separate timeouts or breaks. If one player chooses to take a break, the other player must also take a break at that time. Breaks may also not begin within 30 minutes of the actual start time of the match.

Procedure

If a player in a match scheduled for more than 90 minutes chooses to take a break, immediately summon a referee. The referee will confirm that your opponent is taking a break and mark the score sheet with the time. You may also take a break of five (5) minutes or less at this time. If your opponent does not return within five (5) minutes of the break start time, summon a referee again and he or she will mark the score sheet with the time and penalty. If your opponent does not return within 15 minutes of the break start time, summon a referee again and he or she will mark the score sheet to indicate an automatic loss of the match.

Timeouts and breaks are not permitted in team events of 3-player teams or greater. See the Teams section for more information.

DIVISION REGULATIONS - TEAMS

Team Rosters

1. Players may only be listed on one team roster per discipline. That means a player can be listed on one 8-Ball Team and one 9-Ball Team but not 2 or more 8-Ball teams or 2 or more 9-Ball Teams.
2. Team Captains are responsible for having their official team roster with them at all matches. The Team Captain must present the team roster and Government-issued picture IDs of all players to the opposing Team Captain or event staff upon request. Failure to have a team roster and valid IDs may result in a forfeit. Arriving at a match without the team roster will not result in an additional grace period.
3. If you wish to challenge the eligibility of a player on your opponent's roster, you must follow the procedures outlined in section "Protest Procedures."
4. If it is discovered at any time during an event that a team roster is illegal, CSI staff will review the circumstances and the team may be immediately disqualified. Disqualification may result in forfeiture of any prize money, trophy or award won by that team. CSI reserves the right to disqualify any person or team for any reason at its sole arbitrary discretion.
5. Each division has specific eligibility and roster criteria that must be met. Refer to the Player Guide for that information.

Minimum Number of Players Required

1. A team must have at least as many players present to win enough games to reach the winning score.
2. Compassion Clause: In extreme cases, such as but not limited to an unavoidable medical situation, CSI may allow a player to be added to the roster of a team. A team may not add a player to the roster if it has enough players on the roster to fill a score sheet. After the addition, the team's roster must still adhere to all team and individual eligibility requirements. The player that is replaced will no longer be eligible to participate for the remainder of that division, and the added player may not play with any other team for the duration of that division. If a team requests to add a player under the Compassion Clause, there must be sufficient evidence to support the addition. CSI reserves the right to approve or deny all requests at its sole discretion.

Score Sheets

1. There is only one official score sheet for each 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. The home team must make accommodations for the visiting team representative.
2. Completing a score sheet: team score sheets may be completed in advance or one round at a time. One round at a time is best if substitutions are anticipated. If you only have the number of players required, complete the score sheet in advance to save time.
 - b. Once the first break occurs in any round, no changes or substitutions may be made in 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 only be added to future rounds if the round has not started.
 - d. If a team is missing a player or players, the word "BYE" must be entered on the score sheet in place of a players' name and that game is recorded as a win for the opponent.
 - e. You must notify the opposing Team Captain of any substitutions and he or she must initial the official score sheet. If a substitution is made without notifying the opposing Team Captain before the beginning of the round, that game is forfeited.
 - f. If a substitution error causes two people to play each other twice, the team that made the improper substitution will forfeit that game (exception: see g-h below).
 - g. If a clerical error causes 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 for 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 subsection (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.
- a. Core players are the players on the team roster sheet designated as such, substitutes can play in any round, including round #1, but cannot have a higher rating than the core player they are substituting for.
 - b. If a substitute plays in round #1, the score sheet must indicate which core player is being replaced.
 - c. Core players must play in the same numbered position throughout the match.
 - d. Substitutes may play in any position as long as they do not play the same opponent twice.
 - e. In the event that both Team Captains desire to make substitutions but those combined substitutions would cause two people to play twice, the home Team Captain has the right to make the substitution and the visiting Team Captain must adjust their line-up accordingly.
4. Wrong Two Players Discovered at the Table:
- a. If the game is not complete, play will stop immediately, and the correct players will proceed to the table to play a new game.
 - b. If the game is completed, it will be scored in the future round where it would have been scored if 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 may not be replaced by a change in the line-up for the round in which it is recorded.
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. If at the end of the scheduled games, one team has not won the number of games required, the team that has won the most games will be the winner.
 - c. Should the score at the end of the scheduled games be tied, the following procedure will apply:
 - i. A single game will be played to decide the match. The break in that game will be determined by lagging or a coin toss. If either player prefers to lag, lagging will be mandatory. A coin toss is permitted only if both Team Captains agree.
 - ii. Each team may select any player on their roster to play that game. Any two players may play, regardless of whether or not they have previously played in the match.
 - iii. The team whose player wins that game shall win the match.
6. If both teams are missing a player or players, 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, the team with the most games won will be the winner.

Play on Multiple Tables

Play must continue on all assigned tables until the match is complete. The start of any game may not be delayed for any reason. The only time play may occur on only one table is if both teams need only one win to reach the winning score (i.e. both teams "on the hill").

Coaching

1. Scotch Doubles:
 - a. Open communication/coaching is permitted between teammates during their turn at the table and can be initiated by either player. Players can communicate during the exchange of players at a table, but players must return to their seats after making a shot. The non-shooting player must remain in or at his/her chair and may not approach the table.
 - b. Communication/coaching cannot result in slower than normal play. As a general guide, there should be no more than 45 seconds between each shot. If a team consistently uses more than 45 seconds between shots, the opposing team may summon a referee to monitor the match and the referee may institute delayed progress rulings at any time.
 - c. The non-shooting player may not touch the table with their cue, their hand, etc. in an attempt to provide information for the upcoming shot. He or she can only offer verbal advice.
2. Teams:
 - a. Coaching is not allowed in team divisions. 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.
 - b. Except as prohibited below, 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.
 - c. At any time, regardless of which player is at the table, it is a foul for any team member not playing in the game but on the roster of a team involved in a match to:
 - i. Suggest to a player at the table or in the chair that they call a referee;
 - ii. Alert another player that their opponent has fouled or that coaching has occurred. EXCEPTION: see paragraph (d) below.
 - d. It is not a foul for any player involved in a match, playing in a game or not, to:
 - i. 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
 - iii. Alert their team that the wrong player(s) are at the table, summon a referee for a matter not directly related to the game at the table, such as score sheet problems
 - iv. Offer encouragement or emotional support to a player at the table
 - e. A coaching foul may only be called by a player involved in the 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 penalty.

Timeouts

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.

Presence at the Table / Individual Game Forfeits

It is the Team Captains' and players' 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 in the same match on a different table, your game must be skipped, and the next available scheduled game must be started. Your game will be played as soon as your opponent finishes their previous game.

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 with fewer than 25 games). If your opponent is not present at the end of

the period, you win the game by forfeit. If a player forfeits a game under this regulation in one round, it does not affect their participation in subsequent rounds