

20 June 2022 – 27 June 2022 BlueOne Resort (Gyeongju-si)



#### **1. Tour Overview**





Title Sponsor







#### Players

- PBA Division 1 TOUR: 128 players
- LPBA Division 1 TOUR: About 140 players *X* PBA to decide number of entry for each tour

Tournament Table To be announced on Thursday, 16 June 2022

#### Equipments

- Table: FROMM PBA TOUR PRO 3.0
- Balls: COSMOS Diamond HELIX
- Cloth: GORINA M Plus

#### Prize Money / Ranking Point

#### PBA Division 1 TOUR (Total Prize Money of KRW 250 million)

#### LPBA Division 1 TOUR (Total Prize Money of KRW 50 million)

	•			/		•			/
Ranking	Prize Mone	y Distribution	Number	<b>Ranking Point</b>	Ranking	Prize Mone	y Distribution	Number	Ranking Point
Winner	40.00%	100,000,000	1	100,000	Winner	40.00%	20,000,000	1	20,000
Runner-up	13.60%	34,000,000	1	50,000	Runner-up	12.00%	6,000,000	1	10,000
R4	4.00%	10,000,000	2	25,000	R4	4.00%	2,000,000	2	5,000
R8	2.00%	5,000,000	4	15,000	R8	2.20%	1,100,000	4	3,000
R16	1.00%	2,500,000	8	10,000	R16	1.50%	750,000	8	2,000
R32	0.60%	1,500,000	16	6,000	R32	0.60%	300,000	16	600
R64	0.40%	1,000,000	32	2,000	R64	0.30%	150,000	32	300
R128	-	-	-	500	R128	-	-	-	100

X Paid after deduction of 5% PBA Development Fund and withholding Tax (Korean: 3.3%/Foreigner: 22%)



#### 2. Time Table

*X* Schedule may change due to broadcasting arrangements.

BlueOne Resort (Gyeongju-si) - Grand Ballroom								
DAY 1	20 June (MON)	DAY 2	21 June (TUE)	DAY 3 22 June (WED)		DAY 4	23 June (THU)	
8 Tables								
Time	Games	Time	Games	Time	Games	Time	Games	
10:00-12:00	LPBA R128 Turn 1 (Survival)							
12:00-14:00	LPBA R128 Turn 2 (Survival)	15:00-15:15	Opening Ceremony	13:00-15:00	PBA R128 Turn 5 (Set Games)	13:30-15:30	PBA R64 Turn 1 (Set Games)	
14:00-16:00	LPBA R128 Turn 3 (Survival)	15:30-17:30	PBA R128 Turn 1 (Set Games)	15:30-17:30	PBA R128 Turn 6 (Set Games)	16:00-18:00	PBA R64 Turn 2 (Set Games)	
16:00-18:00	LPBA R128 Turn 4 (Survival)	18:00-20:00	PBA R128 Turn 2 (Set Games)	18:00-20:00	LPBA R32 (Survival)	18:00-20:00	LPBA R16 (Set Games)	
19:00-21:00	LPBA R64 Turn 1 (Survival)	20:30-22:30	PBA R128 Turn 3 (Set Games)	20:30-22:30	PBA R128 Turn 7 (Set Games)	20:30-22:30	PBA R64 Turn 3 (Set Games)	
21:00-23:00	LPBA R64 Turn 2 (Survival)	23:00-25:00	PBA R128 Turn 4 (Set Games)	23:00-25:00	PBA R128 Turn 8 (Set Games)	23:00-25:00	PBA R64 Turn 4 (Set Games)	
DAY 5	24 June (FRI)	DAY 6	25 June (SAT)	DAY 7	26 June (SUN)	DAY 8	27 June (MON)	
	4 Tables		2 Tables		1 Table			
Time	Games	Time	Games	Time	Games	Time	Games	
13:00-15:00	PBA R32 Turn 1 (Set Games)	12:00-14:00	PBA R16 Turn 1 (Set Games)	12:00-14:00	PBA QF Turn 1 (Set Games)			
15:30-17:30	PBA R32 Turn 2 (Set Games)	14:30-16:30	PBA R16 Turn 2 (Set Games)	14:30-16:30	PBA QF Turn 2 (Set Games)	13:00-15:30	PBA SF Turn 1 (Set Games)	
18:00-20:00	LPBA Quarter-Finals (Set Games)	17:00-19:30	LPBA Semi-Finals (Set Games)	17:00-19:00	PBA QF Turn 3 (Set Games)	16:00-18:30	PBA SF Turn 2 (Set Games)	
20:30-22:30	PBA R32 Turn 3 (Set Games)	20:00-22:00	PBA R16 Turn 3 (Set Games)	19:30-21:30	PBA QF Turn 4 (Set Games)			
23:00-25:00	PBA R32 Turn 4 (Set Games)	22:30-24:30	PBA R16 Turn 4 (Set Games)	22:00-24:30	LPBA Final (Set Games)	21:00-24:00	PBA Final (Set Games)	

