LXXX
WEST COAST CHALLENGE
LONG BEACH
JANUARY 3-5, 2020

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Welcome to
WCC 80

Long Beach Pool League would like to extend a warm welcome to the delegations from the cities of Los Angeles, San Diego and San Francisco to the 80th West Coast Challenge, held at the Hilton Long Beach, just minutes away from beaches, shopping, the Queen Mary and the Aquarium of the Pacific.

In this New Year, we hope that you will take the time to visit some of the many places of interest in Long Beach, including our sponsor bars which are just a short ride away via taxi.

Long Beach is proud to welcome our three new inductees to the West Coast Challenge Hall of Fame. They have been invaluable to the LBPL and West Coast Challenge over the decades of their combined experience.

Karen Zaborowski
Cariño Ortiz
Tima Fanning

Again welcome to Long Beach for WCC 80. May everyone play their best, play hard, but most of all play for fun. Best of Luck to all delegates.

Sincerely,
Jeff Weaver
President, Long Beach Pool League

ACKNOWLEDGMENTS

The Board of Directors of the Long Beach Pool League would like to thank the following people for their assistance and hard work. Without them WCC LXXX would not have been possible:

Venue:	-	Hilton, Long Beach
WCC LXXX Logo:	-	MDV LB
Print/Trophy Production:	-	EllaPrint
Coins for Referee's Tournament	-	University Trophy
Pool Tables and Cue Repair:	-	Hot Shot Billiards - Gibbi Tkatch
WCC Committee		Jeff Weaver, Chris Corder, Karen Zaborowski, Colleen Dinnie, Cariño (Cori) Ortiz, Mike Valery, Judy Naeve, Melissa Schulz, MDV

SPECIAL THANKS TO OUR SPONSOR BARS

- o Flite Room
- o Broadway Bar

- o Lakewood Family Billiards
- o Executive Suite

- o Mindshaft
- o The West

SCHEDULE

Friday	8:00 am			Room Opens	
	10:00 am	–	12:00 am	Registration	
	11:30 am	–	12:00 am	Referee & Player Meetings	
	12:00pm	-	1:00pm	Opening Ceremony Hall of Fame	
	1:00pm	-	Open	Team Practice	
	1:00pm	-	Open	Open Individual's Play	Matches 1-28
				Women's Play	Matches 1-12
				Hi-Lo	Matches 1-2
	1:00 pm	-	2:00 pm	Team Practice	
	2:00pm	-	Open	Team Play	Matches 1 - 2
Saturday	8:00 am	-		Room Open for Practice	
	8:00 am	-		Team Practice	Matches 3-5
	9:00 am	-	Open	Team Play	
				Open Individual's Play	Matches 29-58
				Women's Play	Matches 13-26
	11:00 am	-	Open	Hi-Lo Play	Matches 3-5
	1:00 pm	-		Calcutta	Registration Cut-Off
	5:00 pm	or	After Play	Calcutta	Bidding Starts
Sunday	8:00 am			Room Opens for Practice	
	8:00 am	-	Open	Team Practice	Matches 6-7
	9:00 am	-	Open	Team Play	
				Open Individual's Play	Matches 59-63
				Women's Play	Matches 27-31
				Hi-Lo Play	Matches 6-7
	Open	-	Open	Awards - Closing Ceremony	Following End of All Matches

	www.longbeachpl.org/	www.lapl8ball.com/	https://www.sfpapool.org/	www.sdpool.org
President	Jeff Weaver	Allen Montalbano	Joan Pettijohn	Jorge Calvo
Vice President	Chris Corder	Steve Duckman	Thayer McDougle	Tom King
Treasurer	Cariño (Cori) Ortiz	Al Ballesteros	Crystal Kelem	Kevin Hewitt
Secretary	Karen Zaborowski	Siva Bodapati	Jerry Ervin	Tom King
Head Referee	Charlie Tripp	Gibbi Tkatch	Stern Montoya	Kevin Hewitt
Rules and Protests			Anthony Hydron	
Statistician	Melissa Schulz	Tod Davenport	Roy Perkel	Gordon Byom
Community Relations				Ray Almanza
At-Large			Troy Brunet	Bill Dorman
			Nick Lansdown	
Playoffs		Malisa Mapu		
PR/Fundrasing		Steve Duckman		
Chairperson				
Co Chair	Mike Valery			
Webmaster	Melissa Schulz	Bryan Hanewich	Roy Perkel	Ernie Elliott
WCC Referee(s)	Charlie Tripp	Gibbi Tkatch	Stern Montoya	Keith Ericson
	Melissa Schulz	Malisa Mapu	Michael Romano	Pauley Pace
	Colleen Dinnie	Steve Duckman		Kevin Hewitt
	Jerray Banday	Todd Davenport		Stuart Duffy
	Karen Zaborowski	Allen Montalbano		Gordon Byom
		Soapy Shadraconis		
Team Players **Captain**	AM RAK!	Rack'em Up	Ginger Rawhides	STR8 Shuters but 2
	Tom H. Downey Jr.	**Jose Torres**	**Mike Maxwell**	**Mike Salgado**
	Brook Thomason	Paul Jacobs	Bob Simon	Jay Wunderl
	Xtina Garcia	Ran Refael	Joshua Maldonado	Nato Bobadilla
	Nicholas Downey	Roberto Valenzuela	Rick Mariani	Jeramy Staton
	Tommy Punzalan	Siva Bodapati	Danny Mullan	Curtis Gould
	Teofilo Moe Jr.	Carson Chu	Tom Seymour	Victor Bacigalupi
Women Players	1 – Pearl Tripp	1 – Saeromi Kim	1 - Fran Herman	1 – Lauren Ward
	2 - Brenda Bent	2 – M. De Victoria	2 - Jaime Dixon	2 – Flavia Ribas
	3 - Nancy Adair	3 – Keri Frasca Mapu	3 - Cristina Urreaga	3 – Janet Larson
	4 - Peggy Boesing	4 – Melody Arvonio	4 - Joina Liao	4 – Joanne Mattingly
Open Individual Players	1 - Julian Salazar	1 – Ray Cruz	1 - Skinner Castagnola-Arteaga	1 - Danny Suhendar
	2 - Tony Barnes	2 – Allan Badillo	2 - Chris Logan	2 – Tom King
	3 - Richard Walker	3 – Arnold Castellanos	3 - Thayer McDougle	3 – Ernie Elliot
	4 - Amin Nkila	4 – Arnell Ferry	4 - Todd Emmel	4 – Abdul Ibrahim
	5 - Al "Fred" Maritn	5 – Al Ballesteros	5 - Nick Lansdown	5 – Anthony Juarez
	6 - Jesse Crash Palomare	6 – Jon Bourgault	6 - Marcelo Aviles	6 - Lisa Duncan
	7 - Grant McDonald	7 – Monty Kimbal	7 - Rajat Kansal	7 – Chau Nguyen
	8 - Rommel Salas	8 - Schesary Berrios	8 - Michael Romano	8 - Brian Purcell
Hi-Lo Players	Tina Thompson	Bryan Haneiwich	Crystal Kelem	Enrique Martinez
	Chris Corder	Jefferson Javier	Joan Pettijohn	Kyle Johnson

A Brief History of the West Coast Challenge

Twice a year, in January and July, representatives from the Long Beach, Los Angeles, San Diego and San Francisco pocket billiards organizations come together to compete in a statewide competition called the West Coast Challenge (WCC). Each city sends their championship team, eight open individual competitors, four women's finalists and a Hi/Lo (Scotch Doubles) team to compete in this three-day tournament.

The WCC began as a match between Los Angeles' "Hub" team and San Francisco's "Rainbow Cattle Company" in Los Angeles at Trouper's Hall on August 18, 1978. At that time the WCC was known as the Inter-city Challenge, a single match race to nine games, which Los Angeles won 9-2. A traveling trophy was thus engraved to memorialize the event.

The second Inter-city Challenge was held at San Francisco's Mocambo, June 9-10, 1979. In a best 2 of 3 matches, Los Angeles' "Pure Trash" defeated San Francisco's "White Swallows" 9-3, 9-7.

The following month, San Diego's Brass Rail hosted "Pure Trash" where the Trashers trounced the San Diego team in a race to 2 matches (9-2, 9-4). At this tournament an individual's competition was introduced which was won in a race to 3 games format by Don Carrier of the "Pure Trash" team.

Shortly after this third event, a meeting was held in Los Angeles with board members from Los Angeles, San Diego and San Francisco. An agreement was made to expand the competition to a tri-city playoff. The contest was named "The West Coast Challenge" and given the Roman Numeral "I" to indicate a continuing event. The first West Coast Challenge was held at Troupers' Hall in Los Angeles between LA's "Four Star Saloon", San Francisco's "Luby's" and San Diego's "Club San Francisco". Luby's won this event in a double elimination format in which San Francisco had to beat LA twice in the finals to take the trophy. San Francisco individuals took the top 3 trophies in a race to three games format.

