

AITIA CORPORATE GAMES 2019

8 BALL POOL

GENERAL INFORMATION

DATE

19 October 2019, Saturday

TIME

Registration: 0915hr onwards
Competition: 1000hr – 1730hr*
Prize Presentation: 1730hr – 1800hr*

*subjected to real-time completion of all scheduled matches

REGISTRATION CLOSING DATE

30 August 2019, Friday 2359hr

(or when all slots per sport event category are fully taken up, whichever earlier.)

VENUE

CueGuru @ Bugis+
201 Victoria Street, #03-19, Singapore 188067

EVENT CATEGORY

Men's Opens
Mixed Opens

TEAM COMPOSITION

- Teams may register a minimum of 3 players and up to a maximum of 4 players.
- Mixed Team must comprise of minimum 2 male players and 1 female player.
- A player may only represent one team in each event category of the competition.
- Special requests for changes in the team list must be submitted to Organisers, and approval will be granted on a case by case basis.

COMPETITION FORMAT

GAME PLAY AND FORMAT

- The format of games are as follows: Preliminary Round, Quarter Finals, Semi Finals and Finals.

PRELIMINARY ROUND

- Preliminary Round will be played through Round Robin format.
- Allocation of teams is based on random system draw pre-decided by the Organiser.
- Each tie comprises of 3 matches and a total of 6 racks.
- All 3 matches are to be completed in each tie.
- All fielded players in a tie are required to play 2 racks each.
- In the event that only 2 teams from a group are present at the start of the tournament, both teams are required to play each other twice to determine the group winner.
- Scoring System for Round Robin shall apply:
 - 3 points for a win
 - 1 point for a draw
 - 0 point for a loss / walkover
- The preliminary round winner shall be the team with the greatest number of points in each group.
- The Top 2 teams of each group advances to Quarter Finals.

QUARTER FINALS, SEMI FINALS, FINALS

- A "Best-of-3 Racks" system will be adopted.
- Once a team has won 2 matches, the remaining match will not be played, and the tie shall end thereafter.
- Winners of Quarter Finals advances to Semi Finals for both Men's Opens and Mixed Opens.

TEAM LINE-UP

- Team Captains are required to submit team lineups before commencement of every tie to the Referees and no changes are allowed thereafter.

ORDER OF PLAY

- Each tie comprises of 6 racks. The order of play shall be as follows:

Match Order	Men's Opens Team	Mixed Opens Team
1 st Match	1st Men's Singles	1st Men's Singles
2 nd Match	2nd Men's Singles	Women's Singles
3 rd Match	3rd Men's Singles	2nd Men's Singles

- All fielded players in a tie are required to play 2 racks each.

GROUP TIE-BREAKER

- In the event that there is a tie in points in the group table, the winner shall be determined by the following sequence:-
 - Total rack difference
 - Total racks won
 - Total racks lost
 - Head to head result
 - Play Off

WALKOVER

- In the event where there is a walkover by any team in a tie, 3 points will be awarded to the opponent team and will be awarded a rack score of 6:0.
- Walkover in a match by any team, the opponent team will be awarded a rack score of 2:0.

OFFICIALS

- Referees will be deployed for each table.
- A head referee will officiate the tournament. Any disputes will be brought forward to the head referee who will then make the final decision.
- If there are any feedbacks during the competition, please approach the Organiser.

ATTIRE AND DRESS CODE

- Matching top is encouraged.
- All players are to be in either long pants or jeans with covered shoes.

AITIA INSTITUTE (S) LIMITED

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DISQUALIFICATION

- A team will be disqualified if it commits any of the following:
 - Fielding unregistered player
 - Fielding an ineligible player (i.e. player who is not a staff under the registered company)
 - Fielding a player with unruly conduct
 - Team fails to report 10 minutes before match time.
 - Team fails to be at competition table 5 minutes after match time.
- All results involving the team which has been disqualified will be considered null and void.

