

2011/2012 APA LAS VEGAS QUALIFIER AND STATE TOURNAMENT RULES

Handicaps are updated after each round of the tournament. Players can go up or down during the tournament. It is the captain's responsibility to check handicaps between rounds to see if anyone's skill level has changed to ensure you do not break the 23 rule.

All teams must comply with the 23-rule. If you have a question about this rule, please ask.

HANDICAP COMPLAINTS

If you feel a player is under-handicapped, circle the name on your score sheet and they will be reviewed when the score sheet is entered.

If a player on your team goes up in handicap, you are not allowed to dispute it. This is a large tournament and we do not have time to review every player that goes up.

Only (1) time out per game. Please limit them to 2 minutes. When taking a time out you must notify the opposing team captain. If a coach deliberately takes an extra time out, ball in hand will be awarded to the opposing player. No speaking loud so as to give a player instruction while they are shooting.

Only the coach may approach the table during a time-out with the player. If the coach wishes to discuss the shot with another team member he must go to the table where they are seated. The coach does not have to be the same for each game.

The coach or the player must be the last person to touch the cue ball in a Ball-In-Hand Situation!

MATCHES WILL GO TO SUDDEN DEATH. IN 8-BALL THIS IS A ONE-GAME SHOOTOUT, NO MATTER WHAT THE SKILL LEVEL; IN 9-BALL ALL POINTS WILL BE DOUBLE. If the 5th match has not started at the 3-½ hour mark for 8-Ball the remaining matches will be sudden death. Sudden Death will be at the 3-hour mark for 9-Ball.

You may talk to your player while your opponent is shooting. As soon as the opposing player misses, you must go directly to the table without further instructions from your coach.

NO SWEARING OR BAD SPORTSMANSHIP

If a player gets loud or abusive, the team will be disqualified from the tournament. There will be zero tolerance on this issue.

(State Tournament Only) Handicaps are based on your scores from the Summer, Fall, and Spring sessions. Your handicap is based upon the skill level you ended each session as (from the time your team qualified), you will play at the highest level.

On the lag, the closest to the bottom rail wins. If the ball touches the side rail, you lose the lag.

If there is a question about a good hit, call a referee over "before" the player shoots. After the player shoots it is too late and in most cases I will rule in favor of the shooter.

If a player is "accidentally" bumped during their shot, the balls (including the cue ball) will be put back as close as possible.

No soft breaking!! Slow play will not be tolerated.

You must use a marker to mark you pocket for the 8-ball during this tournament.

YOU SHOULD NOT USE CHALK!

If you have a protest, you must bring it to the attention of the tournament director. It is the teams responsibility to locate the tournament director if a situation occurs.

THE DECISIONS OF THE LEAGUE OPERATOR ARE FINAL

If there is an ineligible player listed on your team, please let us know, otherwise your team could be disqualified.

Ineligible players who have not played the required number of matches during the session will not be listed on your score sheet and their handicap can not be used for "23" rule purposes. Ineligible players cannot coach.

No speaking to your players in a foreign language.

All players must present a positive ID upon request. If a player cannot produce a positive ID, the tournament director will decide what course of action will be taken.

(States Only) Only eligible qualified members of the team will receive airfare to Las Vegas. Please complete the team certification statement. Make sure every member of the team signs it.

DEFENSIVE SHOTS

All team must mark defensive shots. Any team not marking defensive shots will be warned and might possibly have their handicaps raised.

Players must let the cue ball come to a complete stop after pocketing the 8-ball.

BALL IN HAND SITUATION

During a ball in hand situation, confirm it with the opposing player before picking up the cue ball.

Teams must have 3 members present to collect any prize money for tournament

Players may switch cue sticks at any time during their match as long as they are not using a specialty cue. Jump & Masse cues are not allowed.

If you complain about a players skill level while they are shooting you will be asked to leave the tournament center immediately. This is a form of sharking and will not be tolerated.

As a courtesy we ask that all cell phones are placed on vibrate or turned off during matches.

9-Ball Scorekeepers MUST sit together.

NEW RULE CLARIFICATION - Forfeits: If your team puts up a 3 and the other team puts up a 7 for the match, or if the other team puts up a stronger player and you put up a weak player (sacrificing this player to keep your stronger players available), make sure your player lags and the game begins (the rack must be broken) before you forfeit the match. One the match has begun, and the match is forfeited, neither player is eligible to play again in that round. However, if your team calls for a forfeit before the rack is broken, your player is out, your team has lost the point, and the opponent's player is eligible to play again. In both situations the handicaps count towards the 23 rule.

Forfeit because of no show/late team will be at the discretion of the League Operator ONLY.

*****No ipods, or earpieces for your phone can be worn during the tournament*****Revised 05/2012