

# 2009 BCAPL NATIONAL 8-BALL CHAMPIONSHIPS

# TOURNAMENT REGULATIONS

Welcome to the 2009 BCAPL National 8-Ball Championships. The BCAPL is committed to ensuring that the playing field is level for all competitors and that all participants have access to all rules and regulations that affect play. To supplement the Official Rules of the BCA Pool League we have developed these Tournament Regulations to address issues that are not included in the official rules or that are administrative in nature. These regulations carry the same effect as the rules and are binding on all players, referees and event officials. Please contact any referee or event official if you have any questions concerning the official rules or these regulations.

## Registration

Hours for the Registration Desk will be posted at the desk. No on-site entries are permitted.

**Singles and Scotch Doubles:** Registration is not required. If you believe there has been an error concerning your registration for a singles or Scotch Doubles event please contact the Registration Desk.

**Teams:** A team representative must check in and pick up their team roster. The team roster is an official tournament document. Any changes to the team roster must be made with the Registration Desk at the time the roster is picked up.

**WARNING: ABSOLUTELY NO CHANGES TO TEAM ROSTERS MAY BE INITIATED AFTER 9:00 A.M. ON WEDNESDAY, MAY 13.**

Please ensure that you allow yourself plenty of time to pick up your roster before the change deadline and that you carefully check the roster for accuracy. The ultimate responsibility for the accuracy of the roster lies with the team captain. The BCAPL is not responsible for errors discovered after the change deadline.

## Dress Code

The complete dress code is in a separate document that is available at the Registration Desk, Tournament Desk, Referee's Desks, and on the web at [www.playbca.com](http://www.playbca.com).

The Dress code is in effect on each day of the tournament beginning when the referees arrive on the tournament floor in the morning. The dress code will be relaxed at the end of play each day on a section-by-section basis. As long as any match is in progress in a section, the dress code will be in effect for that entire section. The dress code applies to all areas inside the rails in the Grand Ballroom, Royale Pavilion and Capri Room.

For dress code information for special events (Speed Pool, Artistic Pool, etc.) please contact the administrators of those events at the event location.

## Event Regulations – All Divisions

### Governing rules

All tournament play will be governed by The Official Rules of the BCA Pool League – 2008-2009 edition, and these regulations.

### Format

The standard tournament format is double elimination. However, the Tournament Director reserves the right to implement single elimination, triple elimination or round-robin format at any time if time constraints allow or require a format change.

### Races

SINGLES	TEAMS	SCOTCH DOUBLES
All Grand Master } All Master } 7 All Player Member }	Men's / Mixed Master } Men's / Mixed Open } 13 Men's / Mixed Trophy } Women's Master }	Master 5 Winner's side 4 Loser's side  Open 4 Winner's side 3 Loser's side
Men's Open } Men's Senior } 5 Super Senior }	Women's Open 11 Women's Trophy 8  Second Chance 8 (single elimination)	
Women's Open 4 Women's Senior 4		
All Second Chance 4 (single elimination)		

### First Break Determined by Coin Flip

The break for the first game for all singles and scotch doubles matches, and the home team for all team matches, will be determined by flipping a coin. See specific event sections for subsequent break order. Lag for break is not authorized.

### Picking up Score Sheets

Score sheets are provided at the Tournament Desk for every match. Before going to your table, check at the Tournament Desk for your sheet. If it is there, get the score sheet and take it to your table. **Once you pick up your sheet, you must go directly to your table without any delay.** If you are unable to proceed directly to your table, do not pick up the score sheet.

If your score sheet is not at the Tournament Desk, your opponent has already picked it up. Proceed directly to your table. If you arrive at your table more than ten minutes past your match time and your opponent is not there, stay at the table – your opponent is probably at the tournament desk and will return shortly.

## Scorekeeping

Please mark and keep track of your score sheets carefully. Referees are not responsible for settling scoring disputes. It is a good idea to note the winner of the flip on the score sheet so you can keep track of the breaking order.

## Forfeit Procedures

"Match time" is the scheduled time or the time the match is announced, whichever is later. Forfeit time for all matches is fifteen minutes from match time. If a match is announced after its scheduled time, the match time will be designated on the score sheet.

All no-show forfeits are issued by the Tournament Desk. Referees are not permitted to issue schedule-based forfeits.

At ten minutes past your match time, if your opponent is not present then take your score sheet and proceed to the tournament desk in your assigned room. If you are assigned to the Capri Room, go to the main tournament desk in the Grand Ballroom. The desk staff will note your opponent's absence and make an announcement. Return immediately to your table, and listen for further announcements concerning your table. Do not return to the desk until a forfeit announcement has been made.

There are normally a large number of no-shows in the early rounds, and it may take several minutes to process requests for announcements. Any delays caused by administrative time taken in fulfilling the announcement requirements will be treated as an extension of the fifteen-minute grace period.

Refer to the "Team Play" section for participation requirements for beginning team matches.

## Protest Procedures

If you believe a referee is applying the rules improperly, you may protest the ruling. Matters of judgment may not be protested. All protests must be made before the next shot occurs. To protest a ruling, simply notify the referee of your intention.

The final authority for all protests is Bill Stock, BCAPL Rules Administrator. In Mr. Stock's absence, the final protest authority is Mr. Ken Shuman, acting Director of Referees.

## **Singles Regulations**

### Participation

No player may participate in more than one singles division.

### Order of Break

After the coin flip for the first break of the match, the break will alternate in all subsequent games of the match.

