

Code of conduct

Regardless of whether you aspire to turn pro, all Tour players are expected to observe the following guidelines, and display the highest level of professionalism and sportsmanship.

I. DRESS CODE

Players shall present a positive, professional image as a member of the Tour. If you are inappropriately dressed for an event, you will be asked to change. If you have any doubt that you are appropriately dressed before leaving home, please bring “backup” clothes in case you are asked to change.

Dress Code C (Casual):

Pants: Cotton slacks, khakis, clean denim jeans (absolutely NO holes), Capri pants, designer warm-ups, and corduroys. Walking shorts (close to the knee) are acceptable. Pants with belt loops require a belt.

Tops: Polo shirts, collared and non-collared shirts, however, no sleeveless shirts. Plain T-shirts are okay only if they are neat, clean, and *tucked in* and must not contain advertisements, brand logos, slogans or anything else considered not to be in good taste. Wear a bra or something of equal support and coverage. Bra straps must be fully covered. Midriffs may not be exposed at any time.

Shoes: Casual shoes or new/clean sneakers. Clean sandals are permitted. No flip-flops or worn sandals.

Clothing not allowed:

- Low-cut tops or other revealing clothing (no blatant show of cleavage, especially while shooting).
 - Wrinkled clothing unless manufactured as such.
 - Torn, faded or excessively worn clothing or footwear.
 - Cutoffs, tank tops, tube tops, and spaghetti straps, unless covered by a sweater or other top.
- Old sweats and oversized pants, shorts, shirts, or other clothing giving a sloppy appearance.

Misc.

- No heavy perfume.
- Keep make-up and hair neat and clean at all times.

II. TOURNAMENT CONDUCT

a. Breaks during the match.

Each player is allowed one 5-minute break during each match. A break must be taken between racks. The opponent may choose to hit practice while waiting for the player to return. If you take your break while it is still your opponent's turn to shoot, your opponent has the option to rack

and continue playing. If you take more than one 5-minute break during your match (other than for an emergency), or more than 5 minutes during your break, a foul may be called, or it may result in a loss of game. It will be the opponent's responsibility to point out this infraction when it happens. If this infraction occurs again, it will be loss of match. Again, it will be the opponent's responsibility to point out the infraction to the tournament director. If your opponent takes additional break(s) because of an emergency, it will be at the discretion of the tournament director to make a ruling.

b. Smoking and drinking

Smoking and drinking alcohol is not allowed in the designated tournament area. Those players wishing to smoke may do so outside of the immediate tournament playing area during the one 5-minute break allowed per match.

c. Cell phones & other communication devices

Cell phones, pagers, or any other communication devices may not be "turned on" during your match. If you use any of these devices during your match, or if a device "rings" or makes some other distracting noise, a ball in hand foul will be called against you. One warning or no warning may be given at the discretion of the tournament director. It is the opponent's responsibility to bring the offense to the attention of the tournament director in order for this foul to be called. If a player is charged with a foul, and the offense happens a second time, it will be loss of game. A third time will be loss of match. If you are sitting near the playing area, cell phones must be kept on "vibrate."

d. Talking with friend or spectators

Talking with friends or spectators during a match is not allowed. Even the most innocent conversation may appear to your opponent as coaching, or can otherwise lead to a dispute or disruption.

e. Etiquette

- Whenever possible, **players must be seated and quiet** while their opponent is shooting.
- **Unscrewing your cue** while your opponent is at the table is loss of game.
- **Intentionally distracting** or interfering with your opponent's play or other players can be declared a foul, loss of game, or loss of match, at the discretion of the tournament director.
- **Bad sportsmanship** such as cursing, slamming equipment and temper tantrums will result in expulsion from tournament if behavior continues after one verbal warning.
- **Only players are allowed in the playing area.**
- Should a spectator intentionally distract any player during a match, the player should not approach the spectator, but ask the tournament director to advise the spectator of their distracting behavior.
- Gambling during the tournament is not allowed.

f. Sportsmanship

Good sportsmanship is simply treating your opponents with courtesy and respect, having class, and being professional.

- **Don't shark.** "Sharking" is any act designed to upset your opponent or disrupt their concentration at any time during the game. Examples include using profanity, sarcastic comments, refusing to acknowledge an obvious foul, standing close to your opponent's line of vision, continuous talking or chatter, popping gum, or creating a sudden noise. Even unusually slow play could be considered sharking.
- **Resolve disputes the right way.** Disputes will occasionally occur and most will arise over a judgment call. If it is a close shot, make sure you stop the match and call a referee prior to your opponent getting down on the shot. Waiting until your opponent is down on the shot to call a referee is considered a form of sharking.
- Respect the host, their equipment and facilities. They help sponsor the Tour and provide use of their facilities and equipment. The Tour depends greatly on maintaining a good relationship with the host rooms, and players are expected to assist in maintaining that relationship.
- Any player whose conduct is deemed unsuitable by the tournament director will be subject to a single warning or no warning. Unsportsmanlike conduct may result in loss of game, loss of match, suspension and/or expulsion. The decision of the tournament director is final.
- **Although many venues consider it courteous to concede the 9-ball, this is not permitted on the Tour or the WPBA.** If you do concede the 9-ball, you lose one point and your opponent gains 2 points in the game you conceded and one more point. For example, if the score is 3 – 3, and a player concedes the 9-ball, the resulting score will be 5 – 2.

III. TIMELINESS

a. In between matches

Players are responsible for keeping their own schedules. The tournament director will try to give you a good estimate of when your next match will be called, but cannot determine the exact time. Because play for the tournament is continuous, it is very important that you proceed to your table as soon as your match is called and start your match immediately. You are not allowed to hit balls in order to "warm up" once your match has been called, unless your opponent has not yet reported to the table for the match. However, as soon as your opponent arrives at the table, you must begin the match.

b. Match forfeits

A player will have 15 minutes to report to a match table after it is called or the player will forfeit that match. In the interest of good sportsmanship, if your opponent is not at the table within 5 minutes of your match being called, report your opponent's absence to the tournament director. At the point that you notify the tournament director, your opponent will be placed on the clock with 10 minutes remaining. If you fail to notify the tournament director that your opponent is not at the table, it will *not* be a forfeit.

c. Score keeping/reporting match results

It is the responsibility of the winner of a match to report the final score of the match to the tournament director immediately following the conclusion of the match.

d. Shot clock usage

Shot clocks may be implemented in order to finish a tournament in the time allotted, or in the event of unusually slow play. If shot clocks are instituted, the following guidelines will apply:

At 45 minutes after match is called, if less than 7 games have been played.

At 1 hour 15 minutes after match is called, if match is not completed, no exceptions.

Shot clock usage will always begin between games and will be at the discretion of the tournament director.

How the shot clock works. You will have 30 seconds from the time all balls stop rolling to execute your shot. A referee will start the clock and give you a 10-second warning before your 30 seconds is to expire. If you are down on a shot in the stance and stroke position, the referee will not give the 10 second warning; however, once down on a shot, if you stop stroking the shot or otherwise come up from the shot, the warning will be called, and you will have 10 seconds from that point. One 30-second extension is allowed per player per game. The player must ask for an extension and receive acknowledgement from the referee upon request. If your 30 seconds (or 60 seconds with an extension) expires without execution, it will be a ball in hand foul for your opponent.

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