

242 POOL

SEASON 1 OFFICIAL RULEBOOK

UPDATED TWO-DIVISION TOUR FORMAT

ELITE DIVISION | LOWER DIVISION

OFFICIAL NOTICE

These rules apply to every player. No special exceptions will be made for any individual player. By entering a 242 Pool event, a player agrees to follow this rulebook, the event schedule, and tournament-director rulings.

8-BALL • FREEPORT, GRAND BAHAMA

Play. Earn. Rank.

Rack 'Em. Break 'Em. Live It.

SEASON 1 TOUR FORMAT AT A GLANCE

Regular 242 Pool Tour Stops now operate with two separate competitive divisions. There is no Final 6 crossover stage in the regular Tour format.

Division	Who Plays	Winners Side	Losers Side
Elite Division	Primarily A / advanced players	Race to 4	Race to 3
Lower Division	Primarily B and C / developing-intermediate players	Race to 3	Race to 2

Important: A/B/C classifications may still be used internally for skill tracking, but regular Tour competition is organized as Elite Division and Lower Division.

OFFICIAL SEASON 1 POINTS SYSTEM

Finish	Elite Division	Lower Division
1st	50	50
2nd	40	40
3rd	30	30
4th	25	25
5th-6th	20	20
7th-8th	15	15
9th+	10	10

Points are earned within a player's division and accumulate throughout Season 1. Elite and Lower standings are tracked separately.

1. GAME FORMAT

All regular 242 Pool Tour Stops are played as 8-ball unless tournament administration announces a special event format in advance.

- The goal is to legally clear your assigned group (solids or stripes) and then legally pocket the 8-ball in the called pocket.
- The table is open after the break until a player legally establishes a group.
- Players must call non-obvious shots and the intended 8-ball pocket clearly.

2. DIVISION STRUCTURE

- Elite Division: primarily A / advanced players competing at the highest Tour level.
- Lower Division: primarily B and C players, designed for developing and intermediate competition.
- Tournament administration may review a player's placement when performance clearly shows the player belongs at a different competitive level.
- Division movement is intended to protect fair competition and player development, not to punish winning or improvement.

LOWER-TO-ELITE PROMOTION POLICY

A Lower Division player who wins 3 regular Lower Division Tour Stops will receive a mandatory Elite-class review by tournament administration.

A Lower Division player who wins 4 regular Lower Division Tour Stops during Season 1 will be promoted to the Elite Division.

Tournament administration may promote a player earlier when results and level of play clearly show that the player is competing above the Lower Division standard.

Promotion is based on competitive balance. Once promoted during the season, a player remains in Elite Division unless tournament administration announces an exceptional reclassification.

3. RACE FORMAT

Division	Winners Side	Losers Side
Elite	Race to 4	Race to 3
Lower	Race to 3	Race to 2

4. TWO-DAY TOURNAMENT FORMAT

- Day 1: primary focus is the winners side of both division brackets.
- Day 2: primary focus is the losers side and completing as much of the remaining tournament as possible.
- Final matches may be played on Day 2 when time allows.
- If the event cannot be completed on Day 2, remaining finals may be scheduled for Day 3. Remaining players must honor the announced continuation schedule.

5. START TIME AND PUNCTUALITY

TIME IS A FACTOR. EVENTS MUST START ON TIME.

- Players should arrive early enough to check in and be ready before the announced start time.

- A tournament will not be held up for one player without an event-wide reason approved by tournament administration.
- When a match is called, players must report to the assigned table promptly.
- Repeated lateness or failure to report may result in a warning, game penalty, match forfeiture, or removal from the event.

6. MATCH CALLS AND PLAYER RESPONSIBILITY

- Players are responsible for knowing when they are scheduled to play.
- Players must have their equipment ready when a match is called.
- If a player cannot be located, tournament administration may begin a waiting period and apply the same lateness standard to every player.
- Players should confirm the match score before leaving the table.

7. THE BREAK

- The opening break method will be announced by tournament administration.
- The cue ball must be behind the head string for the break unless otherwise announced.
- A legal break requires a proper strike of the rack and either pocketed balls or balls driven to rails.
- Illegal or disputed breaks are handled by the tournament director.

8. OPEN TABLE AND GROUP SELECTION

- The table remains open immediately after the break.
- Pocketing a ball on the break does not automatically assign solids or stripes.
- A group is established when a player legally pockets a called ball after the break.

9. LEGAL SHOT

- The cue ball must first contact a legal object ball.
- After legal contact, a ball must be pocketed or at least one ball must contact a rail.
- Failure to meet these requirements is a foul unless a specific tournament rule applies.

10. FOULS

- Scratching the cue ball.
- Hitting the opponent's group first after groups are established.
- Failing to contact a legal object ball.
- Failing to drive a ball to a rail after contact when no ball is pocketed.
- Shooting while balls are still moving.
- Double-hitting or pushing the cue ball.
- Shooting out of turn.
- Improperly touching or moving balls.
- Interfering with an opponent during a shot.

Standard fouls result in ball-in-hand for the incoming player unless tournament administration announces a different rule before play begins.

11. BALL-IN-HAND

After a standard foul, the incoming player receives ball-in-hand and may place the cue ball according to the tournament rule in effect for that match.

