

# Captains Meeting Agenda

1. South Orange County APA will be sending **2 TEAMS to the World Pool Championships!!!**
2. This is a FULL DOUBLE ELIMINATION tournament. Please note the blue round o the winners side may be oved to Sunday morning depending on how quickly the tournament runs. Also in the match schedule, look at the asterisks. Double asterisk means the entire team match will be split tables.
3. **We will have 2 referees:** Ed Slunka and Josh Pavy. Please treat them with respect. They are volunteering their time to help with this event.
4. We will be following **World Pool Championship rules**. Please see WQ Rules included in your WQ Email, or at [southoc.apaleagues.com/NewsArticle.aspx?q=10536](http://southoc.apaleagues.com/NewsArticle.aspx?q=10536)
5. **Time outs:** 1 per rack regardless of skill level. Time-Out will be charged if anybody on the team suggests a time out. Time-Out will NOT be charged if a player requests a time out and it is refused.
6. **Close Hits/Watch Shot:** If you think a shot may result in a foul, you need to have the shot watched by STOPPING THE SHOOTER and telling them you'd like the shot to be watched. Do not wait for the player to get down on his or her shot before requesting a referee. If a referee is not available, teams can agree on a 3<sup>rd</sup> party to watch the hit (i.e., a nearby player that is not involved in the match)
7. **Certification statements:** Players need to be playing with a skill level that reflects their true ability. Let me know if any plans to, or is certifying at a higher skill level than what is on the printed rosters. If a player is active in multiple areas, they need to play at their highest skill level.
8. **No earphones** (earbuds, headphones, headsets, Bluetooth devices). Earplugs and hearing aids are allowed.
9. **Common Players:** Common players must sit out for the match, or declare a team to play with. It is strongly recommended that you sit out rather than declaring a team. If you declare a team to play with, you will effectively be removing yourself from the other team's roster and WILL NOT be allowed to advance with them in the tournament, or to the World Pool Championships. If you sit out, you are not allowed to play, captain, coach, or use your skill level toward the Team Skill Level Limit (23-Rule).
10. **Freezing Matches for players on multiple teams:** I will allow matches to be frozen if a player is playing on another table (or at another location) for another team. You can post a freeze, or counter-post a freeze. However, PLAY MUST BE CONTINUOUS. You must move on to the next match immediately. DO NOT FREEZE THE 5<sup>TH</sup> MATCH. Keep in communication with your common players and their captains. We cannot hold up the tournament due to a frozen match. TIGHT SCHEDULE
11. **Scoresheets:** Please fill out your scoresheets **COMPLETELY** and properly. It is VERY important to make sure you have the CORRECT PLAYER NUMBERS, innings totaled, ball count and points earned correct. Circle the winner at the top (roster portion). Winning captain takes the scoresheet to a ref and/or the control table. Losing team DOES NOT leave a partially filled out scoresheet for either the winner or ref to complete. It is NOT their job. I realize you need to lick your wounds, but do that after you have completed your scoresheets.

12. **Patches:** Patches will be given for 9 on the Snap and 9-Ball Break and Run. If someone on your team earned a patch during your match, the captain needs to pick it up from the control table when you turn in your scoresheet. Don't make me chase you down to hand out patches.
13. **Sudden Death/Splitting Tables:** I would REALLY like to avoid sudden death. It is VERY important that we stick to the match schedule. Matches need to be completed in 3 hours and 30 minutes. (2 hours for split). If there is a table to split to, we will do that. However, please keep in mind that if your match is taking a long time, there is a possibility it might have to go to sudden death. You can help avoid this scenario by sticking to the time guidelines below:

Posting a Player	1 Minute
Average Shot	20 Seconds
Difficult Shot	45 Seconds
Time-Outs	1 Minute

8-Ball Sudden Death – This may be implemented if the rack is not struck in the 5<sup>th</sup> match by the 3 hour and 45-minute mark. Subsequent matches will begin with 1 rack worth 2 points. If that 2-point rack does not mathematically win the team match then there will be a second rack worth 1 point to decide the winner.

9-Ball Sudden Death – This may be implemented 3 hours or at a time designated by the TD into a 9-Ball match. The rack must be struck in the 5<sup>th</sup> individual match by the Sudden Death mark, or all subsequent matches will be double points. Each object ball pocketed is worth 2 points and the 9-Ball is worth 4 points.

14. **Rules of Conduct:** Be a good sport! I don't imagine we will encounter any difficulties in this arena, however, be aware that there are penalties for unsportsmanlike conduct as well as slow play. At any time, any of these penalties can be issued, regardless if it is a first offense.

<b>Penalty Level 1</b>	Your opponent will be given Ball-in-Hand
<b>Penalty Level 2</b>	Your opponent will be given the game
<b>Penalty Level 3</b>	Your opponent will be given the match
<b>Penalty Level 4</b>	You will be ejected and/or disqualified

15. **Host Location:** Please thank your host location owners and employees. They are allowing us to be here all day playing on their pool tables. Eat food. Buy drinks. Tip well.

**HAVE FUN and GOOD LUCK to all teams!!!!**