At WCC XII, six years later, "Mike's Corral" represented Long Beach in their first appearance. Held in Los Angeles at the Four Star Showplace the "Four Star" of Los Angeles knocked the initiate Long Beach team out of the competition, but it was San Diego's "Club San Francisco" who blew the San Francisco's "D.U.C.K.S." out of the water 9-7, 9-2 to win the team competition. Los Angeles took the first place individual's trophy with 2nd and 3rd going to San Francisco.

The next major event in the evolution of the West Coast Challenge was the introduction of the Women's competition at WCC XVI in Long Beach, January 8-10, 1988 held at Emerald Hall. Angela Costa of Los Angeles followed by Joy Johnson of San Diego, Stacey Harris of Long Beach and Lauren Ward of San Francisco won the first Women's Tournament.

At WCC XXI two major decisions were made. It was agreed at this time that the WCC should adopt the rules of the Billiard Congress of America (BCA) for competition. The second decision was to change the format of the Women's Tournament from 8 participants (2 per city), best of 7 double-elimination format to 16 participants (4 entrants per city) in a race to 3 games, double-elimination format.

At WCC XXV a new tournament was added to the existing three tournaments, a scotch doubles tourney called the Hi/Lo Tournament. The WCC now consists of the following competition games:

- **Team Tournament** – 4 teams of up to 6 players (1 team from each city). Race to 9, double-elimination format.
- **Open Individuals Tournament** – 8 players from each city. Race to 3, double-elimination format.
- **Women's Individuals Tournament** – 4 women players from each city. Race to 3, double-elimination format.
- **Hi/Lo Tournament** – 2 individuals from each city. Race to 3 double-elimination format.

The West Coast Challenge is hosted, on a rotating basis, between the four participating leagues. Policy governing both the administration of the competition and rules of play is set by a twelve member West Coast Challenge Committee comprised of three delegates from each participating city. A meeting of the WCC Committee is always held on the last day of competition to review the course of the event and to make necessary changes to be effective at the next WCC.

West Coast Hall of Fame

<u>Karen Zaborowski</u> has been a member of the Long Beach Pool League for 23 years and she has served West Coast Challenge for 14. During Karen's years of service, she has always performed to the highest standards. She is a respected member of this assemblage because she is known for her integrity, honesty, good cheer and energy. Her induction to this Hall of Fame is not only earned but well deserved.

Karen joined our league in the fall season of 1996. Since then she has served as player, co-captain, captain and on the Board of Directors. She assumed the position of captain when the original captain was ill. Needless to say, the team was not lost to the league. She has participated and helped out with all league activities including mandatory fundraisers and all other events.

Karen has served on the Board of Directors for .many seasons. She has held the offices of Co-chair, Secretary and Vice President. Her approach to these duties has always been with a sense of responsibility, integrity and good humor. If any of you have ever been a BOG member, you know it takes a lot of patience and emotional stability.

Karen has also contributed to West Coast Challenge for a number of years. She refereed WCC events beginning in the spring of 2009. Her contributions have included; Event pre-planning and setup when Long Beach hosted WCC, Manning the front desk during competition at Long Beach, Refereeing, Timing of matches, Event breakdown and cleanup, And yes, most of you have purchased one or more raffle tickets from her.

<u>Carino (Cori) Ortiz</u> is one of the inductees for the 80th West Coast Challenge.   Cori joined the Long Beach Pool League in Spring 1996. She started refereeing at West Coast Challenges in Fall 1996. She has always offered her assistance with West Coast Challenges over the years in any capacity needed. Cori played in the WCC Women's event for the first time in Fall 1997, and has played during the Fall of 2005 and also in the Spring of 2007. She has been very involved with the last two West Coast Challenges in the Long Beach helping run Tournament charts, finding trophies, and all the behind the scenes work, etc..   Cori is an essential part of the success of these events. She has been Long Beach Pool League Treasurer since Fall 2014. As Treasurer of Long Beach Pool League her money and budgeting skills were pivotal in us being able host our last two West Coast Challenges, one of the best league treasurers we have ever had. The Long Beach Pool League thanks you for your many years of service and dedication to the League.

<u>Tima Fanning</u> has been a member of the Long Beach Pool League since the fall of 1997. Being one of the top female player in Long Beach, she has represented our league in West Cost Challenge many times as either a female finalist or as part of a Hi-Lo team. She has won the WCC Women's Tournament twice and has placed two other times. Tima has contributed her time and energy by being a LBPL Board member and a referee for WCC tournaments. Besides her high-level playing skills and her diligent assistance with LBPL and WCC over the years, it is her excellent sportsmanship that has really put her into the 2020 WCC Hall of fame. She is always willing to help other players to improve their game. Win or lose, she is always gracious. Tima is one of the key elements for her team winning the "LBPL Team Sportsmanship Award" six times, and also been awarded the most coveted award, the "Vice President's Best Sportsmanship" award.

WCC Committee Bylaws,
Tournament Structure & Policies

Section 1 – Committee Composition

1.1 Policy is established by the WCC governing board, which is a committee consisting of three voting members from each participating city duly elected or appointed and subject to recall according to the bylaws of the participating organizations of those cities.

    1.1.1 All suggestions for rule changes or establishment of a policy are reviewed and adopted/rejected by this committee.

1.2 Each city, in order to ensure stability, is encouraged to select its representatives based on WCC experience.

1.3 Meetings of the WCC committee shall be held at the host-city.

    1.3.1 Meeting of the WCC committee shall be announced the day before the meeting is actually held.

    1.3.2 All motions to come before this committee must be in writing 1 day prior to meeting. Motions affecting play will not be implemented until the following WCC.

    1.3.3 Emergency meetings may be called as needed by the WCC chairperson.

    1.3.4 Time, date and location of any interim meeting (if necessary) will be established at the meeting held at the host-city.

    1.3.5 To ensure the WCC's smooth operation, one WCC committee member or one member of the board of directors from each city with the authority to act on the city's behalf must be on-site during the WCC activities.

1.4 A city desiring to hold the WCC outside its home base must consult with the other three presidents for approval at least three months in advance.

1.5 A city desiring to hold the WCC in more than one venue must first consult with the other three Presidents at least three months in advance.

1.6 The city hosting the WCC must notify the other cities of the tournament schedule (if necessary, transportation solutions and copies of rule changes proposed at the previous WCC event) 45 days in advance.

Section 2 – Officer's Responsibilities

2.1 Chairperson:

    2.1.1 Shall preside over and provide agenda for all meetings of the WCC committee.

    2.1.2 Shall coordinate the activities of the WCC committee, its officers and all subcommittees.

    2.1.3 Shall be a WCC committee member designated by the host-city, taking office at the conclusion of the previous WCC and continuing that term until the conclusion of the WCC in his/her host-city.

    2.1.4 Shall appoint a parliamentarian with the consent of the committee to assist the chairperson in interpreting rules and proper procedures according to Robert's Rule of Order.

    2.1.5 Shall be responsible for communications and negotiations for the WCC with the general public, other organizations, their agents, and publications, unless otherwise restricted by these bylaws.

    2.1.6 Shall maintain current and accurate records for his/her term in office and submit copy of all records to the secretary upon completion of that term.

2.2 Secretary:

    2.2.1 Shall record the minutes of WCC committee meetings. The host-city has 30 days to get the minutes from the WCC board meeting to the other cities.

    2.2.2 Shall present in writing the minutes of the previous meeting and documentation received from subcommittees.

    2.2.3 Shall be custodian of all WCC records either written or by electronic storage.

    2.2.4 Shall mail minutes to all cities no later than 30 days after WCC Committee meeting.

Section 3 – WCC Committee Duties and Responsibilities

3.1 Shall form any subcommittee that may be required and be responsible to the approval and removal of all subcommittee members.

3.2 Shall take appropriate action with respect to teams of individuals who violate WCC rules or whose conduct is deemed detrimental to the WCC.

3.3 Shall not enter into an agreement or take any action of which would be considered by the general public to be of political nature.

3.4 Shall not enter into an agreement involving a financial responsibility to a participating league/association without the consent of that league/association.

3.5 Shall be responsible for the organization of the WCC play and rules, and for the prompt dissemination of those rules to the participating organizations.

3.6 Shall ensure that all activities and agreements of the WCC are in the best interest of its participants before authorizing said agreements or activities.

3.7 Shall review and approve all expenditures and all subcommittee recommendations.

3.8 Shall be totally responsible for the accuracy of all financial statements and their supporting documentation.

3.9 Shall make all decisions by majority vote unless otherwise restricted herein.

Section 4 – Tournament Structure

4.1 The following letter designations were permanently assigned at the WCC board meeting at WCC XXI, July 1990.

A = San Francisco	B = Los Angeles	C = San Diego	D = Long Beach
E = Pending	F = Pending	G = Pending	H = Pending

Beginning with the WCC XXII and continuing thereafter, the cities will retain the drawn letter designation and for team play on the first match will play utilizing the following formats starting with lineup 1 and proceeding in rotation through lineups 2 and 3 in future tournaments.

