

# BCA National 8-Ball Championships – May 12-22, 2010

## Complete Dress Code

The Dress Code is established to add to the prestige and respect associated with the world's largest and most prominent amateur pool tournament. Your cooperation in wearing the appropriate neat and clean apparel at all times during the competition is appreciated.

**NOTE: There are changes this year to the enforcement procedures for dress code violations in team play. Please be sure to review team play procedures carefully. Team captains are responsible for being familiar with the dress code. In addition, all earplugs, including passive earplugs, are prohibited in all events.**

### APPROVED CLOTHING FOR SINGLES AND SCOTCH DOUBLES EVENTS

Item	Men	Women
Shirts	<ul style="list-style-type: none"><li>➤ Polo or button down style shirt with sleeves and fold-over collar.</li><li>➤ Formal wear shirt if worn with proper pants for such a shirt and a commonly accepted tie.</li><li>➤ Formal wear shirt that does not commonly accept a tie (such as banded or Mandarin collar) if worn with proper pants for such a shirt.</li><li>➤ For Scotch Doubles, matching shirts are preferred but not required.</li></ul>	
Pants	<ul style="list-style-type: none"><li>➤ Dress pants or casual slacks.</li><li>➤ Neat and clean jeans with no significant tears.</li></ul>	<ul style="list-style-type: none"><li>➤ Casual or dress pants.</li><li>➤ Neat and clean jeans with no significant tears.</li><li>➤ Capri style pants.</li></ul>
Dresses		<ul style="list-style-type: none"><li>➤ Sleeved dresses of conservative length.</li><li>➤ Skirts of conservative length.</li><li>➤ Culottes.</li></ul>
Footwear	All footwear must have a closed toe and be normal in the manner of its style and wear. Shoes with laces must have the laces properly tied.	
Hats	Billed or brimmed hats or caps that are clean, neat and worn with the bill straight forward.	

Additional approved wear:

- Sweaters, jackets, coats or other outerwear may be worn over shirts that meet the dress code. There is no requirement to have the shirt's collar in any particular position in relation to the outerwear, or to have the outerwear closed or open. The outerwear may be worn while at the table. If the outerwear covers the shirt completely, you must comply with a request from your opponent or a referee to offer proof that you are wearing a proper shirt.
- Button down shirts may be worn unbuttoned if they are worn with a neat and tasteful undergarment. If button down shirts are worn without undergarments, not more than one button below the neck button may be unfastened, nor may the shirt be excessively loose or revealing.
- Medically necessary exemptions may be obtained for any item. If you need a medical exemption, before the beginning of your tournament play you must present a signed and dated letter from a physician, **including the physician's state license number and contact information**, to the Head Referee's desk. The note must include a brief description of the required exemption (detailed descriptions and personal information are not necessary). All requested medical exemptions are subject to verification. Presentation of false information or information that cannot be verified may lead to disqualification.

### TEAM EVENT SHIRT REQUIREMENTS

The team shirt requirements are in effect for all team events, including second chance and trophy events.

Team shirts must substantially match in color, style and trim. The following guidelines are provided to describe what features are critical in determining whether a shirt is considered to be matching and will be allowed during play:

ITEM	Critical points for matching or wearing - shirt will be disallowed if not met	Not critical
COLOR	<ul style="list-style-type: none"> <li>➤ The color must be substantially matching.</li> <li>➤ Extreme fading, extreme discoloration, or significant bleach spots are not permitted.</li> <li>➤ Significant shade differences are not permitted.</li> </ul>	<ul style="list-style-type: none"> <li>➤ Slight Fading.</li> <li>➤ Slightly different shade.</li> </ul>
STYLE	<ul style="list-style-type: none"> <li>➤ Same basic style, such as polo or button down.</li> </ul>	<ul style="list-style-type: none"> <li>➤ Sleeves banded or not.</li> <li>➤ Tucked in or not.</li> <li>➤ Button down collar or not.</li> <li>➤ Number of buttons on placket.</li> <li>➤ Pocket or no pocket.</li> <li>➤ Button down shirt buttoned or not, <i>if worn with undergarment</i>.</li> <li>➤ Long sleeved or short sleeved, or whether or not long sleeves are rolled up.</li> </ul>
TRIM	<ul style="list-style-type: none"> <li>➤ Significant stripes, patterns, bands or thick piping.</li> </ul>	<ul style="list-style-type: none"> <li>➤ Fine, thin piping.</li> </ul>
NAMES, GRAPHICS, EMBROIDERY AND OTHER MARKINGS	<ul style="list-style-type: none"> <li>➤ <b>You must have at least as many shirts as the total number of players that are listed on the score sheet of your match for the entire match.</b> No one shirt may be worn by more than one person during a match. Absolutely no trading or borrowing of shirts is allowed at any time during a match.</li> <li>➤ Large areas of embroidery, such as business logos or other graphics covering a substantial area.</li> </ul>	<ul style="list-style-type: none"> <li>➤ Name on shirt does not need to match player's name.</li> <li>➤ Names are not required.</li> <li>➤ Some shirts may have names while others do not.</li> <li>➤ Small areas of graphics or embroidery, such as small names of businesses over pockets, on sleeves, or in similar small areas.</li> </ul>
ACCESSORIES	<ul style="list-style-type: none"> <li>➤ If several patches, pins or other accessories are grouped together or form a pattern, such that they become a significant feature of the shirt, all shirts must display them.</li> </ul>	<ul style="list-style-type: none"> <li>➤ Specific patches or other items within groups as described at left.</li> <li>➤ Single patch, or a few patches or items that are not grouped together or patterned as described at left.</li> </ul>

On a case by case basis and prior to the beginning of team play, the BCAPL Administration may approve team shirts that do not meet the traditional requirements for matching. The exceptions will only be granted in the case that a predominant theme can be demonstrated that requires the shirts to display a significant difference while still conveying the concept of team unity. Two examples of such themes are:

- Shirts are themed as pool balls, clearly demonstrating the representation or concept of a pool ball, with each team member's shirt being the color of a different ball;
- Shirts are of the same color, but display a distinctly different graphic aligned to a common theme, such as each shirt displaying a different fictional character from a common collection.

