

2025 ISPA Tournament Guide



April 2nd – 6th, 2025
HyVee Hall
730 3rd Street
Des Moines, IA 50309

General Information

Tournament Dates:	Wednesday, April 2 through Sunday, April 6, 2025
Tournament Location:	HyVee Hall 730 3 rd Street Des Moines, IA 50309
2025 Officers:	Louie Bartles, President Jake Austin, Vice President Brandy Meredith, Secretary Barb Avery, Treasurer
2025 Tournament Coordinator:	Rob Bish
2025 Tournament Director:	Ira Miller
Tournament Equipment:	180 Valley Cougar 7-foot coin-operated tables. Red Circle cue balls. All tables will be “open” (no charge) for play during the entire tournament, including scheduled events, mini tournaments, and practice.
Tournament Sponsors:	The Greater Des Moines Sports Commission The Iowa Events Center (EMC Expo Center) Jacoby Cues Anytime Billiards 1 of a Kind Billiard Supply OnBoard Sportswear

CHANGES FOR 2025 TOURNAMENT

1. Effective for the 2025 ISPA Tournament, any woman player that signs up to play in the Mixed Team Division will only drop ONE level.

Example: Women Master will drop to an Advanced to play on a Mixed Team

2. We are changing the start time for 9 Ball to 11:00 am instead of 12:00 pm.
3. Effective for the 2025 tournament, we are changing to the way you can qualify to play.

Singles and Team Play:

- Players may play within multiple separate sessions under the same operator to acquire six weeks of play. Teams must maintain two core team members to play. Each week must be played separately to qualify as a week of play.

Tournament Registration and Eligibility

- Players must register through their league operators and meet all eligibility requirements.
- Registrations for Mixed Scotch Doubles, Junior events, 2nd Chance tournaments, 10-ball events, and mini tournaments will be taken “on site”. Pre-registration is required for all other events.
- Entry forms can be found online at www.ispa-billiards.org or obtained from your league operator.
- **Absolutely NO refunds!!!**

Important Dates	Comments
14-Mar-25	League Operators must have all entries entered into the ISPA website, and mailed (with payment) to the ISPA Treasurer at: Barb Avery 214 SW Pleasant Street Ankeny, IA 50021 Entries postmarked after this date will be subject to a \$25 late fee per entry.
21-Mar-25	Late entry deadline. Absolutely no new entries accepted after this date.

Weeks of Play Required

- Each player entering the tournament (singles or team) must have played a MINIMUM of 6 (six) full weeks of regularly sanctioned league play under the same League Operator since June 1, 2024. This means, as an example, that if you play in a multi-divisional league and you play 3 full matches in a Tuesday night division and 3 full matches in Thursday night division, you ARE QUALIFIED. If you play 3 full matches in the Fall session in a division and then play 3 full matches in the same division during the Spring session, you ARE QUALIFIED. Teams must maintain TWO core players that have played the same night, same session, same league.

Entry Limits

- All eligible players may enter ONE Singles Division in 8-Ball, ONE Singles Division in 9-Ball, and may play on ONE team only during the tournament. You may be listed on more than one team roster, but once you have played on a specific team, you are committed to that team and may not compete on any other team during the tournament. Only women may compete in Ladies Divisions. Both men and women may compete in the Mixed divisions.

Right of Refusal

- The ISPA Board of Directors maintains the right to refuse any player permission to enter and participate in its tournament. Additionally, players can be removed from the tournament at any time, should the situation warrant that action. Entry fees will NOT be refunded.

Unsportsman Like Conduct

- This is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. This includes but not limited to distracting the opponent, foul language, harassment of opponent, continuing to play after a foul has been called or play has been suspended, practicing during a match, marking the table, delay of game and using equipment inappropriately. Violation of any of these rules could result in loss of game, forfeit of the match, or being removed from the Tournament depending on the infraction.