Lineup 1	**Lineup 2**	**Lineup 3**
A vs. B	A vs. C	A vs. D
C vs. D	B vs. D	B vs. C

WCC 79 - SD	WCC 80 – LB	WCC 81 – LA
WCC 82 – SF	WCC 83 – SD	WCC 84 – LB
WCC 85 – LA	WCC 86 – SF	WCC 87 – LA

Lineup 1	**Lineup 2**	**Lineup 3**	**Lineup 4**	**Lineup 5**	**Lineup 6**	**Lineup 7**
A vs E	A vs F	A vs G	A vs H	A vs B	A vs C	A vs D
B vs F	B vs E	B vs H	C vs B	C vs D	B vs D	C vs F
C vs G	C vs H	C vs E	G vs F	E vs F	E vs G	E vs H
D vs H	D vs G	D vs F	E vs D	G vs H	F vs H	B vs G

4.1.1 Schematic diagrams for WCC play are attached. These constitute the accepted format for play with the team or individuals being substituted for the appropriate letter.

4.2 As of October 1991, the BCA rules in print 60 days prior to the WCC will be used as a guideline.

4.3 A flat registration fee of $500 from each participating city shall be sent to the Host City. City registration fee is due 30 days prior to the start of hosted WCC event. A nonrefundable flat registration fee of $3500 for Non-Hosting participating cities to be paid to the hosting city 6 months in advance of the WCC event date. (Rev. 7/17)

Payment shall be sent to the attention of the president of the hosting WCC city. (Added 7/16)

The registration deadline for eligible players is 12:00 noon Friday. After the dead line, no changes in registration will be permitted. During registration any member of the team can check-in the whole team, any member of the Hi/Lo can check-in the Hi-Lo players, but all other individual must check-in themselves.

4.4 (Rule Deleted, Rev. 7/17)

4.5 Awards ceremonies will be held no later than 6:00pm on the final day.

4.6 The first round of the Hi-Lo matches will start on Friday and the host city must consult with all other cities if it has to be changed.

4.7 In order to change schedules of tournament play as they appear at the start of the tournament in the official WCC program, at least 3 of the 4 league presidents (or their appointed stand-ins) must agree to change the schedule(s) if it is requested by the host-city or officials of the other leagues.

Section 5 – Eligibility

5.1 Eligibility is limited to six team members, eight individuals, four women and two Hi-Lo players. Eligibility is determined by the league standings published at least four weeks prior to the end of the city's regular season play. The WCC governing board must be notified and approve any substitutions to the top four playoff winners before the registration. (Rev. 7/15)

> **5.1.1** A Hi-Lo tournament will be held consisting of a representative two-player team from each city. These matches will be conducted using a "Scotch Doubles" best three out of five, double elimination format. BCA rules will apply with exception to allow for coaching between partners.

5.2 All participating cities must produce a copy of the entire season's standings prior to the opening of the WCC. The host-city will make copy available for use during the tournament.

> **5.2.1** All cities must send, on a monthly basis, their current season stats to the city hosting the next WCC event.

5.3 No duplication of participants in categories will be allowed.

5.4 No protests of player eligibility can be made after acceptance of player eligibility by the Tournament Director before play begins at WCC.

Section 6 – Matches, Lineup and Practice

6.1 A Team Match consists of a race to nine games with a maximum of seventeen games played. No member of either team playing any member of the opposing team more than once. Note: If a seventeenth game is necessary there will be a ten (10) minute break for both teams to decide who will play, to discuss strategies and take a short break. Upon resumption of the match the break will be determined by a lag between participating players. 6.1.1 The choice of home/visitor will be done by coin flip.

> **6.1.2** Break shot alternates per (score-sheet) playing rules.

> **6.1.3** Home team has the table for one half-hour beginning one hour prior to the match. Visiting team has the table for the half-hour prior to the match.

> **6.1.4** The home team captain posts initial lineup of four players first.

> **6.1.5** Two alternates/substitutes are permitted per match. A captain must make substitution at the beginning of the previous game by notifying the referee who then notifies the opposing captain. Substitution may not be made during a game. A substitute may also be replaced by another substitute. A player, starter or substitute, once removed, may not re-enter the match.

> **6.1.6** Each captain in a match will be provided with a score-sheet, approved by the WCC board to be used in the match with announced lineups. The captains will take it upon themselves to verify the accuracy of the play and break order as called by the referees. An error in the play or break order must be challenged prior to the break shot of that game. Failure to do so will cause the result to stand as played and counted when that game comes up if it is played out of turn. If the players have already played each other than it is a loss of game for the wrong player.

> **6.1.7** Coaching of one minute per game will be allowed during the team match. However, before coaching is possible, the player requesting coaching must notify the referee so all parties are aware that coaching has been requested.

> **6.1.8** Two referees for "Team" and "Hi-Lo" matches. The primary referee has control but the secondary referee can call fouls. If there is a dispute, the primary referee has the final call.

> **6.1.9** There is a time limit on matches of 1 hour for five (5) games. This will be checked in blocks of five (5) games. Accruing of time is not permitted! If time limit is exceeded for any block of five (5) games then a one-minute shot clock will be implemented for the remainder of the entire match is over, this includes use of the shot clock in a 17th game.

6.1.9.1 A (30) seconds and (15) seconds remaining warning will be given by the referee.

6.1.10 Should a team final go to a second match, a break not to exceed 15 minutes will be available. Such a break may be waived by mutual agreement of both team captains. No practice will be allowed before a "second team match".

6.2 All Open Individual & Women's Matches are double elimination, best three out of five contests.

6.2.1 The choice of breaking or racking in the first game will be determined by a lag (BCA rules). Break will alternate thereafter.

6.2.2 Each player in the Individual's and Women's bracket will be allowed one rack of balls immediately prior to the start of their individual match with the "breaker" practicing first. Only five minutes per practice set.

6.2.3 There is a 1-hour time limit for all Open Individuals and Women's Individuals matches. If the time limit is exceeded, a one-minute time limit per shot will be enforced until the match ends. A foul will be called on the offending player if the one-minute time limit is exceeded. Note: Time out does not add time to the 1-hour time limit for matches it is included.

6.3 Hi/Low matches consist of two players from each city's team. The match is double elimination, best three out of five contests.

6.3.1 The choice of breaking or racking in the first game will be determined by a lag (BCA rules). Break will alternate between the teams thereafter. A mandatory must be given.

6.3.2 The players act as one player, each able to handle and place the cue ball for the other.

6.3.3 They will alternate shots including rotation into the next game, i.e. the player who shoots the eight ball must have his partner shoot the break shot on the next game, if applicable. The secondary referee will enforce the shooting order during the game and tell the team if asked whose shot it is.

6.3.4 Two referees for "Team" and "Hi-Lo" matches. The primary referee has control but the secondary referee can call fouls. If there is a dispute, the primary referee has the final call.

6.3.5 There is a 1-hour time limit for all Hi-Lo matches. If the time limit is exceeded, a one-minute time limit per shot will be enforced until the match ends. A foul will be called on the offending player if the one-minute time limit is exceeded. Note: Time out does not add time to the 1-hour time limit for matches it is included.

6.4 Referee Tournament is a match for the qualified referees of the West Coast Challenge and will consist of four referees from each city. (See 6.4.4 – should a city be unable to meet their four spots). This tournament is a double elimination, race to one on both sides – 16 bracket. Referee Tournament will be held on Friday; after all, scheduled matches have been played. (Added 7/15)

6.4.1 The choice of breaking or racking will be determined by lag (BCA rule).

6.4.2 No practice before match needed.

6.4.3 Participants must be listed on the city's delegation as a referee and have refereed at least two Individual/Women's matches OR one Team Match OR one Hi-Lo match to be eligible to participate.

6.4.4 Each city will be allotted four spots for the Referee Tournament. Should four referees not be available from any city, it will be at the discretion of the Tournament Director of the Host City on who will be allowed to fill those spots.

6.5 During the scheduled tournament no team or individual may have access to tables prior to scheduled practice times.

6.6 To provide ample practice time for all WCC participants, the WCC has adopted a two-by-two practice format. That is, after the completion of a practice game, both players are to leave the table. The next two players signed up for practice take the open table (the winner does not stay on the table). This rule applies only to practice time before and after scheduled matches.

Section 7 – Forfeits

7.1 A minimum of two and a maximum of six players may be used during a team match. A team failing to have two players at the appointed starting time for a match will forfeit.

7.1.1 If a player is not on the premises at the start of his/her game, the game is forfeited. There is no grace period. The tardy player is not disqualified from the remainder of the team match.

7.1.2 If a player is not present on the premises at the start of his/her individual match, the match is forfeited. There is no grace period.

Section 8 – Disputes

8.1 Challenges can involve matters of procedure and rules, but not matters of judgment. Protest must be made at the time of the incident with the game stopped to affect a resolution. Late protests will be disallowed.

