

2021 ISPA Tournament Guide



April 7th – April 11th, 2021

HyVee Hall 730 3rd Street

Des Moines, IA 50309



Iowa State Poolplayers Association (ISPA) 8 Ball, 9 Ball, and Team State Championships

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General Information

Tournament Dates	Wednesday, April 7th through Sunday, April 11th,	
Tournament Location	2020 HyVee Hall 730 3 rd Street Des Moines, Iowa 50309	
2020 ISPA Officers	Louie Bartels, President Dwayne Bowman, Vice President Patty Anderson, Secretary Barb Avery, Treasurer	
2020 Tournament Committee	Rob Bish	
2020 Qualifications Committee	Don Boll Dwayne Bowman Melissa Hills	Tim Bringman John Rozmus Marty Plumb
2020 Tournament Director	High Country Promotions	
Tournament Equipment	180 Valley Cougar 7-foot coin-operated tables. Red Circle cue balls will be used. All tables will be "open" (no charge) for play during the entire tournament, including scheduled events, mini tournaments, and practice	
Our Sponsors:	Diviney Custom Cues Jacoby Cues Iowa Sports Center Budweiser - Doll Distributing The Greater Des Moines Sports Commission The Iowa Event Center 1 of a Kind Billiard Supply Iowa Realty	
Next Year:	April 6 - 10, 2022 at HyVee Hall	



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Registration

- Players must register through their league operators, and meet all eligibility requirements.
- Registrations for Mixed Scotch Doubles, Junior events, 2nd Chance tournaments, 10-ball events, and mini tournaments will be taken “on site”. Pre-registration is required for all other events.
- Entry forms can be found online at www.ispa-billiards.org or obtained from your league operator.
- **Absolutely NO refunds!**

Deadline	Activity	Comments
March 15, 2021	League Operators must have all entries entered into the ISPA website, and mailed (with payment) to the ISPA Treasurer at: Barb Avery 214 SW Pleasant Street Ankeny, IA 50021	Entries postmarked after this date will be subject to a \$25 late fee per entry.
March 22, 2021	Late entry deadline. <u>Absolutely no entries will be accepted after this date.</u>	Payment must include the \$25 per event late fee.

Tournament Eligibility

Weeks of Play Required

Each player entering the Championships (singles or team) must have played a **MINIMUM of 6 (six) full weeks of regularly sanctioned league play on the same night, in the same session, in the same division, and under the same League Operator since June 1, 2019.** This means, as an example, that if you play in a multi-divisional league and you play 3 full matches in a Tuesday night division and 3 full matches in Thursday night division, you **ARE NOT QUALIFIED**. If you play 3 full matches in the Fall session in a division and then play 3 full matches in the same division during the Spring session, you **ARE NOT QUALIFIED**.

Entry Limits

All eligible players may enter **ONE** Singles Division in 8-Ball, **ONE** Singles Division in 9-Ball, and may play on **ONE** team only during the Championships. You may be listed on more than one team roster, but once you have played on a specific team, you are committed to that team and may not compete on any other team during the Championships. Only women may compete in Ladies Divisions. Both men and women may compete in the Open divisions.

Right of Refusal

The ISPA Board of Directors maintains the right to refuse any player permission to enter and participate in its tournament. Additionally, players can be removed from the tournament at any time, should the situation warrant that action. Entry fees will **NOT** be refunded.

UnSportsman Like Conduct

This is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. This includes but not limited to distracting the opponent, foul language, harassment of opponent, continuing to play after a foul has been called or play has been suspended, practicing during a match, marking the table, delay of game and using equipment inappropriately. Violation of any of these rules could result in loss of game, forfeit of the match, or being removed from the Tournament depending on the infraction.



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Event Information

- A minimum of 8 players must pre-register for these events. Otherwise, they will be placed in their appropriate division, or if requested, their entry fee can be refunded. Ladies Masters/Elites would be moved to the corresponding Open Masters division.
- **Races and start times are subject to change** based on # of entries and the Tournament Director's discretion, but we have been very consistent with these parameters over the past several years.
- **Singles entry fees include a \$15 admin fee + a \$10 greens fee. I took out the word open in top line**
- **Team entry fees include a \$50 admin fee + a \$75 greens fee.**

