



## TOURNAMENT RULES

1. **PRACTICE TIME** - Practice is not allowed on any tournament table, except during specified periods, and only with the permission of the Tournament Director. You are encouraged to practice on tables designated for that purpose, and are asked to share the practice tables with any other contestants who wish to use them. If there is a wait for the practice tables, we ask that you limit your practice time to between 10 and 15 minutes. Designated practice tables are reserved for those contestants who have not yet been eliminated from the tournament. Practice is not allowed on tournament tables during play, even when tournament tables are not in use.
2. **FORFEIT TIME** - Forfeits will be declared after 15 minutes has lapsed since a match has been called. If a team has registered for the Tournament, every effort will be made to locate the team before a forfeit is declared. The Tournament Director determines when a match is officially forfeited.
3. **SUDDEN DEATH FORMAT** - In order to help the Tournament run on schedule, all players are encouraged to be ready to play when their match is called, and to observe the **Match Time Guidelines**. However, when matches become exceedingly long, the Sudden Death Format will apply. **The League Operator or Tournament Director may choose to split matches rather than use the Sudden Death Format.**

**8-BALL SUDDEN DEATH** - Sudden Death Rules will be in effect if the first rack of the 5<sup>th</sup> individual match is not struck prior to the match time reaching the *3-hour-and-45-minute* mark. The rack of the first individual match started after 3 hours and 45 minutes will be worth 2 team points. If the 2 points awarded to the winner of that rack gives that team enough points to win the team match, and is thus determinative, the team match will be over. If the 2 points awarded by that rack are not determinative of the team match, the same players will play a second rack worth 1 team point. If this second individual match is not determinative of the team match, that individual match will be considered concluded. Subsequent individual matches will be conducted, with the same two rack, 2-point/1-point, format until one of the teams mathematically wins the team match, or the team match finishes in a tie. For information about which team is declared the winner of a tied match, see Section 25 below.

**NOTE: DURING SUDDEN DEATH, THE INDIVIDUAL MATCH WINNER WILL BE THE PLAYER WHO WINS THE 2-POINT RACK.**

**9-BALL SUDDEN DEATH** - Sudden Death Rules will be in effect if the first rack in the 5<sup>th</sup> individual match is not struck prior to the match time reaching the *3-hour* mark. Each ball pocketed in all individual matches started after the 3 hour mark will be worth double points. In other words each object ball pocketed in every individual match started after the 3 hour mark will count as 2 points and each 9-ball pocketed in such matches will count as 4 points.

4. **DECLARING PLAYERS** - Once both teams in a match have declared a player, the players cannot be changed unless the player declared by one team puts that team in jeopardy of violating the 23-Rule.
5. **COACHING** - A player may be coached only once per game. If a coach suggests a time-out to the player, the time-out will be charged even if the player disagrees with the decision to take the time-out. However, if a player requests a time-out and the coach refuses to take the time-out, no time-out will be charged. Scorekeepers should mark all coaching time-outs on the scoresheet. During coaching time-outs taken when the player has ball-in-hand, coaches are allowed to place the cue ball. All rules regarding fouling the cue ball apply to a coach when he or she places the cue ball for a player.

**NOTE: When teams with a common players meet during the tournament, the common players who choose to “sit-out” of the team match (per the Common Player rule) are not permitted to captain, coach, or provide a coach with advice. Ineligible players are also not permitted to captain, coach, or provide a coach with advice.**