ISPA Conduct and Ethics

Any personnel appointed to represent the ISPA organization, as a vendor, tournament director, referee or player shall conduct themselves in a respectful manner.

Dispute between ISPA players, ISPA officials or representee of the ISPA.

1. The dispute will be held in a closed-door manner.
2. Both parties will bring their league operators or league representative to the discussion.
3. Both parties may be interviewed separately and/or together depending on the circumstances.
4. The ISPA board members will be the final decider of conflict.
5. The conflict will be addressed with the ISPA board members present and any other parties warranted to resolve dispute.

Penalty Phase- Penalties can range from a warning to immediate expulsion from the tournament area depending on the severity of the offense. These punishments can be handed down to any members of the complaint.

1. Warning to end such behavior.
2. Removal from tournament for one day
3. Removal from all tournament events and removal from tournament arena
4. If the conflict cannot be resolved by the ISPA board members, then the conflict will be forwarded & addressed by ISPA League Operators if any other punishments are recommended.

The ISPA board can render any decision that will eliminate the conflict.

Any ISPA board member should excuse themselves if there is conflict of interest noted.

Event Information

- A minimum of 8 players must pre-register for these events. Otherwise, they will be placed in their appropriate division, or if requested, their entry fee can be refunded.
- Races and start times are subject to change based on # of entries and the Tournament Director's discretion, but we have been very consistent with these parameters over the past several years.
- Singles entry fees include a \$15 admin fee + a \$10 greens fee.
- Team entry fees include a \$50 admin fee + a \$75 greens fee.

PLEASE NOTE RACES MAY CHANGE BASED ON THE TOURNAMENT DIRECTOR TEAM EVENT NOTES

- Mixed Teams will have a minimum of 5 players and no more than 7.
- Women's Teams will have a minimum of 4 players and no more than 6.
- A Mixed Team can have two women on it, and both will drop 1 level. Example: Sally Smith is an Advanced Player, she drops to an Intermediate Jane Doe is an Elite Player, she drops to a Master

Men's Singles Divisions (no women allowed)	Entry Fee	Day	Approx. Start Time	Race (subject to change based on entries)
9 Ball – Masters Singles	\$90	Wed	11:00am	Masters 7, Elite 9
9 Ball – Advanced Singles	\$80	Wed	11:00am	6 Games
9 Ball – Intermediate Singles	\$70	Wed	11:00am	5 Games
9 Ball – Open Singles	\$60	Wed	11:00am	4 Games
9 Ball – Senior Singles (age 55-64)	\$60	Wed	11:00am	Open 4, Intermediate 5, Advanced 6, Masters 7
9 Ball – Super Senior Singles (age 65+)	\$60	Wed	11:00am	Open 4, Intermediate 5, Advanced 6, Masters 7
8 Ball – Masters Singles	\$90	Thur	12:00pm	Masters 6, Elite 8
8 Ball – Advanced Singles	\$80	Thur	11:00pm	5 Games
8 Ball – Intermediate Singles	\$70	Thu	9:00am	4 Games
8 Ball – Open Singles	\$60	Thur	9:00am	4 Games
8 Ball – Senior Singles (age 55-64)	\$60	Thur	9:00am	Open 3, Intermediate 4, Advanced 5, Masters 6
8 Ball – Super Senior Singles (age 65+)	\$60	Thur	9:00am	Open 3, Intermediate 4, Advanced 5, Masters 6

Ladies Singles Divisions (no men allowed)	Entry Fee	Day	Approx. Start Time	Race (subject to change based on entries)
9 Ball – Ladies Masters Singles	\$90	Wed	12:00pm	Masters 6, Elites 7
9 Ball – Ladies Intermediate Singles	\$70	Wed	12:00pm	5 Games
9 Ball – Ladies Open	\$60	Wed	12:00pm	4 Games
9 Ball – Ladies Senior singles (age 50+)	\$60	Wed	12:00pm	Open 4, Intermediate 5, Masters 6
8 Ball – Ladies Masters singles	\$90	Thur	12:00pm	Masters 5, Elites 6
8 Ball – Ladies Intermediate singles	\$70	Thur	9:00am	4 Games
8 Ball – Ladies Open singles	\$60	Thur	9:00am	4 Games
8 Ball – Ladies Senior singles (age 50+)	\$60	Thur	9:00am	Open 3, Intermediate 4, Masters 5

