

2010 BCAPL National 8-Ball Championships

TOURNAMENT REGULATIONS

Welcome to the 2010 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 BCAPL 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 BCAPL rules or these regulations.

Registration.....	2
R1 Location	2
R2 Late Entry Prohibited	2
R3 Singles and Scotch Doubles	2
R4 Teams.....	2
Eligibility.....	2
E1 Tournament Eligibility	2
E2 Participation in Multiple Divisions	2
E3 Player Classifications	2
E4 Advancement for 2011 Championships	3
E5 Tournament Qualification Committee.....	3
E6 Eligibility Protests.....	3
E7 Event Eligibility	3
Dress Code.....	5
D1 Effective Times	5
D2 Approved Clothing for Singles and Scotch Doubles Events	5
D3 Team Event Shirt Requirements.....	6
D4 Additional Approved Wear	6
D5 Prohibited Clothing and Accessories.....	7
D6 Electronics and Hearing Impediments.....	7
D7 Enforcement Procedures	7
D8 Artistic Pool Dress Code.....	8
Event Regulations – All Divisions.....	8
A1 Governing Rules	8
A2 Modifications to The Official Rules of the BCA Pool League.....	8
A3 Format	8
A4 Races	8
A5 Determination of First Break / Home Team.....	9
A6 Picking up Score Sheets	9
A7 Scorekeeping.....	9
A8 Forfeit Procedures	9
A9 Protest Procedures.....	10
A10 National Referees-in-Training - Procedures.....	10
Event Regulations - Singles.....	10
S1 Order of Break	10
S2 Time Outs.....	10
Event Regulations - Scotch Doubles.....	10
SD1 Breaking.....	10
SD2 Continuing Play.....	11
SD3 Coaching	11
SD4 Time Outs.....	11
Event Regulations - Team Regulations.....	11
T1 Team Rosters During Competition.....	11
T2 Minimum Number of Players Required	11
T3 Home Team and Breaking Order	11
T4 Score Sheets	11
T5 Play on Multiple Tables	12
T6 Coaching	12
T7 Time Outs Not Permitted	13
T8 Presence at the Table / Individual Game Forfeits.....	13

Registration

R1 Location

The Registration Desk is located in the convention center lobby.

R2 Late Entry Prohibited

No late entries will be accepted. On-site entries for the Grand Masters division will be accepted at the Registration Desk. Deadlines for entry into Grand Masters and Second Chance divisions will be announced during the tournament.

R3 Singles and Scotch Doubles

Registration is not required for Singles or Scotch Doubles divisions. If you believe there has been an error concerning your entry for a singles or Scotch Doubles event, please contact the Registration Desk.

R4 Teams

1. For all team divisions, a team representative must check their team in at the Registration Desk 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. Wednesday May 19 for Open division;
9:00 a.m. Thursday May 20 for Masters division.**

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.*

2. Registration Desk hours for team check-in:

Open Division

Saturday, May 15: 8:00 a.m. – noon, 2:00 p.m. – 4:00 p.m., 6:00 p.m. – 9:00 p.m.

Sunday, May 16: 9:00 a.m. - 11:00 a.m., noon - 4:00 p.m. 6:00 p.m. - 9:00 p.m.

Monday, May 17: 9:00 a.m. - 11:00 a.m., noon - 4:00 p.m., 5:00 p.m. - 9:00 p.m.

Tuesday, May 18: 9:00 a.m. - 10:00 p.m.

Master & Trophy Divisions

Wednesday, May 19: 8:00 a.m. - 11:00 a.m., 12:00 noon - 4:00 p.m., 6:00 p.m. - 9:00 p.m.

Eligibility

E1 Tournament Eligibility

1. All players must be able to show picture ID and a valid U.S. Social Security Number or a Canadian Social Insurance number. Inability to show a valid picture ID when requested by referees or tournament officials may result in penalties, up to and including disqualification.

E2 Participation in Multiple Divisions

1. No player may play in more than one Singles division, more than one Scotch Doubles division, or more than one Team division.