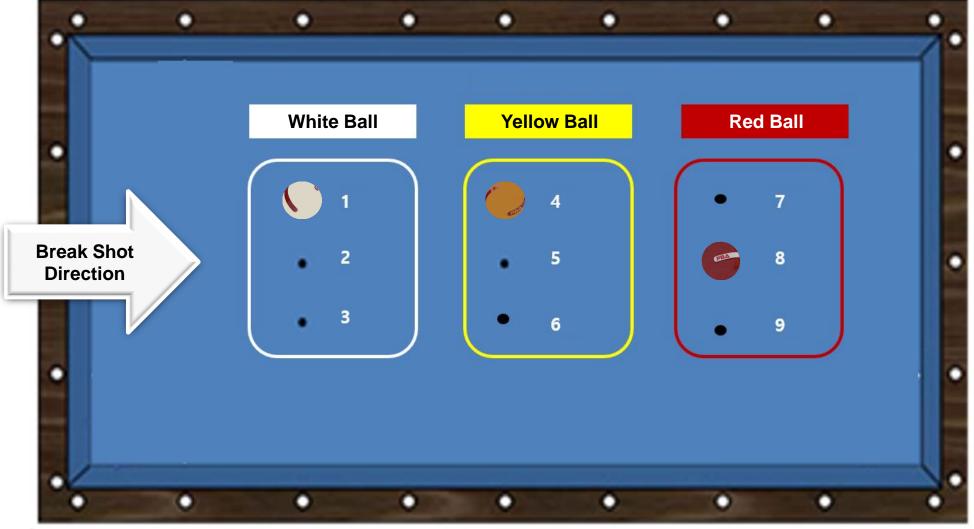
Content	D	etails
	PBA (Set System)	<ul> <li>R128 ~ R64: [Set Games] First 3 wins out of 4 (Shootout)</li> <li>R32 ~ Quarter-finals: [Set Games] Best-of-five</li> <li>Semi-finals ~ Final: [Set Games] Best-of-seven</li> </ul>
Game System	LPBA (Survival System / Set System)	<ul> <li>R128 ~ R32: [Survival Games]</li> <li>R16 ~ Quarter-finals: [Set Games] Best-of-three</li> <li>Semi-finals: [Set Games] Best-of-five</li> <li>Final: [Set Games] Best-of-seven</li> </ul>
Occurie e Occutere	Normal Shot	1 point
Scoring System	Rail-first Shot (Bank Shot)	2 points (No penalty for missed shot)
	PBA Banking System (Set System ONLY, P	BA Survival Order will be decided by card picks)
Break Shot Formation/Order	Start with the player whose break	Short Rail $\rightarrow$ Short Rail $\rightarrow$ Short Rail s shot ball is closer to the opposite rail before the opposite player's ball hits the 2 <sup>nd</sup> short rail)
Equalizing Inning	NO Equa	lizing Innings