EQUIPMENT

- Cues are provided. Players may use their own cues.

FIRST AID

- Teams are recommended to provide their own first aid kit and individual medication.

EVENT ADMINISTRATION

- Random checks of players' identity may be conducted from time to time.
- Any disputes can only be raised during the time of event and a \$50 non-refundable fee will be charged upon dispute raised.

LIABILITY

- The Organising Committee, Aitia Institute, Player Group, officials, partners and sponsors shall not be liable for any accidents, injuries or losses of personal properties that may have been suffered during this event.

AMENDMENTS

- The Organising Committee shall have the right to delete, add to or amend the rules and regulations laid down herein.

POOL RULES AND REGULATIONS

GOVERNING RULES

- WPA Standardized Rules modified for Aitia Corporate Games 2019.

START OF PLAY

- A coin toss will determine the team to break the rack in the Tie.
- Thereafter, alternate team will break.

SCORING

- One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes).
- A player is entitled to continue shooting until he fails to legally pocket a ball of his group.
- After a player has legally pocketed his entire group of balls, he will then shoot to pocket the 8-Ball.
- Each player is given 40 seconds per shot.
- No time-outs are allowed.

RACKING

- The balls are racked in a triangle at the foot of the table with the 8-Ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in 1 corner and a solid ball in the other corner.

LEGAL BREAK SHOT

- To execute a legal break, the breaker must either:
 - Pocket a ball, or
 - Drive at least four numbered balls to the rail.
- If he fails to make a legal break, it is a foul, and the incoming player has the option of:
 - Accepting the table in position and shooting, or
 - Having the balls re-racked and having the option of shooting the opening break himself or allowing the offending player to rebreak.
- If the 8-Ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-Ball spotted and continue shooting.

SCRATCH ON LEGAL BREAK

- If a player scratches on a legal break shot:
 - All balls pocketed remain pocketed.
 - It is a foul.
 - The table is open.
- The incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball.
- The table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.
- If the 8 ball is pocketed with a scratch on the break, it is not a lost of rack. The opponent team may ask for re-rack and the same breaker to start the rack or have the 8-Ball spotted and continue the game.

CALL SHOT

- In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot.
- Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket.
- When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc.
- Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.
- The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.
- An object ball is considered to be illegally pocketed when:
 - That object ball is pocketed on the same shot a foul is committed.
 - The called ball did not go into the designated pocket.
 - A safety is called prior to the shot. Illegally pocketed balls remain pocketed.

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FOULS

- Referees will be responsible for calling foul. Players may also raise the foul call with the referee.
- It is a foul if:
 - A player jumps an object ball off the table on the break shot, and the incoming player has the option of:
 - Accepting the table in position and shooting, or
 - Taking cue ball in hand behind the head string and shooting.
 - The shooter is not able to hit one of his group of balls first and
 - Pocket a numbered ball, or
 - cause the cue ball or any numbered ball to contact a rail.
 - If any object ball is jumped off the table, the shooter will lose his turn, unless it is the 8-Ball, which is a loss of rack.
 - Any clothing found touching on any ball on the table.

LOSS OF MATCH

- A player loses the rack if he commits any of the following infractions:
 - Jumps the 8-Ball off the table at any time.
 - Pockets the 8-Ball in a pocket other than the one designated.
 - Pockets the 8-Ball when it is not the legal object ball.
- Note: All infractions must be called before another shot is taken, or else it will be deemed that no infraction occurred.

STALEMATED GAME

- The stalemate rule may be used at any time of the rack as long as the 8-Ball remains on the table and the tournament referee must be informed.

SUBSTITUTION & INJURIES

- A player loses the rack if he commits any of the following infractions:
 - No substitution is allowed at any time of a match or within a tie.
 - In the event of injuries sustained by a player halfway through a match, resulting in his/her inability to continue, the team is not allowed to make a substitution. The match will be considered a walkover.
 - The injured player can be fielded for the next tie only if the first aiders certify that he/she is fit to resume play.