Note on Women's 9 Ball Events – we require 8 players to have a bracket. If for some reason, we do not get that number of players signing up for an event, we may combine divisions. If we do, the race will remain the same for each division and we would refund money to the players that pay the higher entry fee.

If players do not want to play that combined bracket, refunds will be given.

Mixed Team Events - 5 Person Teams (can have two women on each team)	Entry Fee	Day	Approx. Start Time	Race (subject to change based on entries)
8 Ball – Master Team	\$275	Sat	9:00am	Race to 13 (subject to change)
8 Ball – Advanced Team	\$250	Sat	9:00am	Race to 11 (subject to change)
8 Ball – Intermediate Team	\$225	Sat	9:00am	Race to 9 (subject to change)
8 Ball – Open Team	\$200	Sat	9:00am	Race to 9
8 Ball – Intermediate Team – 2nd chance	\$50	Sat	6:00pm	First 64 teams out of the \$\$ can play
8 Ball – Open Team – 2nd chance	\$50	Sat	6:00pm	First 64 teams out of the \$\$ can play

Women's Team Events – 4-person Teams (No men allowed)	Entry Fee	Day	Approx. Start Time	Race (subject to change based on entries)
8 Ball – Ladies Master Team	\$245	Sat	9:00am	Race to 13
8 Ball – Ladies Intermediate team	\$195	Sat	9:00am	Race to 11
8 Ball – Ladies Open team	\$170	Sat	9:00am	Race to 9
8 Ball – Ladies Intermediate team – 2 nd chance	\$50	Sat	6:00pm	First 16 teams out of the \$\$ can play
8 Ball – Ladies Open team – 2 nd chance	\$50	Sat	6:00pm	First 16 teams out of the \$\$ can play

Jack & Jill Doubles-onsite registration only!	Entry Fee	Day	Approx. Start Time	Race (subject to change based on entries)
8 Ball – Advanced/Masters Division (limit of 1 Master)	\$50	Friday	6:00pm	Race to 4 – single elimination
8 Ball – Open/Intermediate division – EARLY DIVISION	\$40	Friday	3:00pm	Race to 3 – single elimination
8 Ball – Open/Intermediate division – LATE DIVISION	\$40	Friday	5:00pm	Race to 3 – single elimination
3 Person Team Event (must be 55 or older) Teams can be formed from ANY league.	\$75	Friday	TBD	9 Game Format – Race to 5 Start time will be determined by entries.

10Ball Singles – Super Mini (first 64 entries) Note: onsite registration only!	Entry Fee	Day	Approx. Start Time	Race (subject to change based on entries)
10 Ball – one division	\$20	Wed	8:00pm	Race to handicap – single elimination
10Ball Scotch Doubles – Super Mini (first 6Entries) Onsite registration 4	Entry Fee	Day	Approx. Start Time	Race (subject to change based on entries)
10 Ball – 2-person team	\$30	Friday	10:00am	Race to handicap – single elimination

Junior Divisions	Entry Fee	Day	Approx. Start Time	Race (subject to change based on entries)
9 Ball – Boys singles (age 8 – 13)	\$35	Sunday	Noon	5
9 Ball – Boys singles (age 14 – 18)	\$35	Sunday	Noon	5
9 Ball – Girls singles (ages 8 – 13)	\$35	Sunday	Noon	5
9 Ball – Girls singles (ages 14 – 18)	\$35	Sunday	Noon	5

Information for New Players

Where should I stay?

