

APTSA / WPA APD Artistic Pool Tournament Rules Document

1. Tournament Eligibility

- a. Players must become an APTSA member in order to play in any event or be a member of a WPA recognized federation under the WPA umbrella outside of North America. The APTSA is the recognized Artistic Pool player organization for North America within the BCA domain.
- b. All players will receive “Artistic Pool” ranking points for each “ranking” event they participate in and complete.
 - i. APTSA North American Artistic Pool Professional Ranking points and/or WPA World Artistic Pool Professional Ranking points will be awarded in their respective APTSA and/or WPA APD recognized events.
- c. All players must be in good standing with the APTSA and / or their respective federations / entities under the WPA, as they relate to Artistic Pool and the WPA Artistic Pool Division. (Exception: Some disciplinary actions allow for playing when “not in good standing” – See rules document)

2. Tournament Registration:

Note: There may be exceptions to the registration guidelines below for the WPA World Artistic Pool Championship as developed, approved, and promoted by the WPA Artistic Pool Division. The WPA APD will release specific guidelines for the WPA World Artistic Pool Championship within a reasonable time period prior to the event dates.

- a. The maximum field size of an APTSA tournament will be determined at the time the tournament is scheduled.
- b. 10% of the field will be reserved for a qualifier.
- c. 1 spot will be reserved for the host location (sponsor’s exemption).
- d. Signing up for tournaments:
 - i. All available spots will be offered to the players, in order, based upon the official WPA World Artistic Pool Professional Rankings. These players will also be eligible for early signup.
 - ii. The defending champion of an event will always be eligible for early signup.
 - iii. Only APTSA members will be eligible for early signup.
 - iv. World Rankings will be based on the official WPA World Artistic Pool Professional Rankings approximately 6 months prior to the tournament date. At the time a tournament is scheduled, this information will be posted.
 - v. An early signup date will be set. This will usually be 3-4 months prior to the tournament; however, some cases may require that this date be designated closer to the tournament. The players eligible for early signup must respond by this date and have their entry fees received by the APTSA. Any players eligible for early signup that do not send in their entry fees by the early signup date will be removed from the signup list for that tournament.
 - vi. A qualifier tournament must be scheduled and confirmed by the early signup date. It does not have to be held, but it needs to be scheduled and committed to. If not, the spots reserved for the qualifier will be given to the waiting list.
 - vii. The sponsor’s exemption spot must be assigned and the entry fee must be received by the early signup date. If entry fee is not received, that spot will be placed on a waiting list.
 - viii. It is recommended that any player eligible for early signup, who will not attend an event, inform the APTSA Board that they will decline their spot so we may offer it to the next person on the waiting list.
 - ix. Players not eligible for early signup, but who are on the WPA World Artistic Pool Professional Ranking list, will be placed on the waiting list in “World Rank” order. However, these players will not automatically be placed on the waiting list. They will need to send a request in writing and only then will they be placed on the waiting list. This request must come by the early signup date.
 - x. All other players who are not on the WPA World Artistic Pool Professional Ranking list will be placed on the waiting list in the order in which their request is received, but they will be placed below all players on the WPA World Artistic Pool Professional Ranking list who are also on the waiting list.
 - xi. After the early signup date, any available spots will be offered to the waiting list. These players will have 1 week to

respond in writing, and 1 additional week to send in their entry fee (2 weeks total).

Note: Even though these players have 2 weeks to send in their entry fee, they must confirm their acceptance of the spot within 1 week.

xii. If spots become available and are offered to the waiting list prior to the early signup date, those players will be given until the early signup date to respond and send in their entry fee. Please note that in no case will a player be given less than 1 week to respond in writing and 2 weeks to send in their entry fee.

xiii. As the tournament date approaches, if there are still some spots available and there are a lot of players on the waiting list, alternative signup deadlines may be implemented.

xiv. ALL REQUESTS FOR SIGNUP MUST GO TO THE APTSA VIA ITS CHAIRMAN OR DESIGNATED APTSA BOARD PERSON(S) HANDLING THIS MATTER. EMAIL ADDRESSES MAY BE FOUND AT APTSA.US.

Note: Any signup requests sent by other means are at your own risk. An email confirmation will be sent back to anyone sending an email request for sign up.

xv. Any available spots at the tournament site will be sold immediately after the players meeting.

