



- **Tournament Dates:** October 21-27, 2018
- **Sanctioned by:** World Pool Association (WPA) Tier 3 Event. **Size of Field:** 128 Players
- **Added Money:** \$50,000. **1<sup>st</sup> Place Prize:** \$40,000. **32nd place pays** \$2,250. **Entry Fee:** \$1,000
- **Format:** Double Elimination; Winner Breaks; Race to 11; Finals: Race to 13.
- **Site:** Sheraton Norfolk Waterside Hotel, Norfolk, Virginia, USA
- **Major Sponsors:** Diamond Billiard Products, Simonis Cloth, Aramith Balls
- **Equipment:** 9-foot Diamond Tables, Pro-Cut Pockets, Simonis 860 Tournament Blue Cloth, Aramith Balls, Measle Cue Ball, Accu-Rack 9-Ball Racking Template

### **OFFICIAL RULES**

**It is each player's responsibility to follow these rules.**

Players are required to conduct themselves as professionals at all times.

Unsportsmanlike conduct may be subject to penalties administered by the Tournament Director.

#### **I. Format**

- Double Elimination
- Winner Breaks.
- Race to 11.
- Finals: Race to 13.

#### **II. Racking**

The Accu-Rack is the only authorized rack. Referees will rack the 1-Ball in front, the 9-Ball on the spot, and the 2-Ball behind the 9-Ball. All other balls will be randomly placed. The breaker may visually inspect the rack, but may not touch any ball or request a re-rack, unless the 1-Ball, or 9-Ball or 2-Ball are not racked in their correct positions.

If the breaker disturbs the rack or touches any ball after the Referee has racked, the breaker automatically forfeits that game. The referee will then re-rack for the opponent.

The Accu-Rack may be removed after the break if both players agree to do so. After it's removed, the Accu-Rack cannot be placed on the rail. Upon request, at any time during the match, the Referee may be called upon to assist in removing the Accu-Rack, but it is the Referee's decision as to whether the Accu-Rack can or cannot be safely removed.

#### **III. Breaking**

Players must lag for the opening break.

Players must break from the designated break box, which is 9" to the left and 9" to the right of the head spot. A minimum of 3 object balls must either be pocketed, or touch the head string line, or a combination of both. To "touch the head string line" means that the edge of the object ball must reach (break) the string line.

An illegal break is not a foul. The incoming player has the option to either accept the table in position, or require his opponent to shoot from that position.

Neither player may push out after an illegal break.

Pocketing the 9-Ball on a legal break in any pocket wins the game immediately.

Pocketing the 9-Ball on an illegal break requires that the 9-Ball be re-spotted immediately.

#### **IV. Fouls**

The "all ball fouls" rule applies.

This tournament is being played with "area" Referees; each Referee may be responsible for several tables simultaneously (except on the Accu-Stats TV Arena Table).

Generally, the non-shooting player acts as the referee. However, either player may ask the area Referee to watch a shot or to clarify a rule. The Referee's decision is final once summoned to the table, either before or after a shot has been taken.

3 consecutive fouls is an automatic loss of game. A clearly audible warning of "on 2 fouls" must be given to the incoming player as he approaches the table.

When the 9-Ball is the last remaining object ball on the table, if you pocket the 9-Ball and scratch or foul, the 9-Ball is spotted and the incoming player has cue ball in hand behind the head string.

#### **V. Dress Code**

Dress-type shirt (with or without a collar) or a dress-type sweater

Dress slacks; no sweat pants, warm-up pants, jogging pants, cargo pants, or jeans

Dark shoes or dark-colored tennis or walking-type shoes; no white or light colored soles; no sandals, slippers or open-toed shoes

No headphones, earphones, earplugs, iPod, Bluetooth devices, hats, caps, or headgear

Hearing aids are permitted.

Note: Any dress code exception to the above requires a medical doctor's note and must be approved by the Tournament Director prior to the Tournament.

#### **VI. Cell Phones and Personal Electronic Devices**

Players must completely turn off (use the airplane mode) cell phones and all personal electronic devices during the entire match.

Smoking and the use of E-cigarettes is not allowed anywhere in the tournament rooms.

#### **VII. Forfeit Time**

Both players must be in the tournament room at their scheduled match time, even if their scheduled match table is currently in use.

Forfeit time is 15 minutes after the scheduled match time, or when the table becomes available, whichever is later. If a player is not present at his table a few minutes after the starting time, his opponent must notify the Referee. Only the Tournament Director can declare a forfeit.

#### **VIII. Time-Outs**

Each player may take one 5 minute time-out per match. The Referee must be notified when a time-out is being taken. A time-out may only be taken during your inning or if you are breaking. Smoking and the use of E-cigarettes is prohibited during any time-out.

#### **IX. Slow Play**

Referees will monitor the pace of play on all tables.

Referees will issue a speed-up warning after 1 hour if the pace is not satisfactory

(approximately 10 games should be completed after 1 hour). If the pace remains unsatisfactory, the Referee may implement a 40 second shot clock, with one extension per player per game.

#### **X. Concession Penalty**

Concessions are not permitted at any time. The penalty for a concession is the loss of the conceded game, and also a one game deduction from the offending player's score.

#### **XI. Cues and Bridges**

Jump cues are allowed. The jump cue must have a minimum length of 40 inches.

Cue extenders are allowed. Players may use their own bridge, provided it is legal in all aspects.

#### **XII. Ball Cleaning**

Once a game is in progress, only the Referee, upon request, is permitted to clean any ball.