- Please see the list of preferred hotels on the ISPA website: www.ispa-billiards.org

When should I arrive?

- Plan to arrive so you have time to check in to your hotel, get comfortable, look around and familiarize yourself with the site, find your start times, and be at your table when your match is scheduled to play. This usually means arriving the night before your division is scheduled to start.

Do I need to Check-In?

- Singles players are not required to check in.
- Teams are NOT required to check in with the office staff. You should check your players on CompuSport and make sure all information is correct. If you are caught playing with someone not registered properly, you could be disqualified from the team event. There will be a \$5.00 charge for team changes at the event.

Where and when do I play?

- It is your responsibility to know when and where you play. Matches will not be announced.
- Input your name in one of the available computer monitors at the Tournament Director's station. You will be able to navigate to the events you are registered for and will be able to see the bracket you are assigned to. Find the start time and table number of your match.
- Approximately 15 minutes before your match is scheduled to play, your scorecard will be in a "pigeon-hole" at the tournament desk. Find the pigeonhole corresponding to your table number. Verify that the score card lists your name. Then, take the scorecard to your table and wait for your opponent to arrive.
- If a match is still in progress on that table, please wait at the table until that match is completed. If the match is not close to being finished, report to the tournament director and ask to be reassigned.
- The Tournament Brackets can be accessed via your smart phone, iPad or computer at <http://compusport.us>

After the match is done?

- We use CompuSport's online scorekeeping for both singles and team. Please sign off your match as soon as it's completed, **BEFORE YOU LEAVE THE TABLE.**
- Check one of the computer monitors for the start time/table number of your next match.

General Rules

Tournament Rules

- The rules governing play are detailed in the current edition of Billiards – World Standardize Rules. ○ Exception: 9Ball break does not count in the two corner pockets closest to the rack. In all other pockets, a 9Ball break is a win.
- Referees are the authority in all matters relating to the rules. You can, however, dispute a ruling by a floor Referee and the matter will be taken up with the Head Referee who will be the Final Authority.

Protests

- If for any reason, a player feels that another player (or team) is ineligible, that player may file a written protest with the Tournament Office. A required \$100 protest fee must accompany such protests. The protest will then be reviewed and a determination made. If the protesting Team prevails, the protest fee will be returned and action taken

as deemed appropriate by the Qualifications Committee, whose decision is final. If the protested player is found to be eligible, the protesting player or team will forfeit the \$100 protest fee.

- This same rule also applies to all singles division players.

- There are other situations that can be protested – check with a Referee if a situation occurs that you feel may warrant a protest.

Match Start Times

- We make every effort to get all matches under way at the appointed times. Your timeliness in reporting for all matches will help make this job easier. Please be considerate of your fellow players.
- When playing in a singles event, you will be allowed a five (5) minute grace period for arrival at your match. If your opponent has not arrived at the table at five (5) minutes after the appointed time for the match to begin, take your scorecard to the Tournament Director's station. The Tournament Director will announce the start of the grace period and announce your opponent's name. At the expiration of this announced time, you will win the match by forfeit. The Tournament Director's clock ONLY will be used and is official for this purpose and the decision of the Tournament Director will be final.
- When playing in a team event, only one team member needs be present to start the match. The same grace period rules will apply as in the singles events, if no member of the opposing team is present.

Shot Clock

- We observe a “reasonable” shot time frame. If you feel that a player is intentionally taking too much time on or between shots, you should notify a Referee. The Referee will then generally issue a warning to BOTH parties (singles players or teams) that a second complaint will result in the ENTIRE match being placed on a shot clock. This will hold each shot to a 45 second time limit.
 - If the match is put on the shot clock, a Referee or designee will be placed at the match. Each shot will be timed. “Time” will be announced after 35 seconds, and “Foul” will be announced after 45 seconds. Ball in hand or other appropriate penalty will then be applied towards the offending player. Any abuse of a Referee under this provision by either a player or team will be handled as “Unsportsmanlike Conduct”, and the Referee or other Tournament Official will take the appropriate action under the rules pertaining to Administrative Discretion.

