



ATHLETE'S GUIDE

2023 PREDATOR WPA OCEANIA 10-BALL CHAMPIONSHIP
Auckland, New Zealand
Nov 30–Dec 3, 2023

Oceania Pocket Billiard Association

Contents

ABOUT	3
ABOUT THE EVENT	3
REGISTRATION & PAYMENTS	4
ELIGIBILITY	4
VERIFY YOUR REGISTRATION	4
PAYMENT	4
PAYOUTS	4
PRIZE BREAKDOWN BASED ON FULL FIELD	4
VENUES	5
SCHEDULE OF EVENTS	6
START OF THE EVENT	7
FORMAT	7
MENS STAGE 1 – SECTION PLAY.	7
MENS STAGE 2 – SINGLE ELIMINATION	7
WOMENS STAGE 1 – SECTION PLAY.	8
WOMENS STAGE 2 – SINGLE ELIMINATION	8
T140 Plate Event	8
RULES & REGULATIONS	9
BREAKING	9
MATCH PUNCTUALITY	9
PRACTICE	9
RULES OF PLAY	9
ELECTRONIC EQUIPMENT	9
SHOTCLOCK	10
DRESS CODE	10
APPROVED CLOTHING	10
PROHIBITED CLOTHING	10
LOGOS & PATCHES	10
DRUG TESTING	10
PLAYER AGREEMENT	12

ABOUT THE EVENT

The Oceania Championships return after a COVID enforced break with the highest prize purse in the history of Australasian pool!

The Oceania Pocket Billiards Association (OPBA) is proud to present the **2023 Predator WPA Oceania Men's and Women's 10 Ball Championships**. Sanctioned by the World Pool Billiard Association, the events will accumulate valuable **WPA ranking points**. OPBA is also excited to announce that the prize pool is USD 37,000 for the Men's Championships and USD 10,000 for the Women's Championships. In addition to this, the winners of the championship events will also gain automatic entry into the **2024 Predator WPA World 10 Ball Championships!**

The **2023 Predator WPA Oceania Men's 10 Ball Championship** will take place from Thursday November 30 to Sunday December 3. Section play will be hosted between Massé Pukekohe in southern Auckland and Pool and Blues on Auckland's Northshore. Post section play will take place at Massé Pukekohe on the Saturday and Sunday.

The **2023 Predator WPA Oceania Women's 10 Ball Championship** will take place from Friday December 1 to Sunday December 3. Section play will be hosted at Pool and Blues on the Northshore on Friday December 1. Post section play will take place at Massé Pukekohe on Sunday.

Section play for both events will be a race to 5. Post-section knockout play for the men's event will be held on Saturday and Sunday and will feature the last 64 men, while post-section knockout play for the women's event will be held on Sunday and will feature the last 16 women. Post section play will feature progressively longer races. **The post-section play on Sunday will be broadcast/streamed live.**

Those players that do not qualify for post-section play will be eligible for the Plate competition which will be played under the **T140 format and has a prize pool of US\$3,000!** The T140 Plate is free to enter for those participating in either the men's or women's championships.

Oceania's premier pool event will also see a return of **the Australia vs New Zealand Trans Tasman**, when the best male and female players of both nations compete in a Trans-Tasman teams test match on the evening of Saturday December 2. This battle royale will also coincide with a catered drinks and nibbles players' reception that is complimentary for all competitors entered into the championships.



REGISTRATION & PAYMENTS

ELIGIBILITY

Players must be members of a WPA affiliated association. E.g. APPA or NZPA.

If you are not currently a financial member of your organization, you must pay your membership before the event.

VERIFY YOUR REGISTRATION

The complete list of players can be found at Cuescore. Please verify that you are in the draw and note your section letter to look up the schedule.

PAYMENT

Payment was taken as part of Registration via Cuescore

Entry for the men's event is US\$125 for seniors (we have set this at NZ\$210), and US\$30 for juniors under the age of 21 as of December 31, 2023 (we have set this at NZ\$50). The field has been capped at 128 players with an allowance of no more than 20 spots available for juniors (at the discounted rate).