8.2 Should disputes occur in team play, the player must object through his/her captain to the referee.

8.3 A captain may appeal to the referee's decision (see BCA rules).

8.4 If a referee is to check or verify rules question, a player must honor an opponent's request that play be halted and time be stopped. Failure to honor such a request will result in disciplinary action as provided under BCA rules (Unsportsmanlike Conduct).

Section 9 – Referees

9.1 Each city shall provide a minimum of five referees to be available to officiate at the matches.

9.1.1 The tournament director will schedule a briefing for the referees between 10:00am and noon on Friday morning of the WCC tournament. The Tournament Director or assigned representative shall prepare a listing of all rules changes prior to the current WCC and shall make such listing available to all cities prior to the start of the WCC. The Tournament Director or assigned representative shall have that listing available in writing at both the referee's meeting and the player's meeting prior to the start of the tournament. This list, and any addition rules considered important by the Tournament Director or assigned representative, shall be read at both the referee's meeting and the player's meeting. Written copies will also be provided to the President of each city prior to the start of the tournament.

9.2 One official from a neutral city will be assigned to a match. His/her primary duty is to make judgment calls when necessary.

9.3 The primary referee is in charge of the match. His/her duties include racking the balls, calling all fouls, notifying players of a frozen ball, acknowledging designated pocket for an eight ball shot and/or requesting designation of a pocket for an eight ball shot.

9.3.1 This rule was taken out by the WCC Committee.

9.3.2 On team and Hi-Lo matches a secondary referee will assist the primary referee in officiating a match. The primary referee is in charge and may confer with the secondary referee regarding judgment calls.

9.4 The referee, in addition to watching fouls, will be in charge of keeping track of time (if needed), providing appropriate time notifications and related warnings, determining delay of game, maintaining the score sheet and scoreboard.

9.5 Before making a ruling, the referee has the option to consult with the WCC governing board on policy. Upon appeal, the referee must have the afore mentioned consultation.

Section 10 – Equipment and Trophies

10.1 The host-city will provide a minimum of six (8) tables measuring 3.5' by 7' for regulation play. Tables measuring 4' by 8' can be used if the cities are notified 45 days prior to the event. This is the maximum acceptable table size for the event. (Rev 7/17)

10.2 All equipment shall be uniformly available to all players for practice.

10.3 Cue ball must be the same size and weight as object balls.

10.4 The host-city will provide awards for the top four women's individuals, the top eight open individuals, six awards for the winning team and two awards for the Hi-Lo winners.

Section 11 – Lodging, Transportation and Amenities

11.1 When the location of the tournament is held at a location inconvenient, greater that one (1) mile, to the recommended lodging facility, the host-city will provide transportation between the locations prior to and after individual and team play.

11.2 Souvenirs and food are optional and may be provided by the host city when appropriate and within financial capability.

The BCA Amended Rules of Play
For West Coast Challenge

1.1 Player Responsibility

You are responsible for knowing the rules, applied rulings, regulations, and schedules that pertain to any WCC event you enter. You are also responsible for cooperating with all referees and event officials, and for accurately providing all requested information concerning your participation in the event to referees and event officials when asked to do so.

1.2 Acceptance of Equipment

1. Once your match begins, you accept the equipment as standard and legal. After a match has begun, only a referee or event official may declare the equipment to be defective or unsuitable for play. If equipment is declared unsuitable for play, all games previously played on that equipment will be counted.

2. It is a foul if you attempt to modify equipment without the permission of a referee or event official. The foul occurs immediately upon the attempt, regardless of whether or not a stroke or shot is attempted.

1.3 Use of Equipment

The WCC reserves the right to prohibit any equipment it deems untested or inappropriate.

1. You are responsible for all equipment and accessory items you bring to the table. You may not use, or attempt to use, equipment or accessory items in a manner other than their intended use:

    a. You may use only your cue stick, held in your hand or not, to help align a shot.

    b. You may use either a built-in or an add-on cue extender.

    c. You may use your own chalk provided the color is compatible with the cloth.

    d. You may not use more than two mechanical bridges at any one time. A bridge may only be used to support the cue stick or another bridge.

    e. You may not use any item to prop up your bridge hand. You may hold chalk in your bridge hand while bridging, but the chalk may not be used to elevate your hand off the table.

    f. You may not use any ball, your cue stick, the rack, or any other equipment or width-measuring device to determine if the cue ball or any object ball would fit through a gap or to judge what ball the cue ball would contact first.

2. You may not wear any electronic headgear or use any electronic device during a match. Examples include, but are not limited to:

    a. Headphones, earphones, or electronic earplugs, including Bluetooth accessories, whether turned on or not. Medically required hearing aids are permitted.

    b. Cell phones, pagers, or music devices. Cell phones may be worn on the belt or kept in pockets, but may not be accessed for messages or conversations at any time during a match by singles or scotch doubles players or during your game in team play. You must turn off all audible ringers and other notification tones while on the event floor. Emergency communications are permitted at any time.

3. Violation of this rule is a foul, and an unsportsmanlike conduct warning must be issued; a second violation results in loss of game; a third violation results in loss of match.

1.4 Cue Stick Requirements

1. Your cue sticks must meet BCAPL specifications.

2. If you use an illegal cue stick it is a foul, and the illegal cue stick must be removed from play. An unsportsmanlike conduct warning must be issued; a second violation results in loss of game a third violation results in loss of match.

1.5 Starting time of Match

Player must be present with their equipment at the table or designated location within 5 minutes of their match being announced. Failure to comply will result in loss of match by forfeit.

1. Tournament Director will call matches on deck.

2. Tournament Director will call players and referee for a match.

3. Tournament Director will start stop watch.

4. After 4 minutes if player(s) has(have) not appeared to check in with Tournament Director.

5. Tournament Director will make final call, giving player(s) 1 minute to appear.

6. Match will be called if a player(s) does(do) not appear within that minute.

1.6 Playing Without Referees

When a referee is not available, the Tournament Director or designated event official will fulfill the duties of the referee.

1.7 Beginning of Game or Match

Your match or game begins when the cue tip strikes the cue ball during any stroke on the opening break.

1.8 No Practice Allowed During Match

1. It is a foul if you practice at any time during your match, including time-outs and periods of suspended play. "Practice" is defined as any stroke or shot that is not a part of your match, taken on any table at the event venue. In team play, this rule applies to all members of the team roster, whether or not they are playing at the time and whether or not they are listed on the score sheet of the match in progress.

2. Singles and Doubles penalties: the first violation is a foul, and an unsportsmanlike conduct warning must be issued; a second violation results in loss of game; a third violation results in loss of match.

3. Team Penalties – all penalties are team penalties; second and third penalties may be incurred by any member of the team.

a. For practice violations by players who are actually playing in a game at that time: it is a foul, and an unsportsmanlike conduct warning must be issued to the team; a second violation results in loss of game for the player that commits the second violation; a third violation results in loss of match for the team.

b. For practice violations by players who are not actually playing in a game at that time: it is a foul on all tables, and an unsportsmanlike conduct warning must be issued to the team; a second violation results in loss of the current game on all tables; a third violation results in loss of match for the team.

1.9 Stopping Play (deleted)

1.10 Suspended Play

Play may be suspended at the referee's discretion. It is a foul if you take any stroke or shot while play is suspended.

1.11 Time Out

If time outs are allowed by event regulations, you may only take a time out between games. Each player is allowed one time out per match. Time outs are limited to five minutes. If you exceed your allotted five minutes, or leave the playing area when not authorized to do so, you will forfeit one game for every two minute period you fail to return to the match. The two minute period begins once a referee has determined you are not present when you should be. Time outs are not allowed in team play. Note: time out does not add time to the 1 hour time limit for matches it is included.

1.1.2 Lag for Break

1. The lag begins with each player having ball in hand behind the head string, one to the left of the long string and one to the right. The balls must be of equal size and weight. The players shoot at approximately the same time toward the foot cushion. The ball must contact the foot cushion. When the balls come to rest, the player whose ball is closest to the head cushion wins the lag. If the lag is a tie, it is replayed.

2. You lose the lag if your ball:

    a. does not contact the foot cushion;

    b. contacts the foot cushion more than once;

    c. crosses the long string;

    d. contacts a side cushion;

e. is pocketed or jumped off the table;

f. comes to rest past the nose of the head cushion;

g. is shot after your opponent's ball contacts the foot cushion.

3. The player who wins the lag may either break or require their opponent to break.

1.13 Breaking Subsequent Games of a Match/Alternate Break

Players will alternate break during match.

1.14 Racking Procedures

Racking shall be done by referee. (See referee instruction 2.7)

1.15 Deflecting the Cue Ball When Breaking

When breaking, it is a foul if you stop, grab, or deflect the cue ball after your cue tip strikes it. You will also receive a mandatory unsportsmanlike conduct warning. A second violation results in loss of game; a third violation results in loss of match.