**PLEASE NOTE THAT THE RACES MAY CHANGE BASED ON THE
TOURNAMENT DIRECTOR'S DECISION**

Men's Singles Divisions (no women allowed)	Entry Fee	Day	Approx Start Time	Race
9 Ball – Masters Singles	\$80	Wed	12:00pm	Master's race to 8, Elite to 9
9 Ball – Advanced Singles	\$70	Wed	12:00pm	7 Games
9 Ball – Intermediate Singles	\$60	Wed	12:00pm	6 Games
9 Ball – Open Singles	\$50	Wed	12:00pm	5 Games
9 Ball – Senior Singles (age 55-64)	\$50	Wed	12:00pm	5, 6 – based on player rating
9 Ball – Super Senior Singles (age 65+)	\$50	Wed	12:00pm	5, 6 – based on player rating
8 Ball – Masters Singles	\$80	Thur	12:00pm	Master's race to 7, Elite to 9
8 Ball – Advanced Singles	\$70	Thur	11:00pm	Race to 6
8 Ball – Intermediate Singles	\$60	Thu	9:00am	Race to 5
8 Ball – Open Singles	\$50	Thur	9:00am	Race to 4
8 Ball – Senior Singles (age 55-64)	\$50	Thur	9:00am	4, 5 – based on player rating
8 Ball – Super Senior Singles (age 65+)	\$50	Thur	9:00am	4, 5 – based on player rating

Ladies Divisions (no men allowed)	Entry Fee	Day	Approx Start Time	Race
9 Ball – Ladies Masters Singles	\$80	Wed	12:00pm	Masters race to 7, Elites to 9
9 Ball – Ladies Advanced Singles	\$70	Wed	12:00pm	Race to 6
9 Ball – Ladies Intermediate Singles	\$60	Wed	12:00pm	Race to 5
9 Ball – Ladies Open	\$50	Wed	12:00pm	Race to 4
9 Ball – Ladies Senior singles (age 50+)	\$50	Wed	12:00pm	Race to 4
8 Ball – Ladies Masters singles	\$80	Thur	12:00pm	Masters race to 7, Elites to 9
8 Ball – Ladies Advanced Singles	\$70	Thur	11:00pm	Race to 6
8 Ball – Ladies Intermediate singles	\$60	Thur	9:00am	Race to 5
8 Ball – Ladies Open singles	\$50	Thur	9:00am	Race to 4
8 Ball – Ladies Senior singles (age 50+)	\$50	Thur	9:00am	Race to 4

Note on Women's 9 Ball Events – we require 16 players to have a bracket. If for some reason, we do not get that number of players signing up for an event, we may combine divisions. If we do, the race would remain the same for each division and we would refund money to the players that paid the higher entry fee.

If players do not want to play that combined brackets, refunds will be given.



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Mixed Team Events (Women will use their singles status)	Entry Fee	Day	Approx Start Time	Race
8 Ball – Master Team	\$250	Sat	9:00am	Race to 13 (subject to change)
8 Ball – Advanced Team	\$225	Sat	9:00am	Race to 11 (subject to change)
8 Ball – Intermediate Team	\$200	Sat	9:00am	Race to 9 (subject to change)
8 Ball – Open Team	\$175	Sat	9:00am	Race to 9
8 Ball – Intermediate Team – 2nd chance	\$50	Sat	6:00pm	First 64 teams out of the \$\$ can play
8 Ball – Open Team – 2nd chance	\$50	Sat	6:00pm	First 64 teams out of the \$\$ can play

Women’s Team Events (No men allowed)	Entry Fee	Day	Approx Start Time	Race
8 Ball – Ladies Master Team	\$225	Sat	9:00am	Race to 13 (subject to change)
8 Ball – Ladies Advanced Team	\$200	Sat	9:00am	Race to 11 (subject to change)
8 Ball – Ladies Intermediate team	\$175	Sat	9:00am	Race to 9 (subject to change)
8 Ball – Ladies Open team	\$150	Sat	9:00am	Race to 9
8 Ball – Ladies Intermediate team – 2 nd chance	\$50	Sat	6:00pm	First 16 teams out of the \$\$ can play
8 Ball – Ladies Open team – 2 nd chance	\$50	Sat	6:00pm	First 16 teams out of the \$\$ can play