Content		Details
	PBA Survival System (LPBA R128 ~ R32)	<ol> <li>Score Setting: 50 points         <ul> <li>Disqualified when the score becomes 0</li> <li>Disqualified player(s) must leave the player(s)' seats when the scoring of player on the table is over, following the referee's instructions, and show respect to other players and the audience.</li> <li>The disqualified player(s) shall take his or her personal equipment and belongings (including cue) after the game is completely over.</li> </ul> </li> <li>Scores Reset Every Round         <ul> <li>Points earned in Preliminary Rounds are reset to 50 points in R64</li> <li>When the points are tie, consider AVG, HR1, HR2 in order to qualify for the next round. IF all High Runs of the players are equivalent, the player advancing to the next round will be decided by the "PBA Banking".</li> </ul> </li> <li>Game Time: 40 minutes each per each half (Total 80 minutes)</li> </ol>
Score Setting & Game Time	PBA Set System	<ol> <li>Points Per Set (PBA)         <ul> <li>R128 ~ R64 (First 3 wins out of 4) : 15-15-15-15 / Shootout</li> <li>R32 ~ Quarter-finals (Best-of-five) : 15-15-15-15-11</li> <li>Semi-finals ~ Final (Best-of-seven) : 15-15-15-15-15-15-15</li> </ul> </li> <li>Points Per Set (LPBA)         <ul> <li>R16 ~ Quarter-finals (Best-of-three) : 11-11-9</li> <li>Semi-finals (Best-of-five) : 11-11-11-11-9</li> <li>Final (Best-of-seven) : 11-11-11-11-9</li> </ul> </li> </ol>
	Shootout (PBA R128 ~ R64)	<ol> <li>Same break shot formation to be used for all sets and penalty shootout</li> <li>The person who has started the match to decide the playing order of penalty shootout</li> <li>The same color of the ball that has been first selected by the break shot to be used regardless of the shootout playing order</li> <li>Time extension (Time-out) will not be allowed</li> <li>Players take turn with equalizing inning and without inning limitation</li> <li>The shootout score is not included in the Games Average, and the result is not included in the set score</li> <li>If Time Violation (Time Foul) caused, the opponent player starts with the original break shot formation</li> </ol>

Content		Details
	PBA Survival System	<ol> <li>Play Order: Draw Lots</li> <li>Banking shot position becomes break shot position.</li> <li>LPBA Survival Break Shot Formation: 1-4-8         <ul> <li>Playing order for the second half is the reversed from the first half.</li> <li>The player who shoot the break shot may freely choose to hit any ball (yellow or red) or rail-first shot.</li> </ul> </li> </ol>
Break Shot	PBA Set System	<ol> <li>Break Shot Decision: PBA Banking System</li> <li>Break Shot Position: Randomly chosen by drawing lots among the fixed 9 spots on the table</li> <li>First – White Ball Position: Draw from spot 1 to 3</li> <li>Second – Yellow Ball Position: Draw from spot 4 to 6</li> <li>Third – Object Ball Position: Draw from spot 7 to 9</li> <li>Use the same formation for break shot for the whole game once it is determined.</li> <li>The player who shoot the break shot may freely choose to hit any ball (yellow or red) or rail-first shot.</li> </ol>



