

2022 INTERNATIONAL 9-BALL OPEN - DETAILS

- Format: Double Elimination, Race to 10
- Single Elimination for final 16 players. Finals: Race to 13
- Alternate Break and Neutral Rackers
- Official rack is the Outsville Accu-Rack 9-Ball Rack template
- Sanctioned by: World Pool Association (WPA)

OFFICIAL RULES

It is each player's responsibility to follow these rules.

Players are required to conduct themselves as professionals at all times.

Unsportsmanlike conduct may be subject to penalties.

I. Format

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- Single Elimination for final 16 players, Finals: Race to 13
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II. Racking

The Accu-Rack is the only authorized rack. The Official Racker will rack the 1-Ball in front, and the 9-Ball on the spot. All other balls will be randomly placed. Players are not permitted to inspect the rack at any time.

The Accu-Rack may be removed after the break if both players agree to do so. After it's removed, the Accu-Rack cannot be placed on the rail. Upon request, at any time during the match, the Referee may be called upon to assist in removing the Accu-Rack, but it is the Referee's decision as to whether the Accu-Rack can or cannot be safely removed.

III. Breaking

Players must lag for the opening break.

Players must break from the designated break box, which is 9" to the left and 9" to the right of the head spot. Pocketing the 9-Ball on a legal break in any pocket wins the game immediately.

Pocketing the 9-Ball on an illegal break requires that the 9-Ball be re-spotted immediately.

IV. Fouls

The "all ball fouls" rule applies.

This tournament is being played with "area" Referees; each Referee may be responsible for several tables simultaneously (except on the Accu-Stats TV Arena Table).

Generally, the non-shooting player acts as the referee. However, either player may ask the area Referee to watch a shot or to clarify a rule. The Referee's decision is final once summoned to the table, either before or after a shot has been taken.

3 consecutive fouls is an automatic loss of game. A clear audible warning of "on 2 fouls" must be given to the incoming player as he approaches the table.

V. Dress Code

Dress-type shirt (with or without a collar) or a dress-type sweater.

Dress slacks; no sweat pants, warm-up pants, jogging pants, cargo pants, or jeans.

Dark shoes or dark-colored tennis or walking-type shoes; no sandals, slippers or open-toed shoes.

No headphones, earphones, earplugs, iPod, Bluetooth devices, hats, caps or headgear.

Hearing aids are permitted.

Note: Any dress code exception to the above must be approved by the Tournament Administration prior to the Tournament.

VI. Cell phones and personal Electronic Devices

Players must turn off (use the airplane mode) cell phones and all personal electronic devices during the entire match.

Smoking and the use of E-cigarettes are not allowed anywhere in the tournament rooms.

VII. Forfeit Time

Both players must be in the tournament room at their scheduled match time, even if their scheduled match table is currently in use.

Forfeit time is 15 minutes after the scheduled match time, or when the table becomes available, whichever is later. If a player is not present at his table a few minutes after the starting time, his opponent must notify the Referee. Only the Tournament Administration can declare a forfeit.

VIII. Time-Outs

Each player may take one 5-minute time-out period per match. The Referee must be notified when a time-out is being taken. A time-out may only be taken during your inning or if you are breaking. Smoking and the use of E-cigarettes is prohibited during any time-out.

IX. Slow Play

Referees will monitor the pace of play on all tables.

Referees will issue a speed-up warning after 1 hour if the pace is not satisfactory.

Approximately 10 games should be completed after 1 hour. If the pace remains unsatisfactory, the Referee may implement a 30-second shot clock, with one extension per player per game.

X. Concession Penalty

Concessions are not permitted at any time. The penalty for a concession is the loss of the conceded game, and also a one game deduction from the offending player's score.

XI. Cues and Bridges

Jump cues are allowed. The jump cue must have a minimum length of 40 inches.

Cue extenders are allowed. Players may use their own bridge, provided it is legal in all aspects.

XII. Ball Cleaning

Once a game is in progress, only the Referee, upon request, is permitted to clean any ball. The shot clock will continue to run during ball cleanings.