Jack & Jill Doubles- <u>onsite registration only!</u>	Entry Fee	Day	Approx Start Time	Race
8 Ball – Advanced/Masters Division (limit of 1 Master)	\$40	Friday	6:00pm	Race to 4 – single elimination
8 Ball – Open/Intermediate division – EARLY DIVISION	\$30	Friday	3:00pm	Race to 3 – single elimination
8 Ball – Open/Intermediate division – LATE DIVISION	\$30	Friday	5:00pm	Race to 3 – single elimination

10Ball Singles – Super Mini (first 64 entries) <u>Note: onsite registration only!</u>	Entry Fee	Day	Approx Start Time	Race
10 Ball – one division	\$20	Wed	8:00pm	Race to handicap – single elimination

10Ball Scotch Doubles – Super Mini (first 64 entries) <u>Note: onsite registration only!</u>	Entry Fee	Day	Approx Start Time	Race
10 Ball – 2 person team	\$30	Friday	10:00am	Race to handicap – single elimination

Junior Divisions	Entry Fee	Day	Approx Start Time	Race
9 Ball – Boys singles (age 8 – 13)	\$35	Sunday	Noon	5
9 Ball – Boys singles (age 14 – 18)	\$35	Sunday	Noon	5
9 Ball – Girls singles (ages 8 – 13)	\$35	Sunday	Noon	5
9 Ball – Girls singles (ages 14 – 18)	\$35	Sunday	Noon	5



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Information for New Players

Where should I stay?

Please see the list of preferred hotels on the ISPA website: www.ispa-billiards.org

When should I arrive?

Plan to arrive so you have time to check in to your hotel, get comfortable, look around and familiarize yourself with the site, find your start times, and be at your table when your match is scheduled to play. This usually means arriving the night before your division is scheduled to start.

Do I need to Check In?

Singles players are not required to check in.

Teams are **NOT** required to check in with the office staff. You should check your players on CompuSport and make sure all information is correct. If you are caught playing with someone not registered properly, you could be disqualified from the team event. There will be a \$5.00 charge for team changes at the event.

Where and When do I play?

It is your responsibility to know when and where you play. Matches will not be announced.

Input your name in one of the available computer monitors at the Tournament Director's station. You will be able to navigate to the events you are registered for, and will be able to see the bracket you are assigned to. Find the start time and table number of your match.

Approximately 15 minutes before your match is scheduled to play, your scorecard will be in a "pigeon-hole" at the tournament desk. Find the pigeon hole corresponding to your table number. Verify that the score card lists your name. Then, take the scorecard to your table and wait for your opponent to arrive.

If a match is still in progress on that table, please wait at the table until that match is completed. If the match is not close to being finished, report to the tournament director and ask to be reassigned.

The Tournament Brackets can be accessed via your smart phone, iPad or computer at <http://compusport.us>

After the match is done?

After you complete your match, both players or both Team Captains are to sign the scorecard. The winner will return to the Tournament Director station, and will scan the barcode of the winner using the barcode reader at the front of the station. This will record the match results into the computer system. You must complete this step, or you will not get credit for winning your match. No matches will be replayed!

Check at one of the computer monitors for the start time/table number of your next match.



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General Rules

Tournament Rules

The rules governing play are detailed in the current edition of *Billiards – World Standardize Rules*. Exception: 9Ball break does not count in the two corner pockets closest to the rack. In all other pockets, a 9Ball break is a win.

Referees are the authority in all matters relating to the rules. You can, however, dispute a ruling by a floor Referee and the matter will be taken up with the Head Referee who will be the Final Authority.

Protests

If for any reason, a player feels that another player (or team) is ineligible, that player may file a written protest with the Tournament Office. A required \$100 protest fee must accompany such protests. The protest will then be reviewed and a determination made. If the protesting Team prevails, the protest fee will be returned and action taken as deemed appropriate by the Qualifications Committee, whose decision is final. If the protested player is found to be eligible, the protesting player or team will forfeit the \$100 protest fee.

This same rule also applies to all singles division players.

There are other situations that can be protested – check with a Referee if a situation occurs that you feel may warrant a protest.

Match Start Times

We will make every effort to get all matches under way at the appointed times. Your timeliness in reporting for all matches will help make this job easier. Please be considerate of your fellow players.

When playing in a singles event, you will be allowed a five (5) minute grace period for arrival at your match. If your opponent has not arrived at the table at five (5) minutes after the appointed time for the match to begin, take your scorecard to the Tournament Director's station. The Tournament Director will announce the start of the grace period and announce your opponent's name. At the expiration of this announced time, you will win the match by forfeit. The Tournament Director's clock ONLY will be used and is official for this purpose and the decision of the Tournament Director will be final.

