



Sharky's Billiards Tournament Guidelines - Sedalia, MO

Updated:
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1. Introduction: Guidelines are presented for all tournaments held at Sharky's Billiards. The "Big-Three:" The All-American ACS Tour, the MO-KAN ACS Pool & Billiards Association Tournament, and the Missouri State All Leagues 10-Point HCP 8-Ball Team Tournaments are **PRE- REGISTRATION ONLY!** Team entry forms, stats, and fees must be received and in Mellody's hands no less than 48 hours in advance of the tournament start date. Accepting only a cashier's check or a money order made out to "Sharky's Billiards."

2. Payout: See the FLYERS for specific tournament entry fee amounts, captains/players meeting times, and any other tournament specific information. Places 1st through 4th or 25% of the field, whichever is greater, will normally be paid. All players must be qualified in accordance with specific tournament guidelines and must read and sign the Player Certification / Verification form. **READ THIS FORM!** Do not just sign it. Current league statistics must accompany entry forms and fees for team play. Unless otherwise noted, WPA rules will be used and can be found at www.wpa-pool.com. Differences will be noted prior to the start of the tournament as Rules of the Day.

3. Registration: Advance registration is encouraged for all tournaments and is required for team tournaments. Forms and fees and stats, when applicable, must be received by Mellody and in her hands 48 hours in advance. Period. For tournaments advertised as a two-day tournament, make sure all your team members will be available to play both days. Do NOT enter if your team is not prepared to play BOTH days. Stop-play times will be adhered to.

4. Check-In: Captains' meetings, players' meeting, calcutta (if applicable), and start times are noted on

tournament FLYERS at www.sharkysbilliards.com. No matches will begin after stop-play time. Matches will usually resume at 10:00 a.m. the next morning. Time flex is at the Tournament Director's discretion. Meaning: If a match ends at twenty 'til stop-play, I will **not** start the next match that close to stop-play. Do not even ask to extend the stop-play time.

5. Eligible players: All players are required to complete a Player Certification/Verification form prior to play. For team play, all players must have played in the same league a minimum of four matches over four weeks during one session in the current league year. Most recent stats verifying four weeks of play must accompany entry forms and player certification. No pros! "Master" and "Advanced" are eligible to play in the "Big Three" at Sharky's, but understand they will "spot" games in both brackets. Masters will spot two and two, Advanced will spot one and one. No player may play in more than one singles division during a tournament if they are being conducted simultaneously. Players may compete on one team only in a division. Only one master or one advanced player may play on any one team. Players who have won an "added-money" tournament at Sharky's within the last three years will spot two games in the A-bracket and one game in the B-bracket - (Masters will still spot 2 and 2). ANY player MAY be required to spot a game or two for known ability. Females and youth under the age of 16 may receive one extra on the wire also. If females or youth, masters or advanced, etc., are playing each other, they will play the full number of games in the match.

6. Teams: Five-person or four-woman teams must be made up of players from the same league. Each male team must consist of three original players from one team. Team mates must have played at least four weeks in the session in the current league membership year.

7. Timeouts: One three minute time out per game will be allowed. **Only the player may ask for a timeout.** If any sitting team members asks the player if s/he wants a timeout, it is a foul and the opposing player receives ball in hand. Coaches must be from the player's team. Teams may confer "en masse" about a shot at the table, but when doing so the player must LEAVE the area. Coaches may not go back and forth. There is one conference allowed

with the team and one with the player per timeout. After the T/O, the coach must leave the table before the player takes the shot. The coach may not stand behind or in the player's "line of sight." Team rosters may consist of the core number (five or four persons) and three alternates/substitutes. Team captains will register for the entire team. Men's/mixed teams may be made up of any combination of male and female players. Women's teams will be composed exclusively of female players. Women may comprise a team from the same league, no minimum number of original per one team required. For the MO State 10-Pt HCP 8-Ball Team Tournament only: ACS/BCA/ APA/TAP leagues out of the same host facility will be considered the same league.