**6. OBLIGATION TO PRESENT AND CHECK IDENTIFICATION OF ALL PLAYERS** – All participants must have a current valid photo ID in the form of a state-issued Driver’s License or non-driver Identification Card, a Military ID, or a Passport. Players must have their photo ID with them at all times during the Tournament and should present their photo ID to the opposing team’s captain when put up in a match without having to be asked. It is the responsibility of every team to verify that all opposing players put up in a match have current valid photo IDs that positively identify them as being the individuals shown on the scoresheet. Do not assume a player is who they say they are. If an opposing player has not voluntarily presented his or her photo ID to you for verification, it is the responsibility of your Team’s Captain to request that the opposing player present his or her photo ID and to be satisfied as to the opposing player’s identity prior to the lag. If your captain is not satisfied with the identity of an opposing player, your captain must immediately call over a Tournament Official to examine the identity of the questioned player. If the Tournament Official cannot readily verify the player’s identity from the photo ID, he or she may consult the Tournament Director. The determination of the Tournament Director regarding the identity of the player, is made in its sole discretion and judgment, and is final. If your captain fails to verify the identity of each opposing player put up in a match and an opposing player turns out to be an imposter or to not have a valid photo ID, your team may be bound by the results of the match and your team may not be granted any relief or remedy, in the Tournament Director’s sole judgment and discretion. If a player is put up to play and does not have his or her photo ID, the individual match will be forfeited to the opponent without right of protest or appeal, regardless of the reason the player does not have a photo ID, and the player will not be eligible to play later in that team match. It is no excuse that a player’s Photo ID was lost, left somewhere, or that the player needs to go get it. Any team intentionally or unintentionally, knowingly or unknowingly playing an imposter, a player who cannot verify his or her identity, or a player who enters or participates in the Tournament under fraudulent circumstances, is subject to immediate disqualification from the Tournament. All the members of any disqualified team will all be subject to an indefinite suspension from further participation in the APA, in APA’s sole judgment and discretion

**7. SCOREKEEPING** – Scoresheets, with *innings* recorded and *Defensive Shots* marked, must be kept by either one member of both teams, or by an official scorekeeper. If it is determined a team is not marking Defensive Shots, then the Handicap Review Committee may consider that grounds to raise the skill levels of some or all of the players on that team. Scoresheets must be signed and turned in to the Control Table to receive credit for match wins. Refusal to sign a scoresheet does not affect any match protest. It is the responsibility of the winning team to make sure the Control Table receives proper scoresheets.

**8-BALL ONLY** – Each match is ends when one team mathematically wins the team match. A team mathematically wins a match when the opposing team can no longer earn enough points to tie or win the match. Once one team mathematically wins a match, all play between the two teams must cease. The teams should write “NF” (which stands for “Not Finished”) on the scoresheet. You must all mark **Early 8s (E8)**, **8-ball Scratch (8S)**, **8 Wrong Pocket (8WP)**, **8-on-the-Break (8OB)**, and **Break-and-Runs (BR)** on your scoresheets. Patches for **8-on-the-Break** and **Break-and-Runs** are awarded. Patches must be claimed by your Team Captain at the Control Table when the scoresheets are turned in for processing.

**9-BALL ONLY** – Each match ends when one team reaches 51 points. Once one team reaches 51 points, all play between the two teams must cease. The teams should write “NF” (which stands for “Not Finished”) on the scoresheet. You must also mark all balls pocketed, dead balls, **9-on-the-Snap’s (9OS)** and **Break-and-Runs (BR)**. Patches for **9-on-the-Snap** and **Break-and-Runs** are awarded. Patches must be claimed by the Team Captain at the Control Table when the scoresheets are turned in for processing.

**NOTE: Any player or team caught fraudulently keeping score – adding innings, altering scoresheets in any way, or marking scoresheets in a way that does not reflect the play that occurred on the table – is subject to disqualification.**

**8. DRESS CODE** - Proper attire must be worn at all times in and around the tournament site. The League Operator or Tournament Director shall determine what is proper attire, and is responsible for requiring the change of improper attire on the part of any contestant. Any change of improper attire is not just cause for delay in the progress of a team match. The dress code will be enforced.

**9. NO EARPHONES** - You are not permitted to wear earphones of any type during Tournament play. This includes ear buds, headphones, headsets, Bluetooth devices, etc. Hearing aids and non-electronic earplugs are allowed.

**10. CELL PHONE USE** – Cell phone use is prohibited while a player is taking his or her turn at the table and during coaching time-outs.

