



8-Ball
TITLEHOLDERS

Tournament Rules of Play

1. Teams will win by playing pool, not through the interpretation of the rules. League Directors and Referees will be onsite throughout the tournament. In cases of controversy, their decisions are final!!!
2. Team Captains are responsible for checking their team in at the Tournament Desk prior to the start of a match. Teams not checked in before their scheduled start-time will forfeit the match.
3. All matches will be played using the race grid.
4. The tournament is “Single Elimination”.
5. The first team to win (3) matches will advance to the next round of play. Teams that can field a (5) person (25) point roster must do so. If a team can only field a (4) person (21) point roster they will forfeit the 5th match. If a team can only field a (3) person (18) point roster they will forfeit the 4th & 5th matches.
6. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct calls will be made at the sole discretion of the League Directors or Referees. These calls are very serious and can result in penalties from ball-in-hand to loss of games or match. Every player has earned their way here and we expect all of our players to conduct themselves as winners.
7. There will be a 45 second shot clock that will be randomly monitored by the officials. Penalties for slow play can range from ball-in-hand to loss of game.
8. Teams will be allowed (5) minutes to designate a player for their match.
9. Players will be allowed (1) one-minute time-out per game. Handicap (2) players are still intitled to receive unlimited coaching assistance within the 45 second shot clock. Coaches cannot approach the table during this assistance.
10. Players must “mark the pocket” on all 8-ball shots. Players may use a personal “marker” should they wish. (A standard piece of chalk cannot be used)
11. Each round has a 3-hour 30-minute time limit. Any match starting after the time limit will be a “Race to (1)” regardless of handicaps. (A match is considered “started” as soon as there is a winner of the previous match).

The final round will have a 3-hour 30-minute time limit. If the 5th match has not started before time is called an additional table will be provided to start another match.

12. Teams are responsible for reviewing their team roster for possible errors. If an error is detected it must be reported to the Tournament Director before the start of that team’s first match. If an error is detected after the start of the team’s first match any changes made will be at the Tournament Director’s discretion.
13. All matches are automatically audited by POOLNET. Players may be flagged by the system for performing higher than their recorded average indicates. Manual reviews will be followed up to ensure acceptable anomalies did not happen. If the flag is considered valid the following will apply:
If a player is flagged (2) times they will be disqualified.
If (2) players on the same team are disqualified, the team is disqualified.

Game Forfeits

The following will be considered automatic forfeit of a game if: 1) the opponent offers to shake hands before the 8-ball is shot: 2) the opponent picks up the rack before the 8-ball is shot; 3) a player takes their break cue apart while the opponent is shooting the 8-ball.

Referee Functions

- 1) Referees are there to resolve disputes. They will not interject themselves into a match unless necessary.
- 2) Have total control of all matches. If there is a situation that cannot be resolved the referee will get advice from the Head Referee. If the dispute still cannot be resolved the Head Referee will bring in the Tournament Director.
- 3) Will randomly monitor player shots. Shots should take no more than (45) seconds apiece. This includes the “unlimited assistance” that all (2) handicap players receive.
- 4) Will monitor the (1) minute time-out.

Coaching

- 1) Only the coach or the player can call a time out.
- 2) Neither the coach nor the player can refuse a time out. Once a time out has been called or suggested, it must be taken.
- 3) If the coach calls or suggests a time out when they’ve already used it, one warning will be given to the team. The next violation at any time during the tournament will result ball in hand to the opponent. Additional violations will result in escalating penalties.
- 4) A teammate can consult with the coach, but the coach is the only person who can approach the table and communicate directly to the shooter.
- 5) Only the (2) players and their coaches are allowed in the playing area
- 6) A coach or player may ask a Referee to watch a shot or make a call.
- 7) If a player has a question, they should ask the opponent or get a Referee.

Other Rules

- 1) Anyone can call out “Mark your pocket” including spectators.
- 2) A team can switch coaches during a match only if the coach is needed to play a match on another table.
- 3) Scratch on the Break: It is not a foul for a coach to remind the player that it is cue ball in hand behind the head string.
- 4) Should a player ask if they have high or low balls, it is courtesy to answer.
- 5) Teams may put up a player on their roster who is not present, forfeit the point, and continue play.
- 6) All cell phones & other electronic devices must be turned off while in the playing area.
- 7) Matches will not be held up for smoke breaks.
- 8) Rules may be added, deleted, or modified at the Tournament Director’s discretion.