



Predator Pro Billiard Series

2024 Puerto Rico Men's Open, Presented by Samsung TV Plus

2024 Kamui Mixed Doubles, Puerto Rico

**2024 Challenge of Champions Puerto Rico,
Presented by Medalla Light**

San Juan, Puerto Rico, 2024

Tournament Protocol and Player Information

Revision 1. 09 November 2024. Revision history at the bottom of the document.

Introduction

This Tournament Protocol and Player Information apply to the following events (hereinafter, collectively, "the Event", and individually, "the events"):

1. 2024 Puerto Rico Men's Open, Presented by Samsung TV Plus
2. 2024 Kamui Mixed Doubles, Puerto Rico
3. 2024 Challenge of Champions Puerto Rico, Presented by Medalla Light

Event Administration

For matters related to sport, including rules, regulations, referees, match control and results, penalties, and any inquiries and protests associated with the above, the final authority is the Head Referee of the Event, which is EPBF Head Referee Roman Mirakhmedov.

For matters related to the event, the final authority is Pro Billiard Series Event Manager Vincent Rochefort.

General Rules and Regulations

Except where indicated otherwise, Rules of Play and Regulations apply. In the case of discrepancy between Rules of Play, Regulations and this document, provisions of this document will apply. Where it is not possible to resolve the discrepancies, the final decision will be made by the sports administration of the event.

Links to the rules and relevant documents:

1. Rules of Play: https://epbhref.link/docs/WPA_Rules.pdf
2. Regulations: https://epbhref.link/docs/WPA_Regs.pdf
3. This Event Protocol: <https://epbhref.link/p/PBS24PR.pdf>

Exceptions to the Rules and Regulations, and Discipline-Specific Rules

If both players are absent for the match, a draw will be made to decide which athlete has lost.

For events 1 and 2 (but not event 3), Rule 9.8 is modified as follows:

- The sentence:

"If a player nominates and legally pockets the ten ball prior to the ten ball being the last remaining ball, the ten ball is re-spotted and the shooter continues, while pocketing the ten ball as a final ball at the table, he wins the rack."

Shall be reworded as follows and applied accordingly:

"If a player nominates and legally pockets the ten ball on any shot other than the break shot, he wins the rack."

Equipment

No novel equipment is allowed, and all equipment must be used to its intended purpose. Chalk must be compatible with the color of the cloth. Talcum powder may only be used if no residue is left anywhere in the playing area, including player's tables, playing surface, or rails. After the match, athletes must remove anything they brought with them, including any garbage, from the playing area.

Event Format

Event 1 (Men's Open): 64 players, random draw, double elimination to last 16, then single elimination. Single elimination: loser side qualifiers are drawn randomly against winner side qualifiers without repeating winner qualification matches. Discipline: 10-ball. Races: Double elimination and group stages: best of 2 sets, each set is race to 4. If tied, a shootout determines the winner. Single elimination: best of 3 sets, each set is race to 4. If the score in the deciding set is tied at 3-3, a shootout determines the winner.

Event 2 (Mixed Doubles): 16 teams, random draw, single elimination. Discipline: 10-ball. Races: best of 3 sets, race to 4. If the score is 3-3 in the deciding set, shoot out determines the winner. Rules of shootout are provided in a separate document.

Event 3 (Challenge of Champions):

The reigning champion from each discipline (8-ball, 9-ball, 10-ball) will proceed directly to their disciplines final. The other two players will compete in the same disciplines to earn a spot to face the reigning champion.

1. 8-ball: Race to 8, winner breaks.
2. 9-ball: Race to 4, Best of 3 sets. Winner's break in racks, alternating break in sets. If tied 3-3 on the final set, winner will be decided by a Shootout.
3. 10-ball: Race to 4, Best of 3 sets. Alternating break. If tied 3-3 on the final set, winner will be decided by a Shootout.

Each player will compete in a minimum of 3 matches—one for each discipline.

After three disciplines have been played, the top two players with the most points will advance to the Grand Final. Player #1 (the player with the highest points) will choose the discipline for the Grand Final.