**11. NO SMOKING** - Smoking is not permitted at the pool table; however, ashtrays may be provided on each team/player table pending location acceptance.

**12. GAME RULES** - APA game rules apply. Any and all Local Bylaw(s) applicable to your local League or interpretation(s) of the APA game rules made by your local League Operator which are not in full accord with the Championship Rules established by the APA do not apply at this event. It is your responsibility to know what is a Championship Rule and what is a Local Bylaw. The game rules are covered in the Official Team Manual. You should ensure that you are familiar with these rules. In addition, you are obligated to review the APA World Qualifier Certification Statement (the "Certification Statement") prior to registering for the Tournament.

**13. SKILL LEVELS** - The APA is the sole judge of a player's ability, and may at any time raise a player's skill level if the APA believes that he is not playing up to his true ability. It is especially important the skill level at which you participate in this event reflects your true ability according to Championship rules and standards. **This is your responsibility.** You are advised by the APA to make certain you and your teammates fully understand and conscientiously follow all of the Championship rules and standards. If you determine you or one of your teammates skill level is not accurate, then you must notify your League Operator or Tournament Director prior to entering and playing in the event. Doing so will not necessarily prevent your disqualification; it will, however, help in determining your eligibility status.

**NOTE: If a player is currently active in more than one APA League area, the player must certify and participate at the highest skill level.**

**14. CALLING FOULS** – You are encouraged to be familiar with the portions of the Official Team Manual that apply to the format you are playing in this Tournament, including, but not limited to, what constitutes a foul in that format. Only fouls called by the player competing in the individual match, or by the Team Captain, are official. However, you should keep in mind that since everybody on the team may communicate with their team captain, anyone on the team may recognize and alert the team captain that a foul has occurred. Each player and Team Captain is advised that, before taking ball-in-hand, they should make certain that the player actually has ball-in-hand. If you do not confirm ball-in-hand with your opponent, or with Tournament Officials, and there is a difference of opinion, then you run the risk of fouling the cue ball unintentionally.

**15. CUE BALL FOULS** – As a reminder, do not touch the cue ball while it is still rolling. Doing so may result in a foul.

**16. CLOSE SHOTS** - If a shot looks like it may result in a "bad hit," stop the game and get a Tournament Official to observe the shot and make the call. Either player may stop the game to ask for a call. The decision of the Tournament Official is final. If a shot is close and a Tournament Official is not called, the ruling will most likely be in the shooter's favor.

**17. MARKING THE POCKET (8-BALL ONLY)** – A coaster, pocket marker, or any other reasonable marker must be placed next to the pocket the 8-ball is intended to enter. We recommend that you do not use chalk as a pocket marker, as it can create confusion, but the use of chalk as a pocket marker is not prohibited. If a player pockets the 8-ball without marking the intended pocket, and the opponent calls loss of game, it will result in a loss of game. Both players may use the same marker. Only one marker should be on the table at any time. However, if more than one marker is on the table, as long as you clearly mark the pocket where you intend to pocket the 8-ball you will be deemed to have properly marked the pocket. If the marker is already at the intended pocket from a previous attempt or game, it is not necessary for the shooter to touch it, pick it up, or reposition it. **Anyone** may remind a player to place the marker and it will not be considered coaching or a foul.

**18. THE 23-RULE** - The 23-Rule will be enforced during this Tournament. No team may play five players whose combined skill levels exceed 23. Further, no team may put up a combination of players that makes it impossible for the team to comply with the 23-rule. If a team violates the 23-Rule their opponent will be declared the winner of the team match. The team match will be decided at the point where it becomes impossible for the violating team to comply with the 23-Rule. As an example, presume that Team A is playing Team B are playing an 8-Ball match. The skill levels of the players on Team A's roster are as follows 7-6-6-2-3-3-4-4. If Team A throws their 7 in the first individual match, a 6 in the second individual match, and the other 6 in the third individual match, it will be unable to comply with the 23-Rule since the combined skill levels of the five players it throws will exceed 23 no matter which two players it throws in the last two matches. Therefore, at the point that the first rack is struck in the third individual match, Team B becomes the winner of the team match. However teams should remember, as stated in Section 6 of these Rules, a team can withdraw a declared player, prior to the rack being struck, if declaring the player will cause the team to violate the 23-Rule.