## **Scotch Doubles Regulations**

Scotch Doubles presents a unique blend of teamwork and individual effort, and the regulations reflect that blend. While you play as a team, there are times that a single person must make a decision. Coaching and communication present special enforcement challenges, and are addressed here. Please familiarize yourself with these regulations and follow them carefully.

### **Breaking**

The team breaking the first game is determined by flipping a coin. The break alternates between teams in successive games.

- a. When it is your team's turn to break, either player may break. You may discuss the decision with your partner. You are not required to maintain the order of play from the preceding game.
- b. The team not breaking may discuss who will take the first shot for their team but you must make the decision before the breaking team's inning ends. If you do not make the decision by the time the breaking team's inning ends, then the then the player listed first on the score sheet must shoot.
- c. If you pocket the 8-ball on the break or if your break is illegal, the incoming player must make the decision whether to continue play or to re-rack. The decision may not be discussed between partners. If a re-rack is chosen and the same team is to break, the player who broke the original rack will break again.

### **Continuing Play**

After the break, players on a team alternate shots during their inning. The order of play must be maintained between innings. If a player shoots out of turn, it is a foul.

### **Coaching**

During your inning, you may not communicate with your partner. Whether coaching has occurred is at the sole judgment of the referee.

During your opponent's inning, you may *quietly* discuss anything you wish with your partner. All discussion and communication must stop immediately when your opponent's inning ends.

Any player on either team, regardless of whose turn at the table it is, may:

- a. call a foul;
- b. summon a referee, or suggest that a referee be summoned;
- c. inquire whose turn it is.

Violation of the coaching regulations is a foul.

### **Time Outs**

Each team is entitled to one five-minute time out per match. The time-out must be taken between games. It is a foul if a team member leaves the playing area during a game.

## Team Regulations

### Team Rosters during Competition

Team captains are responsible for ensuring they have their roster with them at all matches. You must present your roster to your opposing team's captain or any event official upon request. Failure to have a roster present at your match will result in a forfeit. If you arrive at a match without your roster, there is no additional grace period in addition to the normal 15 minutes.

If you wish to challenge the eligibility of a player on your opponent's roster, you must place a \$100.00 deposit with the registration desk. If your challenge is upheld the deposit will be refunded. If the challenge is not upheld the deposit will be forfeited. You must make the challenge before the match has begun or it will not be considered.

### Home Team and Breaking Order

Team captains will flip a coin to determine home team. The winner of the flip may choose home or visitor.

The order of break is as follows

	Race to 13	Race to 11	Race to 8
Home team breaks:	Rounds 1 and 3 Round 5 games 1, 3, 5	Round 1 and Round 3 Round 5 game 1	Round 1 Round 3 games 1, 3, 5
Visiting team breaks:	Rounds 2 and 4 Round 5 games 2, 4	Rounds 2 and 4	Round 2 Round 3 games 2, 4

### Score Sheets

Instructions for filling out your score sheet are on the back of the sheet. Additional guidance follows.

Once the break occurs in any game in a round, no changes or substitutions may be made for that round.

Teams must have at least three players present by forfeit time to begin a match. Late players may be added to future rounds as long as the round has not started.

You must notify the opposing team captain of any substitutions. If you make a substitution without notifying the opposing captain, you will forfeit that game.

If there is a substitution error that causes two opposing players to play a second time, the team that made the improper substitution will forfeit that game.

If the wrong two players are discovered to be at the table:

- a. If the game is not complete, play will stop immediately and the correct two players will be placed at the table to play a new game.
- b. If the game is completed, it will be scored 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. In the event of an out-of-order game that has been scored in a future round, captains must use caution when making substitutions to ensure that any substitution does not create a situation that would cause line-up problems in the future round, or cause the out-of-order game to be forfeited. If such an error is made, the forfeit will override the results of the game.

Mark your score sheets carefully and check with the opposing team frequently to ensure that both teams' sheets are the same. If there is a conflict in scoring between teams, the home team sheet is official. Referees are not responsible for settling scoring disputes.

## Play on Multiple Tables

Play must continue on all assigned tables until the match is complete. You may not delay the start of any game for any reason. The only time play can occur on only one table is if the match is hill-hill.

## Coaching

During your inning, you may not communicate with your team. Whether coaching has occurred is at the sole judgment of the referee.

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.

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

- a. suggest to a player in the game that they call a referee;
- b. alert another player that their opponent has fouled.

It is not a foul for any player, playing in the game or not, to:

- a. alert their team that the wrong player(s) are at the table;
- b. offer encouragement or emotional support to a player at the table

Once a coaching foul occurs in team play, any remarks made by any member of either team in response to the coaching foul are not considered violations of the coaching rule.

## Time Outs

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.

## Additional Team Score Sheet Procedures

In the event that both teams make a substitution error or otherwise incorrectly enter names on the score sheet, and the combined errors result in two players who have previously played being scheduled to play again, if the combined errors cannot be clearly determined to have been caused by one team only, the following procedure will be followed:

- a. A loss will be recorded for both teams in each game in which such an error exists;

- b. Play will continue for all other games not affected;
- c. If one team has not won the number of games required by the division race at the scheduled end of the match, the team that has won the most games will be the winner.
- d. Should the score at the scheduled end of the match be tied, the following additional procedure will apply:
  - 1) A single game will be played to decide the match;
  - 2) Each team may select any player on their roster to play in that game
  - 3) The restriction that no player may play another player twice will not apply to that game. Any two players may play, regardless of whether or not they have previously played.
  - 4) The team whose player wins that game shall win the match.