1.16 Shot Clock Procedures

1. The use of a shot clock is intended to prevent slow play. There is normally no time limit for you to take a shot. However, a 60 second shot clock will be implemented after one (1) hour of play.

2. If a shot clock is used, it always applies to all players at that table. Shot clock procedures follow:

a. During a player's inning, the 60 second shot clock starts when the previous shot ends and runs until cue tip to cue ball contact begins the next shot. If a player has ball-in-hand, the shot clock starts when the player has possession of the cue ball and any spotting of balls or racking is finished.

b. The player will receive a 30 second and a 15 second warning from the referee. If the player does not strike the cue ball within the 60 second period, it is a foul.

c. Each player is allowed one 60 second extension per rack. If both players are on the hill, each player receives two extensions in the decisive game. To use an extension, the player must verbally announce "extension" to the referee. The referee will then respond with "extension", or "extension not allowed" if the player has no extension remaining. Timing procedures for extensions are the same as for other shots.

1.17 Calling Ball and Pocket

1. You must designate the called ball and the called pocket before each shot. The designation may be made verbally or by gesture. You do not have to call obvious shots. You do not need to indicate incidental kisses and caroms, or incidental cushion contacts that do not constitute bank shots or kick shots.

2. If you are not certain what shot your opponent is attempting, it is your responsibility to ask. You must ask before your opponent is down on the shot. With the exception of bank, kick, or combination shots, if you are not certain about a shot and you do not ask, the shot will be considered obvious

3. Regardless of whether or not your opponent asks, and regardless of how simple or obvious a shot may appear to you, bank shots, kick shots, and combination shots are defined as being not obvious and must always be called.

4. When calling bank shots, kick shots and combination shots you only have to designate the called ball and called pocket. If shooting a combination you do not have to say the word "combination" or state which ball will be struck first or the sequence of balls. When shooting a bank shot or kick shot you do not have to say the word "bank" or "kick" nor specify which cushions will be involved in the shot.

5. If you do not call a bank shot, kick shot, or combination shot and you pocket any ball on that shot, your inning ends and the incoming player must accept the table in position.

6. If a shot that was obvious prior to the stroke inadvertently becomes a bank shot because the ball did not go directly into the called pocket but instead contacted two or more cushions prior to being pocketed in the called pocket, the shot is scored for the shooter and the inning continues.

1.18 <u>Legal Stroke</u>

You must use a legal stroke. Any lifting, sideways, or other brushing motion of the cue stick, such that the force that propels the cue ball does not primarily result from a forward motion of the cue stick as defined under "Legal Stroke", is a foul. (A legal stroke is defined as: Forward motion of the cue stick resulting in the cue tip striking the cue ball for only the momentary time customarily associated with a normal shot).

1.19 <u>Legal Shot</u>

Unless otherwise stated in specific game rules, a shot is legal if:

> a. a legal stroke is used;
> b. the first ball contacted by the cue ball is a legal object ball;
> c. after that contact, any object ball is pocketed, or the cue ball or any object ball contacts a cushion.

If any of the above requirements are not met, it is a foul. Cushion contact under (c) may be subject to Rule 1.20.

1.20 <u>Object Ball Frozen to Cushion</u>

> 1. If the first object ball contacted by the cue ball is frozen to a cushion, then after the cue ball makes contact with the frozen object ball:

> > a. any object ball must be pocketed, or;
> > b. the cue ball must contact a cushion, or;
> > c. the frozen ball must contact a cushion attached to a separate rail, or;
> > d. another object ball must contact a cushion.

> 2. Any ball, including the cue ball, which is frozen to a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have contacted that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again.

1.21 <u>Cue Ball Frozen to Object Ball or Cushion (AR)</u>

> 1. If the cue ball is frozen to a legal object ball, it is legal to shoot toward the object ball provided you use an otherwise legal stroke and no other foul is committed.

> 2. If the cue ball is frozen to a cushion, it is legal to shoot the cue ball into the cushion provided you use an otherwise legal stroke and no other foul is committed.

> 3. While the initial cue tip to cue ball contact of a stroke in the situations described in 1.21.1 and 1.21.2 is always legal, the presence of one or more object balls nearby may create the possibility of a violation of Rule 1.31during the same stroke, but after the initial cue tip to cue ball contact.

> 4. Shooting the cue ball away from an object ball that is frozen to the cue ball does not constitute contact with that object ball.

1.22 <u>Penalties for Fouls</u>

Unless otherwise stated in a specific General Rule or specific game rules, if you commit a foul or otherwise violate the rules your inning ends and your opponent is awarded ball in hand.

1.23 Fouls Not Called Any foul not called before the next stroke is taken is considered to have not occurred. The failure to call a foul on any previous shot does not restrict the ability to call a similar foul on any future shot

1.24 <u>Multiple Fouls</u>

If you commit more than one foul during a shot, only the foul that carries the most severe penalty is enforced. However, unsportsmanlike conduct and deliberate fouls may be penalized in conjunction with any foul.

1.25 <u>One Foot on the Floor</u>

It is a foul if you do not have at least one foot in contact with the floor when the cue tip strikes the cue ball. Footwear must be normal in regard to size, shape and manner in which it is worn.

1.26 <u>Balls in Motion</u>

It is a foul if you shoot while any ball is in motion. A spinning ball is in motion.

1.27 Failure to Contact Legal Object Ball First

It is a foul if the first object ball that the cue ball contacts is not a legal object ball. A simultaneous hit with a legal and illegal object ball is a legal hit.

1.28 Scratch

It is a foul if you scratch.

1.29 Balls Jumped Off the Table

It is a foul if you cause any ball to be jumped off the table. (AR). Refer to rule 2.7.2 continuing Play.

1.30 Push Shot

It is a foul if you shoot a push shot. (A push shot is defined as: a shot in which the cue tip maintains contact with the cue ball longer than the momentary contact allowed for a legal stroke.)

1.31 Double Hit

1. It is a foul if your cue tip strikes the cue ball more than once on the same stroke.

2. It is a foul if your cue tip is still in contact with the cue ball when the cue ball strikes an object ball. However, if the cue ball and object ball are in close proximity to each other and the cue ball strikes the object ball at a very slight angle the shot will be considered legal provided no other foul is committed. The referee is the sole judge of whether or not the angle taken results in a legal shot. The referee may not advise you concerning the angle taken for the shot.

1.32 Miscues

A miscue is not a foul if the shot is otherwise legal.

1.33 Disturbed Balls (Cue Ball Fouls Only)

1. It is not a foul to accidentally touch stationary balls located between the cue ball and the shooter while in the act of shooting. If such an accident occurs, the player shall allow the referee to restore the balls to their correct positions. If the player does not allow such restoration, and a ball set in motion as a normal part of the shot touches such an unrestored ball, or passes partly into a region originally occupied by a disturbed ball, the shot is a foul. In short, if the accident has any effect on the outcome of the shot, it is a foul. In any case, the referee must restore the positions of the disturbed balls as soon as possible, but not during the shot. It is a foul to play another shot before the referee has restored any accidentally moved balls.

2 It is a foul if you disturb more than one object ball.

3 It is a foul if a disturbed ball contacts any other ball.

4 It is a foul to accidently touch the cue ball.

1.34 Jump Shots and Massé Shots

1. Jump shots are legal shots. However, it is a foul to intentionally cause the cue ball to rise off the bed of the table by "digging under" or "scooping" the cue ball with the cue stick.

2. If you attempt to jump over or massé around an impeding illegal object ball then Rule1.33, **Disturbed Balls,** does not apply to the impeding ball for that shot. If the impeding ball moves during the stroke it is a foul regardless of whether it was moved by the cue ball, your equipment or any part of your body.

3. Any attempt to curve the cue ball around an impeding ball is a massé shot, regardless of the degree of elevation of the cue stick or amount of curve.

1.35 Position of Ball

The base of a ball determines its position unless otherwise stated in specific game rules.

1.36 Shooting with Ball in Hand Behind the Head String -

Deleted by WCC Committee Jan. 2011.

1.37 (Deleted per BCAPL)

1.38   Ball in Hand Placement

1. When you have ball in hand, you may use your hand or any part of your cue, including the tip, to position the cue ball. If you use your cue stick to place the cue ball, any action which would be a legal stroke will be considered a shot, and must meet the requirements of a legal shot or it is a foul.

2. Once you have picked up the cue ball to take ball in hand, it remains in hand until your next stroke. After it has been picked up, the cue ball may be placed, picked up again and replaced successive times until that stroke is taken.

3. Immediately after a foul, when you are picking up the cue ball the first time to take ball in hand (as opposed to placing the cue ball or picking it up again for successive placements before the next shot), the provisions of Rule 1.33.1 apply to touching or disturbing a single object ball with the cue ball or your hand. You may request that a referee pick the cue ball up for you immediately after a foul.