E3 Player Classifications

1. All eligible players are placed in one of five classifications:

- a. League Member: Players who have played in a minimum of eight full, regularly scheduled BCAPL league matches in the same division during a single sanctioned session, and are deemed an active player by the League Operator.
- b. Player Member: Players whose Player Membership dues are current as of May 1, 2010.
- c. Team Master (new for 2010): Any player who was on the team roster of any team that, since 2005, finished in the
 - 1) Top 16 of Men's Open Teams
 - 2) Top 4 of Women's Open teams
- d. Master: Players who, at the 2009 BCAPL National 8-Ball Championships, placed in the

- 1) Top 48 of Men's Open Singles;
- 2) Top 16 of Women's Open Singles;
- 3) Top 8 of Men's Player Member Singles;
- 4) Top 2 of Women's Player Member Singles;
- 5) Top 6 of Men's Senior Singles;
- 6) Top 3 of Women's Senior Singles;

or were classified as a Master as a result of their place in any event at the 2007 (or prior) BCAPL National 8-Ball Championships, and have played in the Championships less than two years as a Master, or finished in the money in any Master division at the 2008 or 2009 Championships.

e. **Grand Master:** Players who, at the 2009 BCAPL National 8-Ball Championships, placed in the

- 1) Top 6 of Men's Master Singles;
- 2) Top 2 of Women's Master Singles;
- 3) women ranked in the WPBA top 32;
- 4) men ranked in the top 64 of various current ranking systems (UPA, Billiard Congress of America, etc.);

or were classified as a Grand Master as a result of their place in any event at the 2007 (or prior) BCAPL National 8-Ball Championships, and have played in the Championships less than two years as a Grand Master, or finished in the money in any Grand Master division at the 2008 or 2009 Championships.

2. Any player may be determined to be a Master or Grand Master by the Tournament Qualification Committee based on known ability or recent tournament results. Playing in the championships for two years as a Master or Grand Master without finishing in the money does not guarantee a return to Open or Master status.

E4 Advancement for 2011 Championships

The following individuals and teams finishing at the top of their event will be required to advance to the next level at the 2011 BCAPL National 8-Ball Championships:

Division – Top Places	Advance to	Division – Top Places	Advance to
All players on the roster of: Men's / Mixed Open Teams – 16 Women's Open Teams – 4	Team Master Rating	All Trophy Teams – ¼ of field	Open Teams
Men's Open Singles – 48 Women's Open Singles – 16 Men's Senior Singles – 6 Women's Senior Singles – 3 Men's Player Member Singles – 8 Women's Player Member Singles – 2	Master Singles	Men's / Mixed Open Teams – 16 Women's Open Teams – 4	Master Teams
Men's / Mixed Master Singles – 6 Women's Master Singles – 2	Grand Master Singles		

E5 Tournament Qualification Committee

1. Mark Griffin, BCAPL CEO; Bill Stock, BCAPL Rules Administrator; BCAPL Staff as assigned

E6 Eligibility Protests

1. Individuals or teams wishing to protest an opposing player's eligibility must place a \$100 cash deposit with the Registration Desk. If the protest is upheld the deposit will be refunded. All protests concerning players' eligibility must be filed before the beginning of the match. The decision of the Tournament Qualification Committee is final concerning all eligibility-based protests.

E7 Event Eligibility

1. Event eligibility is summarized in the chart below. Additional details follow in the sections below. The make-up of some teams and Scotch Doubles in various divisions is limited to certain numbers of players of certain classifications. See the "Teams" and "Scotch Doubles" sections for details.

2. **Singles:** See the chart for eligibility. Players may voluntarily enter events over their classification. For example, a player eligible to play in the Open Singles may voluntarily enter the Master Singles or Grand Master Singles. Voluntary entry into an advanced event does not necessarily create the corresponding classification for future events.

Event Eligibility	Player Classification						
	League Member	Team Master League Member	Master League Member	Grand Master League Member	Player Member	Master Player Member	Grand Master Player Member
Open Singles	✓	✓					
Player Member Singles	✓	✓			✓		
Master Singles	✓	✓	✓		✓	✓	
Grand Master Singles	✓	✓	✓	✓	✓	✓	✓
Open Scotch Doubles	✓	✓					
Master Scotch Doubles	✓	✓	✓		Limited*	✓	
Open Teams	✓	Limited*	Limited*	Limited*			
Master Teams	✓	✓	✓	✓			
Trophy Teams	Limited*						
Second Chance Singles	Limited*						
Second Chance Teams	Limited*						
9-Ball Challenge	✓	✓	✓	✓	✓	✓	✓
Artistic Pool	✓	✓	✓	✓	✓	✓	✓

* Limited – Team Scotch Doubles pairs and Team rosters limited to a certain number of players of certain classifications. See "Scotch Doubles" and "Team" sections for details.