PAYOUTS

Prize Money is guaranteed.

Payouts will be made by direct deposit within 14 days.

Players who reach the payout rounds will be asked to provide bank account details to the organisers within 5 business days so that we can process payments on time.

Prizes will be paid at the exchange rate via the OPBA's nominated bank account at the time the transfer is made.

PRIZE BREAKDOWN BASED ON FULL FIELD

	Mens	Womens	T140 Plate
1st	\$10000	\$3500	\$1000
2 nd	\$5000	\$1700	\$500
3-4 th	\$2200	\$800	\$250
5-8 th	\$1200	\$400	\$125
9 th -16 th	\$500	\$200	\$60
17 th -32 nd	\$250		
33 rd -64 th	\$150		

VENUES

MASSÉ PUKEKOHE

ADDRESS:

33 Edinburgh Street

Pukekohe, 2120

Phone: 09 238 0747

<https://www.masse.co.nz/clubs/pukekohe/>

Pukekohe@masse.co.nz

POOL & BLUES

ADDRESS:

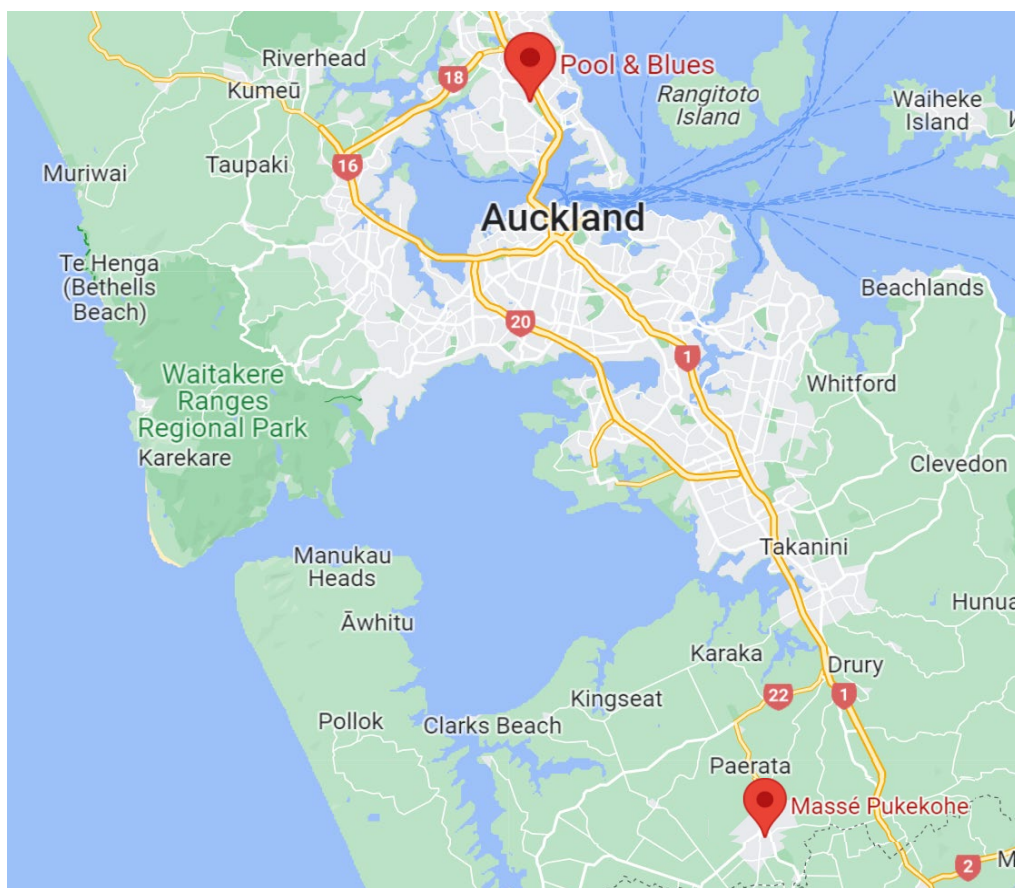
217 Archers Road,

Wairau Valley, Auckland 0629

Phone: 09 215 1002

<https://www.poolandblues.co.nz>

admin@poolandblues.com



The two venues are approximately an hour apart.