Note: If there are more players that want to enter the tournament than there are spots left, a random draw will take place, and the winners will get the spots in the tournament, provided they can pay their entry fee in cash at that time. Player entry fees will be fully refundable up until 1 month prior to an event. The APTSA Board will review specific player cancellations after this deadline. The APTSA Board reserves the right to decide whether entry fees will or will not be refunded for all late cancellations.

xvi. The APTSA Board has the right to refuse early signup privileges to any player due to excessive late cancellations.

xvii. There will be no exceptions made regarding paying entry fees in advance. Players will be required to pay their entry fees by the specified deadline dates or their spots will not be guaranteed.

xviii. If a player sends in their entry fee and those funds do not clear, that player will be notified and will be given 2 weeks to resubmit their entry fee. Failure to resubmit within this time period will result in their spot being offered to the waiting list.

Note: Players who send in their entry fee late (close to the actual tournament) may not have time to clear. If any player's entry fee does not clear by 1 week prior to the event, that player will be approached during the players meeting and they will be expected to pay their entry fee in full at that time (in cash), or entry into the tournament will be denied. Should this occur, and the player's funds clear at a later date, they will be reimbursed in full for the duplicate payment.

xix. Any players who pay their entry fee at the tournament site will not get paid their prize money at the conclusion of the tournament. Their prize money will be mailed within 10 business days of the conclusion of the event. The APTSA Board reserves the right to make exceptions to this rule, and pay these players along with everyone else. Making exceptions for one player does not necessarily guarantee making an exception for another player.

e. Players may cancel up to one month prior to a tournament's start date; however, if a player cancels after this deadline, the following will happen:

i. For a period of 1 year, this player's "request for sign up" will not be accepted. The player will only be confirmed into a tournament when his or her entry fee is received by APTSA through the proper channels.

ii. The APTSA Board will review emergency cancellations, and they will be handled on a case-by-case basis.

f. If a player commits to a tournament and doesn't show up, the following will happen:

i. For a period of 1 year, this player will not be eligible for early signup.

ii. For a period of 1 year, this player's "request for sign up" will not be accepted. The player will only be confirmed into a tournament when his or her entry fee is received by the APTSA through the proper channels.

iii. Emergency no-shows will be reviewed by the APTSA Board and handled individually.

3. Qualifiers

a. Qualifier signups will be on a first-come-first-served basis. Early sign up's may or may not be accepted, and field size will be determined once the qualifier is scheduled.

i. The purse collected at a qualifier will not be paid back to the players. That purse will be used to pay the entry fees for all

earned spots in the qualifier.

ii. Players not accepting their spots will have their entry fee passed to the next player.

iii. Some players who earn a spot in the main tournament may not have their entry fee covered by the qualifier purse.

Note: Those players will be responsible for making up the difference (which may be paying the entry fee in full). Players choosing not to do this will have their spot passed to the next player.

iv. If the qualifier purse totals more than the required entry fees into the main event, the additional money will be paid out as prize money for the qualifier.

v. Players will have to commit to accepting or declining their spot in the main event within 1 week of the conclusion of the qualifier. Failure to do so will result in their spot being offered to the next player from the qualifier. Players will continue to have 1 week to accept their spots. Please note that these deadlines may change based on the date of the qualifier and of the professional event.

vi. Players who win the spots and who must pay part or their entire entry fee must get that payment sent in as soon as possible. Depending on how much time there is before the main event, these players may be allowed to pay the remainder of their entry fee at the players meeting without penalty.

b. Eligibility for Qualifiers

i. All players may play in a qualifier.

ii. As of the date of the qualifier, any players who have accepted their spot in the professional tournament, or who have been offered a spot in the professional tournament, are not eligible to win the qualifier spot(s).

Note: Those players are free to participate in the qualifier for 'experience' or 'warm-up', but their scores will not count in the final results of the tournament. This includes overall position of finish, discipline medals, and any prize money paid out.