Player Classification

Definitions

- **Open** – this division is reserved for entry level players. These players will typically not be able to run a rack. They most likely will need 2 or 3 times at the table to win. They don't have the knowledge of all aspects of the game at this level and probably only win about 30 to 45 percent of their games playing a higher ranked player.
- **Intermediate** – this division is for intermediate players. These players are a step above open players. They most likely play more and have a little more knowledge of the game. They have the ability to run a rack and may be able to execute some good safe play. They will be able to play better shape and have more control of the game. When playing against a lower ranked player, they should be able to win consistently 60 percent or more of their games.
- **Advanced** (Men's Singles and Mixed Team Only) – An advanced player is just that. They are better than Intermediate players but not as good or as experienced as masters. They have the ability to run rack more consistently and can execute well played safeties. They have a good foundation of knowledge and will most likely win 75 percent or more of their games when playing a lower ranked player.
- **Masters** – this division is for the top end players.
- **Elites** – there are only a handful of Elite players identified by the ISPA. They are permitted to play in the Masters division, with a handicap to their opponent. The ISPA Qualifications committee determines who is considered an Elite player.

Master and Intermediate Lists

- A list of players who must participate in Masters Singles, Advanced Singles or Intermediate Singles is maintained by the ISPA and you must register for singles accordingly. These lists are available from your League Operator, and can also be found on the ISPA website at www.ispa-billiards.org
- Top finishers in Open singles events will be placed on the Intermediate list for subsequent tournaments.
- Top finishers in Intermediate singles events will be considered Advanced Level (men's divisions) or Master Level (women's division) players for subsequent tournaments.
- Top finishers in Advanced singles events will be considered Master Level players for subsequent tournaments.

PLEASE NOTE: THE NUMBER OF PLAYERS MOVING UP EACH YEAR IS NOT A FIXED PERCENTAGE. IT WILL DEPEND ON THE NUMBER OF ENTRIES IN THE DIVISIONS.

Voluntary Entry in Higher Division

- Any team or player may voluntarily choose to play in a higher skill division. Voluntary entry into a higher division does not necessarily require the team or player to play in the higher division at future tournaments. However, if the player cashes in the higher division, their eligibility to play in a lower division will be subject to review by the Qualifications Committee.

Player Reclassification

- Players wishing to change to a lower skill division of play must submit a reclassification request form through their league operator. The form must be submitted on the ISPA website by October 1st. The Qualifications Committee will review the request, and either grant or deny the petition. Decisions will be posted on the ISPA website.
- In order to be eligible to request a reclassification, the player must have "participated" in the appropriate singles division for at least 2 years, and not have cashed in that division during that time. Skipping the tournament does not count as a year played for this purpose.
- Remember – most divisions pay out to the top 25% of their participants. Just because you don't finish in the top 25% does NOT mean you don't belong in the other 75% of your division, based on your skill.
- Not cashing for 2 years is by NO MEANS a guarantee that your reclassification request will be granted.

Known Ability Rule

- At the discretion of the Qualification Committee, any player or team may be placed in a higher division based on known ability. This may be done on site and the required additional fees will be due and paid in full prior to that team or player being eligible to compete.

Team Rules

Number of Players on a Team

- Mixed teams can have up to two women playing on their team. Each woman's current singles status will drop ONE level for team. Example: Women's Master will drop to an Advanced to play on a mixed team.
- Mixed teams have a minimum of 5 (five) players with a maximum of seven players on the roster.
- Women's teams have a minimum of 4 (four) players with a maximum of six players on the roster.
- All teams must consist of at least 2 original players from an original league team, all of whom have met the 6 (six) week requirement. (see "Weeks of Play Required in the Tournament Eligibility section – Page 3). The balance of the team may consist of any players from within their League Operators system who have also met the week of play requirement.

