PACS 40 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.

NOTE: ANY MONEY PAID OUT THIS WEEKEND WILL BE PAID IN THE FORM OF CHECKS OR PAYPAL. NO MONEY WILL BE PAID TO ANY TEAM MEMBER UNLESS THEIR TEAM IS ENTIRELY PAID UP TO DATE INCLUDING ANY MATCHES THAT WERE PLAYED DURING THE WEEK LEADING UP TO THE TO THE INVITATIONAL.

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***. On any bank or kick shot, the pocket must be called. Don't assume your opponent knows what you are attempting…even if it's an "obvious" bank or kick attempt. It is recommended (but not required) that players mark their pocket (with something other than a piece of chalk) on the 8 ball to eliminate any doubts as to their intention. 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. It is recommended that both scorekeepers from each match sit next to each other so that they can be sure they are "on the same page". It is also HIGHLY recommended that they verify the score after each game so that a game is not "missed" by one scorekeeper.
3. A referee may be called to watch a hit if necessary. Any person (not just the people playing the match) on either team may call for a "watch" on a hit. 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. The shooter must give ample time for his opponent to call for a watch on a hit. This is especially true on a kick shot in which the object ball is very close to a ball of the other suit. It is unsportsmanlike for a shooter to shoot a shot quickly simply so that his opponent doesn't have time to watch (or call for a watch) on a particular shot. 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. I will **typically** not make a ruling on whether a hit was "good" unless I was asked to watch the shot. However, if there is a match where sportsmanship seems to be absent or deteriorating quickly, I may get involved to try to reduce problems. This would include me "watching" for bad hits (fouls), or policing a match that I believe a player or players may be intentionally stalling. **The 45 second shot clock does not mean that a player should be averaging 40-45 seconds per shot**.
4. Timeouts may not be refused. If a timeout is called, it will be charged. 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. If a timeout is called and the coach discusses the strategy with another player (A) before approaching the table to discuss with the shooter (B), the timeout begins when the coach begins discussing with player (A). Timeouts are not to exceed 1 minute and end once the coach walks away from the pool table.

5. 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.
6. 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 or Coach 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. 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.
7. **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.
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 allowable 5 minutes. Failure to produce a player within the allotted 5 minutes results in a forfeited individual match by the offending team.
9. Players who play on multiple teams that are playing against each other must either make themselves A) Available to both teams or B) Unavailable to both teams.
10. Under **NO CIRCUMSTANCES** will any team be permitted to recycle.
11. After each game is finished, the **winner** of the game should wait until all balls (cue ball and object ball(s) have finished rolling before gathering them for the next rack. This includes a ball rolling slowly in the middle of the table and nowhere near any of the pockets. Failure to do so is cause for your opponent to call you for the infraction. PACS believes that it is more important for a player to win the game by earning it and not by trying to win on some technicality of a rule infraction that likely would not have had an outcome on the shot. If I am asked to make a ruling on someone grabbing a ball early after the 8 ball has been pocketed correctly and it is apparent that the grabbing of the ball would not have had an outcome on the shot, I will rule on the side of the person who pocketed the 8 ball correctly.
12. **Practice time**. The "home" and "away" teams will **NOT** have **designated** practice times before the matches begin on Friday evening and Saturday morning. The reason for this is that because of the start times (especially Saturday morning), Players shouldn't be punished because they can't get to practice at a designated time. Furthermore, there is no sense in possibly having idle tables because a particular team isn't there for their designated practice time. **Be courteous about your practice time and give others a chance to warmup (even if they aren't on your team).** One hour before the scheduled match times, the players who are assigned to a particular table for their upcoming match

will be given priority to use that table over other players (who are not assigned to that table for their upcoming match).