It is your team's responsibility to ensure that your opponents comply with the 23-Rule. If the opposing team violates the 23-Rule, but wins the team match, and the 23-Rule violation is not noted on the scoresheet when the scoresheet is submitted to the Control Table, the opposing team will be declared the winner, and your team will have be deemed to have waived the 23-Rule violation.

In addition, in order to play all five individual matches, a team must be able to show that it can field a legal team meaning that it can put up 5 players whose combined skill levels do not exceed 23. If, prior to the start of a team match, the combined skill levels of the five lowest skilled players on the roster exceed 23, the team must play four players whose skill levels do not exceed 19 and forfeit the fifth match. If prior to the start of a team match, the combined skill levels of the four lowest skilled players on the roster exceed 19, the team must play three players whose skill levels do not exceed 15 and forfeit the fourth and fifth matches.

- 19. FORFEITING MATCHES** - Individual matches may be forfeited at any time during a team match. If an individual match is forfeited *after* the rack has been broken in that match, the skill level of both players in the match will count towards the 23-Rule. If an individual match is forfeited *before* the rack has been broken in that match, the player on the team receiving the forfeit remains eligible to play again as the forfeit does not count as a match played. However, regardless of the forfeit, at the end of the team match both teams must be able to show that they could have put up five players whose combined skill levels did not exceed 23 had all five individual matches been played. For example, in a situation where the opposing team puts up a SL7, you cannot make the SL7 unavailable to that team by putting up an unavailable player with the intention of forfeiting the individual match. In that case, the opposing team would regain the use of their SL7 as long as they are able to show that they could remain within the 23-Rule had all five individual matches been played.

**NOTE: During this Tournament, individual forfeits will be worth 3 points (instead of 2) for 8-Ball and 20 points (instead of 15) for 9-Ball. The team of any player that forfeits an individual match will not be awarded any points for that individual match, even if the forfeiting player forfeits during the course of an individual match in which he or she has already earned points. Scoresheets should be marked with a (F) for all forfeited matches.**

- 20. INELIGIBLE PLAYERS** - Ineligible players are those players who, for whatever reason, are not eligible to play in any match during this tournament. All ineligible players will be removed from the Higher Level Tournament roster and their skill levels cannot be used to determine whether a team can comply with the 23-Rule. Further, as stated earlier in these Rules, ineligible players are not allowed to coach a shooting player, or advise a coach.
- 21. SENIOR SKILL LEVEL PLAYERS (9-BALL ONLY)** - Only two senior skill level players may play in any single 9-Ball team match. Senior skill level players are those players who have skill levels of 6, 7, 8 or 9. If a team plays more than two senior skill level players in a single 9-Ball team match, the team's opponent is declared the winner of the team match
- 22. COMMON PLAYERS** – A common player is defined as a player on more than one team. During the World Pool Championships a team may have up to two players that are common with another team in the same format. A player may be common on up to two teams in each format at the World Pool Championships. This means you may qualify on up to two 8-Ball teams and two 9-Ball teams. If you qualify on more than two teams in any format, you must choose which team rosters you will stay on prior to entering the World Pool Championships. During the World Qualifier, there is no limit to the number of common players a team may have on its roster. When teams with players common to both rosters meet one another during the World Qualifier, those common players have two options.

The first option is to “sit out” of the team match, in which case they are not allowed to play, captain, coach, or use their skill levels for 23-Rule purposes. If a common player chooses the first option, he can advance with both teams, if neither is eliminated, or if one of the two teams is eliminated the common player will advance with the winning team. The second option is to “declare a team” prior to the start of the team match. Common players who choose the second option, and declare a team, will be marked ineligible on the roster of the team they did not declare for the remainder of the World Qualifier and the World Pool Championships, regardless of whether the team they did declare wins or loses the match. If a common player chooses to “sit out” of the team match, but during the match engages in the coaching of another player, or gives advice to someone who is coaching a player, the common player will be deemed to have declared the team that the coached player plays for and treated as if he had declared that team at the beginning of the match.