When playing in a team event, only one team member need be present to start the match. The same grace period rules will apply as in the singles events, if no member of the opposing team is present.

Shot Clock

We will observe a "reasonable" shot time frame. If you feel that a player is intentionally taking too much time on or between shots, you should notify a Referee. The Referee will then generally issue a warning to BOTH parties (singles players or teams) that a second complaint will result in the ENTIRE match being placed on a shot clock. This will hold each shot to a 45 seconds time limit. A Referee or designee will be placed at the match. Each shot will be timed. "Time" will be announced after 35 seconds and "Foul" will be announced after 45 seconds. Ball in Hand or other appropriate penalty will then be applied towards the offending player. Any abuse of a Referee under this provision by either a player or team will be handled as "Unsportsmanlike Conduct" and the Referee or other Tournament Official will take the appropriate action under the rules pertaining to Administrative Discretion.



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Player Classification

Definitions

Open – this division is reserved for entry level players. These players will typically not be able to run a rack. They most likely will need 2 or 3 times at the table to win. They don't have the knowledge of all aspects of the game at this level and probably only win about 30 to 45 percent of their games playing a higher ranked player.

Intermediate – this division is for intermediate players. These players are a step above open players. They most likely play more and have a little more knowledge of the game. They have the ability to run a rack and may be able to execute some good safe play. They will be able to play better shape and have more control of the game. When playing against a lower ranked player, they should be able to win consistently 60 percent or more of their games.

Advanced – An advanced player is just that. They are better than Intermediate players but not as good or as experienced as masters. They have the ability to run rack more consistently and can execute well played safety's. They have a good foundation of knowledge and will most likely win 75 percent or more of their games when playing a lower ranked player.

Masters – this division is for the top end players.

Elites – there are only a handful of Elite players identified by the ISPA. They are permitted to play in the Masters division, with a handicap to their opponent. The ISPA Qualifications committee determines who is considered an Elite player.

Master/Intermediate Lists

A list of players who must participate in Masters Singles, Advanced Singles or Intermediate Singles is maintained by the ISPA. If you are on either list, you must register for singles accordingly. These lists are available from your League Operator, and can also be found on the ISPA website at www.ispa-billiards.org

Top finishers (4%) in Open singles events will be placed on the Intermediate list for subsequent tournaments.

Top finishers (4%) in Intermediate singles events will be considered Advanced Level players for subsequent tournaments.

Top finishers (4%) in Advanced singles events will be considered Master Level players for subsequent tournaments

Voluntary Entry in Higher Division

Any team or player may voluntarily choose to play in a higher skill division. Voluntary entry into a higher division does not necessarily require the team or player to play in the higher division at future tournaments. However, if the player cashes in the higher division, their eligibility to play in a lower division will be subject to review by the Qualifications Committee.



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Player Reclassification

Players wishing to change to a lower skill division of play must submit a reclassification request form through the ISPA Website at <http://www.ispa-billiards.org/qualifications.html>. The form must be submitted on the ISPA website by September 1st. The Qualifications Committee will review the request, and either grant or deny the petition. Decisions will be posted on the ISPA Website.

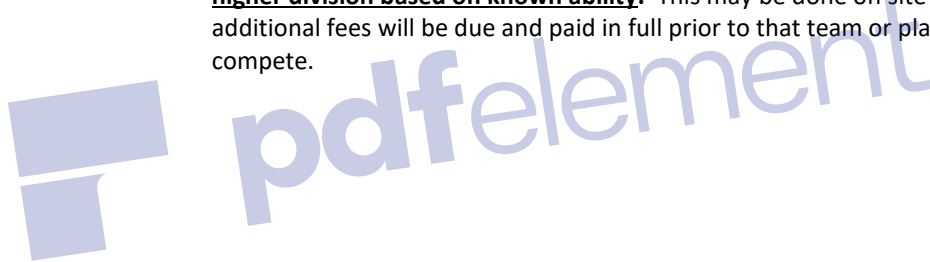
In order to be eligible to request a reclassification, the player must have “participated” in the appropriate singles division **for at least 2 years**, and not have cashed in that division during that time. Skipping the tournament does not count as a year played for this purpose.

