WESTERN BCA TOURNAMENT REGULATIONS

Applies to All Divisions

Game Rules

Tournament play follows the current Official Rules of CueSports International and these Western BCA regulations. If there is a conflict between the two, Western BCA regulations take precedence.

Player Identification

- All players must present a government-issued photo ID upon request.
- Minors may participate without ID but must be supervised by an adult with photo ID.

Minimum Age

- No minimum age required to compete.
- Participants under 21:
    - Must check in with Podium Staff.
    - May not enter casino areas without an adult.
    - Must always be supervised in the tournament area by an adult.
    - Spectators under 21 are not permitted.
- Division-specific age limits (e.g., Senior divisions) still apply.

First Break & Home Team Determination

Singles / Scotch Doubles

- Determined by lag or coin toss.
- Lagging is mandatory if either player requests it.
- Winner chooses to break first or defer.

Teams

- Determined by lag or coin toss.
- Lagging is mandatory if either Team Captain requests it.
- Captains may select any rostered player to lag.
- Winner chooses home or visitor status.

Retrieving & Submitting Score Sheets

Tournament System

Western BCA uses either an electronic tournament system or a posted paper bracket. Players may check their scheduled match times and table assignments at any time.

Player Responsibility

- Players must confirm when and where they are scheduled to play.
- Western BCA does not provide verbal match announcements or timing reminders.
- Misreading brackets or schedules is a common cause of forfeits—double-check your assignment.

Score Sheet Pickup

Before your match (recommended 10–15 minutes early), check the score sheet rack at the Tournament Desk corresponding to your table number.

If Score Sheet Is Present:

- Confirm correct names.
- Proceed to the table with the score sheet and writing utensil.

If Score Sheet Is Missing:

- Your opponent may have picked it up, or the table may not be ready.
- Proceed to your assigned table either way.
- If the opponent is there, match may begin early by mutual agreement.
- If the table is unavailable, wait nearby until ready.

If Opponent & Sheet Are Absent but Table Is Available:

- Notify a referee immediately and follow their instructions.

Unable to Attend the Table Immediately:

- Do not pick up your score sheet until you are ready to begin the match.

After the Match

- The winner circles their name and has the opponent sign the sheet.

- Both players verify the match score.
- No edits are allowed after signing.
- The winner must return the completed score sheet to the Tournament Desk promptly.

Racking Procedures

Racking Responsibility

- **8-Ball & 10-Ball:** Players rack for themselves.
- **9-Ball:** Opponent racks.

Racking Devices

- Acceptable options include:
- Provided rack
- Ball rack template
- Any approved triangle or rack

Ball Rack Template Rules

- The breaking player chooses whether to use a template.
- Once used, the template does not need to be used again in the match.
- In singles/doubles: opponents must be allowed to use a personal template.
- In team matches: all opposing team members must be allowed to use the template.
- A foul occurs if a removed template interferes with play (e.g., a ball contacting a template resting on a rail).

Template Removal Guidelines

- Only the **shooter or a referee** may remove the ball rack template.
- Any balls disturbed during removal must be restored. CSI's Disturbed Balls rule does **not** apply.
- If multiple balls interfere with removal, leave the template in place until they move naturally. A referee may assist.
- A maximum of **two balls may be marked**—only if they are **not frozen** to other balls.
- If more than two balls interfere, or any are frozen, the template must remain.
- Referees will **not remove** templates blocked by **three or more balls**.

Score Sheet Management

- After each rack, both sides must update and review the score sheet.
- Mark the first breaker for tracking purposes.
- If disputed, a referee's ruling is final.

Timely Match Progress

Match Start & Attendance

- Matches must begin on time—**no grace period**.
- Absent players must be reported immediately.
- Players cannot permit late arrivals.
- Failure to report may lead to penalties or double forfeits.

Shot Clock & Pacing

- A **45-second shot clock** applies.
- Western BCA may make necessary adjustments if matches progress too slowly (unless this causes an automatic win).
- Warnings may be issued for delays.

Extraordinary Measures

- If delays persist, Western BCA may adjust races or take further action to expedite the match, at their discretion.

Forfeit Procedures

Match Start Time

- Score sheets include the scheduled or actual match time.
- If delayed due to table availability, record and initial the actual time.

Warning Announcements

- Players may be placed "on the clock" to alert them of potential forfeiture.

Absent Opponent

If Table Is Available:

- Summon a referee.

- Opponent has a total of 15 minutes from scheduled start time to arrive before forfeiting the match.
- IF you are put on the clock for not being at your table for your match the following time penalties will be in effect:
  - 00:00:00 – 00:04:59 min late = Verbal Warning
  - 00:05:00 – 00:09:59 min late = 1 rack/game penalty
  - 00:10:00 – 00:14:59 min late = 2 rack/game penalty
  - At 15 Minutes IT WILL BE A LOSS OF MATCH
- Referee will issue a forfeit if opponent does not arrive.

If Table Is Unavailable:

- Wait until available, then follow the same 15-minute protocol.

Team Requirements

- Minimum players required to begin:
  - **4-player teams:** At least 3 present
  - **3-player teams:** At least 2 present
- No delays allowed between subsequent racks.

After Forfeit Is Issued

- Match may not continue unless authorized by the **Tournament Director**.