

PLAYER INFORMATION



RULES

The Event will be conducted and played according to WPA Rules & Regulations, with the exception of the following:

All matches are played to a **Winners Breaks** format

- Tables will be appointed a score controller who will be responsible for racking and shot clock operation, except Table 1 where a referee will officiate the match as per other Matchroom Pool events.
- It will be a foul for a player to touch any ball (cue ball or object ball) with clothing, body or any equipment before, during or after a shot.

RACES

- Group Stage: Race To 9
- Last 64 - Semi-Finals: Race To 11
- Final: Race To 13



BREAK RULES

Players must use a forceful break

GROUP STAGE TO LAST 16

- A racking template will be used by the Score Controller with the 1-ball on the spot
- Players will not be permitted to inspect the rack and cannot ask for the balls to be re-racked, re-positioned or moved

QUARTER-FINALS ONWARDS

- Balls will be hand racked by the match referee with the 1-ball on the spot
- Players will not be permitted to inspect the rack and cannot ask for the balls to be re-racked, re-positioned or moved



30-SECOND SHOT CLOCK

- A 30-second shot clock will be in operation.
- There will be no audible beeps however the score controller will alert players when 10 seconds are remaining.
- Each Player is allowed x1 30-second extension per rack. This can be called at any time within the initial 30 seconds verbally by the player.
- The score controller will then allow the original 30 seconds to expire, and then restart the clock to allow another 30 seconds.
- After the break shot, a player can take a maximum of 60 seconds to appraise the table. The clock will start after the completion of the first shot in open play. A push out does not count as the first shot.

- The shot clock will start when the last moving ball comes to a rest.
- Failure to play a shot in the allocated time will result in ball in hand for the opponent.
- The Score Controller or a tournament director can stop the clock if they deem it necessary.
- If a player wishes for the cue ball to be cleaned they can alert the Score Controller at the end of a rack only and not during an open rack.



DRAW & SEEDINGS

- The seeded draw will be conducted two weeks ahead of the tournament and broadcast online on Matchroom Pool social media pages and published in full at MatchroomPool.com



PLAYERS' MEETING

- There will be a Players' Meeting at 8pm on Saturday, June 5 in the Pitchside Catering Room at Stadium MK (signage will be posted around the hotel). This is **mandatory** for all players to attend.



TOURNAMENT OFFICIALS

TOURNAMENT MANAGER
Nick Teale

TOURNAMENT DIRECTOR
John Leyman



AT THE TABLE

- Players should wear smart, dark trousers and smart, dark shoes/sneakers. **Jeans will not be permitted.**
- Players should wear short or long-sleeved shirts or polo shirts.
- **Casual sweatshirts will not be permitted.**
- A maximum of two toilet breaks per player per match will be permitted, to be taken at the end of a rack only.
- Food will not be permitted at match tables



SPONSOR LOGOS

- Players will be entitled to wear a maximum of 3 logos each not to be more than a total of 6 square inches.
- The promoter or a tournament director may ask the player to remove any logo they should deem it non-compliant.
- The promoter will be permitted to require the player to display a 4th logo on their playing apparel if they are playing on the live streaming or TV arena table. This logo will be provided to the player.



COVID-19 GUIDELINES AND PLAYER GUESTS

- The tournament will be conducted under strict Covid-19 guidelines as set out in the event Covid-19 Policy Document, which all players should familiarise themselves with.
- Players should wear face masks at all times when moving around the venue and hotel, with the exception of during matches and practice when masks can be removed.
- The World Pool Championship will be played behind closed doors



PRACTICE

- Four practice tables will be available on the balcony level. Practice can be booked on site,
- Once a match has completed, there will be five minutes until the subsequent match commences in which players are permitted to practice on the match table.
- From the last 32 stage onwards, tables 9-16 will also be available for use as practice tables.



SCHEDULE OF PLAY

- Players will be given a start time for their first match. Start times for their subsequent matches will be given after the result of each match and can also be viewed on the CueScore Live Scoring website.
- Players should report to the tournament manager at their designated time before going to their match table.
- Players who are late for the start of their match shall be penalised one rack for the first 15 minutes they are late and one further rack for each subsequent five minutes that they are late.



LIVE SCORES

- Live scoring can be found at matchroompool.com