3. Age requirements: For senior singles divisions, players must have reached the cut-off age by May 15, 2010:

- a. Women's Seniors Singles – 50;
- b. Men's Seniors – 55;
- c. Men's Super Seniors – 65.

Classification as a Master or Grand Master supersedes senior status. Players in those classifications are restricted to their appropriate division regardless of age.

4. Scotch Doubles

- a. Open Scotch Doubles: one male League Member and one female League Member, both of whom are eligible to play in the Open Singles division and are either from the same League Operator's system or from different leagues in the same state and have played at least four weeks in the same league.
- b. Master Scotch Doubles: one male and one female, both of whom are eligible to play in the any Singles division and from the same state. At least one of the players must be a League Member.

5. Teams

- a. Men's/Mixed Open Teams and Master Teams may be made up of any combination of male and female players. Women's division Teams are restricted to female players.
- b. For all Open and Master divisions, all players on the team roster must come from within the same League Operator's league system. Rosters are limited to ten players. Each player on the roster must have played a minimum of eight full regularly scheduled matches played over a minimum of eight weeks during a single sanctioned session in the same league division.
- c. Men's Mixed/Open Teams original player participation requirement: Each five-person team must include at least three original players from their local league team. At least three of those original players must play in every round of every match.
- d. There is no original player participation requirement for Women's Open, Men's Master, or Women's Master Teams.
- e. **NEW FOR 2010:** Open division player classification limits: Teams in all Open divisions are limited to the following number of advanced players:
 - 1) one Master /Grand Master, OR
 - 2) one Master /Grand Master and one team master, OR
 - 3) two team masters.

Any team that exceeds any one of the above limits will be placed in the Master Teams division. At the discretion of the Tournament Qualifications Committee, teams that are within those limits may still be placed in the Master Teams division based on the known ability of any player on the team's roster.

- f. Any team meeting any of the following criteria will automatically be placed in the Master Teams division: at the 2009 BCAPL National 8-Ball Championships, placed in the:
 - 1) Top 16 of Men's/Mixed Open Teams;

2) Top 4 of Women's Open Teams.

or were classified as a Master Team as a result of their place in the 2007 (or prior) BCAPL National 8-Ball Championships, and has played in the Championships less than two years as a Master Team, or finished in the money in the Master Team division at the 2008 or 2009 Championships.

- g. Trophy Teams: Must meet the same original player, league system, and eight -week participation requirements as Open Teams. Team Master, Master, and Grand Master players are not eligible. In addition, all players on the roster of a Trophy Team must have never:
 - 1) finished in the money in any event at any previous BCAPL National 8-Ball Championship, or;
 - 2) Finished in the top ¼ of the field in any previous BCAPL National 8-Ball Championship Trophy Teams event.

6. Second Chance Events.

- a. The Second Chance division entry deadlines will be announced during the Championships.
- b. Second Chance Open Singles division: Open to any player who is eliminated from the Open Singles, Senior Singles, or Super Senior Singles bracket before the Second Chance entry deadline, which will be announced at the tournament. The Second Chance event will begin on the evening of Monday, May 17. Men's and Women's entry fee - \$25, cash only.
- c. Second Chance Team division: The Second Chance Team Tournament is open to:
 - 1) any Open division team that finishes out of the money;
 - 2) any Trophy Team that is eliminated before the Second Chance entry deadline.

Second Chance teams are four-player teams. All players on a second chance team must come from the team's original tournament roster. There is no requirement for the three original team members to play in the Second Chance Tournament.

7. Artistic Pool Challenges: Any League Member or Player Member is eligible. The entry fee is \$5 per qualifying attempt. A player may attempt to qualify as many times as are permitted by time allowed. All entry fees are paid at the Artistic Pool site. Artistic Pool shot descriptions, diagrams and tips are available on the BCAPL website at www.playbca.com.

Dress Code

The Dress Code is established to add to the prestige and respect associated with the world's largest and most prominent amateur pool tournament. Your cooperation in wearing the appropriate neat, clean and tasteful apparel at all times during the competition is appreciated.

NEW FOR 2010: *There are changes this year to the enforcement procedures for dress code violations in team play. Please be sure to review team play procedures carefully. Team captains are responsible for being familiar with the dress code.*

D1 Effective Times

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.