Pool & Blues is about 20 mins north of the Auckland CBD

Massé Pukekohe is about 50 mins south of the Auckland CBD.

Please contact the tournament organizer for advice on travelling to and from the venues.

SCHEDULE OF EVENTS

Qualifier Section Play.

DATE	DESCRIPTION	LOCATION
NOV 30	Men's sections B, D, G, H & I	Pool & Blues, Wairau Valley
NOV 30	Men's sections A, E, M, O, & P	Massé Pukekohe
DEC 1	Men's section N	Pool & Blues, Wairau Valley
DEC 1	Men's sections C, F, J, K & L	Massé Pukekohe
DEC 1	Women's sections A, B, C & D	Pool & Blues, Wairau Valley

Top 4 from each section progress to single elimination...

DEC 2	Men's final 64 – Single Elim	Massé Pukekohe
DEC 2	Men's final 32 – Single Elim	Massé Pukekohe
DEC 2	Trans-Tasman Cup	Massé Pukekohe
DEC 3	T140 Plate event	Pool & Blues, Wairau Valley
DEC 3	Men's final 16 – Single Elim	Massé Pukekohe
DEC 3	Women's final 16 – Single Elim	Massé Pukekohe

Powered by Predator, post-section knockout play of the 2023 Predator WPA Oceania Men's and Women's 10 Ball Championships will be played on Predator Apex 9-foot pool tables covered in Predator Arcadia Reserve professional pool table cloth. Predator Arcos II billiard balls and the Predator Aerorack billiard triangle will be used throughout the tournament on all tables. The Predator Arena Billiard Light will also be used on the TV table.



START OF THE EVENT

There will be a players' meeting at each venue at the start of the day. Players are expected to read the Player's Guide for information on the format, rules, schedule of play, and so forth, but this will be your opportunity to ask questions.

We encourage you to allow plenty of time before and after the event for travel. The accepted practice is to arrive at least one day prior to the start of play. None of OPBA, NZPA or APPA are responsible for airline delays, lost luggage, traffic jams or any other travel-related issue that could cause you to miss or arrive late for a match. Matches are not delayed or accelerated to accommodate travel issues.

Accordingly, we recommend that you arrive no later than the day before the event begins and leave no sooner than the day after the event ends.



FORMAT

MENS STAGE 1 – SECTION PLAY.

- All Players were seeded based on FargoRate where available (or on local rankings where no FargoRate is available) and were seeded into sections in Stage 1.
- Each section is played in round robin format. (7 matches in a group of 8, or 6 matches in a group of 7)
- Matches are Race to 5
- The top 4 results from each section will qualify for Stage 2.

MENS STAGE 2 – SINGLE ELIMINATION

- A new draw will determine the bracket placement (based on stats from the section play).
 - Single elimination.
 - Last 64 – Race to 7
 - Last 32 – Race to 7
 - Last 16 – Race to 8
 - Quarter final – Race to 8
 - Semi final – Race to 9
 - Final – Race to 11
-

WOMENS STAGE 1 – SECTION PLAY.

Page | 8

- Players were seeded based on WPA rankings then local rankings and seeded into sections in Stage 1.
- Each section is played in a round robin format. (7 matches in a group of 8)
- Matches are Race to 5
- The top 4 results from each section will qualify for Stage 2.

