

I. Divisions and Fees

- Open 9-Ball. Limited to 128 players. \$75 entry, 7' Diamond bar tables. Races 9/7.
- One Pocket. Limited to 32 players. \$100 entry, 9' tables. Race to 4.
- 9-Ball Banks. Limited to 32 players. \$100 entry, 9' tables. Race to 4.
- Ladies 9-Ball. Limited to 32 players. \$45 entry, Diamond bar tables. Races 7/5.
- Junior 9-Ball. Limited to 32 players. \$35 entry, Diamond bar tables. Races 7/5.

Bar tables will be open. All 9-ball divisions are double elimination. One pocket and banks are single elimination. All players are required to attend their respective player meetings. See Event flyer.

Refunds may be requested, and will be honored, at any time. However, the refund transaction will result in a \$25 penalty, assessed per entry fee, regardless of the payment method.

There is an additional \$5 fee for each division entry paid through PayPal. In order to avoid fees, players may remit payment directly to the host venue, or mail a cashier's check to: Big Tyme Billiards, 100 Cypresswood Dr., Suite G, Spring, Texas 77388. From each entry fee, a standard green fee will be taken out by the venue to assist with the recovery of table time revenue. Green fees are as follows: 9-ball, \$15, one pocket, \$20, 9-ball banks, \$20, and ladies 9-ball, \$10. There is a \$10 administrative fee in the junior 9-ball division.

II. Equipment

All tournament tables are covered in tournament blue Simonis Cloth. The Event uses Cyclop Zeus Ball Sets. Outsville Billiards Accu-Racks (template racks) are used for 9-ball and banks divisions.

III. Open 9-Ball Rules

1. **Game.** The game of 9-ball is played with pool balls numbered one through nine, pocketed in rotation. The first player to legally pocket the 9-ball wins. A player does not have to call the shot, or the pocket, as long as the player legally pockets the ball(s).
2. **Break.** Flip a coin to determine who breaks first. The format is winner breaks. Players must break with the cue ball placed completely inside the "box", which is where the middle diamond at the breaking end, and the middle diamond on the right or left hand side of the breaking end (between the corner and side pocket) "connect" on the playing surface. Players must strike the head ball (one-ball), first. If the nine-ball is pocketed in either of the bottom corner pockets, it is spotted and the breaker resumes play. If the 9-ball is legally pocketed anywhere else on the table, it is a "win". The player breaking must pocket at least one object ball to continue his inning at the table. The minimum required for a legal break, is driving any four balls to a rail. Soft breaking is not permitted.
3. **Racking.** Players will rack their own balls. The nine-ball is racked on the spot, and the two-ball is placed in the back. The other balls must be placed in random order. No pattern racking.
4. **Roll Out/Push Out.** Following the break, a player may be unable to strike the lowest numbered ball, first, as it may be hidden by impeding balls. This player may elect to "roll out" or "push out". The minimum requirement for a roll out shot, is the tip of the cue must make contact with

the cue ball. When a player is going to roll out, the opponent must be notified. Following the roll out, the incoming player has the option to pass the shot . At that point, the person who broke must take the shot.

5. **Fouls.** A cue ball foul will result in ball-in-hand for the incoming player.
 - a. Cue ball scratches
 - b. Jumping balls off the table
 - c. Pushing through the cue ball
 - d. Disturbing the cue ball in any way
 - e. Disturbing two or more object balls in play
 - f. Disturbing a single ball *that affects the outcome of the shot*
 - g. A moved ball impedes the path of the cue ball
 - h. Failing to strike the lowest numbered ball, first
 - i. Failing to drive one ball to a rail, following execution
 - j. Moving an impeding object ball; when a player is cuing over one or more balls, and the player touches one of those balls, before, during, or after the shot, it is a foul
6. **Spotting the 9-Ball.** The only ball, ever spotted, is the 9-ball. When the 9-ball is pocketed during the commission of a foul, or roll out shot, the opposing player will replace the 9-ball on the spot, and continue play.
7. **Disturbed Balls.** If a player accidentally disturbs one object ball, and it is not deemed a foul, their opponent has the option to replace the ball (where they think it was), or leave it where it is. If the offending player attempts to restore the disturbed ball without giving their opponent the restoration option, it is a foul.
8. **Jump Cues.** Jump cues are permitted.
9. **Three Fouls.** Three consecutive fouls is a loss of game. A player must verbally notify his opponent when they have committed two, consecutive fouls, in order for the third foul to be counted.
10. **Calling a Referee.** If a player believes his opponent may foul during the execution of a shot, he must notify his opponent, and call a referee to the table; official referee, tournament director, or a person both players agree on. The call will stand. If no one is called, and there is no other way to determine if it was a legal shot, the shot will go to the shooter.
11. **Scoring.** Players are responsible for keeping their own score, in the scoring format provided by the Event; coins, score keepers, or score cards. Games or sessions will not be replayed. The score kept by each player, at the table, stands.
12. **Forfeits.** If a player is called more than three times to his match table, he will be forfeited. For scheduled match times, players will have a 15-minute grace period. Players may not leave the building during match play unless they check in at the tournament desk, first.