4. Equipment

a. A player may bring as many cues as necessary.

b. Cues must be at least 40 inches in length.

c. Shafts can be replaced at any time.

d. All props / balls must be from the venue's inventory.

e. Players are allowed to place chalk, or other objects under the bridgehead or bridge butt, provided that those objects do not interfere with a shot.

f. Players may bring and use their own chalk; however it must be a color that conforms to the cloth. The tournament director has the right to ask a player not to use a certain color chalk.

g. Chalk cubes may be positioned on the rail anywhere (at the player's discretion).

h. Players may not make chalk marks (scratch marks, wet marks, etc.) on the felt to use as aiming devices.

i. Players violating this rule will be given 2 warnings.

ii. The third time a violation occurs, that player will receive a 2-point penalty per discipline for each occurrence. This penalty will be applied after each discipline and will affect discipline medals, as well as overall position of finish.

i. Players may use powder. However, the player must be neat with the powder. If the powder is getting all over the tournament table, and other players complain, the table judge or the tournament director has the right to tell the player that powder may no longer be used.

5. Shooting Requirements

a. Players must keep one foot on the floor at all times while shooting.

b. Players are allowed to 'raise' the floor by bringing something to stand on.

i. If a player chooses to 'raise' the floor that player must inform the table judge, and the player must keep one foot on the object that he is standing on.

6. Practice Time

a. The practice time will be decided on at the players meeting for each tournament or event, which will be dependent upon the amount of time and the number of tables available.

b. Players may not practice on any tournament table except for the allotted time listed above.

Note: This includes shooting ANY SHOT on a tournament table, not just those that are in the current shot program. In other words, players are not allowed to use the tournament table for any reason except for their scheduled practice time and match time.

i. If a tournament is in a poolroom, where the tables are already in place, this rule will be in effect starting 1 day prior to the players meeting.

ii. If a tournament is in a hotel, or another venue where the pool tables are brought in just for the tournament, this rule is in effect permanently.

c. When a player's match is over, players are not allowed to setup extra shots on the tournament tables.

d. Players who are caught violating these 'practice' rules will be penalized 2 points per discipline for each violation. Points will be deducted at the end of each discipline, and will affect discipline medals, as well as overall position of finish.

7. Ball Tapping

a. Players are allowed a light tap of the balls during setup.

b. Players tapping the balls too hard will be given three warnings by the table judge.

c. Players who continue to violate this rule after getting three warnings will incur a 1-point penalty for the current discipline for each occurrence.

d. The table judge has final say when issuing a warning. After the table judge has given 2 warnings, the head table judge will be notified. After the third warning, the head table judge will be notified and will keep an eye on the player. The head table judge must approve violations that result in point deductions.

e. Ball tapping warnings will be in effect for the duration of the tournament.

i. Warnings are not confined to the current discipline or round.

ii. If a player receives a warning during round 1, that warning is in effect for the entire tournament. This means that if the player gets two more warnings in round 2, and then violates this rule again in round 3, points will be deducted.

8. Shot Program

a. The player is responsible for everything in the shot program. This includes all shot setup requirements, objective requirements, and any special notes on a shot.

i. The player is required to know all shot setups and requirements, within reason.

ii. If a player has a question on a particular shot, it is preferable that this question be resolved prior to match time, however, if a player is in the middle of a match and has a question, that player may ask the table judge.

iii. Players are not allowed to request setup help or ask about shot requirements with other players, even in the same flight, unless those players do not mind.

iv. Players who are in a match and are found to not know a majority of the shots / setup / requirements, will be issued a warning, which will be in effect for the duration of the tournament.

v. Players will be allowed 2 warnings. The third time, the player will be disqualified from the tournament. He will forfeit his entry fee and any prize money due him.