4. When placing the cue ball, it is a foul to touch any object ball with the cue ball or your hand which holds the cue ball. "Hand" is defined as including the wrist up to a point where a wristwatch would normally be worn. If the foul involves only a single object ball your opponent has the option of restoration as described in Rule 1.33. If more than one object ball is involved, there is no restoration option.

1.39 Illegal Marking

It is a foul if you intentionally mark the table in any way to assist you in executing any shot or future shot. Marking includes the deliberate placement of chalk or any other object at a specific point on a rail or cushion to aid the alignment of a shot, or placing any mark on any part of the table. The foul occurs at the moment you attempt to mark the table, regardless of whether you remove the mark, or whether a shot is taken. In addition to any penalty required by specific game rules, an unsportsmanlike conduct warning must be issued; a second violation results in loss of game; a third violation results in loss of match.

1.40 Deliberate Foul

It is a deliberate foul if you:

> a. intentionally strike the cue ball with anything other than your cue tip;
> b. pick up the cue ball or contact the cue ball with your hand in order to end your inning;
> c. intentionally stop or deflect any ball that is in motion;
> d. catch any ball that is falling into a pocket;
> e. place your hand into a pocket while any ball is in motion near or toward that pocket;
> f. cause a ball to move by contacting or moving any part of the table in any way.

In addition to any penalty required by specific game rules, the mandatory penalty for a deliberate foul is an unsportsmanlike conduct warning. A second violation results in loss of game; a third violation results in loss of match. Unless otherwise stated in specific game rules, if you violate (c) your opponent may have the ball either spotted or pocketed. If you violate (d) your opponent may have the ball spotted, placed on the lip of the pocket, or pocketed. The remaining balls are left in position.

1.41 Coaching

1. During your match, it is a foul if you ask for or intentionally receive assistance in planning or executing any shot. A mandatory unsportsmanlike conduct warning will be issued. A second violation results in loss of game; a third violation results in loss of match.

2. Any person except your opponent who offers any significant assistance to you, whether verbal or non-verbal, will be removed from the area.

3. The Administrative Authority of the event may modify this rule for team or doubles play.

1.42 Non-Shooting Player Requirement

When it is not your turn, you must not intentionally do anything which distracts your opponent or interferes with their play. Any such act is unsportsmanlike conduct.

1.43 Concession of Game (deleted)

1.44 <u>Concession of Match</u>

When your opponent is on the hill, if you make a motion to unscrew your playing cue stick during your opponent's inning you lose the match.

1.45 <u>Unsportsmanlike Conduct</u>

1. You must not commit any act which is unsportsmanlike in nature. This includes, but is not limited to, actions which are embarrassing, disruptive, or detrimental to other players, spectators, event officials, or the sport in general.

2. Players are responsible for their actions at all times while they are present at the event venue, whether playing or not.

3. Unsportsmanlike conduct is penalized at the discretion of the referee or other designated event officials. Penalties for unsportsmanlike conduct vary and are based upon the referee's or event official's judgment of the severity and nature of the unsportsmanlike act. Referees or event officials have the authority to penalize or disqualify, with or without warning, any player who acts in this manner.

4. Unsportsmanlike conduct warnings and penalties required by rule carry forward only in regard to the specific rule violated. Unsportsmanlike conduct warnings and penalties related to conduct or behavior carry forward and are cumulative during the entire event.

1.46 <u>Spotting Balls</u>

1. Balls to be spotted are placed on the long string with the number facing up. A single ball is placed on the foot spot. If more than one ball is to be spotted, they are placed on the long string in ascending numerical order, beginning on the foot spot and moving toward the foot of the table.

2. If other balls interfere with spotting, the ball(s) will be spotted on the long string below the foot spot but as close as possible to the foot spot without moving the interfering balls. If there is no space available on the long string below the foot spot, the ball(s) will be spotted on the long string beginning at the foot spot and moving toward the head of the table.

3. Whenever possible, spotted balls will be placed frozen to interfering object balls or other spotted balls. If the cue ball is the interfering ball, the spotted ball will be placed as closely as possible to the cue ball without being frozen to it.

Spotting Balls
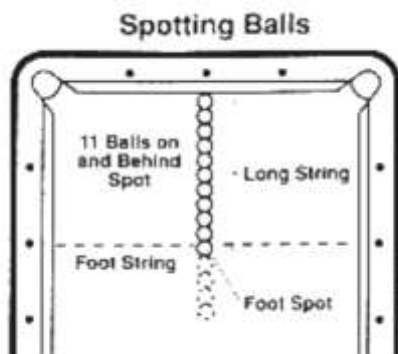
1.47 <u>Jawed Balls</u>

If balls are wedged between the sides of a pocket or between cushions and any of those balls are suspended in the air, the referee will inspect the balls and judge whether, if they were free to fall directly downward, the balls would come to rest on the bed of the table or in the pocket. The referee will then place the balls in the positions as judged and play will continue.

1.48 <u>Non-Player Interference</u>

If balls are moved because of the action of a non-player or other influence beyond the control of the players, a referee will restore the balls as nearly as possible to their original positions and play continues. If the referee judges that the balls cannot be restored, the game will be replayed with the player who broke the game breaking again.

5. In all cases on the break, jumped balls other than the 8-ball are not returned to the table except in the case of a re- rack.

2.4 8-Ball Pocketed on the Break

1. If you pocket the 8-ball and do not foul, you may:

    a. have the 8-ball spotted and accept the table in position or;

    b. re-rack the balls and break again.

2. If you pocket the 8-ball and scratch your inning ends. Your opponent may:

    a. have the 8-ball spotted and take ball in hand anywhere on the table;

    b. re-rack the balls and break;

    c. require you to re-rack the balls and break again.

3. If you pocket the 8-ball and foul but do not scratch, or if you jump the 8-ball off the table, your inning ends. Your opponent may:

    a. have the 8-ball spotted and take ball in hand anywhere on the table;

    b. have the 8-ball spotted and accept the table in position;

    c. re-rack the balls and break;

    d. require you to re-rack the balls and break again.

4. If the 8-ball is pocketed on the break and not noticed until after another shot has been taken the game will be replayed with the player who broke the game breaking again.

2.5 Table Open After the Break

The table is always open after the break and remains open until groups are established. When the table is open, all object balls except the 8-ball are legal object balls and combination shots involving balls of different groups are legal. The 8-ball may be part of such a combination if it is not the first ball contacted by the cue ball. It is a foul if the 8-ball is contacted first.

2.6 Establishing Groups

1. Groups are established when the first object ball is legally pocketed on a shot after the break. The player legally pocketing the first ball is assigned that group, and the opponent is assigned the other group.

2. If all of either group of balls are pocketed on the break or illegally pocketed before the groups are established, either player may legally shoot the 8-ball during their inning. If the 8-ball is legally pocketed on such a shot, the game is won.

3.Once they are established, groups can never change for the remainder of that game. If a player shoots the wrong group and no foul is called before the next shot and the player continues to shoot at that group, or if at any time during the game it is discovered by the player(s) or a referee that the players are shooting the wrong groups for any reason and a foul was not called in a timely manner, the game will be replayed with the player who broke the game breaking again.

2.7 Continuing Play

1. Once groups are established, play continues with each player having their group as legal object balls. Balls in your opponents' group and the 8-ball are illegal object balls. When it is your inning, you continue to shoot as long as you legally pocket a ball on each shot. If you do not legally pocket a ball, your inning ends.

2. Jumped balls and illegally pocketed balls are not returned to the table, but do count in favor of the player with that group.

2.8 Safety Play / No Call / No Pocket

Prior to any shot except the break you may declare a safety. On a safety, your inning ends after the shot regardless of whether or not you pocket any ball, including an obvious ball or a called ball. You must declare the safety to your opponent before the shot, and they must acknowledge your intentions. If you do not declare a safety or it is not acknowledged, and you pocket an obvious ball or a called ball, your inning continues and you must shoot again. Balls pocketed on a safety are illegally pocketed balls. Safety shots must meet the requirements of a legal shot.

1.49 <u>Balls Settling or Moving Spontaneously</u>

If a ball shifts, settles, turns or otherwise moves "by itself", the ball shall remain in the position it assumed and play continues. A hanging ball that falls into a pocket "by itself" after being motionless for 5 seconds or longer shall be replaced as closely as possible to its position prior to falling, and play shall continue. If an object ball falls into a pocket "by itself" as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Any other object balls disturbed on the stroke are also to be replaced to their original positions before the shooter replays.

# 8-BALL RULES

2.1 <u>The Game</u>

2.2 <u>8-Ball Rack</u>

8-Ball is a call shot game played with a cue ball and fifteen object balls numbered 1 through 15. Each player or team has a group of seven balls: the solid colored balls numbered 1 through 7, or the striped balls numbered 9 through 15. The 8- Ball is the game winning ball. The object of the game is for you to pocket your entire group of balls, and then pocket the 8-Ball.