WOMENS STAGE 2 – SINGLE ELIMINATION

- A new draw will determine the bracket placement (based on stats from the section play).
- Single elimination.
- Last 16 – Race to 6
- Quarter final – Race to 6
- Semi final – Race to 7
- Final – Race to 9

T140 Plate Event

- Players who do not qualify for stage 2 for men's and women's are eligible to play the T140 Plate
 - Entries limited to 56 players. Registration is on-line via the Player App. Registrations will open at a nominated time on Saturday November 2nd.
 - Entry is free but players must register with T140 via the T140 website or using the T140 mobile app by midnight 29 June 30th Nov
 - All rules are in the T140 app and on the website <https://t140.com/codes/overview>
 - There will be two 14 player events played at 9.00 am and two 14 player events played at 12 noon. The top four players in each event go into the final of the Plate (one event of 16 players) at 3.30 pm.
 - Players who have registered with T140 and played in at least two T140 events between November 15 and November 29 and play in the Plate will go into a draw one of four USD 50 prizes. This is in addition to anything they might win in the Plate.
 - Players enter their scores via their mobile phone/tablet.
-



BREAKING

- Alternate breaks. Lag for the opening break of each match.
- Players rack their own balls unless a referee has been assigned.
- No pattern racking allowed. If you have concerns about opponent racking, call on a referee.
- Magic racks are not permitted. Triangles provided must be used for racking.

MATCH PUNCTUALITY

- If a player is not present at the posted match time, the player should notify the Tournament Director.
- The Tournament Director will penalize the player one frame and place the player “on the clock.”
- The Tournament Director will subsequently penalize the player one frame for every 5 minutes, until he is present.
- If the player is not present after 15 minutes of being placed “on the clock,” it is a forfeit.

9:00 am	Doors open. Players should check in and familiarise themselves with the venue layout
9:15 am	Players meeting
9:30 am	Players report to assigned tables for 5 min warm up and Matches begin

PRACTICE

- No open practice is allowed at all on match tables during tournament schedule.
- The two players scheduled on the feature table may shoot one rack each prior to the match, max 5 mins each.

RULES OF PLAY

The standard WPA Rules & Regulations will be in use with the following exceptions and additions or clarifications:

- The 10-ball does have to be the last ball pocketed.
- The 10-ball pocketed on the break, the 10-Ball is spotted. The 10-Ball on the break is considered a made ball and the breaker continues at the table as long as no foul occurred on the break.
- If a player pockets the 10-Ball, and it is the last remaining ball in play, and the player commits a foul in the process, it is loss of game.

ELECTRONIC EQUIPMENT

- Players may not use their mobile phones during a match (other than during the Plate).
- Other electronic devices used for communication are not allowed during the match.
- They must be put away, out of sight and on silent mode during the match.
- The exception are the tablets that will be provided for players to enter frame scores. These must be used solely for this purpose.

SHOTCLOCK

- There is a 30-second shot clock on the streaming table only. For the other tables, the referee(s) will monitor and enforce the WPA slow play rule if necessary.
- There is an extended 60-second shot clock after the break
- There is an extended 60-second shot clock for the incoming player after a push out.
- One (1) 30-second extension per player per game
- The shot clock begins when all balls have come to rest, and the opposing player sits in his or her chair.



DRESS CODE

APPROVED CLOTHING

Dress pants or casual slacks to be worn. Polo or button-down style shirt with sleeves, fold over or vertical collar. All footwear must be dark colour, close-toe and normal in style and wear. Shoes with laces must have the laces properly tied. Dark colour tennis or walking shoes are acceptable but must be clean and neat.