#### LPBA Survival System Break Shot Formation



Content		Details
	1) 2)	Spot #5 if the 1 ball falls out of the table (#6 if #5 is possessed, #4 if #6 is possessed) If 2 balls fall out of the table
		<ul> <li>the player(or opponent)'s cue ball and the red ball have fallen out of the table: spot #5 for the player(or opponent)'s cue ball (#6 if #5 is possessed) and spot #8 for the red ball (#9 if #8 is possessed)</li> </ul>
When the Balls have fallen out		<ul> <li>the player's cue ball and the opponent's ball all have fallen our of the table, spot #5 for the player's cue ball (#6 if #5 is possessed) and spot #8 for the opponent's ball (#9 if #8 is possessed)</li> </ul>
of the Table	3)	To the break spot formation when all 3 balls have fallen out of the table
	4)	If the ball that was about to fall out of the table comes back onto the table and (a) hits another ball or (b) hits a ball which is in motion: relocate the fallen ball after all balls stop moving.
	5)	If the offender's ball falls out of the table and the two other balls are frozen, relocate the fallen ball on spot #5, and if the offender that plays next wishes to relocate the frozen ball, put the ball on spot #6
	1)	When 2 balls are frozen: Play as positioned or relocate the player's cue ball on spot #5 (#6 when #5 is possessed, #4 when #6 is possessed)
Frozen balls	2)	When 3 balls are frozen: Play as positioned or relocate the player's cue ball on spot #5 (#6 when #5 is possessed, #4 when #6 is possessed)
	3)	Exceptions
		• If the referee calls that the balls are not frozen but after that the balls are frozen while the player is playing, play as it is frozen.
		<ul> <li>If the referee calls that the balls are frozen but the balls are not frozen while the player is playing, play as positioned.</li> </ul>
If Player	1)	In survival games, if Player 1 requests to clean the ball, the ball shall be cleaned only if Player 3 (player who plays with the same ball) agrees. In survival games with 3 players, the ball shall be cleaned only if all players agree. If any ball has dirt on it, the player can request to
requests to		remove dirt anytime.
clean the Ball	2)	In set games, the player can request to clean the player's ball only once per set. If any ball has dirt on it, the player can request to remove dirt anytime.

Content		Details
Shot Clock	PBA Survival System	<ol> <li>35 seconds</li> <li>Violation (Time Foul) Penalty - No Points Deduction         <ul> <li>When making time foul, the player loses one time extension</li> <li>Ex) When the player makes time foul in the first half before using his/her time extension, he or she loses time extension chance for the first half.</li> <li>Ex) When the player makes time foul in the first half after using his/her time extension, he or she loses time extension chance for the second half.</li> <li>The time-foul is accumulated (also applied to the set system) even to the next tournament.</li> <li>Time extension will be taken away as many time-fouls the player makes, and the following details will be marked in the tournament table.</li> <li>Referees will report to the Tour Operation Committee about penalties or anything unusual to note after every game ends.</li> <li>The ball formation for the next player will be used as they were. If the player who makes a time foul makes a shot at the same time the time foul is called out, the ball formation will be used as the balls go. In this case, player can make inquiries about his/her ball position to the referee, and the referee can answer the question.</li> </ul> </li> </ol>
	PBA Set System	<ol> <li>35 seconds</li> <li>Violation Penalty: Play starts with the original break shot formation, but the player's cue ball will be placed at spot 4-6</li> </ol>
Time Extension	PBA Survival System	1 Time out per each half
	PBA Set System	1 Time out per set

