



2024 WSPA

Singles State Championships

TOURNAMENT REGULATIONS



GENERAL RULES AND REGULATIONS

All tournament play is governed by the latest edition of the Official Rules of CueSports International and the following regulations. Any modifications to the Official Rules of CueSports International are included in this document and take precedence over those rules.

FORFEIT PROCEDURES

If your opponent is not present after five minutes of the scheduled match time, you must go to the Tournament Desk and give your opponent's name for announcement and a second match notification via CompuSport. Players will be given five minutes after the announcement and notification, or; until 15 minutes after the scheduled match time – whichever is greater. If your opponent has not arrived within the allotted time, summon a referee to issue forfeit.

DETERMINING OF FIRST BREAK

All events are alternate break. The break for the first game will be determined by flipping a coin. Players must use the racks provided.

TIME OUTS

A player is only allowed to take one break per match. A break must be taken during the player's inning or when it is their turn to break. 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. Time outs are for bathroom or personal needs only. Under no circumstances are time outs to be used for smoking. Electronic cigarettes or vaping devices are not allowed to be used in the building.

COMPUSPORT – BRACKETS AND SCOREKEEPING

All brackets and scorekeeping are done on the CompuSport app. Make sure you are logged into the app and verify that you are playing in this event and that you have notifications enabled. You can test notifications by going to: Menu> Settings> Notifications and select "try push notifications" at the bottom.

Once you have scored the required number of games, the white trophy will light up on the winner's side. Click the "Finish Match" button in the lower right corner and confirm finish.

Referees will assist in settling scoring disputes. If a resolution cannot be made, please ask the Tournament Desk for help. The Tournament Desk can see who clicked what box and at what time.

SOFT BREAKING – THIS APPLIES FOR 8-BALL EVENTS ONLY

1. Players will be allowed one intentional soft break per match. If you intend to break softly, you must notify your opponent and get a referee. The referee will make a note that your one soft break has been used.
2. If your break is illegal, with or without a foul, your inning ends. Your opponent may:
 - A. re-rack the balls and break.
 - B. require you to re-rack the balls and break again.
3. The game cannot continue until there is a legal break. If a break is illegal and there is also a foul, the illegal break takes precedence and the incoming player must choose either option "A" or "B" listed above. If option "B" is chosen, a soft break cannot be attempted again as it has already been used.
4. If it is found that you are intentionally doctoring the rack to gain a competitive edge, that game will be forfeited. Final decisions on this violation are at the discretion of the Tournament Director or designee.

SLOW PLAY

This rule is to minimize slow play to move events along at the scheduled pace and to offer good experience for all players.

- Players can be put on a shot clock if it is determined they are taking an excessive amount of time to shoot. You may call a referee if you believe your opponent is consistently taking longer than one minute per shot. If after a reasonable time of observation, the referee determines that slow play is occurring, they will warn the offending player. If slow play persists after the first warning, the Tournament Director or designee will place the offending player on a shot clock. The shot clock will be used until the offending player demonstrates they can play in the allotted amount of time.
- If it is determined he or she is slow playing again in the same or a later match, the player will be warned again and watched by a Tournament Official. If the opponent continues to consistently take longer than a minute to shoot, then the penalty will be a game forfeiture.
- Slow playing a third time in an event, he or she will once again be warned, and if found to still be slow playing will forfeit their remaining games in that match.
- A fourth occurrence by the same player will result in a warning, and if found to be slow playing again, he or she will be disqualified for the remainder of the event.

SHOT CLOCK PROCEDURE

- One minute shot clock. The player will receive a warning when ten seconds remain, whether they are down on the shot or not.
- The shot clock does not apply to the first shot after the break.
- During the player's inning, the shot clock starts when all balls from the previous shot come to rest.
- If a player has ball in hand, the shot clock starts when the player has possession of the cue ball and after any spotting of balls is finished.
- The shot clock will pause if play is stopped to summon a referee and will start again when the referee authorizes the player to shoot.

PROTEST PROCEDURE

If you believe a referee is applying the rules or regulations improperly, you may protest the ruling. All protests must be made before the next shot occurs or they will not be considered. To protest a ruling, notify the referee of your intention. Matters of judgment may not be protested. The final authority for all protests is the Tournament Director or his designate.

DRESS CODE

Dress code requirements are established to add to the prestige and respect to the WSPA State Championships. Your cooperation in wearing neat, clean apparel at all times during competition is appreciated. Any player not using good personal hygiene (showering, etc.) will be subject to the same match forfeitures. Final decisions on dress code violations are at the discretion of the Tournament Director and/or WSPA Board.

SINGLES COMPETITION

- Shirts: Clean neat T-shirts, collared shirts, sweaters and sweatshirts are permitted. Sweatshirts with hoods must have the hood down; they cannot be worn up over the head. Shirts may not contain any vulgarity.
- Pants: Men must wear long pants or shorts, either dress pants or neat, clean, jeans or shorts. Women may wear dress pants, Capri-style pants or neat, clean, jeans or shorts. Women may also wear skirts or sleeved dresses of conservative length. Sweats, warm-up suits or jogging suits are forbidden.
- Headgear permitted: Billed or brimmed hats or caps that are clean, neat and worn with the bill straight forward. Cowboy hats are also acceptable. No bandanas, knit hats or specialty hats are allowed.
- Shoes: Men and women must wear clean, neat, shoes at all times. Open-toed sandals can be worn, but no flip-flops of any kind.

PROHIBITED CLOTHING AND ACCESSORIES

- Headphones, earbuds
- Excessively torn clothing
- Shorts and 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.
- Overalls or coveralls. Sleeveless shirts worn over undergarments are prohibited.
- 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.
- 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. Unnecessarily revealing (e.g., bare midriff, low-cut necklines, etc.)

ENFORCEMENT PROCEDURES

Referees will not be policing dress code violations, other than violations that can be corrected immediately. It is up to the players to either accept or questions their opponent's attire before the coin flip of their match.

The following dress code violations may be required to be corrected immediately at any time while in the tournament area by a referee or by your opponent.

- A. Headphones, earbuds, or other improper headgear may be required to be corrected or removed.
 - B. Button down shirts may be required to be adjusted to meet the dress code.
 - C. Untied, lack of, or open-toed footwear will be required to be corrected due to health and safety concerns.
- 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.

PENALTIES

If they cannot be corrected immediately, all other violations will be enforced upon being discovered by any referee or Tournament Official at any time during a match. Penalties and procedures are described below.

1. First violation: the player will lose one game of the match.
 - a. The penalty game is added to the opponent's score immediately. Any game in progress is not affected and will continue, regardless of the status or progress of the game.
 - b. Exception: if the player's opponent is on the hill, the one-game penalty is not applied, but the violation is recorded and counts in the progression of dress code penalties.
 - In addition to the one-game penalty, a mandatory warning will be given that a second violation of any part of the dress code during any later match in any event will result in immediate disqualification of that player from all remaining events. After the first-violation penalty is applied, the player will be allowed to finish the match without the dress code violation corrected.
2. Second violation in any later match in any event: disqualification from the event and all remaining events.

MEDICAL EXCEPTIONS

Players needing an exception to these rules for medical reasons must provide a letter on official letterhead from the player's health care provider before the tournament begins and present that to the Tournament Director.