8. Event Format: Events will usually feature a double elimination format. Highest score in a round, including handicap points (if applicable to the tournament), wins that round. Handicaps are carried out to two decimal points in the tournament to prevent ties. Winner of the most rounds or winners of the applicable number of games according to the specific tournament wins the match. If handicap is used and the score is three rounds each, the highest score in the Total column will be the deciding factor and secure the match win. If seven team or singles entries or less, then a Round-Robin may be played. Tie breakers will be used. The loser of the original round robin match will have to beat the winner twice. The winner of the original match will only have to defeat the original loser one additional match. Triple elimination formats may also be considered or used.

9. Player Verification: By signing the forms, the Player Certification/Verification and/or the Team Entry Application; all competing players named are verifying they are eligible to play according to the flyer of the applicable advertised tournament. For play eligibility, they are certifying they have read what they have signed! For team play, they are certifying they are a current member of a pool league in accordance with tournament specific requirements, i.e., the MO-KAN uses the ACS requirements and for the MO State: the ACS/BCA 10-point handicap system, whether they are an ACS or BCA sanctioned league. "Sanctioning" is not required in the MO State 10-point HCP 8B Team Tournament. If a LOCAL "City" League team wants to enter and are eligible, they are welcome and encouraged to do so.

10. Handicap Conversion: APA/TAP teams are eligible to play in the MO State 10-point HCP 8-Ball Team Tournament using the below HCP conversion table. Players are also verifying they are not a Master or a professional player by definition of any leagues. Players are also confirming they have read and agree to abide by the rules and regulations set forth in these, the Sharky's Billiards Tournament Guidelines. CONVERSION: APA/TAP HCP players - 7's will be a 10, 6=9.5, 5=9, 4=8.5, 3=8, 2=7.5, 1=7. Local "city" league HCP conversion's will be determined depending on the type of system they use.

11. Refunds: Refund requests must be in writing and in the Sharky's Billiards office 48 hours prior to the start date. A \$5.00 processing and handling fee will be deducted. Less than 48 hours and refunds will be charged a \$10.00 handling fee. After the fact no-shows will receive no refund. All refunds will normally be mailed within three weeks after the event.

12. Rules: Rules governing play are detailed in "Billiards: The Official Rules & Records Book, World Standardized Rules," or found on the websites: americancuesports.com or wpa-pool.com. Any differences as noted in these guidelines will be observed as Rules for the Day and announced prior to the tournament.

13. Play Progression: Players or captains will flip for their respective teams to determine home team. Teams will break according to the score sheet "B". Singles will alternate breaks. Players may rack each



Left: Christ Wilder, IL, looking over his options.

Right: "Big John" Blaylock, MO, observing his opponent.

other's break, rack their own break, or a player's coach may rack the balls. Should players elect to allow the opponent to do the ball racking honors, I will not listen to any complaints of a "bad" rack. You had the option to rack your own. Team rosters (refer to Team Entry Form), are set once the team begins its first match. Team Captains will sign score sheets for the entire team. Both players will sign score sheets in singles play.

14. Substitutions: Team captains may substitute any player in the lineup for any other player on the roster prior to the start of each round only. Opposing team captain must be notified of a change of lineup prior to any player approaching the table in the round in which the substitution is going to occur. A regular or substitute player may not play the same opponent twice. Should this occur, it will be a forfeit of that particular game by the team causing the double play to occur. Once a round has begun, no lineup changes may be made.

15. Dress: A dress code will be in effect and enforced at all times during competition. No player may compete while wearing ripped, torn, or stained clothing. Suggestive clothing as determined by the Tournament Director may not be worn at any time while competing. Shirts with profane gestures, pictures, or words may not be worn at any time while competing. Vests may be worn over shirts or blouses; however, the wearing of tank tops, halter tops, muscle tops, crop tops, or any skin-revealing tops of any type will not be permitted to be worn while competing. If your top rides up while you are competing and shows your midsection, you will be asked to change. Pants will be kept up around the waist at all times while in Sharky's Billiards. Women may wear culottes or capris, but they must be of an appropriate length. Dresses or skirts are allowed, but they must also be of appropriate length with no thigh-revealing slits. Dress slacks, khakis, or clean and untorn jeans or bib-overalls are acceptable and preferable for both male and female players. No players will wear short shorts, skorts, or cutoffs.

