

## C09 2022 8-Ball Regional Rules

- All 2022 Regional Championships will be Modified Double Elimination. That means guaranteed 2 matches but not necessarily 2 losses.
- CPA rules apply in all cases.
- Jump Cues are not allowed. Players may jump with a full-length regular playing cue. A full-length regular playing cue is defined as a cue that a player would take the majority of their shots with.
- Teams may not play 3 senior skill levels in a match.
- Mark your pocket. It is your own fault if you lose because you did not mark it.
- Each team will be given a certification form to be signed by all players. These forms will be picked up about an hour into the first round. If you have a player who is not present for the first round, they must sign in when they arrive. No player is to play in a match without signing a skill level certification form.
- Be prepared for skill levels to move. It happens every year.
- If you have a concern over another player's Skill Level, please take the time to fill out a Skill Level Evaluation Form. Simply yelling or complaining to me about it will not accomplish anything.
- Both teams must keep score. All scorekeeping will be on paper.
- Good sportsmanship is expected by all players. This includes your opponents, referees, location staff and the Tournament Director.
- Poor sportsmanship will be dealt with by a warning, followed by penalties ranging from ball in hand to disqualification. Once a team/player has been given a warning, that warning stays with that team/player for the balance of the tournament. In certain situations, I may move beyond the warning phase right to advanced penalties if necessary.
- Players in a match must sit away from their teams and may not talk to their teams unless it is during a time-out or in between racks. Telling a player to mark their pocket or what category of balls they are shooting is not a time-out nor is it illegal coaching.
- Only eligible players are to be sitting at the team table unless otherwise approved by the TD
- No cell phones during the match – No earbuds or headphones during the match. If you are on call and expecting a call, then let me know PRIOR to your match and we may make arrangements, depending on the circumstances. **UNDER NO CIRCUMSTANCES IS A PLAYER TO BE ON THEIR PHONE WHILE THEIR MATCH IS IN PROGRESS.**

- 8-Ball Regional Matches have a Sudden Death time limit of 3:00 to be in your 4<sup>th</sup> match and 3:30 to be in your 5<sup>th</sup> match. Any matches not started by these Sudden Death times will be played by Sudden Death rules. Sudden Death rules mean that each rack is a maximum of 2 racks played. The 1<sup>st</sup> rack is worth 2 points and the 2<sup>nd</sup> rack is worth 1 point. For the purpose of a possible tiebreaker, the player that wins the first SD rack is considered the winner of that match.
- Each player will receive 1 time-out per game regardless of skill level. Time-out is not to exceed 1 minute.
- Average shooting times should be approximately 20 seconds. Difficult shots should not exceed 45 seconds. If you have a problem with your opponent's pace of play, then mention it to them or their captain. If that does not solve the problem, then bring it to me. If I am asked to time one of the players, I will time both players in the match.
- Teams have 2 minutes to put up a player between matches. Once declared a player can only be changed if it violates the 23-rule. Teams MAY NOT extend the 2 minutes because a player is up on another table or has yet to arrive.
- If you need to have a shot watched tell your opponent first and THEN come and find me, a referee if there is one, or another player to watch the shot.
- DO NOT touch any moving balls on the table. I will then be forced to make a ruling and it may not go in your favour. Please don't put me in that spot and if you do BLAME YOURSELF, not me or your opponent.
- In matches where there are common players on both teams, those players are deemed ineligible for the match. The common players will advance with the winning team (or both if early in the tournament). If a player wishes to be removed from a roster it needs to be done prior to the start of the 7:00 PM Friday night round. If a player takes themselves off a roster, they become ineligible to advance with the team they have been removed from.
- In matches where common players cause a team to be unable to meet the 23-rule, BOTH teams will play 4 to 19. If 4 to 19 still does not work, then we move to 3 to 15 and then 2 to 11. The determining factor as to whether a team can meet 23 is based on the available, eligible players on the roster. If you have any question's common players, please speak to the TD.
- Forfeits – Forfeits are 3-0. Players must be present to be put up. You may not put up a player who is not here in order to “burn” the other teams' best player.
- Win with class – Lose with class.