D2 Approved Clothing for Singles and Scotch Doubles Events

Item	Men	Women
Shirts	<ul style="list-style-type: none"> ➤ Polo or button down style shirt with sleeves and fold-over collar. ➤ Formal wear shirt if worn with proper pants for such a shirt and a commonly accepted tie. ➤ Formal wear shirt that does not commonly accept a tie (such as banded or Mandarin collar) if worn with proper pants for such a shirt. ➤ For Scotch Doubles, matching shirts are preferred but not required. 	
Pants	<ul style="list-style-type: none"> ➤ Dress pants or casual slacks. ➤ Neat and clean jeans with no significant tears. 	<ul style="list-style-type: none"> ➤ Casual or dress pants. ➤ Neat and clean jeans with no significant tears. ➤ Capri style pants.
Dresses		<ul style="list-style-type: none"> ➤ Sleeved dresses of conservative length. ➤ Skirts of conservative length. ➤ Culottes.
Footwear	All footwear must have a closed toe and be normal in the manner of its style and wear. Shoes with laces must have the laces properly tied.	
Hats	Billed or brimmed hats or caps that are clean, neat and worn with the bill straight forward.	

D3 Team Event Shirt Requirements

- The team shirt requirements are in effect for all team events, including second chance and trophy events.
- Team shirts must substantially match in color, style and trim. The following guidelines are provided to describe what features are critical in determining whether a shirt is considered to be matching and will be allowed during play:

Item	Critical points for matching or wearing – shirt will be disallowed if not met	Not critical
Color	<ul style="list-style-type: none"> ➤ The color must be substantially matching. ➤ Extreme fading, extreme discoloration, or significant bleach spots are not permitted. ➤ Significant shade differences are not permitted. 	<ul style="list-style-type: none"> ➤ Slight Fading. ➤ Slightly different shade.
Style	<ul style="list-style-type: none"> ➤ Same basic style, such as polo or button down. 	<ul style="list-style-type: none"> ➤ Sleeves banded or not. ➤ Tucked in or not. ➤ Button down collar or not. ➤ Number of buttons on placket. ➤ Pocket or no pocket. ➤ Button down shirt buttoned or not (if not buttoned, worn with undergarment.) ➤ Long sleeved or short sleeved, or whether or not long sleeves are rolled up.
Trim	<ul style="list-style-type: none"> ➤ Significant stripes, patterns, bands or thick piping. 	<ul style="list-style-type: none"> ➤ Fine, thin piping.
Names, graphics, embroidery and other markings	<ul style="list-style-type: none"> ➤ You must have at least as many shirts as the total number of players that are listed on the score sheet of your match for the entire match. No one shirt may be worn by more than one person at any time during a match. Absolutely no trading or borrowing of shirts is allowed at any time during a match. ➤ Large areas of embroidery, such as business logos or other graphics covering a substantial area. 	<ul style="list-style-type: none"> ➤ Name on shirt does not need to match player's name. ➤ Names are not required. ➤ Some shirts may have names while others do not. ➤ Small areas of graphics or embroidery, such as small names of businesses over pockets, on sleeves, or in similar small areas.
Accessories	<ul style="list-style-type: none"> ➤ If several patches, pins or other accessories are grouped together or form a pattern, such that they become a significant feature of the shirt, all shirts must display them. 	<ul style="list-style-type: none"> ➤ Specific patches or other items within groups as described at left. ➤ Single patch, or a few patches or items that are not grouped together or patterned as described at left.
Whether any particular shirt meets the above requirements is a matter of referee judgment.		

- On a case-by-case basis and *prior to the beginning of team play*, the BCAPL Administration may approve team shirts that do not meet the traditional requirements for matching. Exceptions are only granted in the case that a predominant theme can be demonstrated that requires the shirts to display a significant difference while still conveying the concept of team unity. Two examples of such themes are:
 - Shirts are themed as pool balls, clearly demonstrating the representation or concept of a pool ball, with each team member's shirt being the color of a different ball;
 - Shirts are of the same color, but display a distinctly different graphic aligned to a common theme, such as each shirt displaying a different fictional character from a common collection.

Do not presume that you will be granted an exemption. Regardless of whether non-matching shirts meet the above conditions, they will not be permitted unless the BCAPL Administration has specifically approved them prior to 8:00 a.m. on Wednesday, May 19. Neither referees nor the Tournament Director are authorized to grant such approvals.

