



2024 WSPA

Team State Championships

TOURNAMENT REGULATIONS



GENERAL TOURNAMENT REGULATIONS

All tournament play is governed by the latest 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.

CODE OF CONDUCT

Players and spectators are expected to conduct themselves in a respectable manner. Any negative actions of players or spectators that reflect negatively on the organization or venue will not be tolerated and will result in probation or suspension from WSPA events.

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, simply 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.

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, that you are a scorekeeper, and that you have notifications enabled. You can test notifications by going to: Menu> Settings> Notifications and select “try push notifications” at the bottom.

Do not manually click the trophy. Once your team has 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 can 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.

TABLE ASSIGNMENTS

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

DETERMINING OF FIRST BREAK/HOME TEAM

The break for the first game in scotch doubles, or to choose home or visitor in team play will be determined by flipping a coin. The visiting team will fill in their line-up first. **It is very important that you do not start at the bottom of the score sheet to fill in your line up. Must use the racks provided.**

SOFT/SAFETY BREAKS

1. No intentionally soft breaks or safety breaks in any doubles or any team play.
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 to move events along at the scheduled pace and to offer good experience for all players. If you are on a team that has a slow player, please make sure they are playing at a reasonable pace.

- Scotch Doubles Teams or Team 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. A referee of event official will come to the table and address the issue with both teams.

SHOT CLOCK PROCEDURE

- A shot clock can be placed on a scotch doubles team or an individual person during other team play.
- 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 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.
- If a doubles team requires a timeout, the time out will add one minute to the inning for a total of two minutes.

DRESS CODE

Dress code requirements are established to add to the prestige and respect to the WSPA State Championships. 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. It is the responsibility of each team to either accept or question their opponent's attire before the coin flip of their match, or before the break of a player's first game during team play.

MATCHING SHIRTS

- Team shirts are not required for Scotch Doubles or 9-Ball Teams.
- Matching team shirts are required for all teams during four or five person 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.
- Each member of a team must have their own team shirt. Borrowing the shirt of a teammate is not permitted.

PROHIBITED CLOTHING AND ACCESSORIES

- Ear buds or headphones
- Clothing must not be excessively torn
- 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

1. The following dress code violations may be required to be corrected immediately at any time the dress code is in effect:
 - 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. Any dress code violation by a player practicing in the tournament area when not involved in a match
 - D. Untied shoes may be required to be corrected.
 - 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. If they cannot be corrected immediately, all other dress code 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.

PENALTIES

Scotch

1. First violation: the team 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.
 - Exception to "A": if the team'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.
2. Second violation in any later match in any event: disqualification from the event and all remaining events.

9-Ball Team, Mixed Team, Women's Team

1. First violation: the player's current game is lost. Any other team game(s) in progress will not be affected and will continue, regardless of the status or progress of the game(s).
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.

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.
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.

End