- b. All chalk cubes placed on the table must be well up, and must be square with the table (may not be rotated), unless otherwise stated.
- c. All measurements of 1 chalk's width will be measured with a cue of chalk held at mid-ball height (the widest part of the ball), unless otherwise stated.
- d. Placement or position zones are determined by the edge of the cue ball, not the base.
 - i. Legal cue ball in hand placement in a zone area or behind an 'X' line is determined by the vertical edge of the cue ball.
 - ii. Any object or ball that must be positioned within a zone must be completely in that zone.
 - iii. Any shot / challenge with a target zone or position of finish is judged by the vertical 'leading' edge or the vertical 'trailing' edge.
 - iv. Any ball that must come to rest within a zone will be considered in that zone if any part of the ball is within the zone, measured by the edge of the ball.
- e. Any balls or object specified as 'ball-in-hand' may be placed anywhere on the table, provided that the intent of the shot is preserved.
- f. Any balls or object specified as 'ball-in-hand' but has additional positioning requirements may be adjusted freely by the player provided that the additional requirements are met.
- g. All balls placed on the edge or within pockets may be adjusted by the player, unless specifically mentioned in the program.
- h. All balls specified as 'hanging near a pocket' may be freely adjusted by the player near that pocket within reason.
- i. Players have the option to shoot any shot from any side of the table.
- j. Players are free to shoot the mirror image of any shot. Please note that rotating a shot 90 degrees is not the mirror image and will not be allowed.
- k. It is always okay for a ball to contact an extra cushion near a ball hanging in a pocket, unless otherwise stated.
- l. Players are free to shoot any part of any shot with either hand.
- m. Players may not switch cues during a shot unless otherwise specified or due to equipment failure.
- n. Players are allowed an accidental 'nudge' of the cue ball when attempting a shot. The table judge will use his or her discretion as to whether this 'nudge' was part of the player's attempt, or just accidental contact.
- o. Accidental contact will not count. If the table judge feels that the player was actually attempting the shot, the player will receive a 'no score' for that attempt.
 - i. Certain shots have exceptions to this rule. For example: the wing shots. Once the object ball is rolled, the shot must be executed. Any accidental nudge of the cue ball during a wing shot will count as a missed attempt.
 - ii. Miscue on any attempt does not cancel the successful completion of the shot, if made.
- p. Unless otherwise stated in the program, scratches are allowed and do not cancel the successful completion of a shot.
- q. If during an attempt, any ball flies off the table, the player will receive 'no score' for that attempt.
- r. If the table judge informs the player that the shot is setup wrong, that player has the following options:
 - i. Make the correction that the table judge has suggested, and shoot the shot.
 - ii. Show the shot program to the table judge and review it to see who is correct.
 - iii. Appeal to the head table judge.
- s. In all cases, the following order of priority will be in effect (lowest to highest):
 - i. The player shooting the shot.

- ii. The table judge's decision.
- iii. The head table judge's decision.
- iv. The shot program.

t. In all cases, the 'intent' of the shot will be enforced. If the shot program is found to be ambiguous on a certain issue, the head table judge will use the 'intent' of the shot to make the ruling.

u. If the head table judge makes a ruling on a shot, and the player notices an obvious mistake being made (something that directly contradicts what is written in the shot program), that player has the right to temporarily stop play and request the assistance of another staff member or player who is in the room at that time. Please note that this must be an OBVIOUS AND MAJOR mistake and there must be a DIRECT CONTRADICTION to what is written in the shot program. Any other types of issues will result in violations and be dealt with as explained in the 'Questioning Shots' section.

v. ONCE A PLAYER SHOOTS A SHOT, WHETHER THE SHOT IS SETUP RIGHT OR WRONG, THAT SHOT IS FINAL. IF LATER IS IT FOUND OUT THAT SOMETHING WAS SETUP WRONG, FOR WHATEVER THE REASON, THE RESULTS OF THE SHOT WILL REMAIN.

9. Score Cards

- a. After each match, the players and table judge should check the master scorecards at the tournament desk to make sure that all scores were recorded properly.
- b. The master scorecards at the tournament desk are the 'official' score cards. Any other scorecards or charts are not official.
- c. Any errors on the master scorecards must be handled immediately. Once the table judge and players leave the tournament desk, all scores are final and may not be changed.
- d. The players are ultimately responsible for their own score.

10. Questioning Shots

- a. If there is any question on the setup or outcome of a shot, only the following people are allowed to say anything:
 - i. Table judge for that table only.
 - ii. Players in the same flight (on that table only).
- b. If multiple tables are being used, the table judge has the right to request the assistance of another table judge.
- c. The table judge may always request assistance from the head table judge.
- d. If the table judge makes a ruling and the player is still in disagreement, they may go to the head table judge.
 - i. The head table judge will listen to both the table judge and the player.
 - ii. The head table judge may request the assistance of other players in the same flight or of the table judge on another table.
 - iii. The head table judge's decision is final.
- e. Some shots require the table judge to make a call while the balls are in motion. In these cases, the table judge's decision is final.
- f. If a player has a question about a shot's setup or requirements, that player must speak with the table judge, the head table judge, or another player within their flight.
 - i. A player is not allowed to consult with an outside player regarding the setup / requirements / outcome of a shot.
- g. Once a decision is made by the table judge, the player has the right to request that the matter be taken to the head table judge. However, that player may not request the assistance of an outside player.
- h. Once the head table judge makes a decision, the issue is closed and no further discussion will be held on that issue. At this point, players are required to return to the table and continue play.
 - i. Players may not, at this point, continue the issue at hand, nor may they request the assistance of an outside player.