Open Teams

- A Mixed Open team may include ONE player listed on the Intermediate Singles List. No Elite, Master or Advanced players (male or female) are permitted to play on an open team.
- A Women's Open Team can have ONE player listed on the Intermediate Singles list.

Intermediate Teams

- A Mixed Intermediate team may include ONE player listed on the Advanced Singles List. A Women's Intermediate Team can have ONE player listed on the Master Singles list.
- A Women's Intermediate team may include ONE player listed on the Master's Singles List.

Advanced Teams (Mixed Division only)

- A Mixed Advanced team may include ONE player listed on the Master Singles List. No Elite players (male or female) are permitted to play on an Advanced team.

Masters Teams

- A Masters Division Team may be made up of any number of players up to 7 (SEVEN) from within their League Operators system. This can include players from different divisions, different nights, and different sessions so long as EACH player meets the weeks of play requirement outlined above. These are traditionally "all-star" teams and none of these players need be on the Masters Singles list, but one or more may be. These teams are not required to meet the "2 original player requirement" used for non-Master Teams.

Substitution Rules

- The Team Captain may substitute another player for a NO-SHOW player but not until after the completion of the round in which the player was listed to play. The no-show player may also be substituted back in a subsequent round should they arrive at the match late.
- The Team Captain may substitute another player for a REGULAR player but not until after the completion of the round in which the player was listed to play.
- The opposing Team Captain must be informed of all substitutions prior to the start of the round. If such substitution causes the substitute player to match up against a player they have already played, the substituted player will lose that game by forfeit.

Start of Team Play

- When playing in a team event, only one team member needs be present to start the match.
- Score sheets will be filled out in a timely manner and play will commence as soon as both teams have a member present. If a game is completed and the listed opposing player is not present to begin the next game on the score sheet, that game will be forfeited to the player who is present, and the match will proceed to the next game. This will continue until such time as a game can be played and the offending team or teams will take the forfeits accordingly. A player listed on the roster and on the scoresheets may begin play at any time he/she arrives but may not make up forfeited games.

NOTE: If you have any questions as to a player's status, please contact your League Operator or the ISPA Office or Qualification Committee prior to registering.

Dress Code

We wish to make your tournament experience as positive and comfortable as possible and present the best possible image for our sport. We ask that you help by maintaining proper and appropriate dress during the event. If you have a written medical excuse, you may present it to the ISPA office to obtain an exception. Otherwise, please observe the following requirements:

Effective Times

- The dress code is in effect during all event matches even if matches extend beyond midnight. The dress code applies to all areas inside all tournament rooms. – No Exceptions.

Singles Events Dress Code

ITEM	CODE
SHIRTS	<ul style="list-style-type: none"> • Collared shirts such as Polo or button-down style shirt with sleeves and fold-over collar. • Matching shirts are required for ALL team. • NOT PERMITTED: T-Shirts, sleeveless shirts or tops regardless of gender or classification
PANTS & SHORTS	<ul style="list-style-type: none"> • Casual or dress pants • Neat and clean jeans • Business casual, walking, denim shorts - Must be of conservative length and have a hem. <ul style="list-style-type: none"> • Capri-style pants • Yoga pants or leggings are permitted but must be dark color, solid and non-transparent. • NOT PERMITTED: No tears, holes, or threadbare spots including designer clothing incorporating such features as a part of the design, squorts, cutoffs, bib-type overalls, surgical scrubs, and sweatpants or suits.
DRESSES & SKIRTS	<ul style="list-style-type: none"> • Sleeved dresses of conservative length • Skirts of conservative length • Culottes
FOOTWEAR	<ul style="list-style-type: none"> • Clean, neat shoes must be worn at all times. • Shoes with laces must have the laces properly tied. • NOT PERMITTED: No bare feet or stocking feet. Open-toe shoes are not permitted unless an exception has been obtained by the tournament committee.
HEADWEAR	<ul style="list-style-type: none"> • Billed or brimmed hats must be clean, neat and worn with the bill straight forward. • Skull caps, bandanas or head bands may be worn but must be conservative, neat and clean. • Tams are permitted. • NOT PERMITTED: Stocking caps, ski caps, or hoods of any kind.