Remember – most divisions pay out to the top 25% of their participants. Just because you don’t finish in the top 25% does NOT mean you don’t belong in the other 75% of your division, based on your skill.

Not cashing for 2 years is by NO MEANS a guarantee that your reclassification request will be granted.

Known Ability Rule

At the discretion of the Qualification Committee, **any player or team may be placed in a higher division based on known ability.** This may be done on site and the required additional fees will be due and paid in full prior to that team or player being eligible to compete.





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Team Rules

Number of Players On A Team

Each team may include as many as 7 (SEVEN) players on their roster. All players must be from the same league operator's system.

Mixed teams can have up to two women playing on their team. Each woman's current singles status will drop 1 ONE level for team.

Open Teams

All Mixed Open Teams must consist of at least 2 original players from an original league team, all of whom have met the weeks of play requirement, (see "Weeks of Play Required in the Tournament Eligibility section - page 4). The balance of the team may consist of any players from within their League Operators system, from any division and any session, who have also met the weeks of play requirement.

A Mixed Open team may include ONE player listed on the Intermediate Singles List. No Elite or Master players (male or female) are permitted to play on an open team.

A Women's Open Team can have ONE player listed on the Intermediate Singles list.

Intermediate Teams

All Mixed Intermediate Teams must consist of at least 2 original players from an original league team, all of whom have met the weeks of play requirement, (see "Weeks of Play Required in the Tournament Eligibility section - page 4). The balance of the team may consist of any players from within their League Operators system, from any division and any session, who have also met the weeks of play requirement.

A Mixed Intermediate team may include ONE player listed on the Advanced Singles List.

A Women's Intermediate Team can have ONE player listed on the Advanced Singles list.

Advanced Teams

All Mixed Advanced Teams must consist of at least 2 original players from an original league team, all of whom have met the weeks of play requirement, (see "Weeks of Play Required in the Tournament Eligibility section - page 4). The balance of the team may consist of any players from within their League Operators system, from any division and any session, who have also met the weeks of play requirement.

A Mixed Advanced team may include ONE player listed on the Master Singles List. No Elite players (male or female) are permitted to play on an Advanced team.

A Women's Advanced Team can have ONE player listed on the Master Singles list.

Masters Teams

A Masters Division Team may be made up of any number of players up to 7 (SEVEN) from within their League Operators system. This can include players from different divisions, different nights, and different sessions so long as EACH player meets the weeks of play requirement outlined above. These are traditionally "all-star" teams and none of these players need be on the Masters Singles list, but one or more may be. These teams are not required to meet the "2 original player requirement" used for Non-Master Teams.



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Substitution Rules

The Team Captain may substitute another player for a NO-SHOW player but not until after the completion of the round in which the player was listed to play. The no-show player may also be substituted back in a subsequent round should they arrive at the match late.

The Team Captain may substitute another player for a REGULAR player but not until after the completion of the round in which the player was listed to play.

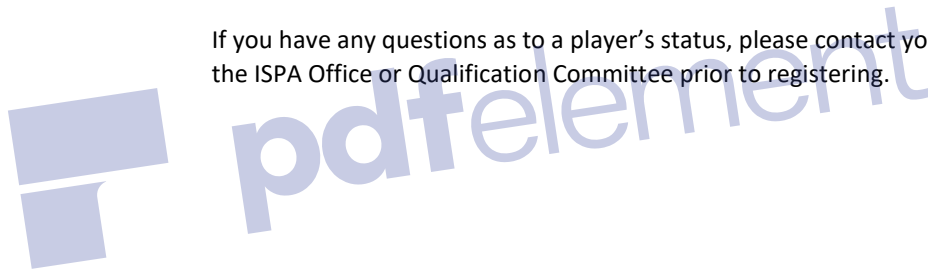
The opposing Team Captain must be informed of all substitutions prior to the start of the round. If such substitution causes the substituted player to match up against a player they have already played, the substituted player will lose that game by forfeit.

Start of Team Play

When playing in a team event, only one team member need be present to start the match. Score sheets will be filled out in a timely manner and play will commence as soon as both teams have a member present. If a game is completed and the listed opposing player is not present to begin the next game on the score sheet, that game will be forfeited to the player who is present and the match will proceed to the next game. This will continue until such time as a game can be played and the offending team or teams will take the forfeits accordingly. A player listed on the roster and on the score sheets may begin play at any time he/she arrives but may not make up forfeited games.