Content		Details					
Practice Time	PBA Survival & Set System	Survival system: 2 minutes per player / Set System: 3 minutes per player - Referee only wipes the balls (referees do not (re)arrange them) - Players arrange the balls in the position they wish to practice					
	PBA Survival System	5 minutes of break time in between first half and second half ※ If the player violates break time, time extension of the second half will be taken away.					
Break Time	PBA Set System	<ol> <li>Best-of-three: Set 1 (90 seconds) Set 2 (5 minutes) Set 3</li> <li>Best-of-four: Set 1 (90 seconds) Set 2 (5 minutes) Set 3 (90 seconds) Set 4 (90 seconds) Shootout</li> <li>Best-of-five: Set 1 (90 seconds) Set 2 (5 minutes) Set 3 (90 seconds) Set 4 (2 minutes 30 seconds) Set 5</li> <li>Best-of-seven: Set 1 (90 seconds) Set 2 (5 minutes) Set 3 (90 seconds) Set 4 (5 minutes) Set 5 (90 seconds) Set 6 (2 minutes 30 seconds) Set 7</li> <li>If the player violates break time, time extension of the next set will be taken away.</li> </ol>					
	Penalty when violating break time	<u>PBA Regulations – Disciplines</u> - Penalty: Reprimanded ~ Suspension - Fine: Maximum KRW 1 million	Starting from 2020-21 Season, all players violating the break time will be given extra penalty.				
Tournament	PBA Survival System	<ol> <li>Preliminary Rounds (Survival System): Use Z System based on the Season Point Ranking</li> <li>If the ranking points are tie, use [①Number of Tours Participated ②Season Average ③Season's Highest High Runs] in order</li> <li>Tournament table allocation of the Wildcard and Pre-registration Players without a point ranking is decided by the PBA Tour Operation Committee.</li> <li>Use Z System for each of the next rounds - ①Group Ranking ②Average ③High Runs in order</li> </ol>					
Table	PBA Set System	<ul> <li>2) PBA R128: Use Z System based on the sum of the ranking points from the 10 Tours (non including the World Championship) prior to the competition. If the ranking points are tie, the allocation is decided in the order [①Number of Tours Participated ②Margin in wins and losses ③Season Average ④Season's Highest High Runs]. Tournament table allocation of the Wildcard and Pre-registration Players without a point ranking is decided by the PBA Tour Operation Committee.</li> <li>3) LPBA R16: Use Z System with the results from R32 - ①Group Ranking ②Average ③High Runs in order</li> </ul>					

Content	Details
FINAL TOUR	<ol> <li>PBA players within prize money ranking 32 will be qualified to participate.</li> <li>LPBA players within prize money ranking 32 will be qualified to participate.</li> <li>If the prize money ranking is tied; Point Ranking → Tour Participation Rate → Margin in wins and losses (PBA ONLY) → GA → GH will be used.</li> <li>In case of vacancies, players in the next ranking place will be given opportunity to participate.</li> </ol>
Promotion and Relegation System	<ol> <li>PBA and LPBA adopt Promotion and Relegation system after each season ends according to ranking point.</li> <li>When tied; Point Ranking → Tour Participation Rate → Margin in wins and losses (PBA ONLY) → GA → GH will be used.</li> <li>PBA Tour Division 1 promotion and relegation system : to be announced</li> <li>LPBA Tour promotion and relegation system : to be announced</li> <li>All criteria in the preceding paragraph shall occur after the PBA has officially announced it.</li> </ol>
Wildcard	<ol> <li>Wildcard will be chosen by PBA and Sponsors, but Sponsors will have the priority.</li> <li>Wildcard players' tournament table will be decided by the PBA Tour Operation Committee.</li> <li>Wildcard players will also receive prize money ranking point and ranking point.</li> <li>Wildcard players can earn FINAL TOUR qualification according to his/her prize money ranking.</li> <li>Wildcard players will also be subject to promotion and relegation system according to their ranking point.</li> </ol>

Content		Details
	1.	Game schedules and time are subject to change due to broadcasting issues.
	2.	Players must be dressed up according to the PBA/LPBA Dress Code.
	3.	Any unsportsmanlike behavior inside or outside the venue may result in future sanctions or disadvantages.
	4.	Players must attend 30 minutes before one's game, and must be at the game table 15 minutes before their games so that they are able to
		get ready (practice and etc.) for the games following referees' instructions.
		- Players shall not be out of the venue until the end of the game, only except for the designated break time.
		- Players must be ready at near one's table even in the case where the game schedule is postponed due to issues such as broadcasting.
		- If the player fails to be at the venue at the scheduled game time, he or she will be directly disqualified.
Regarding	5.	Inquiries on the tour operation is ONLY available via Tour Operation Committee Director or the Referees Committee Director.
Games	6.	Conversation between/among the players during the game is strictly forbidden.
	7.	During the game, protests concerning the referee's judgement must be filed before the player in next turn (or opponent player) takes the
		address action. There shall be no further right of appeal if the decision has been reached as a results of.
	8.	Protests in relation to the games and tour operation may be filed with the PBA TOUR office by email (pbatour@pbatour.org) until 24 hours
		after the completion of the game concerned.
	9.	Continuous complaint against the judgement and delaying game may result in disqualification of the particular player after the discussion of
		Tour Operation Committee Director and Referees Committee Director. The player may be sent to Committee for Award and Punishment.
	10.	All unusual actions during games (tardiness, time foul, smoking during game, etc.) will be disclosed on the PBA Official Website.