Team Event Matching Shirt Requirements

Team matching shirt requirements are in effect for all team events. Team shirts must match in color, style and trim. The chart below describes what features are critical in determining whether a shirt is considered to be matching.

ITEM	REQUIRED
COLOR, STYLE, QUANTITY	<ul style="list-style-type: none">All team members must wear shirts or blouses of identical style and color, with matching logos, front and back, exclusive of embroidered names, league award patches, etc. All members of a team must have their own team shirt or blouse.In emergency situations, if a player does not have a team shirt, they MUST wear an event shirt purchased from the shirt vendor on site.NOTE: No borrowing of shirts will be permitted. Team members may be required to remove coats, sweatshirts or jackets to ensure dress codes are not in violations.NOTE: No team may have members arrive late to undermine dress code violations.
NAMES, GRAPHICS & OTHER MARKINGS	<ul style="list-style-type: none">Name on shirt does not need to match the player's nameNames are not required on shirts. Some may have names while others do not.Large areas of embroidery or graphics cannot be offensive or suggestive in nature (ISPA has sole discretion). No exceptions.

Dress Code Enforcement

- Any player found in violation of the dress code will be given 15 minutes to correct the violation (during match play) and return to the match site. If the player is not back in 15 minutes, the player will lose one game of the match, and will lose one additional game, for each additional five minutes, until he or she returns. A team captain may not substitute another player for a player found in violation of the dress code until after the player returns in proper attire. During mini tournaments any player found in violation of the dress code will be asked to leave the tournament floor and will forfeit their position in the event.

Dress Code Protest by Players

- If a player or team wishes to protest or report a suspected violation of the dress code, it must be done prior to the commencement of a match. Only players involved in a singles match or the team captain, if a team event match, may make such protest to a referee. Once a match has begun, no dress code protests will be recognized but may be enforced by a Referee.

Referees Authority

- Referees will be the final authority in all matters of dress code, at all times. Referees shall have the authority to enforce the dress code at all times and at their discretion as to compliance times, whether immediate or at a future time, a player or team captain lodges whether or not any protest.

Miscellaneous Information

Payout Procedures

- All payouts must be collected from the ISPA Tournament office in the main lobby by the Tournament Director's station. Payouts will be distributed during posted times only!
- In order to receive your payout, you must have the following:
 - Photo ID
 - Pay-out voucher (received from the ISPA Office station)
- Fill out the required paperwork as directed by ISPA office staff. Team payouts will ONLY be given to the Team Captain.
- Any player who receives over \$600 in winnings (ALL EVENTS COMBINED) will be issued a 1099 by the ISPA.

Mini Tournaments

- Time and space permitting, Mini tournaments will be scheduled on site. These events are typically held in the evening, with 8 player brackets for various divisions of play. Entry fees vary by division.
- ELITE/Master players will not be permitted to enter Mini tournaments unless a specific Elite/Master Mini Tournament is scheduled.

Electronic devices / Cell Phones

- **No cell phone usage during a match. Phones must be silenced or turned off. You will be given 1 warning.**
- **No head phones or electronic devices during matches. Hearing aids will be allowed. No ear plugs.**

Food and Drinks

- Food and drinks from outside sources may not be brought into the tournament site. It's the Law! Violators may be disqualified from the event.

Other Miscellaneous Rules

- Gambling is NOT permitted at any time during the event! ISPA is not responsible for damaged, lost, or stolen items.

Thank You for Your Participation and Enjoy Your 2025 ISPA State Tournament...