

# **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 the 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**.

## **Scotch Doubles Coaching and Conduct Guidelines**

To ensure respectful, efficient, and enjoyable play during Scotch Doubles matches, all participants must adhere to the following standards:

**\*\*Note\*\* There is no coaching allowed for singles or teams events.**

### **Partner Positioning & Table Etiquette**

- Both teammates may remain within the playing area, but only the active shooter is permitted at the table.
- The non-shooter must:
  - Stand as far from the table as possible
  - Be aware of their surroundings, ensuring the opposing team maintains clear sightlines to the table

## **Communication Between Teammates**

- Open coaching and communication is permitted during a team's turn and may be initiated by either player.
- Coaching may occur quietly between partners away from the table, or by the partner talking to the active shooter from their standing position — but not at the table.
- Coaching must remain strictly verbal.
- The non-active shooter may not approach the table or use their cue stick to point at any area on the table. Violation of this rule will result in a foul.

## **Pace of Play Expectations**

- Coaching and communication must not delay gameplay.
- Each shot — including time spent on coaching — should occur within 45 seconds. • If a team consistently exceeds this limit, the opposing team may request a referee to monitor the match.
- Referees may implement delayed progress rulings as needed to maintain fair pacing.

## **Opponent Conduct**

- When not shooting, the opposing team must remain seated or stand behind the designated spectator area.
- Opponents may not enter the playing area while the other team is at the table.