



2026 WSPA

Team State Championships

TOURNAMENT REGULATIONS

GENERAL RULES AND REGULATIONS

All tournament play is governed by the latest edition of The Official Rules of CueSports International (CSI) and the following regulations. Any modifications are included in this document and will take precedence over the CSI Rules and Regulations.

For the complete set of CSI rules, please visit: <https://tinyurl.com/csibcap1>

No carry-in food, beverages, or personal containers. Electronic cigarettes or vaping devices are not allowed to be used in the building.

TABLE ASSIGNMENTS

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

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.

Teams will be given five minutes after the announcement and notification to have the minimum number of players to start a match, or; until 15 minutes after the scheduled match time – whichever is greater.

If the minimum number of players are not present after 15 minutes, summon a referee to issue forfeit. Both scotch players need to be present to start the match. The minimum number of players needed to be present to start a match are: two players for Mixed 9-Ball Team; three players for Mixed 8-Ball Teams; and two players for Women's 8-Ball Teams. Once the minimum number of players are present, the match must be started.

MATCH STREAMING

If you are streaming your match, you must have your opponent(s) permission to do so. Your stream will not be used for shot calls, replays, or settling scoring disputes.

COMPUSPORT – BRACKETS AND SCOREKEEPING

Brackets and scorekeeping are done on the CompuSport app. Full instructions can be found at: <https://tinyurl.com/compusporhelp>

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> then select “try push notifications” at the bottom.

Your CompuSport home screen updates automatically – **do not** watch the bracket for your match updates. From the app home screen, select the Home button and choose the “WSPA State Championships” event. When you have a match ready, you will have a match box to show the time, opponent, and location of the match. If your match is not ready, it may say “waiting for an opponent”, and/or “waiting for a table”.

When scoring your match, do not manually select the trophy on the scorecard. Once you have scored the required number of games, the trophy will light up on the winner's side. Click the “Finish Match” button and confirm finish.

SCORING DISPUTES

If at any point there is a question on your score, you must stop play immediately to resolve the issue. If there are any issues resolving the dispute, please flag down a referee for assistance. If a resolution cannot be made, please ask the Tournament Desk for help. The Tournament Desk can see which player clicked what box and at what exact time to assist in scoring disputes.

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

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 or 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.
 - The shot clock does not apply to the first shot after the break.
 - One minute shot clock. The player will receive a warning when ten seconds remain, whether they are down on the shot or not.
 - 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.
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- 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 coach, 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 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.

GENERAL

- No headphones, earbuds, AirPods, or any accessories whether or not they are connected to electronic devices.
- All clothing worn must be neat, clean, and not be in poor taste, offensive, dirty, or worn in a manner other than intended.
- 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.
- 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.
- Sleeveless shirts worn over undergarments are prohibited.
- 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
- Billed or brimmed hats or caps that are clean, neat and worn with the bill straight forward. Cowboy hats are also acceptable.

ENFORCEMENT PROCEDURES

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, AirPods, or other improper headgear may be required to be 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 leave the player's area if the violation cannot be corrected immediately.

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.

ENFORCEMENT PROCEDURES *(continued)*

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 and present that to the Tournament Director or WSPA Board.

TEAM REGULATIONS

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 (while play is on two tables) or a five-minute clock (while play is on three or more tables). 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.

SETTING YOUR LINEUP

You must set your lineup from top to bottom. When setting your lineup in Round 1, rosters will generate automatically in subsequent rounds in the correct order. If a name is red at any point during the match, this means the lineup was edited (in the event of a substitution) and both teams should take extra precaution that players are playing the correct opponents.

Players playing in Round 1 are designated as "Starters". All other players on the roster are designated as "Substitutes". Starters **may not** play in any other position other than their original position from Round 1.

SUBSTITUTIONS

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

Substitutes may play in any position in Round 2 and subsequent rounds, so long as they do not play a previously-played opponent while in a different roster position. For example: if a substitute player enters Round 2 as Home Player 1 and plays Visitor Player 2, it is acceptable for this matchup to occur later in the match, but only if the substitute player is in the same Home Player position and the same opponent is Visitor Player 2.

PLEASE NOTE: in our events, a scenario in which a substitute player could play the same opponent more than once is only possible in Women's Master 8-Ball Team and Mixed 9-Ball Team.

In the event of an improper substitution, stop play immediately and consult with a referee.

INCORRECT MATCHUPS

Is it the responsibility of both captains and all players to make sure the correct players are playing. If it is discovered that an incorrect matchup is occurring, play must be stopped immediately and the correct matchup will be started.

If it is discovered after the game has completed and this matchup occurs later in the match, regardless of which player broke the game, the win/loss will be recorded when the matchup occurs later in the lineup.

If it is discovered after the game has completed and the two players *do not* play each other later in the lineup, the game is voided.

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. During your opponent's inning, you may quietly communicate with your team. All discussion 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 member of a team not involved in the game 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 a scoring issue;
 - 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. 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.

SCOTCH DOUBLES REGULATIONS

BREAKING

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.

1. 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.
 2. 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.
 3. 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 suggesting 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.