BQBTC SPORTSMANSHIP - RULES OF CONDUCT

WE ARE HERE FOR FUN AND FRIENDLY COMPETITION

Shake your opponents hand on the way in and on the way out of your match - WIN OR LOSE

Shake everyone's hand on the opposing team at the conclusion of your round of play – WIN OR LOSE

Hitting a cue stick against a table, wall, floor etc., or recklessly swinging a cue stick is BAD SPORTSMANSHIP

No loud, abusive or profane language will be tolerated at this tournament UNDER ANY CIRCUMSTANCES.

It does not matter if it is directed at the opposing team, or opposing players or YOUR OWN TEAM!

Abusive behavior and or language directed at the tournament director or refs will not be tolerated

Any type of complaining after your team loses a match is BAD SPORTSMANSHIP

We are required by the National Office to update skill levels between each round of our team championships. As a result, there will be NO SKILL LEVEL QUESTIONS OR COMMENTS during this or any tournament. Make sure everyone on your team is aware of this.

EXAMPLES OF UNACCEPTABLE SKILL LEVEL COMMENTS/ QUESTIONS:

- o WHY DID MY PLAYER GO UP IN SKILL LEVEL?
- o THAT PLAYER I JUST LOST TO IS SO UNDERRANKED.
- o MY TEAM IS OVERRANKED AND THE OPPONENTS ARE UNDERRANKED.
- o HOW DOES THE APA HANDICAPPING SYSTEM WORK?

OFFICIAL RULING: THE APA IS ON 24 HOUR CALL THIS ENTIRE WEEKEND: In each situation when we have a ruling, the ruling will favor one side against the other side, and it is required that each team or player accept official rulings without causing a scene.

PENALTIES FOR NOT ADHERING TO THE ABOVE

A WARNING MAY OR MAY NOT BE GIVEN BEFOREHAND

1st OFFENSE: BALL IN HAND WILL BE GIVEN TO THE OPPONENT AT THE FIRST AVAILABLE OPPORTUNITY—IF THE PLAYER IS STILL SHOOTING OR ALREADY HAS BALL IN HAND, THAT PLAYER WILL BE ALLOWED TO SHOOT UNTIL MISSING, AND THEN BE GIVEN BALL IN HAND AGAIN. You read that correctly — he/she will shoot twice in a row.

2nd OFFENSE: OPPONENT WILL BE GIVEN THE GAME 3rd OFFENSE: OPPONENT WILL BE GRANTED THE MATCH

4th OFFENSE: DISQUALIFICATION