The balls are racked as follows:

> a. in a triangle with the apex ball on the foot spot;
>
> b. the rows behind the apex are parallel to the foot rail;
>
> c. the 8-ball is in the middle of the row of three balls;
>
> d. the remaining balls are placed at random, except that the ball at each rear corner of the rack must be of a different group than the other rear corner. The left/right orientation of the groups for those two balls does not matter.

2.3 <u>8-Ball Break Requirements</u>

1. You begin the break with ball in hand behind the head string. There is no requirement for the cue ball to contact any particular ball first. You must pocket a ball or cause at least four object balls to contact the cushions or it is an illegal break. If you pocket a ball you continue to shoot; if you do not pocket a ball or you commit a foul, your inning ends.
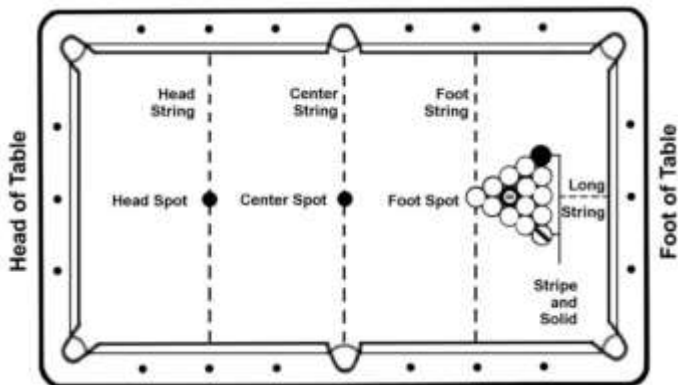
2. If your break is illegal, your inning ends. Your opponent may:

> a. accept the table in position if you did not scratch;
> b. accept the table in position with ball in hand anywhere on the table if you did scratch;
> c. re-rack the balls and break;
> d. require you to re-rack the balls and break again.

3. If you scratch on a legal break and do not pocket the 8-ball, your inning ends and any other pocketed balls remain pocketed. Your opponent has ball in hand anywhere on the table.

4. If you foul on a legal break but do not scratch or pocket the 8-ball, your inning ends and any other pocketed balls remain pocketed. Your opponent may: a. accept the table in position or; b. take ball in hand anywhere on the table.

2.9 Shooting the 8-Ball

1. The 8-ball becomes your legal object ball on your first shot after the last ball of your group is pocketed. The first player to legally pocket the 8-ball wins the game.

2. With the exception of the provisions of Rule 2.10, if you foul but do not pocket the 8-ball, it is not loss of game. Your opponent is awarded ball in hand.

2.10 Loss of Game

You lose the game if:

a. you illegally pocket the 8-ball;

b. you jump the 8-ball off the table on any shot other than the break;

c. you pocket the 8-ball on the same shot as the last ball of your group;

d. you violate any General Rule that requires loss of game as a penalty;

e. you pocket the 8-ball on a bank shot that you do not call.

2.11 Stalemate

If a referee has judged that the table is in a position such that any attempt to pocket or move a ball will result in loss of game, and each player has played three innings without significantly changing the position, the referee will declare a stalemate and the game will be replayed with the player who broke the game breaking again.

INSTRUCTIONS FOR REFEREES

3.1 TOURNAMENT OFFICIALS/REFEREES

Where these rules refer to a "referee," it should be noted that the referees' prerogatives and discretion also pertain to other tournament officials as appropriate.

3.2 REFEREE'S AUTHORITY

The referee will maintain order and enforce the rules of the game. The referee is the final judge in all matters of fact, and is in complete charge of the match. The referee may consult other tournament officials for rule interpretations, ball positions, etc. However, all matters of judgment are his and his alone; they cannot be appealed to higher tournament authority by players; only if the referee is in error on a rule or its application, may higher tournament authority overrule him. When asked for a clarification of a rule, the referee will explain the applicable rule to the best of his ability, but any misstatement by the referee will not protect a player from enforcement of the actual rules. The referee must not offer or provide any subjective opinion that would affect play, such as whether a good hit can be made on a prospective shot, whether a combination is makeable, how the table seems to be playing, etc.

3.3 REFEREE'S RESPONSIVENESS

The referee shall be totally responsive to player's inquiries regarding objective data, such as whether a ball will be in the rack, if a ball is in the kitchen, what the count is, how many points are needed for a victory, if a player or his opponent is on a foul, what rule would apply if a certain shot is made, etc. When asked for a clarification of a rule, the referee will explain the applicable rule to the best of his ability, but any misstatement by the referee will not protect a player from enforcement of the actual rules. The referee must not offer or provide any subjective opinion that would affect play, such as whether a good hit can be made on a prospective shot, whether a combination is can be made, how the table seems to be playing, etc.

3.4 FINAL TOURNAMENT AUTHORITY

Though these rules attempt to cover the vast majority of situations that arise in competition, there still may be an occasional need for interpretation of the rules and their proper application under unusual circumstances. The Tournament Director or other official who assumes final responsibility for a tournament will make any such required decision (other than referee's judgment calls) at his discretion, and they shall be final.

3.5 WAGERING BY REFEREES

Referees are strictly prohibited from any wagering of any kind involving the games, players or tournament in any way. Any such wagering by a referee (or other tournament official) shall result in his immediate dismissal and the forfeiture of his entire financial compensation for the tournament.

3.6 EQUIPMENT PREPARATION

In general, the referee will have the table and balls cleaned as necessary. He will ensure that chalk, powder, and mechanical bridges are available. He will mark or have marked the spots, the head string, the long string, and the outer edge of the triangle, directly on the playing surface when required by specific game rules.

3.7 RACKING

After the referee has racked the balls for a game, the player may examine the balls as racked but the referee shall be the sole authority regarding the suitability of the rack for play.

3.8 CALLING SHOTS.

If a referee incorrectly calls a shot, where required by specific game rules, a player should correct him before completing the shot. If an incorrect call does occur for any reason, the shot shall be credited if, in the judgment of the referee, the player did legally execute the shot as intended.

3.9 CALLING FOULS

The referee will call fouls as soon as possible after they occur. No further play may occur until a decision regarding a foul has been rendered and both players informed. If the offending player continues to shoot after a foul is called, the referee may consider the action to be unsportsmanlike conduct, and the offending player loses the game (or fifteen points if in 14.1 Continuous). The referee shall inform the incoming player of ball-in-hand where specific game rules apply and should NOT pick up the cue ball unless requested by the incoming player. The referee may announce "Ball-in-hand".

3.10 SPLIT HITS

When the referee observes that the cue ball strikes a legal object ball and a non-legal object ball at approximately the same instant, and it cannot be determined which ball was hit first, the judgment will go in favor of the shooter.

3.11 CLEARING POCKETS

On tables, which do not have ball return systems, the referee will remove pocketed object balls from full or nearly full pockets. It is the player's responsibility to see that this duty is performed; he has no recourse if a ball rebounds from a full pocket.

3.12 CLEANING BALLS

During a game a player may ask the referee to clean one or more balls. The referee will clean any visibly soiled ball.

3.13 SPOTTING BALLS

To avoid any unnecessary guidance to a player when spotting balls, the referee should position each ball so that the number is facing upward.

3.14 SOLICITING INFORMATION

If the referee does not have a clear view of a possible foul, he may form his decision by any means by which he feels comfortable.

3.15 INAPPROPRIATE USE OF EQUIPMENT

The referee should be alert for a player using equipment or accessory items for purposes or in a manner other than those for which they were intended, or for the use of illegal equipment, as defined under "equipment specifications". Generally, no penalty is applied. However, should a player persist in such activity or use such equipment, after having been advised that such activity or use is not permissible, the referee or other tournament official may take action as appropriate under the provisions of "Unsportsmanlike Conduct." (Also see Rules 1.3 and 1.4.)

3.16   MANDATORY WARNINGS

The referee must warn a player who is about to commit a serious foul (such as requesting coaching assistance, or failure to stop shooting after a foul has been called) whenever the referee has been given enough time to do so; otherwise, any foul is considered to be a standard foul (except as specially noted). For instance, in games where the rule applies the referee must inform a player who has had two consecutive fouls; otherwise, the player is considered to have had only one foul prior to the shot; the referee must inform a player when an object ball is touching a rail, otherwise any contact on that ball is considered to have driven that ball to the rail. The referee should notify the player as soon as the corresponding situation arises and whenever enough time was given to issue the warning. A warning issued just as a stroke occurs or is about to occur is not considered sufficient time for the shooter to react and the warning will be considered not to have been issued.

3.17   RESTORING A POSITION

When necessary for balls to be restored or cleaned, the referee will restore disturbed balls to their original position to the best of his ability. The players must accept the referee's judgement as to placement.   The referee may ask for information for this purpose from whatever source deemed appropriate.

3.18   OUTSIDE INTERFERENCE

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the referee will restore the disturbed balls and play will continue. If the balls cannot be restored to their original positions, the game should be replayed with the original player breaking.

