TOURNAMENT REGULATIONS

GOVERNING RULES
All tournament play is governed by the 2014-2016 edition of The Official Rules of CueSports International and the following regulations. Modifications to the official rules are included in this document and take precedence over the official rules.

PROTEST PROCEDURE
If you believe a referee is applying the rules or regulations improperly, you may protest the ruling. Matters of judgment may not be protested. All protests must be made before the next shot occurs or they will not be considered. To protest a ruling, simply notify the referee of your intention. The final authority for all protests is the Tournament Director or his designate.

FORFEIT PROCEDURES
The clocks at the tournament desk displays the official tournament time. Forfeit time is 15 minutes from scheduled match time. If you do not have an opponent after five minutes, flag a referee to inform them. You will be instructed to go in person to the tournament desk to give the missing player name. Public address announcements or warnings may be made to notify players that they are not present at their assigned table. If you still do not have an opponent after 15 minutes, flag a referee and they will issue the forfeit at the table.

ELIGIBILITY PROTESTS
Individuals wishing to protest an opposing player’s eligibility must do so before the start of the match. The decision of the Tournament Director and WSPA Board is final concerning all eligibility-based protests.

ALL EVENTS ARE DOUBLE ELIMINATION

ALL EVENTS ARE ALTERNATE BREAKS

ALL PLAYERS MUST USE THE RACKS PROVIDED

DETERMINING OF FIRST BREAK
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.

SCOREKEEPING
Please mark and keep track of your score sheets carefully. Referees are not responsible for settling scoring disputes. There is only one official score sheet for a match. The winner of the flip is responsible for keeping the official score sheet. Opposing player must sign completed score sheet.

SAFETY/SOFT BREAKS
1. Each player will be allowed one safety break per match. This applies only for 8-ball events. If you intend to break softly, you must notify your opponent and get a referee. The referee will initial your score sheet to note that your one safety break has been used.
2. If your break is illegal, with or without a foul, your inning ends. Your opponent may:
   A. re-rack the balls and break;
   B. require you to re-rack the balls and break again;
3. The game cannot continue until there is a legal break. If a break is illegal and there is also a foul, the illegal break takes precedence and the incoming player must choose either option “A” or “B” listed above. If option “B” is chose, a safety break cannot be attempted again as it has already been used.
4. If it is found that you are intentionally doctoring the rack to gain a competitive edge, that game will be forfeited. Final decisions on this violation are at the discretion of the referee and/or Tournament Director

TIME OUTS/SMOKING
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. Time outs are for bathroom/personal needs only. Under no circumstances are time outs to be used for smoking. Electronic cigarettes are not allowed.
**DRESS CODE**

Dress code requirements are established to add to the prestige and respect to the WSPA State Championships. Your cooperation in wearing neat, clean apparel at all times during competition for the betterment of the sport is appreciated. Final decisions on dress code violations are at the discretion of the Tournament Director and/or WSPA Board. Relaxed dress code for mini tournaments and practice. Clean and neat apparel is required at all times.

**SINGLES COMPETITION**

- **Shirts:** Clean t-shirts, collared shirts, sweaters and sweatshirts are permitted. Sweatshirts with hoods must have the hood down; they cannot be worn up over the head. Clothing must not contain vulgarity.
- **Pants:** Men must wear long pants or shorts, either dress pants or clean jeans or shorts. Women may wear dress pants, capri-style pants or clean jeans or shorts. Women may also wear skirts or sleeved dresses of conservative length. Sweats, warm-up suits or jogging suits are not allowed.
- **Headgear permitted:** Billed or brimmed hats or caps that are clean, neat and worn with the bill straight forward. No bandanas/do-rags, knit hats or specialty hats are allowed.
- **Shoes:** Men and women must wear clean, neat, shoes at all times. Open-toed sandals can be worn, but no Flip-Flops of any kind.

**PROHIBITED CLOTHING AND ACCESSORIES**

- 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.
- 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.
- Overalls or coveralls. Sleeveless shirts worn over undergarments are prohibited.
- 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.
- Bandanas, scarves above the neck, headbands, do-rags.
- 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.)

**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.

**PENALTIES**

1. First violation: the player will lose one game of the match.
   - A. 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.
   - B. Exception: if the player’s opponent is on the hill, the one-game penalty is not applied, but the violation is recorded and counts in the progression of dress code penalties.
     - 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 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: disqualification from the event and all remaining events.

**MEDICAL EXCEPTIONS**

Should a player require an exception for medical reasons, the player must provide a letter on official letterhead from the player’s health care provider before the tournament begins and present that to the tournament director. They must keep this letter on them at all times.

**GENERAL**

Personal Hygiene: Any player found to be wearing the same clothing over a period of a couple of days or more will be subject to forfeit. Also, any player not using good personal hygiene (showering or bathing, etc.) will be subject to the same match forfeitures.