Conditions of Entry

Version 2026.4

I hereby accept the invitation from **CueWorld Events** to participate in a CueWorld Events–sanctioned tournament and agree to comply with these Conditions of Entry and all applicable Event Rules.

Terms and Conditions

1. Integrity of Competition

All matches must be conducted fairly and without collusion. Any form of match fixing or manipulation is strictly prohibited.

Betting by players on event matches is prohibited **except for the officially sanctioned Calcutta**, where applicable.

CueWorld Events reserves the right to immediately disqualify any player where conduct or betting activity suggests inappropriate behaviour. Any prize money may be forfeited.

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2. Disciplinary Authority

The Event Director may disqualify a player at any time for breach of these Conditions, Event Rules, or for conduct deemed detrimental to the Event, **CueWorld Events**, or its sponsors.

Smoking or vaping is strictly prohibited within the match arena for the duration of play, including breaks and time-outs. A **designated smoking and vaping area is provided on the players' balcony only**.

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3. Complaints Procedure

Any complaint must be submitted in writing to the Event Director (or delegate) within 60 minutes of match completion.

Players must not make public or media statements regarding complaints until the matter has been reviewed.

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4. Insurance

Players are solely responsible for obtaining adequate personal travel, health, and accident insurance.

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5. Event Changes or Cancellation

CueWorld Events and its affiliates accept no liability for prize money or compensation if an event is postponed, cancelled, modified, or disrupted, or if third-party promoters or sponsors fail to meet payment obligations.

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6. Match Manipulation

Players must not request or provide misleading scores or results to gain competitive advantage, influence placings, or disadvantage other participants.

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7. Punctuality and Forfeits

Players must be present and ready to commence play at the allocated time.

If a player is not present, they will be **placed on the clock** following a three-minute grace period.
Once on the clock, the player forfeits **one (1) frame for every five (5) minutes** of continued absence.

If the player does not arrive within **fifteen (15) minutes**, the match will be awarded to the opponent.

The Tournament Director may pause, modify, or waive the clock under exceptional circumstances.

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8. Player Movement

Players must not leave the match area without approval and must return within a reasonable time. Failure to comply may result in frame forfeiture.

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9. Scheduling & Tables

The Tournament Director may reschedule matches, allocate any available table, and determine start times at their discretion.

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10. Equipment Repairs

A maximum of 15 minutes is permitted for cue re-tipping only if the tip becomes loose, damaged, or detached.

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11. Referee Authority

The referee's decision is final and binding.

Players may not call fouls on opponents. If a shot, position, or ruling is uncertain, **play must stop** and a referee must be summoned **before the shot is attempted**.

CueWorld Events will appoint **two (2) Area Referees** for an 8-table arena.

To summon a referee:

- Stop play immediately
- Do not touch or disturb any balls
- Proceed to the **head of the table**
- **Raise your cue clearly** to signal the Area Referee

Players must cooperate fully and may be required to explain the situation.

No action may be taken until the referee rules.

Penalty Ladder:

1. Official Warning
2. Loss of Frame
3. Loss of Match
4. Disqualification

The Tournament Director may escalate penalties immediately for severe misconduct.

12. Practice Time

Practice time, if permitted, will be assigned by the Tournament Director.

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13. Time-Outs

Players may take **two (2) time-outs per match**.

Time-outs may only be taken:

- During the player's turn
- When they are the **designated breaker**
- **Only after a frame has ended** and before the next break

No mid-frame time-outs are permitted.

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14. Pace of Play & Shot Clock

Players must maintain a reasonable pace.

A **45-second shot clock** applies:

- For all **TV / Feature Table** matches
- When enforced by a referee or Tournament Director

Each player receives:

- **One (1) extension per rack** for **30 seconds additional time**

The TD or referee may implement, adjust, or remove the shot clock as needed.

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15. Dress Code Compliance

Players must be suitably attired to commence their match.

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16. Dress Code

• Dress pants
• Collared shirt (polo acceptable)
• Dark footwear (black joggers permitted)

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17. Media & Promotion

Players may be required to participate in official media activities. CueWorld Events retains full ownership of such media unless anonymity is requested.

Additional Conditions

18. Code of Conduct

Players must behave respectfully toward opponents, referees, staff, and spectators.
Abusive or unsportsmanlike behaviour may result in penalties or disqualification.

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19. Alcohol & Intoxication

Players must not compete while visibly intoxicated.
The TD may remove or disqualify any player deemed unfit to compete.

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20. Equipment Compliance

All equipment must be legal and appropriate.
The TD has final authority on equipment disputes.

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21. Electronic Devices

All devices must remain silent.
No communication, coaching, or use of electronic devices is permitted during active play.

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22. Coaching Restrictions

Coaching is prohibited during matches unless explicitly allowed by event format.

23. Force Majeure

CueWorld Events is not liable for delays or cancellations caused by events beyond reasonable control.

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24. Break Format

The tournament format will determine whether **Winner Breaks** or **Alternate Breaks** apply. This will be published in the official event format document.

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25. Calcutta

Certain events may include a Calcutta.
A **published Calcutta structure and payout schedule** will be provided separately.

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26. TV Table Protocol

26.1 Shot Clock & Referee Control

- A **45-second shot clock** applies to all TV Table matches.
- Each player receives **one (1) 30-second extension per rack**.
- The referee manages all timing, extensions, and pauses.

26.2 Player Conduct & Presentation

Players must maintain professional conduct at all times.
No swearing, gestures, spectator interaction, or coaching is permitted.

26.3 Electronic Device Restrictions

Players must switch off or surrender devices before entering the TV arena.

26.4 Dress & Appearance

Players must meet all dress code requirements with broadcast-appropriate presentation.

26.5 Match Flow

The referee controls pace and timing.
Players must wait for the referee’s instruction to start the match, lag, or break.

26.6 TV Arena Access

Only authorised staff and assigned players may enter the TV arena.

26.7 Equipment Checks

Equipment must be compliant and checked before entering the TV arena.

26.8 Media Obligations

Players may be required for intros, interviews, or promotional filming.

26.9 Broadcast Timing

Players may be directed to pause or adjust actions for broadcast requirements.

26.10 Failure to Comply

Non-compliance may result in:

- Warning
- Loss of Frame
- Loss of Match
- Removal from TV Table assignments
- Disqualification (for severe cases)

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27. Payments

All prize money is paid via EFT only.