4. 8-ball: Race to 10.
5. 9-Ball: Best of 5 sets.
6. 10-Ball: Best of 5 sets.

Breaking Order and Requirements

Winner's break in racks, alternating break in sets. No break box.

Lag

In the matches where the table referee is present, the referee will place the balls for the lag, and the athletes must lag from that position. Failure to follow this rule will result in the loss of lag.

Racking

All racks will be racked by referees using triangles. Athletes are not allowed to inspect or touch the rack. Inspection is defined as approaching the rack to evaluate it. Protests may only be lodged against objectively incorrect racks (where ball placement violates the rule of the discipline) or Acts of God that happen after the referee finished racking.

Shot Clock

Tournament Management may implement a shot clock in any match at any point of time at its discretion. The time control for the shot clock is as follows: 30 seconds per shot, one extension of 30 seconds per rack, extra 30 seconds for the first shot after the break. The “time” signal will be announced by the referee or sound automatically when 10 seconds are left. By default, time will not be paused for any assistance with bridge or cue ball cleaning. The referee may decide to stop or reset time; in which case they will announce the amount of time left when the time resumes.

Schedule

The athlete must be present in the venue 30 minutes before their match is scheduled. The match may be announced up to 30 minutes earlier than the scheduled start time and must start within 15 minutes after the announcement or at the scheduled time, whichever is later. Practice on the match table can only take place after the match is announced and before the scheduled or latest permitted start time. Practice time must be shared fairly, the recommended approach is 1 rack per athlete. If the athlete is more than 15 minutes late for the match (defined as 15 minutes after the scheduled time, or 15 minutes after the announcement, whichever is later), they will forfeit the match.

Dress Code

Event 2 (Mixed Doubles):

The Kamui Mixed Doubles tournament is embracing a relaxed dress code that encourages comfort while maintaining a presentable appearance. Participants are encouraged to express their personal style but are reminded to avoid overly casual attire. Prohibited items include ripped jeans, shorts, sweatpants, open-toed shoes, and excessively casual clothing. The aim is to strike a balance between comfort and a neat, respectable appearance.

Events 1 and 3 (Men’s Open and Challenge of Champions):

The following dress code will apply. Tournament Management will make final calls on all interpretations and may require the athlete to adjust or change their outfit, including during a match, to bring it in compliance.

Pants. Full length dress pants, or either skirt or dress which needs to cover the knees. Colors: neutral, solid colors – beige, brown, dark blue, dark green, gray. and black. Denim material is not allowed.

Shoes. Clean black closed toe shoes, including black sole. No contrasting manufacturer or other logos allowed. Sandals, flip-flops, crocks or similar are not allowed.

Shirt. The following garments are acceptable: (1) clean collared sleeve (long or short) dress or polo shirt of any color; (2) an elegant top, a blouse or a dress which needs to cover the shoulders. A full zipped jacket is allowed if it does not have a hood. T-shirts are not allowed. Same logo rules apply to shirt, polo and jackets. Base layers may be worn under shirt if they are black, white, or another solid color matching shirt

No Body Skin Visible:

Women: if dress pants, skirt or dress do not reach socks, if worn, or footwear, it is recommended that base layer, such as nylons or leggings, be worn so that no body skin is visible. If this recommendation is not followed, Tournament Management may require adjustments so that no body skin is visible between the torso and the footwear.

Prohibited Clothing. Under no circumstances will any of these clothing be accepted:

- 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



- Up to 6 commercial sponsors spots 6 sq/inch or 38.4 sq/cm
- Up to 3 apparel manufacturer logo 3 sq/inch or 19.2 sq/cm
- If a manufacturer logo is bigger than 3 sq/inch or 20 sq/cm, it will account for a commercial logo.
- These logos should be placed in positions 1-6 and/or C on the diagram.
- Text on jerseys will be treated as a sponsor logo, unless it is the athlete's name, nickname, or country they represent.
- No Full back logos. Back can be – 1 in the top of the back and ONLY for apparel manufacturer logo player's name, country's name or flag.
- In addition, the Pro Billiard Series may provide athletes with one additional patch for the event. This should be displayed as shown in position (1) on the image.
- Logos may not exceed sixty-five (65) square centimeters. Logos should only be worn in the positions shown in the image above.
- The organization reserves the authority to disallow any sponsor logos for any reason.