PROHIBITED CLOTHING

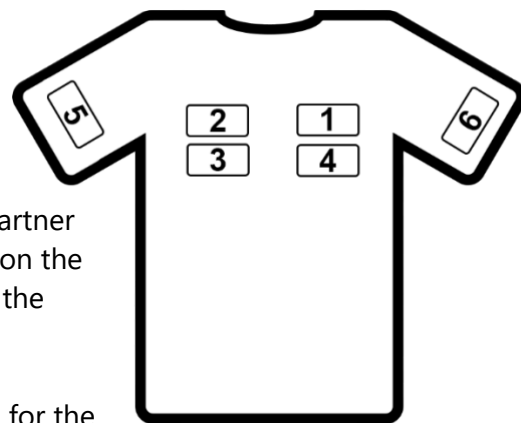
Under no circumstances will the organization accept any of these clothing:

- Athletic wear of any kind, including but not limited to sweats, swimwear, jogging suits, uniforms, jerseys, or any type 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 garment and may not be excessively baggy or loose fitting.
- Overalls, coveralls, blue jeans, hats, headphones, or earpieces (unless medical need, proof required)

LOGOS & PATCHES

Athletes may wear a maximum of four (4) of their own logos on playing apparel ("Athlete's logos"). All logos, including apparel brand logos and federation logos, are included in this maximum of four (4) restriction. Athletes may display a fifth logo if this logo is an official partner of the championships. These logos should be placed in positions 2-6 on the diagram. Text on jerseys will be treated as a sponsor logo, unless it is the athlete's name, nickname, or country they represent.

In addition, the OPBA may provide athletes with one additional patch for the championships. This should be displayed as shown in position (1) on the below image.



Logos may not exceed sixty-five (65) square centimetres. The athlete must submit to the OPBA, before his or her first match, samples of all sponsor logos for approval. Logos should only be worn in the positions shown in the image to the right.

The OPBA has the right to disallow any sponsor logos for any reason, including but not limited to not submitting logo for approval or conflicting with any other event or broadcast sponsor.



DRUG TESTING

In accordance with WCBS Anti-Doping Rules, there will be a random drug testing on Sunday for the last 16 players - one man and one woman.



These terms set out the legally binding conditions for participation in the championships. By registering, players agree to be bound by all terms and conditions set out by OPBA, NZPA & APPA and other event partners. If you are under the age of 18, you must provide the written acknowledgement of your legal guardian to participate under these terms.

You acknowledge that you have read and completely understand the latest edition of the Player Guide, Tournament Regulations and/or all rules and regulations and you will check for the latest edition of all documents prior to the event start. You agree to abide by all rules & regulations implemented by OPBA, NZPA & APPA and other event partners. OPBA, NZPA & APPA and other event partners have the following rights and responsibilities: determine a player's eligibility, refuse entry to anyone for any reason, change field sizes, adjust ratings, display names and ratings online, change schedules & payouts based on, but not limited to, field sizes, inclement weather, acts of God, war, or terrorism.

You understand that there is an inherent risk of exposure to COVID-19 and other illnesses when you participate in any event where people are gathered. Although it is impossible to predict exactly what COVID-19 restrictions may be in place at the time of the event, you agree to adhere to all safety rules & regulations put into place by OPBA, NZPA & APPA, the host venue, NZ government or local authorities.

Face coverings, social distancing and temperature checks are just a few examples of possible safety precautions that could be in effect. You accept this when you register and refusal to follow safety rules and regulations is not a justification for a refund and may result in a forfeit of your entry.

You understand that your participation in these championships is completely voluntary. OPBA, NZPA & APPA and all representatives, agents, sponsors and affiliates are released and to be held harmless of and from any injury, illness, losses, damages, liability or expenses of any kind incurred by you, your heirs or personal representatives either caused or alleged to be caused during or surrounding these championships. Damages of any sort for any reasons for claims against the OPBA, NZPA & APPA and all event partners, if any, shall be limited to the reimbursement of the entry fee paid.

Disqualification from any OPBA event, for any reason, shall result in forfeiture of any prize money won by that player or team, and possible suspension from future OPBA-produced events.