NOTE:

If you have any questions as to a player's status, please contact your League Operator or the ISPA Office or Qualification Committee prior to registering.





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Dress Code

We wish to make your tournament experience as positive and comfortable as possible, and present the best possible image for our sport. We ask that you help by maintaining proper and appropriate dress during the event. If you have a written medical excuse, you may present it to the ISPA office to obtain an exception. Otherwise, please observe the following requirements:

- The dress code will be in effect and enforced at all times when on the main tournament floor. This includes during all competition and practice, including mini-tournaments.
- No player may compete while wearing ripped, torn or stained clothing. Suggestive clothing may not be worn at any time when on the tournament floor.
- Collared shirts only will be allowed. Vests or sweatshirts may be worn over shirts, if the collar remains visible. Women's blouses may be sleeveless so long as they are collared and not determined to be suggestive in nature.
- Women may wear culottes, skirts, side-split skirts, and dresses, but must be of appropriate length. MINI-SKIRTS are not acceptable!
- Dress slacks are preferred but neat, clean, jeans without holes or tears are acceptable. Shorts, squorts, cutoffs, bib-type overalls, yoga pants/leggings, surgical scrubs, and running/jogging/sweat pants or suits are not acceptable.
- Clean, neat shoes must be worn at all times. No bare feet or stocking feet. Open-toe shoes are not permitted except for medical reasons when approved by the tournament committee.
- Hats may be worn (Bill Forward). Stocking caps may also be worn.

Team Dress Code Requirements

Team shirts are required for all teams during team competition. During team events, all team members must wear shirts or blouses of identical style and color, with matching logos, front and back, exclusive of embroidered names, league award patches, etc. All members of a team must have their own team shirt or blouse. No borrowing of shirts will be permitted. Teams may be required to remove coats, sweatshirts or jackets to insure dress codes are not in violations.

NOTE: No team may have members arrive late to undermine dress code violations.

NOTE: In emergency situations, if a player does not have a team shirt, they MUST wear an event shirt purchased from the shirt vendor on site.

Dress Code Enforcement

Any player found in violation of the dress code will be given 15 minutes to correct the violation (during match play) and return to the match site. If the player is not back in 15 minutes, the player will lose one game of the match, and will lose one additional game, for each additional five minutes, until he or she returns. A team captain may not substitute another player for a player found in violation of the dress code until after the player returns in proper attire. During mini-tournaments any player found in violation of the dress code will be asked to leave the tournament floor and will forfeit their position in the event.

Dress Code Protest by players

If a player or team wishes to protest or report a suspected violation of the dress code, it must be done prior to the commencement of a match. Only players involved in a singles match or the team captain, if a team event match, may make such protest to a referee. Once a match has begun, no dress code protests will be recognized but may be enforced by a Referee.

Referees Authority

Referees will be the final authority in all matters of dress code, at all times. Referees shall have the authority to enforce the dress code at all times and at their discretion as to compliance times, whether immediate or at a future time, a player or team captain lodges whether or not any protest.



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Payout Procedures

All payouts must be collected from the ISPA Tournament office in the main lobby by the Tournament Director's station. Payouts will be distributed during posted times only!

In order to receive your payout, you must have the following:

1. Photo ID
2. Pay-out voucher (received from the ISPA Office station)

Fill out the required paperwork as directed by ISPA office staff.

Team payouts will ONLY be given to the Team Captain.

Any player who receives over \$600 in winnings (ALL EVENTS COMBINED) will be issued a 1099 by the ISPA.

Mini Tournaments

Time and space permitting, Mini tournaments will be scheduled on site. These events are typically held in the evening, with 8 player brackets for various divisions of play. Entry fees vary by division.

ELITE/Master players will not be permitted to enter Mini tournaments unless a specific Elite/Master Mini Tournament is scheduled.

Electronic devices / Cell Phones

No cell phone usage during a match. Phones must be silenced or turned off. You will be given 1 warning.

No head phones or electronic devices during match. Hearing aids will be allowed.

No ear plugs.

Food and Drinks

Food and drinks from outside sources may not be brought into the tournament site. It's The Law!

Violators may be disqualified from the event.

Other Miscellaneous Rules

Gambling is NOT permitted at any time during the event!

ISPA is not responsible for damaged, lost, or stolen items.

Thank You For Your Participation And Enjoy Your 2020 ISPA State Tournament...