13. **Slow Play.** A warning will be issued to any player who is intentionally, or otherwise, holding up play. Penalties will be assessed at the discretion of the tournament director. A thirty-second shot-clock may be implemented, at any point, during the event.
14. **Breaks.** Players are allowed one five minute break per match, to be taken in between games. Players may take their break at the same time, but it will be counted as a break for each player. A player may hit balls on the match table while their opponent is away, but neither player may practice on another table, during their break or the match.
15. **Table Assignments.** Players are required to play on their assigned match table. If a player is assigned to the live stream table, he must play on that table, or forfeit his match.
16. **One Foot On the Floor.** When shooting, a player must have one foot touching the floor.
17. **Frozen Balls.** You may call the tournament director to spot balls or declare frozen balls. Balls not declared frozen prior to a shot are not considered frozen.

IV. Ladies 9-Ball Rules

This division will be winner break, rack your own, and the 9-ball will not count in the bottom two corner pockets. The one should be racked on the spot, and the two-ball should be racked in the back. Players may break anywhere behind the head string. Open 9-Ball Rules apply.

V. Junior 9-Ball Rules (17 years and under)

This division is will be winner break, rack your own, and the 9-ball will not count in the bottom two corner pockets. The one-ball should be racked on the spot, and the two-ball should be racked in the back. Players may break from any place behind the head string. Open 9-Ball Rules apply. This division *may* include a "14 years and under" division, attendance permitting.

VI. One Pocket and Banks Rules

1. **Breaking.** Flip for the break. Alternate the break.
2. **Racking.** Rack your own.
3. **Balls Made on a One Pocket Break.** If a ball is pocketed, breaker must rerack.
4. **Cue Ball Fouls.** Player takes cue ball in hand, completely behind the head string.
5. **Other Fouls.** *See 9-Ball Rule 5. with the exception of h. and j.*
6. **Intentional Miscues and Push Shots.** Players receive one warning, then loss of game.
7. **Object Balls.** To be considered "out", the ball shall not touch the head string.
8. **Jump Cues.** Jump cues are not permitted.
9. **Three-Foul Rule.** *See 9-Ball Rule 9.*
10. **Disturbed Balls.** *See 9-Ball Rule 7.*
11. **General Rules.** *See 9-Ball Rules 9.-17.*

VII. Player Etiquette

Players must remain seated in their chair while their opponent is at the table.

1. Players must use the equipment provided.
2. This is a non-smoking and non-vaping event.
3. Alcohol should never be visible to viewers when playing on the live stream table.
4. Ear buds, set on low volume, worn for the purpose of listening to music, are acceptable during match play. Players must be able to hear their opponents.
5. Unsportsmanlike or disorderly conduct, of any kind, will not be tolerated. See *Code of Conduct*.
6. Cell phones must be turned off, or switched to “silent”, and stowed away during match play.
7. The match area is for players only and is off-limits to all others.
8. Players shall not speak disparagingly about the Event, which includes sponsors, venue, equipment, staff, participants, and patrons, in any forum, whether on-site, in public, or on social media. See *Code of Conduct*.

VIII. Dress Code

Acceptable: Polos, dry-fit shirts, slacks, and athletic shoes are preferred. Blue jeans and t-shirts are acceptable. Players are expected to look neat and presentable.

Unacceptable: Graphic t-shirts, shorts, flip-flops, sandals, and holes or tears in clothing, are unacceptable.

IX. Code of Conduct

Players must not make, or cause to be made, any statements (whether verbal or in writing), or take or cause others to take action which may, in the opinion of the tournament director, bring that member, the Event, its agents, or the sport of billiards, into disrepute. Players shall not address criticism of fellow players, tournament personnel, equipment, sponsors, or venue, or any other Event agents, to fellow members, the public, press, or social media. If a player wishes to issue a complaint, they must address a tournament director, in a discreet and respectable manner. The official tournament director has the sole discretion, to determine whether a violation has taken place, and assess penalties. The following violations warrant immediate attention:

1. Any use of illegal drugs
2. Acts of aggression
3. Public drunkenness
4. Unsportsmanlike conduct (includes intentional sharking)
5. Abusive or profane language
6. Abuse of equipment
7. Public disagreements
8. Non-compliance with dress code
9. Disparaging remarks with respect to the Event or its agents

X. Media

Official live streaming and photography will be secured for the Event. Live streaming or recording any part of the event is not permitted without the expressed consent of the promoter. Cameras with interchangeable lenses are not permitted.

XI. Compliance

By remitting an entry fee, the player agrees to abide by all of the aforementioned format and rules listed on this page, and the release of their media rights for Event advertising and marketing purposes, stated in sections I-X.

