



2017 WSPA STATE CHAMPIONSHIPS

SCOTCH DOUBLES EVENTS/TEAM EVENTS TOURNAMENT REGULATIONS & DRESS CODE

GENERAL TOURNAMENT REGULATIONS

All tournament play is governed by the 2014-2016 edition of The Official Rules of CueSports International and the following regulations. Modifications to the official rules are included in this document and take precedence over the official rules.

PROTEST PROCEDURE

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 the Tournament Director or his designate.

TABLE ASSIGNMENTS

The Tournament Director and the WSPA Board reserve the right to determine the number of tables that team events are played on.

MUST USE THE RACKS PROVIDED

TIME OUTS ARE 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.

FORFEIT PROCEDURES

The clock at the tournament desk displays the official tournament time. All match times will be assigned on the quarter hour. Forfeit time is 15 minutes from scheduled match time. If you do not have an opponent after five minutes, flag a referee or call the tournament desk to inform them. If you are in the main room you will be instructed to go in person to the tournament desk to give the missing team's name. 2 members must be present to be a legal team. Public address announcements or warnings may be made to notify players or teams that they are not present at their assigned table. If you still do not have an opponent after 15 minutes, flag a referee and they will issue the forfeit at the table.

DETERMINING OF FIRST BREAK/HOME TEAM

The break for the first game in scotch or to choose home or visitor in team will be determined by flipping a coin. The visiting team will write down their line-up first.

SCOREKEEPING

Please mark and keep track of your score sheets carefully. Referees are not responsible for settling scoring disputes. There is only one official score sheet for a match. The home team is responsible for keeping the official score sheet. Opposing team captain must sign completed score sheet.

SAFETY/SOFT BREAKS

1. No intentionally soft breaks or safety breaks.
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" above.
4. If it is found that you are intentionally doctoring the rack or not striking the rack with a reasonable force, that game will be forfeited. Final decisions on this violation are at the discretion of the Tournament Director.

SLOW PLAY

This rule is to minimize slow play and cut down on the use of referees or tournament officials operating shot clocks. If you are on a team that has a slow player, it is suggested that a teammate monitor the slow player to ensure they are playing at a reasonable pace.

Players can be put on a shot clock if it is determined they are taking an excessive amount of time to shoot. Event officials require that matches proceed at a steady pace. 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 from a distance 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. If the same player is found 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

- During scotch or team, a shot clock can be placed on one person.
- 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 of the 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 any spotting of balls or racking 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.

SCOTCH DOUBLES REGULATIONS

BREAKING

1. 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 any preceding game.
2. 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 player listed first on the score sheet must shoot.
3. If you pocket the 8-ball on a legal break and do not foul, your partner must make the decision whether to spot the 8-ball and continue to shoot or re-rack and break again. If a re-rack is chosen, the player who broke the original rack must break again.
4. If you pocket the 8-ball on an illegal break the incoming player must make the decision whether to take the break or have the original breaker re-break. If you wish to discuss this option with your partner, this will be considered your one coach for the game.

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

- Whether or not coaching has occurred is determined solely by the referee.
1. During your inning, you may communicate with your partner for one shot per game. If a gesture or verbal announcement is made, or suggestion to your partner that they use a bridge or particular cue, this is a coach. You may not approach the table area to look at a shot while your partner is shooting or it will be a coach. You may continue to communicate before the next shot is taken.
 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 (without being considered a coach):
 - 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 or what group they have;
 - D. notify their teammate of the amount of time they are taking to shoot.

TEAM REGULATIONS

SUBSTITUTION GUIDELINES

The following substitution rules apply for the duration of each match. Starter/substitute designations and all players' numbered positions may change from match to match.

A. Players playing in Round 1 are designated as "Starters". All other players on the roster are designated as "Substitutes".

B. Throughout the match, Starters may not play in any other position number other than their Round 1 position.

C. Substitutes may play in any position in Round 2 and after, provided that they do not play the same opponent more than once. In the event of improper substitutions or the wrong person is playing, please consult a referee or the tournament desk.