- ii. The head table judge's decision is FINAL.
- i. Once a player is finished with his match, that player has the right to approach the head table judge, or any other player, and discuss the issue. However, the ruling that was made during the actual play will stand, no matter what happens afterwards.
- j. Players not in an actual match may NOT interfere with play.
 - i. The table judge is in charge of the table.
 - ii. If a player not in the current flight notices an incorrect setup, or an incorrect outcome of a shot, that player may NOT get involved and stop play to correct the situation. It is the table judge's responsibility to notice the mistake.
 - iii. Only players in that flight may temporarily stop play and notify the table judge and / or the player in question.
- k. The tournament director will have no authority to rule on shot questions. The head table judge will have final say over all matters unless he or she appeals to the tournament director.
- l. If players, who are in a match or not in a match, violate any rules, the following will occur:
 - i. The player will be issued a warning, which will remain in effect for the duration of the tournament.
 - ii. Players are allowed two warnings.
 - iii. If a player violates these rules and already has 2 warnings, the player will be assessed a 2 point penalty per discipline for each occurrence. Points will be deducted at the end of each discipline, and will affect discipline medals, as well as overall position of finish.

11. Interfering With Equipment

- a. Players are not allowed to interfere (accidentally or intentionally) with equipment during play in a way that will or may affect the outcome of a shot. This includes:
 - i. Bumping the table
 - ii. Blowing on the balls that are either in motion or stationary.
 - iii. Catching balls that are in motion or stationary before the shot has successfully been completed.
 - a) Please note that this only applies to cases where the player catches or moves a ball that will, or is anywhere close to affecting the outcome of the shot.
 - b) The table judge's decision on this is final. No appeals to the head table judge will be allowed.
 - c) It is the responsibility of the table judge to notice these violations.
 - iv. Another player in the same flight, or a table judge from another table, or the head table judge, may inform the table judge of a violation that occurred on his table.
- b. If a violation occurs, the following will happen:
 - i. The table judge will inform the player that a violation has occurred.
 - a) If the player agrees, that attempt will result in no score. If the player has additional attempts, he will be allowed to take them.
 - b) If the player disagrees, the issue will be taken to the head table judge. The head table judge will listen to both the player and table judge and make a decision. The head table judge's decision is FINAL.
 - ii. Players in the same flight may report this violation, but they may not get involved in the discussion, unless specifically asked by the table judge or head table judge (not the player). Players who get involved here, or request assistance from other players, will be assessed a penalty as stated in point 'e, ei, eii below.
- c. Players who are not playing on that particular table may not stop play and report a violation to the table judge or any of the players in that flight.

- i. Outside players may take the matter to the tournament director. The tournament director will then relay the message to the head table judge when an appropriate break in play occurs. Players may not insist that play stop and the violation be looked into immediately. It is the table judge's responsibility, not the tournament director's, to see these violations.
- d. The tournament director will have no authority to rule on interference issues. The head table judge will have final say over all matters.
- e. Players who are not in the same flight, and who try to stop play by reporting this type of violation to the table judge or players, or get involved in any discussions without being specifically asked by the head table judge, will result in the following:
 - i. The player will be issued a warning, which will remain in effect for the duration of the tournament.
 - ii. Players are allowed two warnings.
 - a) If a player violates these rules and already has 2 warnings, the player will be assessed a 2 point penalty per discipline for each occurrence. Points will be deducted at the end of each discipline, and will affect discipline medals, as well as overall position of finish.

12. Cleaning the Balls

- a. The player has the right to request that a ball be cleaned. This will result in the table judge wiping the ball down with a cloth or towel.
- b. The player may not take a cloth or towel and clean the ball himself. All requests MUST go through the table judge.
- c. At no time during a match will any chemical or cleaning solution be placed on the cue ball or any object ball.