3.19   ILLEGALLY CAUSING BALL TO MOVE

Any player who, in the referee's judgment, intentionally causes a ball to move by any illegal means (pushing on bed cloth, bumping or slapping table, etc.) will lose the game and/or match by forfeit.   No preliminary warning from the referee is required.   (Referee's judgment and discretion under "Unsportsmanlike Conduct.")

3.20   JUDGING DOUBLE HITS

When the distance between the cue ball and the object ball is less than the width of a chalk cube, special attention from the referee is required. In such a situation,

unless the referee can positively determine a legal shot has been performed, the following guidance may apply: if the cue ball follows through object ball more than ½ ball, it is a foul.

Center line through object ball

←A→

←A→

Chalk
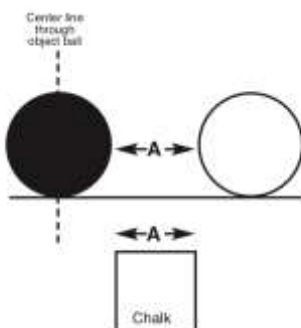
3.21   OUT OF HEAD STRING WARNING Deleted by WCC Committee Jan. 2011

3.22   REMAINING IN PLAYER'S CHAIR

Players are to remain in the chair designated for their use while the opponent is at the table. Should a player need to leave the playing area during a match, he must request and receive permission from the referee. Should a player leave the playing area without permission of the referee, it will be considered a concession and loss of game (or fifteen points if in 14.1 Continuous).   The referee shall apply his good judgment to ensure that undue time is not being used or that a player is not abusing the privilege as a means of unsettling an opponent.

3.23   OUTSIDE ASSISTANCE PROHIBITED

Unless specifically permitted by the rules of a given tournament, players may not knowingly accept any form of playing advice during a match. A player may not engage in communication either verbal or nonverbal, with persons other than the tournament officials or his opponent during play, or during time-outs. Should a player desire to so communicate, for example to obtain a beverage, get a piece of equipment etc., he should either communicate through a tournament official or with the approval and observance of the referee. If the referee has reason to believe that a player knowingly solicited or accepted outside assistance in any manner regarding the play of a game or match, he shall take steps appropriate under the provision of "Unsportsmanlike Conduct."   In team or doubles play, communication rules may be altered by the appropriate organization as provided for under "Administrative Discretion".

3.24   NON-PLAYER INTERFERENCE OR HARASSMENT

If a non-player by any means interferes with either or both players, the referee should request the offending nonplayer or players to be removed from the playing area for the duration of the match. 3.25 SLOW PLAY(See rule 1.16)

3.26   PROTESTS

A player may request a rule interpretation or protest a failure to call a foul to the referee or appropriate tournament authority; but the request or protest must be made immediately and prior to any subsequent shot being taken, or it cannot be considered or honored. If the player fails to do so, the foul is considered not to have occurred. The referee is the final judge on matters of fact. If either player thinks that the referee is applying the rules incorrectly or has made an interpretation incorrectly, the referee must take the protest to the tournament director or his appointed substitute. The tournament director or his appointed substitute's interpretation of the rules is final. Play will be suspended until the protest is resolved. All players must honor an opponent's request that play be halted if an official is to be summoned or if a referee is to check or verify a rule question. Failure to honor such requests may result in disqualification or forfeiture of the game or the match under the provisions of "Unsportsmanlike Conduct."

3.27   SUSPENDING PLAY

The referee has the authority to suspend play during protest by players and whenever he feels that conditions are unsuitable for play to continue. If a spectator is interfering with the game, play may be suspended until that spectator is removed from the area. (Also see Rule 1.10)

3.28   UNSPORTSMANLIKE CONDUCT

The referee has the right and obligation to ensure that no player engages in any activity which, in his judgment, is unsportsmanlike in nature, embarrassing, disruptive or detrimental to other players, tournament officials or hosts, or the sport in general. The referee or other officials shall have the right to penalize or disqualify, with or without warning, any player who acts in an unsportsmanlike manner.

WEST COAST CHALLENGE HISTORY

WCC LXXIV SF Jan 2017 at Whitcomb Hotel

TEAM	Open Individuals			Women's			Hi-Lo SF	
LB - Brook's Secret Service	1st	Jesse La Fear	SF	1st	JoJo Cheung	SF	1st	Tom Seymour
Brook Thompson	2nd	Jeramy Staton	SD	2nd	Crystal Kelem	SF	1st	Jerz Zuluaga
Dan Campbell	3rd	Khanh Ngo	SF	3rd	Saeromi Kim	LA		
Tom Downey, Jr.	4th	Nick Downey	LB	4th	Lauren Ward	LB		
Tommy Punzalan	5th	Skinner Arteaga	SF					
Omar Vachhani	6th	Stevan Bailey	SD					
Mark Whitehead	7th	Teofilo Moe, Jr.	LB					
	8th	Richard Walker	LB					

WCC LXXV SD Jul 2017 at Marriott Hotel

TEAM	Open Individuals			Women's			Hi-Lo SF	
SD - One Time	1st	Jesse LaFear	SF	1st	Malisa Mapu	LA	1st	Tom Seymour
Clint Palaci	2nd	Allen Badillo	SD	2nd	Crystal Kelem	SF	1st	Eddie Vives
Luis Abarca	3rd	Jeramy Staton	SD	3rd	Stephanie Sparks	LB		
Joe Myers	4th	Ernie Elliott	SD	4th	Lauren Ward	LB		
Ben Pham	5th	Thayer McDougle	SF					
Nayan Tamrakar	6th	Anthony Juarez	SD					
Stephen Hough	7th	Nick Downey, Jr	LB					
	8th	Skinner Arteaga	SF					

WCC LXXVI LB Jan 2018 at Best Western Golden Sails

TEAM	Open Individuals			Women's			Hi-Lo LA	
LB - Brook's Team	1st	Malisa Mapu	LA	1st	Lauren Ward	LB	1st	Tom Ran Refael
Brook Thomason	2nd	Jerry Byrne	LB	2nd	Gina Zide	SD	1st	Ray Brewer
Tommy Punzalan	3rd	Jeramy Staton	SD	3rd	Crystal Kelem	SF		
Tom Downey Jr.	4th	Siva Bodapati	LA	4th	Murray-Roberts	LB		
Teofilo Moe Jr.	5th	Robert Trucios	LB					
Nicolas Downey	6th	Gabriel Rodriguez	LA					
Rob Molina	7th	Pauley Pace	SD					
	8th	Skinner Castagnola Arteaga	SF					

WCC LXXVII LA Jul 2018 at Burbank Marriott Hotel

TEAM	Open Individuals			Women's			Hi-Lo LB	
LB - "#Keep Stroking	1st	Rhino Lay	LA	1st	Lauren Ward	LB	1st	Henry Guardado
Tom Downey Jr.	2nd	Allen Badillo	SD	2nd	Margi Damoth	LB	1st	Dennis Ryan
Brook Thomason	3rd	Jesse LaFear	SF	3rd	Melissa Schulz	LB		
Nicolas Downey	4th	Arnold Castellanos	LA	4th	Melissa Goldstein	SD		
Teofilo Moe Jr.	5th	Danny Mullen	SF					
Tommy Punzalan	6th	Tommy Nguyen	LA					
Lyle Van Scyoc	7th	Skinner Castagnola-Arteaga	SF					
	8th	Mike Romano	SF					

WCC LXXVIII SF Jan 2019 at Whitcomb Hotel

TEAM	Open Individuals			Women's			Hi-Lo SF	
LB - "#Keep Stroking"	1st	Erik Chacom	LB	1st	Joina LIao	SF	1st	Tom Seymour
Nicholas Downey	2nd	Ernie Elliott	SD	2nd	Crystal Kelem	SF	1st	Nick Lansdown
Tom Downey, Jr.	3rd	Skinner Arteaga	SF	3rd	Melissa Schulz	LB		
Christina Garcia	4th	Allen Badillo	SD	4th	Flavia Ribas	SD		
Teofilo Moe Jr.	5th	James Neale	SF					
Tommy Punzalan	6th	Henry Guadado	LB					
Brook Thomason	7th	Lauren Ward	LB					
	8th	Christi Ross	SD					

WCC LXXVIIII   SD - June 2019 at Four Points Sheraton

Team	Open Individuals'			Women"s			Hi-Lo - LA	
LB - Muldoon's Misfits	1st	Teofilo Moe Jr.	LB	1st	Meta Neuschuler	SD		Arnell Ferry
Stephanie Sparks	2nd	Jeremy Staton	SD	2nd	Joanne Mattinly	SD		Zehaun Mirz
Robert Trucios	3rd	Tommy Punzalan	LB	3rd	Rene Hagman	LB		
Lauren Ward	4th	James Perterson	LA	4th	Joina Liao	SF		
M. De Victoria	5th	Ran Refael	SF					
Arnold Castellanos	6th	Julian Salazar	LB					
John English	7th	Joe Corder	SD					
	8th	Jesse Palomares	LB					

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GOOD LUCK!