Content	Details
Smoking Control	<ol> <li>Players are banned from smoking from the 'start of one's game" until the end, including the break time – "start of one's game" includes player preparation time (for getting ready, players must be at their tables 15 minutes before the game schedule)</li> <li>Players shall refrain from smoking during the TOUR and at the venue with their uniforms, showing that they are PBA/LPBA Players. (Recommended)</li> </ol>
	PBA Regulations –       Those actions that violate the regulations of the PBA (including smoking)         Disciplines       - Penalty: Reprimanded ~ Suspension         - Fine: Maximum KRW 1 million
Others	<ol> <li>When 4 players in 1 group cannot be made and players cannot attend in the Survival System</li> <li>When the player cannot attend due to force majeure such as an accident (injured).</li> <li>3 players in the group -&gt; The match will still be held (needs to be held for the next round)</li> <li>2 players in the group -&gt; The match will still be held (needs to be held for the next round)</li> <li>1 player in the group -&gt; The player advances to the next round without playing</li></ol>

## 4. COVID-19 Guidelines





## **5. PBA Regulations – Disciplines**

PBA Penalty Regulations

① The penalty grounds and actions are based on the following table. ② Penalty, fine, and deduction of ranking points can be imposed at once.



Grounds	Penalty	Fine
Absence from the PBA games without justifiable reason	Reprimanded ~ Ranking points deduction	Maximum KRW 1 million imposed also
Absence from the PBA events, activities, orientation, etc. without justifiable reason	Reprimanded ~ Ranking points deduction	Maximum KRW 1 million imposed also
Act of slandering against the PBA	Reprimanded ~ Suspension	Maximum KRW 5 million imposed also
Use of illegal drugs, and being involved in gambling, especially related to billiards gambling	Reprimanded ~ Expulsion	Maximum KRW 10 million imposed also
Involving in cheating	Reprimanded ~ Expulsion	Maximum KRW 10 million imposed also
Violation of dress code (uniform)	Reprimanded ~ Ranking points deduction	Maximum KRW 1 million imposed also
Violating PBA TOUR Player Instructions set by PBA (including smoking)	Reprimanded ~ Suspension	Maximum KRW 1 million imposed also
Disobeying to press conference without justifiable reason	Reprimanded ~ Suspension	Maximum KRW 1 million imposed also
Being late to game without justifiable reason	Reprimanded ~ Suspension	Maximum KRW 1 million imposed also
Demeaning actions as a PBA Player	Reprimanded ~ Disqualification	Maximum KRW 10 million imposed also
Verbal violence or impiety towards the operation committee or referees	Reprimanded ~ Disqualification	Maximum KRW 1 million imposed also
Physical violence towards the operation committee or referees	Reprimanded ~ Disqualification	Maximum KRW 5 million imposed also
Verbal violence or impiety towards the audience	Reprimanded ~ Disqualification	Maximum KRW 5 million imposed also
Physical violence towards the audience	Reprimanded ~ Disqualification	Maximum KRW 10 million imposed also
Any other ungentlemanly attitude at the venue	Reprimanded ~ Disqualification	Maximum KRW 5 million imposed also
Any act that contradicts or disfigures the purpose of the PBA	Reprimanded ~ Disqualification	Maximum KRW 10 million imposed also
When participating in the competition which is not authorized by the PBA	Reprimanded ~ Disqualification	Maximum KRW 10 million imposed also