OPBA, NZPA & APPA and other event partners may use your photograph, image, likeness or name for information, reporting or promotional purposes via print, video and other media without limitation or compensation of any kind. By participating, you further release all media and appearance rights to OPBA, NZPA & APPA and other event partners for the production of televised matches, recorded or broadcast at these championships and for all photographic images taken at these championships. By registering, you agree that OPBA, NZPA & APPA and other event partners may also add your email address to its email list and send you periodic emails at its sole discretion.

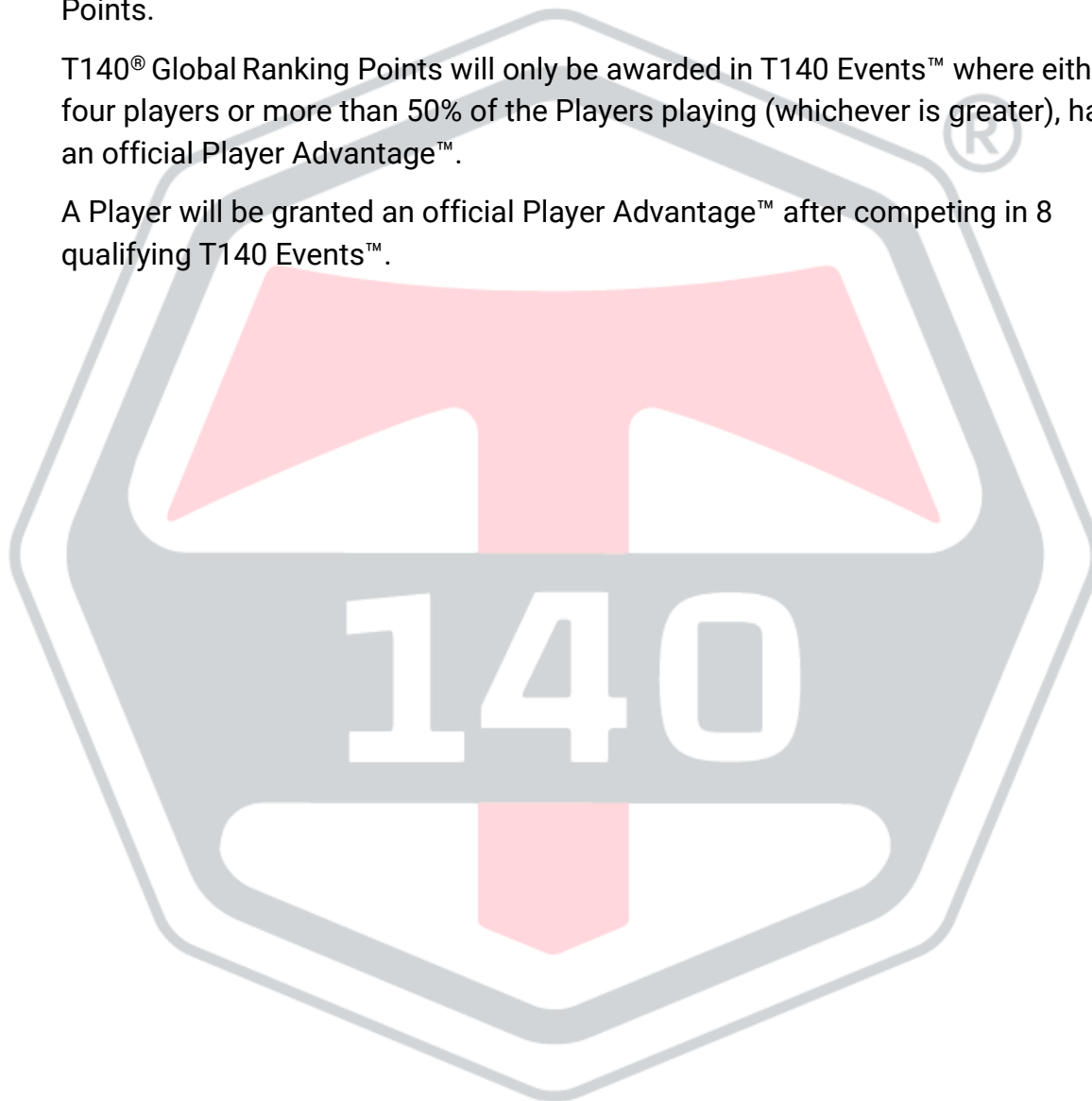


General Rules for all T140 Events™

1. The usual rules of each Code apply except as modified. All T140 Events™ must be conducted in accordance with these General Rules and any specific Code modifications.
2. Players are ranked from Division 1 to Division 8 with Division 1 being Players of the highest ability.
3. A T140 Event™ comprises seven, 20-minute Rounds. T140 Events™ can be played by anywhere from four to sixteen Players. The matches which occur in Rounds are called Contests.
4. In the case of a Bye (for example where there is an odd number of Players in a T140 Event™), each Player receives the average of their Raw Score in the Rounds played in that T140 Event™ as the score in the Bye Round. In the Bye Round the Player will also receive the average of their Player Advantage™ in the other Rounds played in that T140 Event™.
5. If a Player abandons a T140 Event™, then all Players affected receive the same Raw Score and Player Advantage™ as they would for a Bye. The results of any completed Contests with the Player before the Player abandoned the T140 Event™ are ignored.
6. Misconduct (as defined in the T140® Playing Terms & Conditions (T&Cs)) will be dealt with by the Venue with Serious Misconduct reported by the Venue to T140®.
7. Misconduct may result in an inability to play in any T140 Events™ in any Code for the period(s) nominated in the T&Cs.
8. The T140® Leaderboard has a countdown timer. This will be dimmed out at a random time in the last 2 minutes of each Round.
9. If any ball is in motion at the moment when the timer first sounds, that constitutes the last shot of that Contest.
10. If no balls are in motion at the moment when the timer sounds, then only one further shot is allowed after the timer sounds.