Doping Control

WADA authorities may conduct doping control without prior notice to athletes. Athletes must comply with chaperone requirements.

Protesting Referee Decisions

All athletes have the right to protest a decision made by a referee. A protest is to be handed in immediately following the debated situation and before the next shot has been executed. The referee must suspend the match immediately and defer to the Head Referee for the final decision. The decision of the Head Referee on the matters within their authority, including sports rules, regulations, their application, and interpretation, and matters of unsportsmanlike conduct up to and including monetary penalties and disqualification from the event, is final, and there is no further line of protest.

Penalties

Head Referees have discretion in the choice and application of penalties for unsportsmanlike conduct and administrative violations. These may include in-match penalties, such as warnings, fouls, loss of rack or loss of match, and out-of-match penalties, such as fines and disqualification.

Monetary Fines and Disqualifications

The following actions may result in monetary fines up to \$1000 and/or disqualification from the event: failure to turn up for the match; taking alcohol, drugs or smoking during the match; forfeiting a match without a justifiable reason; failure to bring uniform in compliance with the dress code; unsportsmanlike behavior; insulting or behaving aggressively towards event officials, other athletes or general public; involvement in match fixing for any purpose; bringing Event Promoter in disrepute at the event or in media; failure to comply with WADA doping control requirements.

Card System

For unsportsmanlike conduct, referees will use cards to communicate the nature of penalty rendered. The principle of increasing penalty for repeat offences will apply. In addition to the definitions of unsportsmanlike conduct used in the Rules and Regulations, the following actions will be considered unsportsmanlike conduct and penalized as follows:

Green Card indicates a warning and will be issued for the first offence of the following nature: taking time out without starting the time on computer; having a mobile phone, smart watch or another connected device visible in the playing area, including the player's table, during the match (except during one's own time out outside the playing area); attempting to inspect the rack when it was racked by a referee; misuse of equipment. An athlete can receive a maximum of 1 green card during the whole Event, and any repeat infractions will result in a yellow card or above.

Yellow Card indicates a loss of rack (if given within a match) and will be issued for the first offence of the following nature: returning late from time-out, taking a time out during a rack, taking more time outs than allowed, using mobile phone, smart watch or another connected device in the match, or having it ring, flash or vibrate (except during one's own time out outside the playing area), smoking or taking alcohol during the match, including the use of electronic smoking devices; tapping the table; any other unsportsmanlike conduct. An athlete can receive a maximum of 1 yellow card during the whole Event, and any repeat infractions will result in a red card or above.

If a Yellow Card penalty is issued during a rack, it will be applied as follows: match will be suspended, a point will be awarded to the non-offending player, and an active player will continue their inning (which may or may not be the offending player, depending on whether the violation included a foul).

Red Card indicates a loss of match (if given within a match) and will be issued for the first offence of the following nature: serious unsportsmanlike conduct, such as damaging equipment or showing aggression. An athlete can receive a maximum of 1 red card during the whole Event, and any repeat infractions will result in the black card.

Black Card indicates disqualification and will be issued for the first offence of the following nature: grave unsportsmanlike conduct, such as showing violence, or verbally or physically attacking an event official, another athlete or member of public, or failure to follow the instructions of doping control officials.

For junior events, black card will also be issued for the first offence related to the use of alcohol, tobacco products or drugs.

Coaching

Coaching is only permitted during an athlete's own time out, and only outside the playing area.

Mobile Phones and Connected Devices

Athletes are not allowed to wear, display or use mobile phones, smart watches or any other connected devices in the player's area during the match. Such devices can only be used is during the athlete's own timeout and only outside the player's area. Such devices must be turned off or be in silent mode and may not be visible. If the athlete requires a time control device, use of non-connected mechanical, quartz or electronic watch is recommended.

