

PACS 14 Invitational Tournament Guidelines

ALL CAPTAINS SHOULD MAKE SURE THAT ALL OF THEIR PLAYERS ARE FAMILIAR WITH THESE GUIDELINES SO THE PLAYERS DO NOT MAKE A COSTLY MISTAKE THAT HURTS THEIR TEAM.

1. On any shot that is not 100% obvious, make sure that you communicate to your opponent what your intention is. ***This also means to make sure that your opponent acknowledges what you communicate to him.*** Any bank or kick shot must be called. If a player plays a safety and pockets a ball without the opponent acknowledging that a safety was being played, the opponent gets to decide if they want the player to keep shooting that “inning”. If a player must use the restroom, he has the option of letting his opponent keep shooting while he is away. However, the CAPTAIN of the player using the restroom has the right to tell the opponent to wait if the captain thinks that a shot that could be interpreted as a foul is going to be attempted. ***NOTE: In the event that a player takes a shot while his opponent is in the restroom, and the opposing team or captain thinks it is a foul, but the shooter thinks it is NOT a foul....the shooter gets to continue shooting.***
2. A referee may be called to watch a hit if necessary. If I see a shot in which I believe was a foul, but I was not asked to watch the hit, I will NOT make a ruling. Do not wait until your opponent is down on a shot before you call for a referee. It is ok to notify your opponent that you may want to call for referee if a particular shot is attempted. Furthermore, a shooter is encouraged to notify their opponent ahead of time if they intend on taking a shot that there is a high probability the opponent could interpret as a foul. Try to eliminate any potential conflicts ahead of time.
3. Timeouts may not be refused. If a timeout is called, it must be used. The lone exception is in the event that a timeout is called simultaneously as a shooter takes the shot. In this case, a timeout is not charged. If a timeout is called and is not available (all timeouts have been used already), the FIRST time it is a warning. If the offending team does it again during the team match, it is a foul.
4. A player is not permitted to walk back to the table or area of his teammates for any reason while it is their turn at the table. The reason for this is that the other team may interpret that advice is being offered which would be a clear violation. For example, if a player wants to use their own chalk, they must keep the chalk on the pool table or with them while it is their turn at the table.
5. Typically, only the two players involved in a match, or a referee may call a foul. The exception is if a player shoots and has an obvious foul, but refuses to believe that he fouled. In the interest of good sportsmanship, the Captain of the offending player should step in and call a foul. A timeout may be called if available to alert your teammate that the opponent fouled. However, in the event that there is no resolution, the call goes to the shooter. THE PENALTY FOR NOT FOLLOWING PROPER PROCEDURE TO CALL A FOUL, **IS A FOUL**. If a player feels that a foul occurred, they should always discuss it with the opponent before just picking up the cue ball. For example.....Player A takes a shot and Player B thinks a foul occurred. Player B picks up the cue ball. Player A does not agree that a foul occurred. In this scenario, Player A would get ball-in-hand because Player B did not follow the rules.

6. Disturbed Ball. It is NOT a foul if you accidentally touch or disturb a single stationary object ball with any part of your body, clothing or equipment, unless the disturbed ball has an effect on the outcome of the shot. It IS a foul if the “offending” shooter touches or restores a disturbed ball without the opponent’s permission. Best practice is to consult with a referee if there is any doubt on either player’s part as to whether the disturbance had an effect on the outcome of the shot.
7. The 45 second shot clock is in effect. The exception is for the first shot after the break. If a player is continually taking too much time with shots, a referee should be notified. If the player continues to exceed the shot clock, there will be an official warning before a ball-in-hand foul has occurred.
8. Each team has no more than 5 minutes to produce a player for each individual match once it is their turn to do so. Merely naming the player is not acceptable. The named player must be present and willing to start the match within the 5 minutes that is allotted. Failure to produce a player within the allotted 5 minutes results in a forfeited individual match by the offending team.
9. In an effort to keep things moving along, I **MAY** require the 5th match of any match between Team A vs Team B to be started early (while the 4th match is being played) if there are available table(s). If I decide to do this, the 5th match would not begin before the 3:20 mark of the team match start time. (Ex. If a Saturday team match starts at 9:00 AM, I may require at my discretion, that the 5th match begin on an available table at 12:20 while the 4th match is still being played.) **TEAMS SHOULD PLAN ACCORDINGLY AND MAKE SURE TO HAVE AVAILABLE PLAYERS.**
10. Under **NO CIRCUMSTANCES** will any team be permitted to recycle a player or players.