16. Etiquette and Conduct: For the most part, opponents will remain seated or standing quietly and motionlessly a respectful distance away from the table while a player is shooting. Players will not engage opponents in unnecessary conversation. Players and teammates will not engage in unnecessary conversation between themselves or with spec-

tators. Players will not engage in cell phone conversations - nor texting. All cell phones must be turned off or set to vibrate only. No excessive swearing or abusive language will be tolerated. No slamming or

misuse of any equipment will be tolerated. No intentional sharking, gyrations, or any movement or comment will be allowed that could be disruptive to an opponent's inning at the table. Courtesy will be shown at all times to staff, players, and patrons alike. If a problem should arise, call for the Tournament Director or Referee immediately. Unsportsmanlike conduct, public intoxication, public arguments, or abusive conduct will not be tolerated and could result in loss of game or match. The Tournament Director's decision in this is final.

17. Sportsmanship: We ask everyone to observe good billiards etiquette and sportsmanship. Be ready to shoot when it is your turn. Teams/players will have fifteen minutes to begin shooting the match from the time of first call. Call all combination shots, kick shots, and bank shots. Call regular shots when there might be any question whether a shot will be a good hit or not. If this is the case, call the Tournament Director or Referee over to observe the shot BEFORE it is taken. Do NOT make your opponent guess your intended shot! Call your pockets.

18. Handicaps and Slow Play: Players are assumed to possess ethics and morals and to arrive with a truly reflective handicap of their playing skills and abilities. However, it will be perfectly acceptable,



L to R: A "Shark" - "Wild Bill," a little "Tad-pole" - "Billy the Kid," and a "Sharkette" - A "mama" manda. Sharky's is a family place!

and the Tournament Director reserves the right to “adjust” a player’s handicap if she feels that the player has sand-bagged in order to arrive at the tournament with a lower handicap. NOTE: A handicap may be adjusted at any time, even in the middle of a game or match. Complaints of “slow play” will be observed by the Tournament Director. Should she determine the complaint is valid, she may put that player, **and that player only**, on a clock.

19. Cue/Object Ball Within a Chalk’s Width

Distance of Each Other: As a League Operator & Sanctioned Referee, the WPA/BCA rule I have found most controversial is the “Double Hit/Push” rule.

Many players **erroneously** state, “You have to hit the cue ball at a 45 degree angle or it is a foul.” Not true. (A decent rule of thumb, maybe, but a regulation only in M8 leagues.) As of 2009-10, the BCA has even changed their rule to say “a very fine angle” when making a shot of a very close ball.

Other players state in **error**, “If the cue ball follows through the object ball more than 1/2 ball, it is a foul.” Again, not true. These players are totally ignoring the sentence in front of this statement that says, “the following guidance MAY apply.” And, last time I checked the dictionary, the word “may” does not mean “will”.

I have also heard players state, “It is impossible to hit the cue ball into an object ball that close and not double-hit or push. They’ve recorded it and played it back in slow motion and it can’t be done.”

(Whoever “they” are...)

When I heard that remark, I went home and did exactly that. I recorded myself hitting this shot over and over with high, mid, and low English. I then played it back in sloooooooow motion. “They” are wrong again. The shot can be made without double-hitting the cue stick with the cue ball and it can be made without using a push. It takes a lot more concentration than the average shot, but it can be done.

And do not ignore the sentence in the WPA rules that says, “If the shooter barely grazes the object ball [with their cue stick] on the shot, the shot is assumed not to violate the push rule, even though the tip is arguably still on the cue ball when ball-ball contact is made.”

However; all that aside, any way you look at this shot, it is best to know something about this rule before you play a game - *especially in Sharky’s*:

In this case, I will actually get down to eye level with the table and I watch the hit to make sure it is a good hit. If you have this shot, call me over to judge it before you take the shot!

20. Info: The Tournament Director’s decision is final in all matters. For more information, contact Mellody Allee at mrallee @ iland dot net or 660-596-2721.

Management reserves the right to modify any thing at any time for any reason for the good of all sponsors, the players, and the tournament as a whole.

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<http://www.sharkysbilliards.com/>



“Ball Bustin” takes on a whole new meaning at Sharky’s Billiards thanks to Jr.