D4 Additional Approved Wear

- Sweaters, jackets, coats or other outerwear may be worn over shirts that meet the dress code. There is no requirement to have the shirt's collar in any particular position in relation to the outerwear, or to have the outerwear closed or open. The outerwear may be worn while at the table. If the outerwear covers the shirt completely, you must comply with a request from your opponent or a referee to offer proof that you are wearing a proper shirt.
- Button down shirts may be worn unbuttoned if they are worn with a neat and tasteful undergarment. If button down shirts are worn without undergarments, not more than one button below the neck button may be unfastened, nor may the shirt be excessively loose or revealing.
- Medically necessary exemptions may be obtained for any item. If you need a medical exemption, before the beginning of your tournament play you must present a signed and dated letter from a physician, **including the physician's state license number and contact**

information, to the Head Referee's desk. The note must include a brief description of the required exemption (detailed descriptions and personal information are not necessary). All requested medical exemptions are subject to verification. Presenting false information or information that cannot be verified may lead to disqualification.

D5 Prohibited Clothing and Accessories

- a. Athletic wear of any kind, including but not limited to: sweats, swimwear, jogging suits, uniforms or jerseys, any kind of pants with contrasting stripes normally associated with athletic wear.
- b. Shorts of any kind, regardless of apparent length. 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.
- c. Formal shirts, such as wing tip or lay down collared tuxedo shirts, if worn without a commonly accepted tie and pants.
- d. Shirts with banded or Mandarin collars, unless they are formal wear worn with formal pants.
- e. Button down shirts worn unbuttoned and without neat, tasteful underclothing. If button down shirts are worn without undergarments, not more than one button below the neck button may be unfastened.
- f. Overalls or coveralls.
- g. All sleeveless shirts and garments, including women's dresses. Sleeveless shirts worn over undergarments are prohibited.
- h. 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.
- i. Bandanas, scarves above the neck, headbands, do-rags, any cap or hat without a bill or with the bill not worn straight forward.
- j. Any hat that is worn in an inappropriate style, such as a top hat worn while not in formal wear.
- k. 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, period clothing worn as a joke, etc.);
 - 3) unnecessarily revealing (e.g., bare midriff, very low cut necklines, etc.)

D6 Electronics and Hearing Impediments

1. Absolutely no electronic accessories of any kind are permitted to be accessed for communication or worn as headgear during a match. Examples include, but are not limited to:

- a) Headphones, earphones, or earplugs of any kind. Medically required hearing aids are excepted.
- b) Cell phones, pagers, or music devices of any kind, including Bluetooth and wireless phone accessories, whether turned on or not. Cell phones may be worn on the belt or kept in pockets, but may not be accessed for messages or conversations:
 - 1) at any time during a match by singles or scotch doubles players;
 - 2) during the player's game in team play.

2. During a match, all audible ringers and other notification tones must be turned off while on the tournament floor. Please be considerate of all players by keeping your devices silent whenever you are on the floor, regardless of whether you are involved in a match.

3. Communications for medical or other emergencies are permitted at any time.

D7 Enforcement Procedures

1. The following violations will be enforced at any time the dress code is in effect:

- a. Improper headgear may be required to be removed or corrected.
- b. Button down shirts may be required to be adjusted to meet the dress code.
- c. Any violation by a player practicing when not involved in, or about to begin, a match.

These violations must be corrected immediately. 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. All other dress code violations will only be enforced based on a request by a player or a member of a team involved in, or about to begin, a match. For Singles and Scotch Doubles divisions, the request must be made before the beginning of the first game of the match. ***For Team divisions, dress code violations must be brought to a referee's attention before the beginning of the first game played by the player in question.***

3. If a player is judged by a referee to be in violation of the dress code:

- a. Singles and Scotch Doubles: The player will have 15 minutes from the match time to correct the violation and return to the match site. If they have not returned with the violation corrected after 15 minutes, they will lose one game of the match. They will lose an additional game for each five-minute period after that, until they return with the violation corrected.
- b. ***Teams***:
 - 1) ***The player will have 15 minutes to correct the violation.***

- 2) *While waiting for the player, other games of the match will continue to be played on the table on which the player was scheduled. If such a game lasts past the 15-minute period it does not extend the period – if the player in violation does not return to the playing area with the violation corrected before the 15-minute period ends, their game is forfeited.*
- 3) *If the player forfeits a game, they may be substituted for in subsequent rounds without penalty. If no substitute is available, their subsequent games will not be forfeited until the player's turn comes up in the progress of the match. There is no grace period for subsequent rounds – the forfeit takes place immediately upon their opponent's presence at the table for the subsequent game.*

4. In all divisions, after a player has started their first game dress code violations for that player may not be enforced for the remainder of the match.

