

2015/2016 APA LAS VEGAS QUALIFIER AND STATE TOURNAMENT RULES

All MALES listed as 2's in 8-Ball MUST play as a 3 in Qualifier Cup and State matches. All MALES listed as 1's in 9-Ball MUST play as a 2 in the Qualifier Cup and State matches.

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 time out.

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

9-Ball - Sudden Death will go into effect 3 hours after match start time. Under sudden death all balls pocketed will count as "DOUBLE POINTS". The 1-8 count as two (2) points each, while the 9-Ball counts as four (4) points. (higher level forfeits are 20-0)

8-Ball - Sudden Death will go into effect 3hrs and 30min after match start time. A sudden death match in 8-Ball will consist of two (2) games. The first game will be worth (2) points followed by a second game (if needed) worth one (1) point. If the two (2) points won in the first game determine a clear winner (where there is no way the opposing team can come back and win the overall team match) the match is over. If the two (2) points earned in the first game does not determine a clear winner, the Sudden Death match continues with a second game. (higher level forfeits are 3-0)

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.

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

On the lag, the closest to the bottom rail wins. If the ball touches the side rail, you lose the lag. Make sure the cue ball comes to a complete stop before you touch it.

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.

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.

Ineligible players are players who have not played the required number of matches during the session. They 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 HAVE A POSITIVE ID. 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. A specialty Break Cue CANNOT be used for a jump shot.

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.

Forfeit because of no show/late team will be at the discretion of the League Operator ONLY. forfeit points for 1 match are 3-0 in 8-ball and 20-0 in 9-ball for playoffs and higher level events.

*****No ipods, or earpieces for your phone can be worn during your match.*****

Forfeits: If your team forfeits before the rack is broken, your player is out, your team has lost the points and the opponent's player is eligible to play again. If the rack is broken and your team forfeits, the other team receives the points and neither player can play again. In both situations the handicaps count toward the 23 rule.