13. Slow Play

- a. Players are required to be ready to shoot when it is their turn at the table. Any preparations, like powder, scuffing the tip, etc., should be done while waiting to shoot.
- b. If the tournament director, head table judge, or table judge notices that a player is excessively slow, they will get together and discuss the matter. That player may be given a warning to speed up play. The head table judge will give the warning.
- c. If the player continues to be slow, the tournament director has the option of placing this player on a 1-minute shot clock. Please note that it is the responsibility of the tournament director to place the player on a shot clock, not of the table judge or head table judge. The tournament director is responsible for making sure the tournament moves along at a proper pace. If a shot clock is put on a player, the following will happen:
 - i. The table judge will keep the time.
 - ii. When the balls stop rolling from the player's prior attempt, or from another player's last attempt, the clock will start.
 - iii. The player will have 1 minute to setup the shot and strike the cue ball.
 - iv. The table judge will give the player a warning at 10 seconds.
 - v. The player will receive the 10-second warning even if he is down over the shot.
 - vi. The player is allowed one-30 second extension per shot.
 - vii. This is one extension per shot, not per attempt. A player gets three attempts at a shot. If the player takes his 30 second extension on the first attempt, the player will not be allowed to take an extension for any of the other two attempts, should they be necessary. When it is the player's turn to shoot a different shot, they will receive another extension.
 - viii. The player must notify the table judge that he would like to take an extension. The player must say "extension" in a voice loud enough for the table judge to hear.
 - ix. It is the player's responsibility to make sure the table judge acknowledges his request for an extension.
 - x. The player will then have the remaining time, plus 30 additional seconds to shoot the shot.
 - xi. Failure to shoot a shot in the time limit will result in a 'no score' for that attempt. If the player has other attempts left for that shot, he will be allowed to shoot them.
- d. If a player is placed on a shot clock, the other players in that flight are NOT automatically placed on the shot clock. Each player is treated individually.

e. The shot clock will be in effect only for the current round. Once the player finishes the current round, he will no longer be on a shot clock.

14. Lateness

- a. Players must be available to play at least 45 minutes ahead of their scheduled match time.
- b. If a table becomes available early, the tournament director will start the next flight as long as it is within 45 minutes of the scheduled match time.
- c. The tournament director has the option of delaying the start of a flight if another table is just about to finish up. This is at the tournament director's discretion, not at any player's request.
- d. If a player is not available when his match is called:
 - i. The flight will start practicing. The missing player will practice last.
 - ii. If the other players finish practicing, the missing player will forfeit his practice time and the tournament director will begin the announcements.
 - iii. When the announcements are finished, the flight will start and the players will shoot in their proper order.
 - iv. When it is the missing player's turn, that player will score a '0' for their first shot.
 - v. If the player shows up, they will be able to jump in and continue with the remaining shots, PROVIDED THAT THE PLAYER IS READY TO SHOOT WHEN IT IS HIS TURN. PLAY WILL NOT STOP FOR THE PLAYER TO PUT HIS CUE STICK TOGETHER OR MAKE ANY OTHER PREPARATIONS. The tournament director's decision on this is final. This is not the call of any of the table judges, nor the head table judge.
 - vi. If the player remains missing, or shows up but is not ready to shoot, they will score a '0' for their second shot.
 - vii. If the player remains missing, or shows up but is not ready to shoot, they will score a '0' for their third shot.
 - viii. Once a player receives three '0' scores for being missing (or not being ready to shoot), they will be disqualified from the entire match. In other words, once the player gets three '0' scores, they will not be allowed to join in the middle and they will get a '0' score for all shots in the disciplines that his flight is currently shooting.

15. Early Dropout

- a. Players may not drop out of a tournament early.
- b. If a player incurs a penalty and subsequently drops out of the tournament, the following will happen:
 - i. The player will be disqualified from the tournament. It will be as if that player never entered the tournament. They will forfeit their entry fee and all prize money due them.
 - ii. The player will be ineligible to compete in any event for a period of 1 year.
- c. Emergencies dropouts will be reviewed by the APTSA Board or WPA APD and handled individually.