5. Referee's decisions or instructions to correct violations may be discussed *after* a match with BCAPL Tournament administrative authorities, but may not be used as the basis for a protest or as a reason to delay the beginning of a match. Designated BCAPL administration members are the final authority on all decisions regarding clothing.

6. In all divisions, if a player is allowed to complete a match out of dress code because the violation was not challenged in time to enforce, that player does not have an exemption from the dress code for future matches.

D8 Artistic Pool Dress Code

Dress code information for Artistic Pool is available from the administrators of the event at the event location.

Event Regulations – All Divisions

A1 Governing Rules

1. All tournament play is governed by the 2009-2010 edition of The Official Rules of the BCA Pool League and these regulations. Modifications to the official rules are included in this document, and take precedence over the official rules.

A2 Modifications to The Official Rules of the BCA Pool League

1. The Official Rules of the BCA Pool League are modified as follows for the Championships:
 - a. The penalty for the first violation of the following rules during a match will be a warning instead of a foul:
 - 1) Equipment Specifications - Cues (d) – Non-leather tips prohibited on any cue used to break.
 - 2) Rule 1.3.1(c) – Chalk color must be compatible with cloth.
 - 3) Rule 1.3.2 – Electronic equipment and all hearing impediments prohibited
 Second and subsequent violations are a foul.
 - b. Team coaching regulations are in force. See Regulation T7 for details.

A3 Format

1. 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.

A4 Races

1. Races for all divisions are indicated in the chart below.

SINGLES		TEAMS		SCOTCH DOUBLES	
All Grand Master All Master All Player Member	7	Men's / Mixed Master Men's / Mixed Open Men's / Mixed Trophy	1 3	Master	5 Winner's 4 Loser's
Men's Open Men's Senior Super Senior	5	Women's Master	1 1	Open	4 Winner's 3 Loser's
Women's Open Women's Senior All Second Chance (Single Elimination)	4	Women's Open	9	Race for championship match if both teams have one loss: Masters – 4, Open – 3	
		Women's Trophy Second Chance (Single Elimination)	8		

A5 Determination of First Break / Home Team

1. Singles and Scotch Doubles: 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.
2. Teams: The home team will be determined by flipping a coin. The winner of the flip has the option to play as home or visitor.
3. See specific event regulations for the breaking order for subsequent games. Lagging for the break or for home team is not authorized.

A6 Picking up Score Sheets

1. 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. If your score sheet is not at the Tournament Desk, it is not yet available or your opponent has already picked it up.
2. 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.

A7 Scorekeeping

Please mark and keep track of your score sheets carefully. Referees are not responsible for settling scoring disputes. For Singles and Scotch Doubles Matches, please note the winner of the flip on the score sheet so you can keep track of the breaking order.

A8 Forfeit Procedures

1. All score sheets have the match time printed on them when issued by the Tournament Desk. If the availability of the score sheet has been delayed, the new match time will be printed or stamped on the score sheet.
2. Forfeit time is 15 minutes from match time. All no-show forfeits will be issued by referees on the tournament floor. NO PUBLIC ADDRESS ANNOUNCEMENTS OR WARNINGS WILL BE MADE TO NOTIFY PLAYERS OR TEAMS THAT THEY ARE NOT PRESENT AT THEIR ASSIGNED TABLE. The clocks at the tournament desks in the Grande Ballroom and Royale Pavilion display the official tournament time.
3. Procedures if your opponent is not present:
 - a. **IF YOUR TABLE IS AVAILABLE AT YOUR MATCH TIME:** If your opponent is not present, then summon a referee in your section to your table. The referee will confirm that your opponent is not present, and then mark your scorecard to note their absence. At fifteen minutes past your match time, if your opponent is still not present, summon the referee again. When the referee confirms that your opponent is not present, they will mark your scorecard as a forfeit. Take your scorecard and *immediately* proceed to the tournament desk.
 - b. **IF YOUR TABLE IS NOT AVAILABLE AT YOUR MATCH TIME BECAUSE A PREVIOUS MATCH IS IN PROGRESS:** If both players or teams are present you must wait for that match to end unless otherwise directed by tournament staff. If only one player or team is present, you must still wait for that match to end. If your opponent is still not present when the previous match ends, summon a referee in your section to your table. The referee will confirm that your opponent is not present, and then mark your score sheet with your revised match time, which is the time the previous match ends. At fifteen minutes past your revised match time, if your opponent is still not present then summon the referee again. When the referee confirms that your opponent is not present, they will mark your scorecard as a forfeit. Take your scorecard and *immediately* proceed to the tournament desk.
 - c. In all cases, the forfeit grace period is extended by any delay in the arrival of the referee at your table when called a second time to issue a forfeit. Such delays may be expected, particularly during early rounds when no-shows are more frequent.
4. Double-forfeit procedures for singles events:
 - a. In the event of a double-forfeit on the winners side of a bracket:
 - 1) The result of the match on the winners' side will be filled with a bye.
 - 2) Both players that were to play in the double-forfeited match are responsible for being present at the site of the losers' bracket match designated for the loser of the double-forfeited match at its scheduled time.
 - 3) If both players from the double-forfeit are present for the losers' bracket match, a referee will flip a coin to determine the player who will play in the losers' bracket match. The player travelling the farthest to participate in the event will have the option to call the coin flip. The winner of the flip will play in the losers' bracket match, and the loser of the flip will be eliminated from the event.
 - 4) If both players from the double-forfeit are present for the losers' bracket match but the opponent scheduled for the match is not present, the procedure in paragraph (3) will be followed despite the opponent's absence, and the winner of the coin flip will advance to the next round of the losers' bracket.
 - 5) If only one player from the double-forfeit is present for the losers' bracket match, that player will play in the match. The other player from the double-forfeit will be eliminated from the event.

