



ATHLETE GUIDE

PREDATOR WPA WORLD TEAMS CHAMPIONSHIP 2023

Predator Pro Billiard Series



CONTENTS

Rules & Regulations	2
Rules.....	2
Stage 1	2
Stage 2	2
Format.....	2
Match Format.....	2
Shootout	3
Dress Code.....	5
Approved Clothing	5
Prohibited Clothing.....	5
Logos & Patches.....	5



RULES & REGULATIONS

RULES

- WPA rules of play
- Lag for the opening break, winner breaks
- Referee racking using the triangle rack provided.
 - athletes may not approach or inspect the rack.
- 30-second shot clock on the feature table only. For the other tables, the referee will monitor and enforce the WPA slow play rule if necessary.
 - Extended 60-second shot clock after the break.
 - One (1) 30-second extension per game
 - The shot clock begins when all balls have come to rest, and the opposing athlete sits in his or her chair
- Each round of play is scheduled for 3 hours.
- No open practice is allowed at all on the arena table. The two athletes scheduled on the arena table may shoot one rack each prior to the match.
- Between matches, athletes may practice with alternate racks until match time.
- If a table does not become available until match time or later, athletes may shoot one rack each prior to beginning the match.

STAGE 1

- 16 Team in 4 groups of 4 teams
- Round robin format. Each team plays everybody on the group. Top 2 team qualify to stage 2.

STAGE 2

- Final 8 teams from Stage 1. Number 1 team will draw number 2 teams.
- Single elimination

FORMAT

MATCH FORMAT

- Each line up is made out of 2 men and 1 woman. For team who have more athlete we will need the line up 30 min before the starting time of the match.
- The entire team match is played on one table.
- A best of 5 sets is played to determine the winning team.
- Each set is a best of 7, with the exception of the deciding set, which will be shootout.
- The following sets in this order are played, until a team gets to 3 points in sets:
 - Set 1: Singles match – Female athlete
 - Set 2: Singles match – Male athlete
 - Athlete gets picked by team
 - Set 3: Mixed doubles match

- Female and male who has yet to participate
- Set 4: Singles match – Team pick
 - This can be either member of the team, male or female
- Set 5: Shootout, with team members alternating their turn
 - Team decides the order

SHOOTOUT

If a set score is tied at 2-2 after four sets, a shootout will determine the winner. The goal is to pocket the object ball in its designated pocket. Team member are all participating in the shoot out.

To determine a winner the following system will be used:

- The winner of the lag at the start of the match decides the starting team of the shootout, alternating turns thereafter. One turn by each team is an inning.
- The starting team determines the starting side from which the shootout will begin. Sides will alternate thereafter for each inning.
- Teams will shoot four (4) innings in alternating turns. Both teams get an equal number of turns.
- The team with the most points (i.e., balls pocketed) after four innings wins.
- If both teams are tied after four innings, the order of play will remain until an team reaches a score that cannot be tied by his opponent in the same inning. This is called “Sudden Death.”
 - In Sudden Death, the cue ball must be moved one diamond behind the head string.
- Shot clock extensions may not be used during a shootout.

For a shot to be considered legal, the following rules in terms of position and placement must be executed:

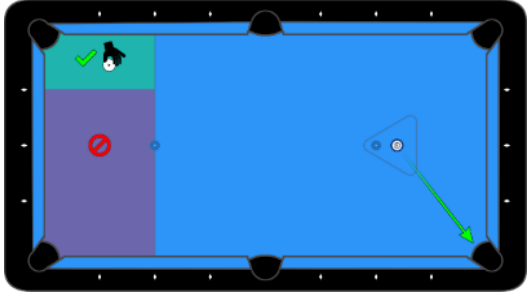
- The 10-Ball will be used as the object ball during the entire shootout. The position of the object ball corresponds to its original position in a standard 10-Ball rack.



