

WESTERN BCA TOURNAMENT 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, these regulations shall take precedence.

Player Identification

1. All players are required to have Government-issued photo ID and present it to staff and opponents upon request.
2. Minors playing in the event are not required to have photo ID but must have adult supervision with Government-issued photo ID.

Minimum Age

There is no minimum age requirement to participate in Western BCA events. Minors under the age of 18 are welcome to participate. Please note the following stipulations:

1. Those players under the age of 21 may not enter a casino area without an adult and must check in with the Western BCA Podium Staff.
2. An adult must supervise those players under the age of 21 in the tournament area at all times. Spectators under the age of 21 are not allowed.
3. This does not override the minimum age requirements for specific divisions (i.e., Senior divisions).

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.

Western BCA 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 your responsibility to know when and where you are scheduled to play. Western BCA does not announce matches, player names, or tables. To eliminate any miscommunication, Western BCA also does not verbally tell anyone when or where they play. All players must check the tournament brackets or system themselves.

A common cause of forfeits is incorrectly reading the tournament brackets or match list. Do not let this happen to you!

The bracket or match list will indicate the scheduled time(s) and table(s) of your upcoming match or matches. Shortly before the scheduled match time(s) (recommended 10-15 minutes), check your table assignment again and 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).

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 you should 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 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 on time.

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

For all 8 ball/10 ball events you must rack for yourself. For all 9 ball events your opponent must rack.

Racking Device

You may use either the rack provided with the table, a ball rack template, or another approved triangle or rack. Rack use is at the discretion of the player breaking.

Use of a Ball Rack Template

1. The person breaking chooses the type of rack to be used.
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. If there are three or more balls on the template rack, a referee will not remove them.

Scorekeeping

Score sheets must be marked and reviewed by both players or teams after each rack to eliminate scoring disputes. 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. It is recommended that players mark the score sheet with the player that broke first.

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. 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. There is a 45 second shot clock for all events. Players are expected to keep their turn at the table within the 45 second time frame.

b. If/when a match has been brought to the attention of Western BCA or Western BCA has determined the match is 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 judgment of Western BCA), Western BCA may initiate additional measures to complete the match quickly. Those measures may include, but are not limited to, reducing the races further, or any other measure. While these measures are extraordinary, Western BCA reserves the right to exercise them to prevent costly and damaging delays.

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. It is recommended that if your match starts late due to your table not being available, that the actual start time of the match is written on the score sheet and both players initial the time.

2. Announcements or warnings will be made to notify players or teams that they are “on the clock” and in danger of being forfeited!

3. 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. The referee will notify the tournament desk and an announcement will be made to notify your opponent that they are “on the clock” If your opponent arrives within 15 minutes of the scheduled start time, the match will resume as normal. If your opponent does not arrive 15 minutes after the referee was notified, summon a referee again and he or she will forfeit your opponent.

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 notify the tournament desk and an announcement will be made to notify your opponent that they are “on the clock” If your opponent arrives within 15 minutes of the scheduled start time, the match will resume as normal. If your opponent does not arrive 15 minutes after the referee was notified, summon a referee again and he or she will forfeit your opponent.

c. Players do not have the option to wait for their opponent. Failure to notify a referee that your opponent is not present may lead to penalties for both players.

d. At least three (3) members of 4-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.

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 Western BCA 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 Dispute Resolution 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 get 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 Grievance Committee.

Timeouts / Breaks

While timeouts and breaks are sometimes necessary, they must be restricted so as to not delay the match, subsequent matches, and the entire event. All players should plan accordingly (i.e., use the restroom before the match, get a beverage before the match, etc.). There is only one 5 minute break allowed per player/scotch team per match (**this is for singles and scotch doubles events ONLY!**).

There are no timeouts for team events!

DIVISION REGULATIONS - TEAMS

Team Rosters

1. Players may only be listed on one team roster.
2. 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."
3. If it is discovered at any time during an event that a team roster is illegal, Western BCA 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. Western BCA reserves the right to disqualify any person or team for any reason at its sole arbitrary discretion.
4. Each division has specific eligibility and roster criteria that must be met. Refer to the Player Information Sheet 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, Western BCA 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. Western BCA 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 uses the white sheet on the 3 page carbon paper to track match scores. Both the official score sheet and the white sheet from the 3 page carbon paper must be turned in together at the end of the match.
2. Completing a score sheet: players names on team score sheets should be completed in advance and must have the players first and last name for the first match they play and any substitutions must have a players first and last name on the score sheet.
 - a. Once the first break occurs in any round, no changes or substitutions may be made in that round (exception: see f-g below)
 - b. 4 person teams must have at least three players present by forfeit time to begin a match. 3 person teams must have at least two players present by forfeit time to begin a match. Players not present at the time their game starts will be forfeit for that round.

c. 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.

d. 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.

e. 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).

f. 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.

g. 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.

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.

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. Singles:

a. **Coaching is not allowed in singles divisions.** During your inning, you may not communicate with your friends/acquaintances regarding play of your match and they may not assist you in any way with your match. Whether a coaching foul has occurred and been properly called is at the sole judgment of the referee.

b. At any time, regardless of which player is at the table, it is a foul for any acquaintance of a player not playing in the game to:

- i. Suggest to a player at the table or in the chair that they call a referee;
- ii. Alert the player that their opponent has fouled or that coaching has occurred.

c. It is not a foul for any acquaintance of player involved in a match to:

- i. Alert the player that the wrong player is breaking, or point out score sheet problems.
- ii. Offer encouragement or emotional support to a player at the table

2. 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.

3. 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.
 - ii. 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.
 - iii. Offer encouragement or emotional support to a player at the table.

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 rack. 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.