13. Players playing their match may talk to their teammate(s) during the match when it is not their "turn" at the table. "Turn" is defined as the time that begins once their opponent has taken their last shot that inning and all balls on the table have stopped moving.
14. **I will always rule in the interest of fairness and in the best interests of the tournament**. My rulings will be final….even if I make a mistake. If I feel that a player is being a major disruption to other players who are shooting, they may be banned from the tournament and/or the league. Treat me and others with respect and you'll have nothing to worry about. There are infractions for unsportsmanlike behavior that can result in a loss of game or match. A temper tantrum that leads to the lay of the table being changed in a way that cannot be "undone" is a loss of game. Intentionally throwing the cue stick on the table or swiping at balls that leads to the movement of multiple balls on the table is a loss of game. If I feel that a player is being "too far out of line", I may call the match and the player who is being unsportsmanlike will take the loss. The best way to be sure that you or your team do not get penalized for unsportsmanlike conduct is to not be remotely close to being unsportsmanlike. If you want to walk on the edge, be willing to accept the consequences if you fall off.
15. **Sharking** will not be tolerated**.** "Sharking" is the intentional use of unsportsmanlike behavior (through body language or verbally) to try to gain an advantage over the opponent. Examples of unsportsmanlike behavior are making comments about a player's skill level, "bullying" or generally being disruptive to the opponent. When your opponent is shooting, it is your job to be quiet and not be a disturbance "in the background". Typically, a warning will be given. If it continues, penalty(s) may be instituted that results in loss of game or loss of match. If an opponent unscrews their playing cue (their normal cue that they shoot with on most shots), it is considered to be a concession of the game. The shooter has the right to call the opponent for this infraction if it is called before their next shot. (For example, Player A is at the table and getting ready to shoot the 8 ball in. He notices player B unscrewing his playing cue. He dismisses it and attempts the shot on the 8 ball and misses. Player A cannot now call Player B for the infraction. He missed his opportunity.)
16. **Seating.** Chairs from HoHos may be used for seating as long as the chairs are not in the way of the players. Use your best judgement in positioning the chairs. Players may also bring in their own chairs if they wish. Be courteous of other players who are shooting if you must use the restroom or are "passing through" the area of the pool tables.
17. **Help me help you. DON'T BE A JERK**. CAPTAINS should try to keep their players from being jerks and hurting the team's future prospects of having success in the league. Staying on my good side will serve you well and will give you an advantage over the jerks.

Skill Levels. During the regular session, there were probably some players who tried to sandbag to gain an advantage. I do my best to spot the sandbaggers so that they aren't "ranked" too low for the tournament. A few players may have gotten away with it. Others not only did not get away with it, but they probably put themselves and their team at a disadvantage as I don't take kindly to sandbagging. It is an absolute 100% certainty that some players are going to shoot better than their assigned skill level this weekend. That does not mean that they were necessarily sandbagging. Some will also shoot much worse. There will be over 65 individual matches of pool played. If you think that there will be no matches that a "3" or "4" will dominate a 5, 6 or 7 and win by several games, you are kidding yourself. As an analogy, if you go to San Diego for a 5 day vacation and it rains 4 of those 5 days, that does not mean it usually rains in San Diego. It means the weather in San Diego was abnormal while you were there. It can happen with the weather just as in pool. If a player is playing at a level **MUCH HIGHER** than their assigned skill level, it is possible that they will move up in skill

level **DURING THE TOURNAMENT**. **TEAMS OR PLAYERS WHO HAVE PERFORMED EXTREMELY WELL (WINNING THEIR DIVISION, MAKING IT TO THE FINAL FOUR/CHAMPIONSHIP AT THE INVITATIONALS, ETC.) RELATIVE TO THE TIME THEY HAVE BEEN IN THE LEAGUE WILL ALSO BE HEAVILY SCRUTINIZED. IT'S POSSIBLE THESE TEAMS WILL HAVE MULTIPLE PLAYERS MOVE UP DURING THE INVITATIONAL WEEKEND**. I will do this at my discretion and am not going to debate why Johnny moved up and Becky did not. If a player moves up in skill level during the tournament, for purposes of the "26 rule", the team will not be penalized. For example…if a "4.0" becomes a "5.0" during the tournament, that player will be treated as a "4.0" in regards to the 26 rule, but will play the race that a "5.0" would play. **I am concerned about players who are shooting 2 levels above their assigned skill level for an extended amount of time, or the entire team that is shooting MUCH MUCH better than their skill levels would indicate that they should be shooting**. I fully expect that the person or team that is impacted will disagree with my decision and call me names. I will try to give the benefit of the doubt to the shooter who just happens to be having a good weekend. If a player moves up during the weekend, it was very well merited.