**NOTE: Matches will not be held up for players who are participating on multiple teams. A common player is prohibited from participating in two matches simultaneously.**

### 23. TIE BREAKERS

**8-BALL ONLY** – In the event an 8-Ball team match is tied (5 to 5, 6 to 6, or 7 to 7 match points), the team that won the most individual matches will be declared the winner of the team match.

For the purposes of counting the total number of individual matches won by a team in a team match that goes to Sudden Death, the player(s) that wins the 2-point rack in a Sudden Death match is declared the winner of that particular individual match.

If the 8-Ball team match is tied after four matches and neither team can field a fifth player, the team that won the first two of three individual matches will be declared the winner.

**9-BALL ONLY** – In the event a 9-Ball team match ends 50-50, the team that won the most individual matches will be declared the winner of the team match.

If the 9-Ball team match is tied 40-40 after four matches and neither team can field a fifth player, the team that won the first two of three individual matches will be declared the winner.

**24. EXCESSIVE SKILL LEVEL MOVEMENT** - If Higher Level Tournament play is to be truly meaningful and rewarding, then those who play below their true ability must be penalized. Any evidence of a player playing at a skill level below his or her true ability should be reported immediately to a Tournament Official at the control table. You and your team must certify that your skill level, as shown on the scoresheet of each match you play, is your Highest Skill Level as that term is defined in the Certification Statement. Likewise, you and your team must certify that the skill levels of each of your teammates, as shown on the scoresheet of each match your team plays, is the Highest Skill Level of each of those individuals.

**25. PROTESTS** - All protests must be made by your Team Captain to the Tournament Director, and must be made in a sportsmanlike manner. There is a \$50.00 filing fee for any protest, which is refundable if the filing team wins the protest. Any team whose players disrupt the tournament, cause a scene, or cause other problems at or around the tournament site will lose the right to protest. The Tournament Director will resolve all issues on the spot. APA, as Tournament Director, is the highest authority. Any rulings made by APA are final.

**26. RULES OF CONDUCT** - The APA has established and will strictly enforce the following conduct rules for Higher Level Tournament play.

- a. No loud, abusive or profane language will be tolerated at this tournament. You are in the League to have a good time and to enjoy some friendly competition. If you experience a problem, one of the Tournament Officials will address it; simply bring the matter to our attention. Remember that in each situation the ruling will favor one side against the other side, and it is required that each team or player accept official rulings without causing a scene.
- b. Unsportsmanlike conduct directed to the opposing player, team or Tournament Official is not allowed.
- c. Anyone involved in an incident that includes either physical abuse or the throwing of an item will be disqualified immediately, and required to leave the tournament premises.
- d. Anyone caught hitting a cue against the table, wall, floor, etc., or recklessly swinging a cue will be disqualified immediately and required to leave the tournament premises.
- e. Abusive behavior directed to the Tournament Director or any of his designates will not be tolerated.
- f. Excessively slow play will not be tolerated. You will be warned before any penalty occurs.

The penalties for violating any of the six categories detailed above are as follows:

**Except for incidents of slow play, a warning may or may not be given, and the Tournament Director can issue any of the four penalties below, regardless of whether any penalty has been previously issued, depending upon the severity of the situation.**

1. Penalty Level 1 - Your opponent will be given ball-in-hand. If the player is still shooting, or already has ball-in-hand, then that player will be allowed to shoot until missing, and then be given ball-in-hand again.
2. Penalty Level 2 - Your opponent will be granted the game. (In 9-Ball, your opponent will be granted the game, along with points for all balls remaining on the table.)
3. Penalty Level 3 - Your opponent will be granted the match.
4. Penalty Level 4 – Disqualification

**NOTE: If the violation or disturbance that caused the initial penalty level to be levied does not cease, the Tournament Director and/or designated assistant has the right to go from one penalty level to the next penalty level immediately.**

**27. WARNINGS** - If a warning is given in an individual match, that warning will follow the team throughout the remainder of the event. For example, if a player is warned for sharking his opponent, and in a subsequent match a player from that same team is warned for sharking his opponent, the result will be ball-in-hand for the opponent. Such warnings will be noted by a Tournament Official on the scoresheets.