16. Table Judge Responsibilities

- a. The table judge is responsible for his table.
- b. The table judge may not voluntarily watch another table and make calls on that table.
- c. The table judge is there to help the players, not try to catch them in a foul, if a foul does occur it is the table judge's responsibility to make a call on whether it was good or no good.
- d. The table judge is responsible for making sure the player sets up a shot correctly, and executed it according to the requirements in the shot program.
- e. If a shot requires a stopwatch, the table judge is responsible for making sure the player executed the shot in the appropriate amount of time.

f. If a player is on a shot clock, the table judge is responsible for keeping the time, announcing the player's 10 second warning, and acknowledging extensions as requested by the player.

g. If there is a dispute by the player, the table judge must bring over the head table judge.

17. Head Table Judge Responsibilities

a. The head table judge is responsible for resolving disputes.

b. The head table judge is allowed to watch any table and make calls on that table. This includes shot setup corrections, and shot execution rulings.

c. The head table judge is responsible for making sure the table judges are standing in the right places, and looking for the right things on certain shots.

d. If there is a dispute, the head table judge has the right to request the assistance of other table judges, or of anyone else that he thinks would be able to resolve the situation.

e. The decision by the head table judge is final.

18. Tournament Director Responsibilities

a. The tournament director is responsible for running the tournament.

b. The tournament director is NOT responsible for making calls on individual tables.

c. The tournament director does not have the authority to take it upon himself to watch a table and make rulings and shot setup / result comments while play is in progress, unless specified otherwise. This is the responsibility of the table judge unless specified otherwise.

d. The tournament director is there as an announcer, and has the responsibility of making sure the tournament runs smoothly. He is not there to resolve disputes on shot setup / execution, unless specified otherwise. This is the responsibility of the head table judge, unless specified otherwise.

19. Using Tobacco

a. Players are not allowed to smoke or chew tobacco during play.

b. Players may or may not be allowed to smoke or chew tobacco in the tournament room (while not playing). This is at the discretion of the management of the tournament room.

20. Intoxication

a. Players are not allowed to drink alcohol during play.

b. Players are allowed to drink alcohol while not playing (at the discretion of the room management).

c. Any APTSA member or WPA APD member seeing a violation should immediately report the matter to the tournament director, any APTSA Board member, or any person on the WPA APD for respective events.

d. Players are not allowed to be in an intoxicated state while in the tournament room. Violations will result in the following:

i. The player will be given a warning, which will be in effect for 1 year.

ii. The player must immediately leave the tournament room, even if they are about to play a match.

iii. If a player violates this rule while currently on a warning:

a) The player will be disqualified from the tournament. It will be as if that player never entered the tournament. They will forfeit their entry fee and all prize money due them.

b) The player will be issued a double warning, which will remain in effect for 1 year.

iv. If a player violates this rule while on a double warning:

a) The player will be disqualified from the tournament. It will be as if that player never entered the tournament. They will forfeit their entry fee and all prize money due them.

b) The player will be ineligible to compete in any APTSA event or WPA APD recognized event for a period of year.

e. The tournament director, any APTSA Board member, or any person on the WPA APD has the right to enforce this rule in respective events.

21. Drugs

a. Players may not use / sell / buy drugs during the entire course of a tournament. This includes in the tournament room, and anywhere outside the tournament room.

b. Any APTSA member or WPA APD member seeing a violation should immediately report the matter to the tournament director, any APTSA Board member, or any person on the WPA APD for respective events.

c. If a player is caught violating this rule:

i. The player will be disqualified from the tournament. It will be as if that player never entered the tournament. They will forfeit their entry fee and all prize money due them.

ii. The player will be required to leave the tournament room.

iii. The player will be ineligible to compete in any APTSA event or any WPA APD recognized event for a period of 1 year.

iv. This player will lose all early signup eligibility.

d. The tournament director, any APTSA Board member, or any person on the WPA APD for respective events has the right to enforce this rule.

22. Gambling

a. Players are not allowed to gamble at the host location.

b. There is to be no gambling on the matches.

c. If the tournament is held in a poolroom, players are not allowed to match-up with other people and gamble while not playing in the tournament.

d. Tournaments held in a casino are the exception. Gambling is allowed at the casino, but gambling in the tournament arena or gambling on any of the matches is forbidden.

e. Any APTSA member or WPA APD member seeing a violation should immediately report the matter to the tournament director, any APTSA Board member, or any person on the WPA APD for respective events.

f. The following will happen if a player is caught gambling:

i. The tournament director will issue a warning to that player, which will remain in effect for 1 year.

ii. That player must cease all gambling activity immediately.

