

# **Carnival Rules**

**(Formerly Carnival Rules and Carnival By-Laws)**

## **Reviewed and accepted for introduction from 2005 Carnival**

1. All games are to be played under the Official Rules of EightBall as authorized by the Australian EightBall Federation and used by the South Australian Women's EightBall Association Inc for competition and tournament play.
2. All players competing are expected to be at the venue at the commencement of each day, through to the end.
3. Only competition games are to be played on the tables during each day's match schedule.
4. Completed list of full names and signatures of all players must be given to the carnival co-coordinator, on the official registration sheet provided, by 8am Saturday.
5. House rules are to be abided by at all times.
6. Time may be altered throughout the tournament at the discretion of the committee.
7. Any member of the carnival who commits a drug related offence at any Venue where organized Eight-ball is being, or about to be played, will be suspended from all forms of competition eightball.  
Venue: Includes any location within 200 metres of the Venue.  
Drug Related Offence means:  
An offence which breaches the Controlled Substances Act, or in everyday terms, and offence for which the police could take action.  
Suspension -  
First offence: Six (6) months suspension from date of incident.  
Subsequent offenses: Two (2) years suspension.  
Degree of Proof  
Where a member is suspected of committing a drug offence, police may be called by any person. If police issue an on-the-spot fine (Cannabis Expiation Notice) or the person is arrested or reported for a drug offence, the person is in breach of the No Drugs policy, unless the person is found not guilty in court.
8. Players must sit and/or stand in a neutral position whilst their opponent is at the table. They should not engage in conversation – either verbal or non-verbal with persons other than the umpires, opponents or tournament officials during play. A player desiring a drink, piece of equipment etc should only do so with the approval and observation of the umpires or tournament officials.
9. Any time out granted by the Umpire shall be in the Umpires good judgement that the player(s) are not abusing the privilege as a means of unsettling their opponent.

10. Teams may have up to ten registered players, but players must actually play at least one frame to be eligible to receive a memento. The only exception to this is for a non-playing Captain who is listed as such on the registration form. Team captains may play all players in any match during a carnival.
11. No player may play more than once in any given round of five frames, i.e a player may play a maximum of three times in any given match if selected for each round.
12. Format of play will be fifteen frames being three rounds of five frames. The first five names are to be written on the results sheets prior to the start of play. The players will then follow the set format as written on the results sheet with the only changes being when substituting players after each round has been completed and before the following round has commenced.
13. The team named first in the program book will be the home team and play as numbers and the away team will be the team named as "against/versus" and will play as letters.
14. Finals need only be played until one team attains eight winning frames (subject to any appeal or replay).
15. The decision of the protests/disputes committee (generally the host committee) regarding any matter is final and no further discussion will be entered into.
16. Player of the Carnival: If there is a disparity apparent between the groups (for example if group B had a bye), a player's results in group A will be scaled down by a ratio of 12/14 in order to equalise the Player of the Carnival formula. This will ensure that players are not disadvantaged by the bye and resultant game reduction. Player of the carnival statistics will be made available for distribution as soon as possible after being made public.
17. Each team will provide an umpire for each frame during the minor rounds. The host association will provide umpires for all finals matches.
18. The umpires of the frame are responsible for the setting up of the balls for the next frame immediately the frame they have umpired is decided. At the completion of a match it is the responsibility of the umpires of the last frame to ensure the balls are set up for the next game before moving on to the next playing area/table.
19. Every endeavour should be made to finish all matches on time. If matches appear to be running late or over time, the carnival co-ordinator may transfer at their discretion any unplayed frames to adjoining tables (if possible). The carnival co-ordinator's decision in this matter is final and no discussion will be entered into.
20. Matches will commence as soon as the table to be used and the teams involved are available even if matches from the previous round are still in progress provided the table is not required for any transferred frames.

21. Captains are to mark the result sheets with a W for a win and an L for a loss.  
Captains are to keep games flowing and avoid wasting time between frames.
22. Immediately after each match the captains shall check the result sheets are correct before signing them. The winning team captain is then responsible for lodging the result sheets with the carnival co-ordinator.
23. Score updates will be distributed as soon as possible after the end of each round.
24. Mobile phones must be switched to silent mode or off while play is underway each day.
25. A blanket warning will be issued before the start of play on Saturday regarding the placement of chalk on the table and will cover the duration of the carnival. Should a player place her chalk on the table at any time after this, the umpire will ask her to remove it. The umpire will issue a first and final warning that if the player commits the offence again the umpire must consider it "breaking the spirit of the game" and will result in loss of that frame.
26. In the event that a team representing an affiliate is in need of an extra player, i.e they only have four players available, a member of an opposing team may be transferred to the team in need. If this option is taken up the player who has transferred to the other team must remain a part of the team they have transferred to and cannot return to their original team or any other team at any point during the carnival. The players personal wins/losses will be considered in the statistics used to determine the Player of the Carnival and they will be eligible for the award.