**28. SPORTSMANSHIP** - The primary objective of the League has always been to provide players of all abilities with the fun and enjoyment of friendly competition. Naturally it is expected that every player hopes to do well, and that all players and teams will be doing their best to win. However, each player and team is also expected to accept defeat in a sportsmanlike manner.

Two common examples of bad sportsmanship are: conceding an unfinished game; and undoing a cue during play. Both forms of conduct are frowned upon by professionals, and have no place in amateur play. All players are asked to allow opponents to finish the game before racking the balls or undoing cues. No penalty will be assessed unless, in the determination of the Tournament Director, such sportsmanship violations by a team are excessive.

Another cause of sportsmanship concerns are fouls. A foul is a foul and should be observed as such regardless of whether the player believes that he will get caught failing to disclose a foul. Generally speaking, a professional player will call a foul on himself. Likewise, good sportsmanship dictates that amateur players admit a mistake, and live with the consequences. However, it is technically the responsibility of a player, and his or her team captain, to protect the outcome of the player's match. Therefore, all players are advised to pay attention to their games.

**29. EQUIPMENT REGULATIONS** – In general, any piece of equipment designed specifically for pocket billiards, with the exception of jump cues and laser devices, is acceptable in APA Tournament play. Some specialty cues (see **Specialty Cues** described below) may be limited in use. Special equipment, such as bridges and cue extenders, are legal. You may change cues and/or cue shafts during a game provided the cues and/or shafts you are switching to do not violate any rules of use, and you remain within the Time Guidelines.

**Specialty Cues** – Cues specially tailored to perform specific shots. These include, but are not limited to, jump cues, break cues, and jump-break cues (combination of jump cues and break cues).

**Jump Cues** – A specialty cue designed for attempting jump shots. They may not be used to perform jump shots or massé shots in standard APA League and tournament play.

**Break Cues** - A specialty cue designed for breaking. Sometimes combined with jump cues to form a jump-break cue, these cues are allowed in APA play for breaking. They may not be used to perform jump shots or massé shots in standard APA League and tournament play.

**Regular Shooting Cues** – Any cue designed to shoot the majority of shots in a game of pool. These cues may also be used to perform jump shots, massé shots and break shots in all APA League and tournament play. You may not “break down” your Regular Shooting Cue to perform a jump shot.

Any equipment bearing any message or image of a sexually explicit or political nature, or a message or image which may be offensive due to the use of profanity or by the virtue of its promotion of violence, alcoholism or substance abuse shall be prohibited from use in all APA events. The Tournament Director shall be the enforcing authority of this regulation.

The Tournament Director shall have the right to inspect a player's cue(s) at any time during a tournament without prior notice to the player, and if the cue(s) are found to be in violation of this regulation, the player shall immediately cease using the objectionable cue during tournament play, or face immediate disqualification and forfeiture of all prize money earned and/or entry fee paid.

**30. DISQUALIFICATION** - A team or player may be disqualified from this Tournament in the Tournament Director's sole judgment and discretion. Grounds for disqualification include without limitation (a) excessive skill level movement, (b) irregularities or falsification of any Tournament scoresheet or contents of the Certification Package, (c) fraudulent circumstances of whatever nature, or (d) sportsmanship violations or conduct deemed to be a discredit or affecting the integrity of the Tournaments, the League or the sport. **Disqualification of a team for any reasons means forfeiture of all titles, awards, prize money, and minimum two (2) year suspension of team members from the League.** Disqualification can occur at any time - prior to, during, or after the event.