11. The Players finish first to last based on the total of their Round Event Points plus their Player Advantage™ added for each Round.
12. Players who have an official Player Advantage™ will receive T140® Global Ranking Points for the T140 Event™. Players who are still in the qualifying phase of achieving an official Player Advantage™ will not receive T140™ Global Ranking Points.
13. T140® Global Ranking Points will only be awarded in T140 Events™ where either four players or more than 50% of the Players playing (whichever is greater), have an official Player Advantage™.
14. A Player will be granted an official Player Advantage™ after competing in 8 qualifying T140 Events™.





Modifying Rules

8-Ball, 9-Ball & 10-Ball

1. The usual rules of 8-Ball, 9-Ball & 10-Ball apply except as modified below. All T140 Events™ must be conducted in accordance with these Modifying Rules and with T140's General Rules.
2. The Contest is played to a maximum of 10 Racks or to 20 minutes – whichever occurs first. Each Rack counts as ten Event Points.
3. Players lag or toss for the first break. In subsequent Racks, the Loser breaks.
4. Each Player records the total number of Racks they have won at the end of each Round. The T140® App automatically calculates the Event Points.
5. If after 20 minutes, there is an unfinished Rack then each Player records the number of their balls pocketed in that last Rack. Each Player will be credited with 1 Event Point (0.1 Racks) for each of their balls pocketed in that unfinished Rack. These additional Part Racks are added to total Racks won for the Round.

8-Ball

6. If after 20 minutes, there is an unfinished Rack then each Player records the total number of balls pocketed in that last Rack. Each Player will be credited with 1 Event Point (0.1 Racks) for each of the balls pocketed by either player in that unfinished Rack. These additional Part Racks are added to total Racks won for the Round.
7. In a Contest where the two Players are two or more Divisions apart:-
 - a) the higher ranked Player can't win the Rack on a cannon or combination shot (plant). Should this occur the nine ball/ten Ball is re-spotted on the racking dot or as close to it as possible in any direction, chosen by the Opponent and play continues (no foul); and
 - b) the higher ranked Player can't win the Rack with the 3 foul rule.