



FORMATS

Amateur 8-Ball (Men & Women)

Double elimination; matches are a Race to 7, with the final being a Race to 9. Alternate break using magic racks.

Amateur 9-Ball (Men & Women)

Double elimination; matches are a Race to 9, with the final being a Race to 11. Alternate break using magic racks. The "2" ball will be racked at the back of the pack and the "9 ball" will be racked on the spot.

Junior 9-Ball

Double elimination; matches are a Race to 9, with the final being a Race to 11. Alternate break using magic racks. The "2" and "3" balls will be racked at the back corners of the pack.

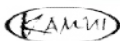
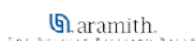
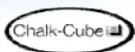
DRESS CODE

Mens Pool

Collared shirt, dress pants, dress shoes, and no hats.

Womens Pool

Same dress code that WPBA has for blouses and pants, close-toed dress shoes, and no hats.



PUNCTUALITY

If any player is not at their assigned table and ready to start their match 15 minutes after their assigned time, or after their assigned table becomes available, the match will be forfeited to their opponent.

PLAYING RULES & FOULS

Once the cue ball is contacted by the tip of a cue, the shot is in play, & if any balls are moved by an accident after that, it is a foul. The balls could either be moved by your cue or body parts, i.e. hands or arms.

If a ball is moved by accident before cue ball is struck by tip, you must ask your opponent if they wish to have the ball moved back. Except the moving of cue ball, which is a foul.

If you move two balls by accident before shot is started, it is a foul.

If a player concedes a game in any manner, they will lose an additional game. Therefore no concessions are permitted, without penalty.

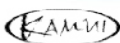
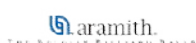
No electronic devices are allowed at the table during a match. This includes audio headsets & cell phones.

The WPA World Rules will apply in all other instances.

BREAKING RULES

The break rules used at the WPA World 9-Ball Championships will again be implemented by CBSA this year:

- When racking for 9-Ball, the nine ball will be placed on the spot.
- At least three (3) object balls must either be pocketed or pass the head string as a result of a break in order for it to be legal.
- Any combination of the above (i.e. 1 object ball pocketed and 2 object balls passing the head string, or 2 object balls pocketed and 1 object ball passing the head string) is also legal.



If a player fails to meet the above conditions, it will be considered an illegal break (this is not the same as a foul break as defined in the WPA Rules).

After an illegal break:

- Opponent has the option either to accept the table as it is, or hand it back to the player that performed the break.
- If the opponent accepts the table as is, the player will not be allowed to perform a push-out.
- If the table is handed back to the player that performed the break, the player is allowed to perform a push-out.
- If the nine-ball is pocketed on a legal break, the player wins the game. If the nine-ball is pocketed on an illegal break, it is spotted and then the opponent has the usual options.

BREAKS DURING MATCHES

Each player will be allowed one 10 minute maximum break during each match. The break must be taken when it is the players turn at the table.

If a player arrives at least 10 minutes late to start their match, that will be considered the player's break for that match.

For more information on how to get involved in Canadian cue sports and announcements regarding upcoming national and international events, please visit www.cbsa.ca!

