

NZCSA TOUR DETAILS

Events – Straight Knockout	<u>Race to</u>
Premier Open	9
Premier Ladies	9
A Grade	7
B grade	6
Ladies	6
Junior grade – under 18	5
Champion of Champions – all grades	

Player Grading

Initial grading will be done by NZCSA and Cuesport.co.nz using current NZ ranking systems and advice from current players and tournament conveners. Players will have an opportunity to request a change of grade however... Premier grades will only consist of players that can consistently compete at the highest level in NZ.

NZCSA have created a ranking system for all grades and this will be used for assessing player performance and grading in the future.

Female and Junior eligibility

Females and Junior's that are not premier players may play in multiple grades e.g. Ladies and A or B grade, Juniors and A or B grade, Ladies and Juniors

Draws

The first round draws for 2024 events for every grade will be random and drawn prior to the start date of each event. Draws for events from 2025 onwards will be done using the ranking system.

Entering an event

Create an account on www.cuesports.co.nz to enter events

Entries can only be processed online via www.cuesports.co.nz

Payment of the entry fee is required to complete/confirm your entry

Note: Premier players

Premier events are restricted to premier players only.

After creating an account on www.cuesports.co.nz premier players will need to email admin@cuesports.co.nz their user name . We will then confirm their eligibility and upgrade their website registration to premier.

Prize money

ALL PRIZE MONEY will be paid by way of direct credit to the appropriate participants bank account prior to prize giving.

No prize money will be paid by way of cash.

Match rules

All matches will run to the Cuesports.co.nz's shot clock system
Strict dress code applies, exceptions will be considered by if required
No alcohol will be allowed in the livestream table playing area
Cuesports.co.nz player conduct rules apply
If any player breaks these rules Cuesports.co.nz reserve the right to ban them from all Cuesports.co.nz events for a period that Cuesports.co.nz deems appropriate.

Dress code

The minimum requirements are as follows;
Tailored slacks, trousers, skirt or dress
Single coloured collared shirt or polo shirt or a collared blouse
Dress shoes or dress boots.
No hats, sunglasses, dirty or torn clothing
No large images or letters on clothing

Player conduct

All players must conduct themselves in a respectful and sporting manor
If a player or spectator becomes abusive or uncontrollable at any time during a Cuesports.co.nz event, Cuesports.co.nz reserves the right to evict them from any further participation in that event and potentially may ban them from all Cuesports.co.nz events.

Players and spectators are to refrain from coaching from the sidelines;
Cuesports.co.nz will consider this uncontrollable behaviour.

If a player chooses not to play to the Cuesports.co.nz "player conduct" rules in accordance with their intent the appointed referee may apply a penalty determined by them to be appropriate including; verbal warning, extreme foul, loss of frame or loss of match.

A player may not attempt to distract their opponent at any time. The event referee may apply a penalty for doing so of either ball in hand to the opponent or in severe cases, loss of frame

Examples of distraction include but are not exclusive to;

- 1) Approaching the table while it is the opponents turn at the table, unless requested
- 2) Unscrewing your cue when your opponent is on the black
- 3) Talking to the opponent while the opponent is in the process of playing their shot

Control table

The control table will be staffed by at least one person
Players will be called to standby the control table when their match is coming up
Players MUST be at Standby to await their table allocation

Standby

Players will have a 3 minute call to standby prior to being allocated a table.
If a player fails to present themselves at their allocated table within three minutes of it being allocated they will lose one frame every three minutes from the time their table was allocated until the match is lost.

Shot Clock

Each player will have a total of 40 seconds to play a shot.
Official time keepers will call out "10 seconds" if the player at the table has not played a shot within 30 seconds after all the balls have stopped moving from the previous shot.
When player A is handing control of the table over to player B, player B's shot clock will not start until player A has left the table.
Shot extension. Each player will be allocated one 30 second shot extension per frame

Match Clock

All matches must be completed within the allocated time. An official match clock will be used. A five minute warning will be announced if the match is not completed.
If the match is not completed by the end of the allocated time, the frame in play shall be completed to decide the winner. The player that is ahead on frames score will win the match. If the match is tied at the end of the time allocated then one more frame shall be played to decide the match winner.

Allocated match times for all NZCSA events

Race to	Match clock
9	1 hour 55 minutes
7	1 hour 40 minutes
5/6	1 hour 25 minutes