12. THE 8-BALL

- A player may legally attempt the 8-ball only after clearing the assigned group.
- The intended 8-ball pocket must be clearly called.
- Pocketing the 8-ball early, in the wrong pocket, or while scratching results in loss of game.
- Knocking the 8-ball off the table results in loss of game.
- Legally pocketing the 8-ball in the called pocket wins the game.

13. ACCIDENTALLY MOVED BALLS

- If a player accidentally moves a ball with a hand, cue, clothing, chalk, or equipment, stop play immediately.
- Do not move disputed balls back yourself during an argument.
- Call tournament administration when needed. The official decides whether the ball is restored, remains where it is, or whether a foul applies.

14. CLOSE SHOTS AND OFFICIALS

- A player may request an official before a close hit, frozen-ball shot, possible double hit, or other questionable contact.
- Requests should be made before the shot is taken.
- If no official witnessed the shot, tournament administration may have limited ability to overturn the result afterward.

15. COACHING AND SPECTATOR INTERFERENCE

- Unauthorized coaching during an active match is not allowed.
- Spectators may not call shots, point out patterns, give strategy, or distract players.
- Repeated interference may result in a warning or removal from the playing area.

16. CONCESSIONS

- Players should allow games to finish properly.
- Clearly breaking down the cue, disturbing the table, or verbally conceding may be treated as surrendering the game.
- Once a concession is accepted and recorded, the game is final.

17. SPORTSMANSHIP AND CONDUCT

- Respect opponents, spectators, venue staff, equipment, and tournament officials.
- No fighting, threats, cheating, abusive behavior, intentional distraction, match fixing, or intentional damage to equipment.
- Penalties may include a warning, loss of game, loss of match, disqualification, suspension, or removal from future events depending on severity.

18. SLOW PLAY

- Players must maintain a reasonable pace of play.
- Repeated unnecessary delays may result in a warning.
- A shot clock or timing procedure may be introduced if slow play becomes a problem.

19. TABLE AND EQUIPMENT RESPECT

- Do not sit on tables, throw balls, slam cues, damage cloth, or intentionally mistreat venue property.
- Players may be responsible for damage caused by reckless or intentional behavior.

20. RESULT REPORTING AND BRACKETS

- Official results must be reported promptly after each match.
- Both players should agree on the score before leaving the table.
- Once the bracket has progressed, changes will only be made when tournament administration confirms an administrative error.

21. POINTS AND STANDINGS

- Elite Division and Lower Division have separate Season 1 standings.
- Points are cumulative throughout the season and do not reset after each Tour Stop.
- The official scale is 50 / 40 / 30 / 25 / 20 / 15 / 10 based on finishing position.
- A player's points stay with the division in which the result was earned unless tournament administration announces a formal reclassification policy.

22. 242 POOL OPENS

- 242 Pool Opens are special open-class events where A, B, and C players compete in the same tournament field using class-based race lengths.
- Official Open race format: A players race to 5, B players race to 3, and C players race to 2.
- Current standard Open entry is \$50 unless a specific event announcement states otherwise.

Open matches use the announced class race for the player involved. When players of different classes meet, each player races to the number assigned to that class.

242 Pool Opens are separate from regular Elite and Lower divisional Tour Stops and may have their own prize pool, bracket structure, and Open points or ranking treatment as announced before the event.

All general 242 Pool rules on punctuality, sportsmanship, fouls, match calls, tournament-director authority, and player conduct apply fully to Open events.

No player receives an exception to the Open race format because of reputation, previous results, or personal preference.

Player Class	Open Race
A	Race to 5
B	Race to 3
C	Race to 2

23. TOURNAMENT DIRECTOR AUTHORITY

- The Tournament Director or designated 242 Pool official has final authority on rule interpretation, disputes, scheduling, bracket issues, classifications, conduct, table assignments, and situations not specifically covered in this rulebook.
- Players may respectfully request clarification, but once a final ruling is made, play must continue.

24. NO EXCEPTIONS POLICY

NO PLAYER RECEIVES SPECIAL TREATMENT.

- Rules apply equally regardless of skill level, friendship, reputation, previous accomplishments, or relationship with organizers.

- Division race lengths may differ, but every player has the same obligation to respect the rules, schedule, and officials.
- Any event-wide adjustment will be communicated to all affected players.

25. PLAYER AGREEMENT

- By registering for or participating in a 242 Pool Season 1 event, a player accepts this rulebook.
- Players are responsible for knowing the rules, arriving on time, following match calls, respecting opponents and officials, reporting results correctly, and completing matches according to the event schedule.
- Failure to comply may result in penalties or removal from competition.

OFFICIAL FORMAT SUMMARY

Item	Elite Division	Lower Division
Primary Players	A / advanced	B & C / developing-intermediate
Winners Side	Race to 4	Race to 3
Losers Side	Race to 3	Race to 2
Leaderboard	Separate Elite standings	Separate Lower standings
Points	50-40-30-25-20-15-10	50-40-30-25-20-15-10
Open Race Format	A: Race to 5	B: Race to 3 C: Race to 2
Lower-to-Elite Promotion	3 wins = mandatory review	4 wins = promotion to Elite

BE ON TIME. RESPECT THE GAME. RESPECT THE PLAYERS. FOLLOW THE RULES.

242 POOL - PLAY. EARN. RANK. - RACK 'EM. BREAK 'EM. LIVE IT.