Playing Conditions. Widely considered the greatest golfer of all time, Jack Nicklaus used to say that his competitors who he used to hear complaining about "conditions" at golf majors were the guys he would immediately cross off his list of potential winners because they had already defeated themselves at that point. Keep that in mind. Control what you can. Making excuses about humidity, temperature, pool tables, service, seating, etc. will do nothing except make everyone around you think less of you as a competitor. Not to mention, nobody wants to hear it. Your competitor is shooting under the same conditions. If you lose your match, it is because the **sum total of all of your shots** wasn't good enough to win. It wasn't because of one particular shot that your ball skidded or didn't roll straight. Take some accountability. Your competitors and teammates will think more of you.

Venue Rules. It is a privilege to be using HoHos Billiards this weekend. If someone is being a disturbance and someone working at HoHos Billiards "gives them the boot", their decision will be final. Please be considerate of the venue and be respectful to **everyone** around you. Don't put your team at a disadvantage by getting kicked out of the venue. It is important that we stay on schedule regarding time. If we get too far behind schedule, I may **at my discretion** do things to speed up the matches.

Clean Up After Yourselves. Please make sure that you cleanup after yourself (throwing away trash, picking up your belongings when moving to another area, etc.) Any smoking must be done outside. If smoking outside, please don't leave your cigarette butts on the ground.

Staying on Schedule with time. This topic is so important that it got its own page. See page 5 below….

STAYING ON SCHEDULE WITH TIME

There are some things that can be done to try to speed things up which we will incorporate for this tournament. 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. **Although the shot clock is 45 seconds, that does not mean that a player should be averaging 35-40 seconds per shot throughout the entire match.** If it is decided that a player's pace of play is too slow throughout the match, a warning will be issued. If it continues, I may at my discretion call a foul(s) on the player which will result in ball in hand for the opponent. I won't get into debates as to why Player A was called for stalling and Player B was not. Please police your own players if their pace of play is too slow. If the opponent is taking too much time, try to work it out with them. If that doesn't work, notify me and I will try to get involved to speed things along. In addition to the above, we will incorporate the following….

Once all of the round robin matches are complete and we begin the Semi-Finals Sunday morning all matches will start their 1st and 2nd match on 2 tables. The 3rd match will not be started until both of those matches are complete. We will follow this same procedure for the Finals. All teams should be prepared for this and have players present so that they do not have to forfeit. Teams with "shared players" should keep this in mind so they don't get themselves into a situation whereby their only remaining player can't play because he is playing for another team at that time. There is also a possibility that I may shorten a race during the round robin matches to keep things on schedule. All of the round robin matches have been given very generous allotted times to finish their matches so I don't expect this but players should be prepared that it could happen if I feel it is necessary. There is also a strong possibility that a round robin match may have to start their 4th or 5th match early if there is an empty table because one of the other team matches has finished.

NO OUTSIDE FOOD OR BEVERAGES ARE PERMITTED TO BE BROUGHT INSIDE HOHOS. THEY ARE A BUSINESS AND ARE THERE TO MAKE A PROFIT, NOT TO DO CHARITY WORK FOR OUR POOL LEAGUE. LET'S STAY ON THEIR GOOD SIDE SO WE DON'T WEAR OUT OUR WELCOME. NO TAILGATING OUTSIDE. THIS WILL BE STRICTLY ENFORCED AND ANY PLAYERS WHO BREAK THIS POLICY MAY BE SUSPENDED FOR THE REMAINDER OF THE TOURNAMENT AND/OR THE LEAGUE.