D. You must notify the other team captain of a substitution prior to the start of the round they are subbing in.

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 "Coaching", 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 not actually playing in a game but on the roster of a team involved in a match to:

A. suggest to a player in a game that they call a referee;

B. alert another player that their opponent has fouled or that coaching has occurred. EXCEPTION: Any player on a roster may call a practice foul against an opponent's team member that is not playing in a game at the time of the practice. (see BCAPL rule 1-41-3.)

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 alerts their player to the coaching foul or calls the coaching foul: both the coaching foul and any other foul on the table related to the coaching foul are offset, and play will proceed with no penalties applied.

6. In the event that a player has been warned of a shot clock, or in jeopardy of being warned, it is permissible for a teammate to notify the player of the amount of time they are taking to shoot.

PRESENCE AT THE TABLE/INDIVIDUAL GAME FORFEITS IN TEAM EVENTS

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. Exception: if your opponent is not present because they are playing another game of the same match on a different table, your game must be skipped over and the next scheduled game with both players available must be started. Your game will be played as soon as your opponent finishes their previous game.

2. Regardless of which player is to break, you may call a referee if your opponent is not present when your game is scheduled. Once they have determined that your opponent is not present, the referee will immediately start a two-minute clock (25 game format on two tables) or a five-minute clock (25 game format on three tables, and all other formats fewer than 25 games). If your opponent is not present at the end of the period, you win the game by forfeit. No absence or waiting period will be considered or started until a referee has been properly called to the table by the offended player. If a player forfeits a game in one round, it does not affect their participation in subsequent rounds.

SCOTCH DOUBLES AND TEAM 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. Final decisions on dress code violations are at the discretion of the Tournament Director and/or WSPA Board.

- Referees will not be policing dress code violations, other than untied shoes, no shoes, or open-toed footwear.
- During scotch doubles competition, it is the responsibility of the players to bring dress code violations to the attention of a referee prior to the coin flip of your match. Once you have and your partner have met your opponents at your table and have flipped a coin to determine the first break, you have accepted their attire for the duration of the match. If it is determined that a player is out of dress code, that team will forfeit the first game.
- During team competition, it is the responsibility of each player to either accept or question his or her first opponent's attire before the break of their first game. If it is determined that a player is out of dress code, he or she will forfeit that game.
- The following dress code violations may be required to be corrected immediately at any time during the match.
 - A. 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 or not wearing shoes will be required to be corrected due to health and safety concerns.

GENERAL – IN EFFECT FOR SCOTCH DOUBLES & TEAM EVENTS

- 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 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.

SCOTCH DOUBLES COMPETITION

• Shirts: Matching shirts are not required. 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.

TEAM COMPETITION

- Matching team shirts are required for all teams during Team competition. T-Shirts are allowed.
- Color, style (including sleeve length and neckline) of team shirts must be matching (except for players' names) for all team members. This includes front and back of shirts, if they have a logo or monogram, pocket or no pocket.
- Each member of a team must have their own team shirt/blouse. Borrowing the shirt of a teammate is not permitted.

PROHIBITED CLOTHING AND ACCESSORIES

- Clothing must not be excessively torn
- Athletic wear of any kind, including but not limited to: sweats, swimwear, jogging suits, athletic uniforms or jerseys, any kind of pants with contrasting stripes normally associated with athletic wear.
- 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.
- Bandanas, scarves above the neck, headbands, do-rags.
- 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, clothing worn as a joke, etc.);
 - 3. Unnecessarily revealing (e.g., bare midriff, low-cut necklines, etc.)

MEDICAL EXCEPTIONS

Should a player require an exception for medical reasons, the player 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. They must keep this letter on them at all times.

GENERAL

Personal Hygiene: Any player found to be wearing the same clothing over a period of a couple of days or more will be subject to forfeit. Also, any player not using good personal hygiene (showering or bathing, etc.) will be subject to the same match forfeitures.

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