

REQUIREMENTS FOR INTERNATIONAL MOOSE POOL TOURNAMENT

1. Members participating in the International Moose Pool Tournament must hold active membership at the time of registration and at the time of the tournament. A valid membership card, as well as valid photo identification, must be furnished at tournament check-in.
2. 16 – 20-year-old immediate family members of good standing Moose members (youth participants) may also participate. The parent/guardian of the youth participant must sign a consent form/waiver. Youth participants must be accompanied at all times by their parent/guardian and are not eligible to win cash prizes. (Note: the permission for youth participants to play in the tournament does not override any state or local laws or any Lodge by-laws regarding a set time when individuals under a specified age must exit the Lodge home.)
3. For Team Competition, the four players registered together on one tournament registration form will comprise the 4-person team. The only exceptions are:
 - ⌚ One of the registered team members is unable to participate, at which time Rule 10 regarding substitute players will be invoked.
 - ⌚ Players who register for only Singles or Doubles Competition can be grouped into 4-person teams onsite should there be enough of those registrants interested in participating in Team Competition.
4. The Protest Committee will be the International Activities Committee representative and two captains-at-large.
5. The Competition Chairman and Head Referee may recommend disqualification of a player to the Tournament Chairman for unsportsmanlike conduct or tactics detrimental to the tournament. Such disqualifications result in forfeiture of entry fees and rights to prize money.
6. The Referee will be alert to errors, fouls, and interference. He will verify, and rule on fouls when approached by opposing players in a game. Only the opposing shooter may call fouls.
7. A player who has paid an entry fee to a tournament of \$300.00 or more and doubled his money in that tournament in the past three years, and is listed in the top 65 point positions of the Professional Billiards Association list, is ineligible to participate in the International Moose Pool Tournament. The Tournament Committee also reserves the right to disqualify any person considered a touring pro. If there are any questions concerning eligibility, players must submit a request for approval to the Tournament Committee.
8. Names on entries will remain the same except in cases of death, accident, sickness, or an emergency. Changes must be approved by the Tournament Chairman.
9. There will be no gambling on the tournament. Gambling will result in disqualification.
10. During Doubles and Team competitions, if a player cannot physically continue to play, a substitute player can be utilized. The substitute player can be an extra player that the team has brought with them or a player provided by the Host Lodge. The incapacitated player may not return to play at a later time.
11. Players must report to the staging area within five minutes of being called. If not, they will forfeit the match.

RULES FOR INTERNATIONAL MOOSE POOL TOURNAMENT

1. All Rules, unless otherwise indicated below, will be in accordance with the American Pool Players Association and the Canadian Pool Players Association, which can be found at the following link:
<http://www.poolplayers.com/apa-rulebook-team-manual-scoresheets-and-other-materials>
2. **Opening Break:** The break of the first game of each match will be determined by a flip of the coin with the winner getting the break. In team competition, the break on each subsequent game will be alternated between teams. Singles and Doubles competition will also alternate breaks. (Replaces APA Rule 1)
3. **When Shooting:** There will be no coaching or shooting instructions from Team Captains or any other player in Team or Singles competition, In Doubles competition, two time-outs per game may be called by each competing Doubles team to discuss strategy "while on offense". However, unnecessary delay of the game will not be permitted. **Spectators on sidelines will not be allowed to advise or coach a player during competition.** (Amends APA Rule 9 on Coaching and Rule 9f)
4. **8-Ball Pocketed on Break:** Making the 8-ball on a break will be neither a win nor a loss. The shooter that broke will be allowed to determine whether it will be a re-rack or whether the 8-ball is to be spotted, with the same shooter staying at the table. (Amends APA Rule 4c)
5. **Cue Ball Pocketed on Break:** Making the cue ball on the break will be neither a win nor a loss. The shooter that racked will be allowed to determine whether it will be a re-rack for the shooter that broke to break again, or the shooter that racked may play ball-in-hand behind the head string and shoot the original break as it lies. (Amends APA Rule 4c)
6. **Clarification of Legal Shots:** On all shots, except on the break, the shooter must hit one of his object balls first and (1) pocket an object ball, or (2) cause the cue ball or any balls to contact a rail.
7. **Illegally Pocketed Balls:** An object ball is considered to be illegally pocketed when that object ball is pocketed on the same shot a foul is committed. The shooter's illegally pocketed balls are spotted on the foot spot and opponent's balls remain pocketed ("NO OPTION"). (Amends APA Rule 7; spot balls in accordance with APA Rule 6)
8. **Winning/Losing Game:** In accordance with APA Rule 10 and 11 except the following:
 - a. Anyone from shooter's lodge calling 8-ball before shooter calls it will be loss of game.
9. **Stalemated Game:** If in three consecutive turns at the table by each player (6 turns total), they purposely foul or scratch, then the game will be considered a stalemate. Both players agree that attempting to pocket or move an object ball will result in immediate loss of game. The balls will then be re-racked and the shooter that broke the stalemated game will break again. Please note: Three consecutive fouls by one player is not a loss of game.
10. **Order of Play:** Line-up must be the same throughout the tournament for individual teams. However, in doubles competition, either player can break and/or either player can shoot second at the beginning of play. Then, partners MUST alternate turns to the table.

EXAMPLE:

You and your partner win the game, you pocketed the 8-ball in the immediately preceding game, and it is your team's turn to break, your partner **MUST** go to the table and break. Continue to alternate turns to the table until the match is concluded.

Note: When (1) player from a doubles team is missing the player present will be allowed to play against the opposing (2) players. The opposing (2) players will shoot back to back. Any fouls by the (2) players will result in the incoming player getting ball in hand behind the headstring. The opposing (1) player still gets ball in hand any place on the table.

Revised 3/2014