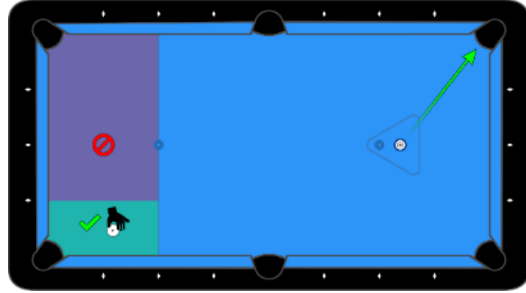
- The same rules of racking apply to the spotting of the 10-ball during the shootout:
 - Athletes spot their own 10-ball. Opponents may not approach or inspect the ball.
 - Referee spots the 10-ball on the TV table – athletes may not approach or inspect the object ball or ask for a re-spot.
- There are two zones designated for the shootout, the left and right side, shown below. The athlete must place the cue ball within the designated zone and pocket the 10-ball in the opposite corner pocket as shown below.
- Athletes must alternate the zone after each inning.
- The zones can be recognized according to the following parameters:
 - The left side is on the left side of the table while facing the object ball.
 - The right side is on the right side of the table while facing the object ball.

Regulation Shootout (Left Side)

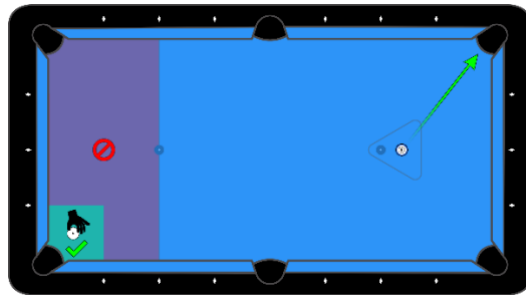
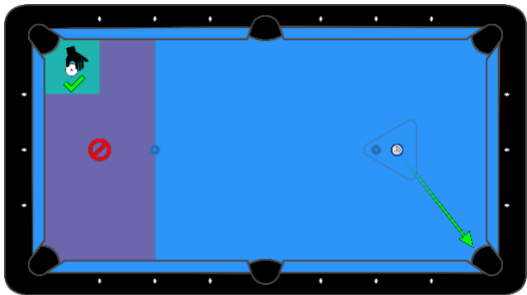
Regulation Shootout (Right Side)



Sudden Death Shootout (Left Side)



Sudden Death Shootout (Right Side)



In addition to the standard WPA rules and regulations, additional rules that are in place that determine whether an inning is considered legal are as following:

- The execution of the shot must be done within the timeframe that has been determined. This can be based on a shot clock ruling or the decision of the acting referee.
- The object ball must be pocketed in its designated pocket. If the object ball is pocketed in any other pocket, it will be considered as a miss.
- A shot that includes the rails, being or resembling a bank or a kick, will be considered a miss.



DRESS CODE

APPROVED CLOTHING

- Dress pants or casual slacks.
- Polo or button-down style shirt with sleeves, fold over or vertical collar. Button-down shirts may be worn unbuttoned if they are worn with a neat and tasteful undergarment. Button-down shirts worn without an undergarment may only be unbuttoned one button below the neck button or as deemed appropriate by the Tournament Director. Shirts should not be excessively loose or revealing.
- All footwears must be dark color, close-toe and normal in style and wear. Shoes with laces must have the laces properly tied. Dark color tennis or walking shoes are acceptable but must be clean and neat.

PROHIBITED CLOTHING

- Athletic wear of any kind, including but not limited to sweats, swimwear, jogging suits, uniforms, jerseys or any type of pants with contrasting stripes not associated with formal wear.
- Shorts of any kind, regardless of apparent length. Pants must be normal in respect to the appropriate rise in relation to the length of garment and may not be excessively baggy or loose fitting.
- Overalls, coveralls, jeans, hats, headphones or earpieces (unless medical need, proof required)

LOGOS & PATCHES

Athletes may wear a maximum of three (3) logos on playing apparel (“athlete’s logos”). All logos, including apparel brand logos, are included in this maximum of three (3) restriction. Logos may not exceed sixty-five (65) square centimeters. The athlete must submit to the organization, before his or her first match, samples of all sponsor logos for approval. The organization reserves the authority to disallow any sponsor logos for any reason, including but not limited to not submitting logo for approval or conflicting with any other event or broadcast sponsor. Additionally, the organization reserves the right to require any athlete to display event sponsor logos on the athlete’s apparel in addition to the three (3) logos allowed.