iii. If a player is caught gambling and is currently on a warning:

a) The player will be disqualified from the tournament. It will be as if that player never entered the tournament and they will forfeit their entry fee and all prize money due them.

b) The player will be issued a double warning, which will remain in effect for 1 year.

iv. If a player is caught gambling and is currently on a double warning:

v. The player will be disqualified from the tournament. It will be as if that player never entered the tournament. They will forfeit their entry fee and all prize money due them.

vi. The player will be ineligible to compete in any APTSA event or WPA APD recognized event for a period of 1 year.

g. The tournament director, any APTSA Board member, or any person on the WPA APD for respective events has the right to enforce this rule.

23. Media / Public Relations

a. APTSA and / or the WPA APD have full authority to use player names and photos to promote APTSA and its products and / or the WPA APD and its products, if applicable.

b. APTSA and / or the WPA APD have full authority to use player names and photos to report standings, tournament results, and rankings, all publications of titles/trophies awarded must be published with their full title. (Example: WPA World Artistic Pool Championship, not just World Artistic Pool Championship) All trophies, and /or awards presented to players must be represented in any future correspondences by their full titles as written there on.

c. APTSA and / or the WPA APD have the final decision as to which names and photos appear in public relations material.

24. Generic Penalties

- a. APTSA and / or the WPA APD have the right to take any of the following actions against a player who violates these rules:
 - i. Scoring penalties during a competition.
 - ii. Suspension of respective federation and /or player membership.
 - iii. Cancellation of respective federation and /or player membership.
 - iv. Refusal to allow respective federation and /or player membership.
 - v. Ejection from a competition.
 - vi. Refusal to allow entry into a competition. Any pre-paid entry fees will be refunded. Any other prepaid expenses (like airline tickets, etc.) will not be reimbursed.
 - vii. The APTSA and the WPA APD have the option of placing any player on probation for a period of six months to one year with reduced world ranking points given while they are still being able to compete during this probationary period.
 - viii. World ranking point reductions for disciplinary actions will be in increments of 25%, 50% and 75%, which will be decided by the APTSA board and /or the WPA APD and will be enforced on what the player normally would be awarded for their place of finish during any competition / tournament for the probationary period.
 - ix. Applicable membership and / or event fees will not be refunded.
 - x. Acceptable and formal written apology presented in a sincere manner
- b. Rule violations may or may not result in a warning, depending on the severity of violation.
- c. For all violations, the tournament director at the actual event will have the final say in any penalty that applies to that particular tournament (scoring penalties, etc.). All violations will be reported to the APTSA Board and / or WPA APD for review.
- d. Violations of these rules are not confined to the tournament location or while at a tournament location but will be recognized at all times for so long as the player is a member of the APTSA players organization and while being recognized with world ranking points and a member of their WPA APD respective federation.

25. Document recognition

- a. All players will receive an APTSA / WPA APD Professional Artistic Pool Player's Agreement, APTSA / WPA APD Artistic Pool Tournament Rules Document, and specific approved APTSA / WPA APD Dress Code Guidelines via email or regular mail as needed. These items will also be available online at APTSA.US.
- b. All players must sign, date, and send in a copy of the APTSA / WPA APD Professional Artistic Pool Player's Agreement which references this APTSA / WPA APD Artistic Pool Tournament Rules Document to the APTSA board and/or WPA APD, prior to the event. The APTSA and/or WPA APD must have this signed agreement on file for verification purposes before official entry to events can be granted.
- c. Decisions made by APTSA and WPA APD are final. Players have no legal action against the APTSA or WPA APD for any decisions made in relation to violations of the APTSA / WPA APD Artistic Pool Tournament Rules Document, the APTSA / WPA APD Professional Artistic Pool Player's Agreement, or the specific approved APTSA / WPA APD Dress Code Guidelines for respective events.

By signing the "APTSA / WPA APD Professional Artistic Pool Player's Agreement", I hereby:

- 1) Understand and agree to all of the provisions of this document.
- 2) I also understand I have no legal recourse against any entity or individual for enforceable actions taken against me due to any violations I might do in regard to this APTSA / WPA APD Artistic Pool Tournament Rules Document, both in an out of the competitive arena, plus any and all developed / promoted APTSA and /or WPA APD Dress Code guidelines of respective events.