- b. In the event of a double-forfeit on the losers' side of a bracket, the result of the match will be recorded as a bye. Both players that were scheduled to play the double-forfeited match will be eliminated from the event.
5. For double-forfeits in scotch doubles events, the procedure from paragraph A4 will be followed. Both members of the team must be present for all coin flips and at all designated sites as necessary. If only one person from a team is present, it will be considered a no-show.
 6. For double-forfeits in team events, the procedure from paragraph A4 will be followed. At least three members from a Mixed/Open team, and at least two members from all other divisions, must be present for all coin flips and at all designated sites as necessary. If less than the required number of members from a team are present, it will be considered a no-show.
 7. See Regulation T9 for information concerning individual players forfeiting games in team play.

A9 Protest Procedures

1. 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.
2. The final authority for all protests is Mr. Ric Jones, Tournament Director, or his designate.

A10 National Referees-in-Training - Procedures

1. There is no better opportunity to obtain the best possible training for our referee staff than at the Championships. To that end, National Referees-in-Training (NRT) will be present on the floor, accompanied by the best-experienced, most senior staff available. The training experience is designed to have a minimal impact on the progress of the tournament, and we appreciate all players being tolerant of the process.
2. National Referees-in-Training are required to participate actively in the processes of making calls and rulings. However, there will always be a senior referee present with an NRT, and they will closely monitor the NRT's calls. An NRT's call may be reversed if their senior counterpart judges that there is clear and convincing evidence that the NRT made an incorrect decision. This policy applies ONLY to judgment calls made by NRT's. Judgment calls by any member of the established referee staff may not be overturned.

Event Regulations - Singles

S1 Order of Break

After the coin flip for the first break of the match, the break will alternate in subsequent games of the match. Though not required, you should note the winner of the flip on your score sheet to help you remember whose turn it is to break.

S2 Time Outs

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.

Event Regulations - Scotch Doubles

Scotch Doubles presents a unique blend of teamwork and individual effort, and the regulations reflect that blend. Although you play as a team, there are times when a single person must make a decision without consulting their teammate. Coaching and communication present special enforcement challenges, and are addressed here. Please familiarize yourself with these regulations and follow them carefully.

SD1 Breaking

1. After the coin flip for the first break of the match, the break alternates between teams in subsequent 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 the decision must be made 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 must break again.

SD2 Continuing Play

1. 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.

SD3 Coaching

1. During your inning, you may not communicate with your partner. Whether coaching has occurred is determined solely by the judgment of the referee.

2. 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.

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

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

4. Violation of the coaching regulations is a foul.

SD4 Time Outs

1. 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 without authorization during a game. BCAPL Rule 1.11 applies.

Event Regulations - Team Regulations

T1 Team Rosters During Competition

1. 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.

2. If you wish to challenge the eligibility of a player on your opponent's roster, you must place a \$100.00 cash 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.

T2 Minimum Number of Players Required

1. A team must have at least as many players present as are necessary to win enough games to satisfy the race requirement for the division. (Mixed/Open divisions, three; all other divisions, two.) See Regulation T4 for more details.