**DO NOT PRESUME THAT YOU WILL BE GRANTED AN EXCEPTION.** Regardless of whether non-matching shirts meet the above conditions, **they will not be permitted unless they have been specifically approved by the BCAPL Administration prior to the opening of play on the first day of team events (no later than 8:00 a.m. on Wednesday, May 19 for the 2010 National 8-Ball Championships).** **Referees are not authorized to grant such approvals.**

### **PROHIBITED CLOTHING AND ACCESSORIES**

- Athletic wear of any kind, including but not limited to: sweats, swimwear, jogging suits, uniforms or jerseys, any kind 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 the garment, and may not be excessively baggy or loose fitting.
- Formal shirts, such as wing tip or lay down collared tuxedo shirts, which are worn without a commonly accepted matching tie and pants.
- Shirts with banded or Mandarin collars that are not formal wear worn with formal pants.
- Button down shirts that are worn unbuttoned without neat and tasteful underclothing. If button down shirts are worn without undergarments, not more than one button below the neck button may be unfastened.
- Overalls or coveralls.
- All shirts worn to meet the dress code must have sleeves. Sleeveless shirts worn over undergarments are prohibited.
- Sweaters, jackets, coats or other outerwear that are worn over a shirt that does not meet the dress code, regardless of whether or not the outerwear has a fold-over collar.
- Bandanas, scarves above the neck, headbands, do-rags, any cap or hat without a bill or with the bill not worn straight forwards.

- Any hat that is worn in an inappropriate style, such as a top hat worn while not in formal wear.
- Any clothing or headwear judged by tournament officials or referees to be:
  - in poor taste, offensive, dirty, excessively torn, or worn in a manner other than intended;
  - disrespectful or mocking of the sport in any way (e.g., sleep wear, period clothing worn as a joke, etc.);
  - unnecessarily revealing (e.g., bare midriff, very low cut necklines, etc.)

**Absolutely no electronic accessories of any kind are permitted to be accessed or worn as headgear during a match. Examples include, but are not limited to:**

- Headphones, earphones, or earplugs of any kind, including Bluetooth accessories, **whether powered on or not.** Medically required hearing aids are permitted.
- Cell phones, pagers, or music devices of any kind. Cell phones may be worn on the belt or kept in pockets, but may not be accessed for messages or conversations:
  - ◆ at any time during a match by singles or scotch doubles players;
  - ◆ during the player's game in team play.
- **All audible ringers and other notification tones must be turned off while on the tournament floor.**

Accessing a communications device or musical device of any kind during a game may result in an unsportsmanlike conduct warning at the discretion of referees or other tournament authorities. A second violation may result in forfeiture or disqualification. Communications for medical or other emergencies are permitted at any time.

## PROCEDURES FOR DRESS CODE ENFORCEMENT

Failure to comply promptly with referees' instructions concerning dress code violations may result in an unsportsmanlike conduct warning.

Referee's decisions or instructions to correct violations may be discussed *after* the match with BCAPL Tournament administrative authorities, **but may not be used as the basis for a protest or as a reason to delay the beginning of a match.** Designated BCAPL Tournament administration members are the final authority on all decisions regarding clothing.

While referees will make every effort to enforce dress code provisions, violations will not be enforced after a player's first game of the match has begun, with the following exceptions:

- Headgear may be required to be removed or corrected;
- Accessories, earplugs and electronics may be required to be removed;
- Button down shirts may be required to be adjusted to meet the dress code.

All other requests by players for dress code enforcement must be made *before* the beginning of the player's first game of the match.

**SINGLES:** A player found in violation of the dress code before a match will be given 15 minutes from the match time to correct the violation and return to the match site. If they have not returned with the violation corrected after 15 minutes, they will lose one game of the match, and will continue to lose an additional game for each five minute period after that, until they return with the violation corrected.

**TEAMS:** *In team play, dress code violations may be enforced at any time before a player's first game has begun. Enforcement of the dress code for a substitution in a team match may also be made before the beginning of the substitute's first game.* After a player has started their first game, dress code violations for that player may not be enforced for the remainder of the match.

In team play, the time limits and forfeiture rules apply only to the particular player. If after a round has begun, a team member is challenged for being out of dress code before they begin their first game:

- *That player will have 15 minutes to correct the violation;*
- *During the 15-minute grace period, other games of the match will continue to be played while waiting for the out-of-compliance player. If such a game lasts past the 15-minute period, it does not extend the period - the player in violation must return to the playing area with the violation corrected before the 15-minute period ends or their game is forfeited.*
- *If a player in violation of the dress code forfeits a game, they may be substituted for in subsequent rounds if a substitute is available.*
- *If no substitute is available for subsequent rounds and the violation has still not been corrected, successive games will not be forfeited until that player's turn comes up in the progress of the match, instead of at five-minute intervals. There is no grace period for subsequent rounds – the forfeit takes place immediately upon the opponent's presence at the table.*

In all divisions, if a player is allowed to complete a match out of dress code because the violation was not challenged in time to enforce, that player does not have an exemption from the dress code for future matches.