Timeout

The duration of a timeout is 7 minutes. In matches with multiple sets, there is an automatic timeout after every set unless both players choose to continue play. In matches with one set, each player can take one timeout at any point of time in the match between racks. No other timeouts are allowed. For the purposes of this paragraph, shootout is a part of the deciding set. If an athlete has a medical condition that requires a longer or more frequent timeouts, they need to present a signed recent letter from their treating doctor to the Head Referee prior to the start of the tournament, and Head Referee will decide on granting an exception. Whenever an exception is granted to one athlete, it is also granted to all their opponents in all respective matches.

If the Grand Final of Event 3 is played in 8-ball, time out format will be established prior to the Grand Final.

Revision history:


2024-11-04. Revision 1. Initial Revision.

SHOOTOUT RULES

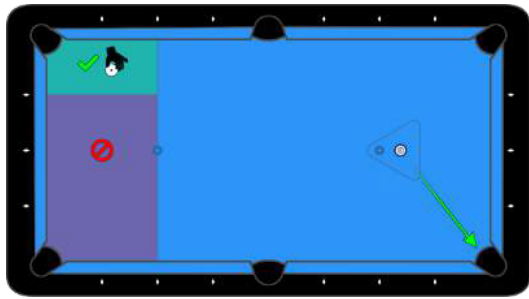
The goal is to pocket the object ball in its designated pocket. To determine a winner the following system will be used:

- The winner of the lag at the start of the match decides the starting player of the shootout, alternating turns thereafter. One turn by each player is an inning.
- The starting player determines the starting side from which the shootout will begin. Sides will alternate thereafter for each inning.
- Players will shoot **four (4) innings** in alternating turns. Both players get an equal number of turns.
- The player with the most points (i.e. balls pocketed) after four innings wins.
- If both players are tied after four innings, the order of play will remain until a player 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.

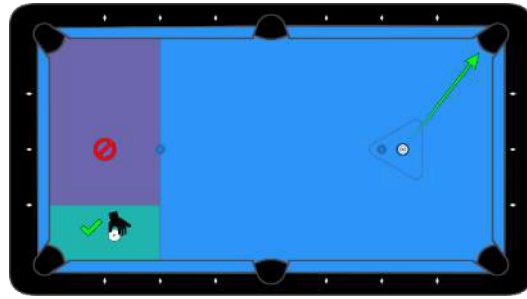
For a shot to be considered legal, the following rules in terms of position and placement must be executed:

- 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.
- Referee places the 10-ball. Players 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 player must place the cue ball within the designated zone and pocket the 10-ball in the opposite corner pocket as shown below.
- Players 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.
 - In Sudden Death, the cue ball must be moved back one diamond behind the head string.

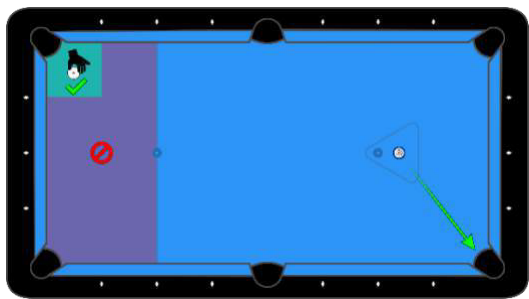
Regulation Shootout (Left Side)



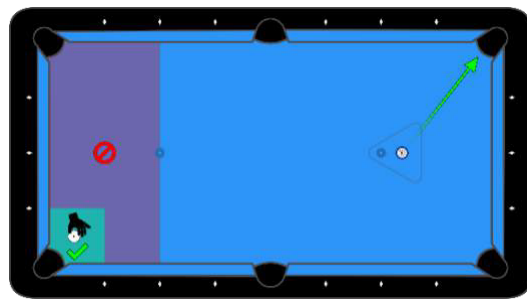
Regulation Shootout (Right Side)



Sudden Death Shootout (Left Side)



Sudden Death Shootout (Right Side)



In addition to the above 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 time frame 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.