T3 Home Team and Breaking Order

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

2. The order of break is indicated for every game on all score sheets.

T4 Score Sheets

1. **THERE IS ONLY ONE OFFICIAL SCORE SHEET FOR A MATCH.** The home team is responsible for keeping the official score sheet. The visiting team should have a representative sit with the home team scorekeeper to monitor the official score sheet, and the home team must make accommodations for the visiting team representative.

2. **DO NOT SEPARATE THE PARTS OF THE OFFICIAL SCORE SHEET UNTIL THE MATCH IS COMPLETE.** If visiting teams wish to maintain a separate score sheet, courtesy copies will be provided by the Tournament Desk. **COURTESY COPIES ARE NOT OFFICIAL.** If the visiting team keeps a courtesy copy, they should compare the copy with the official score sheet frequently to ensure that the courtesy copy is accurate. If there is a conflict in scoring between teams, the official score sheet is the **only** official document. Referees are not responsible for settling scoring disputes.

3. Instructions for filling out your score sheet follow, and are on the back of the sheet.

- a. Score sheets may be filled out one round at a time or filled out completely in advance. The "one-round-at-a-time" method is preferred if you anticipate making any substitutions. If you only have the number of players required, please fill out the score sheet in advance to save time.

- b. Once the break occurs in any game in a round, no changes or substitutions may be made for that round (exception: see (f) and (g) below).
 - c. Teams in Mixed/Open divisions must have at least three players present by forfeit time to begin a match. Teams in all other divisions must have at least two players present by forfeit time to begin a match. Late players may be added to future rounds if the round has not started.
 - d. If a team is short-handed, the word "BYE" should be entered on the score sheet in place of a player's name.
 - e. **YOU MUST NOTIFY THE OPPOSING TEAM CAPTAIN OF ANY SUBSTITUTIONS, AND THE OPPOSING TEAM CAPTAIN MUST INITIAL THE OFFICIAL SCORE SHEET.** If you make a substitution without notifying the opposing captain before the beginning of the round, you will forfeit that game.
 - f. 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 (exception: see (g) and (h) below).
 - g. *If a clerical error causes all of 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 in 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.*
 - h. *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 T4.3(g), the names other than the substitution will be re-entered as provided for above.*
4. 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. Except in the case of T4.3(f) or (g) above, if the game is completed, it will be scored where it would have been scored as if no substitutions were made and 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.
 - c. An out-of-order game that has been recorded in a future round per T4.4(b) may not be replaced by a change in the line-up for the round in which it is recorded. In the event an out-of-order game 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 that 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.
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 such an error exists.
 - b. Play will continue for all other games not affected.
 - c. If, at the end of the scheduled games, one team has not won the number of games required by the race for their division, the team that has won the most games will be the winner.
 - d. Should the score at the end of the scheduled games 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.
6. If both teams are short-handed, games that have "BYES" for both teams will not be scored. If, at the end of the scheduled games, neither team has won the number of games required by the race for their division, the team with the most games won will be the winner of the match. If the score is tied at that point, the procedures in T4.5(d) will be followed.

T5 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. See your score sheet for details.

T6 Coaching

- 1. 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.
- 2. Except as prohibited in Regulation T6.3 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.

3. At any time, REGARDLESS OF WHICH PLAYER IS AT THE TABLE, it is a foul for any team member involved in a match but not actually playing in a game to:
 - a. alert another player that their opponent has fouled or that coaching has occurred.
 - b. alert another player that their opponent has fouled.

4. It is not a foul for any player involved in a match, playing in a game or not, to:
 - a. alert their team that the wrong player(s) are at the table;
 - b. summon a referee for a matter not directly related to the course of the game at the table, such as score sheet problems
 - c. offer encouragement or emotional support to a player at the table

5. A COACHING FOUL MAY ONLY BE CALLED BY A PLAYER INVOLVED IN A GAME OR A REFEREE. If a coaching foul occurs, and any player on the offended team who is not involved in the game calls the coaching foul before their player at the table does or alerts their player to the coaching foul, the foul is negated and play will proceed with no penalties applied.

T7 Time Outs Not Permitted

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.

T8 Presence at the Table / Individual Game Forfeits

1. It is the team captain's and player's responsibility to ensure that players are present at the table for their game. The player breaking a game 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.

2. If your opponent is not present when your game is scheduled, you may call a referee. Once the referee has determined that your opponent is not present, the referee will start a two-minute clock. If your opponent is not present at the end of the two-minute period, you win the game by forfeit. If a player forfeits a game in one round, it does not affect their participation in subsequent rounds.