

4. RESCHEDULING & MAKE-UP MATCHES

Make-ups are no longer allowed in the Raleigh, Durham, Chapel Hill APA. The only exceptions to this rule are noted below.

a. SEVERE WEATHER

If severe weather occurs, the Team Captains should reschedule the match as soon as possible. PLEASE NOTIFY THE LEAGUE OFFICE IF/WHEN YOU ARE RESCHEDULING YOUR MATCH.

b. HOLIDAYS

All matches schedule on holidays can be rescheduled and played prior to the original match date. PLEASE NOTIFY THE LEAGUE OFFICE IF YOU ARE RESCHEDULING YOUR MATCH.

c. CITY TOURNAMENT

All teams participating in a City Tournament that conflict with their regularly scheduled weekly match **MUST RE-SCHEDULE THEIR WEEKLY LEAGUE MATCH**. Due to the timeframe that cities occurs in following the start of the session, pre-playing the match is not always possible (however, it is still preferred). Therefore, these teams have until Week 7 of the session to complete these matches. All monies and score sheets must be turned in on or before Week 7 of the session. If matches are unable to be completed in full in the designated time frame, team captains must call APA to for approval to complete the match at a later date.

d. FILLING A BYE

If a BYE is filled in a division, make-up matches will be required. APA will send the scoresheets to the host location for all matches that need to be made up due to filling a BYE. These teams have until Week 7 of the session to complete these matches.

e. APA NATIONAL TOURNAMENTS – SINGLES AND TEAM

The APA National Singles Championships and Team Championships frequently coincide with the playoffs in the Spring and Summer sessions. Pre-plays and make-up matches will be allowed for all players attending the NSC's or NTC's. Pre-plays are always preferred and should be done whenever possible. If pre-plays are not possible, the matches can be made up, but must be completed prior to the second week of playoffs. Opponents must be willing to work with players/teams attending the national tournaments. However, the players/teams attending the national tournaments must make arrangements with their opponents in a timely manner (i.e. – the night playoffs are determined or the following day). Full and partial matches can be rescheduled. In the event of partial matches are being rescheduled, the specifics of how many matches will be rescheduled and what players that are attending nationals will be playing a rescheduled match must be divulged to the opponent. *(In other words, a team missing one or two players cannot decide they want to reschedule the last one or two matches the night they are playing when the team has 5 players present. The specifics must be determined ahead of time. This is to prevent abuse or manipulation of the rule by teams).*

5. REPLAYS

If a team is short a player on a designated league night, their opponent may allow them to use the "Replay" rule. The "Replay" rule allows the team that is short a player to play a player twice in the same match. The following criteria must be followed when using the "replay" rule:

- Teams must notify their opponent of the need to use/or *potential* need to use a "replay" prior to the start of the 4th individual match. If a team has a 5th player show up prior to the start of the 5th match, the player is still entitled to play, even if a "replay" was requested.
- The use of a "replay" is not a guaranteed option; the opponent must agree to allow the team to utilize the "replay" rule.
- Once a team agrees to allow their opponent to use a replay, they cannot change their mind. In order to ensure all fairness, the team using a replay should have the opponent sign their scoresheet in the designated location in message center section at the time the opponent agrees to allow the replay.

- The player that plays the 5th match when a “replay” is used is chosen by the team’s opponent. The player that is chosen to play the “replay” should be notified by the opponent at the start of the 4th match (thus, other players can leave if not chosen).
- The player chosen to play the “replay” match must still allow the team to comply with the **23-rule** (or “4-19 rule” if it applies to the team in question).
- Full team fees are still due if the “replay” rule is used in a team match (fees for the “replay” match should be split between the players that played in the team match).
- Teams are allowed to use one “replay” per league night.
- The “replay” must be used during the last individual match (i.e. – 5th match). The “replay” may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match is the 4th & 5th individual matches are forfeited. Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up.
- “Replays” will **NOT** be allowed the last two weeks of the session, during playoffs, or during any higher level tournament play (*exception: replays are allowed in Masters throughout the entire session, but not in higher level tournament play*).
- Both teams may utilize the “replay” rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to put up a player in the 5th match puts up first.
- A team that has enough players present is not allowed to use the “replay” rule; they have to play a player that has not yet played in the match. The only exception to this rule is in the event that the team cannot comply with the 23-rule with the 5 players present to play. The team may then request a “replay” from their opponent. The request must still be made by the start of the 4th individual match.
- In the event a team’s opponent will not allow the use of the “replay” rule, the team **must forfeit** the remaining individual match(es). Make-ups are not an option.
- If a replay is used in a match other than the last individual played match of the night, the re-played match and all subsequent matches will be forfeited by both teams.

A player may not be sent home and/or made unavailable so that a team may request a “replay” from their opponent. Attempts to take advantage of the “replay” rule should be reported to the division representative and also to APA by means of an official protest form.

6. FORFEITS

A team may begin play with one player present. Once the first match is over, the team putting up next has two (2) minutes to name a player, and then the opposing team has two (2) minutes to name a player. The match must start immediately once both players are named for the match. If the team does not have a player available, that entire match will be forfeited.

During the final two (2) weeks of the regular session if a team forfeits three (3) or more matches, they will be ineligible for playoffs and/or the wild card draw or an auto-advance bid (if applicable). The only exception to this rule is in the situation where a team is forfeiting a match due to their skill levels forcing them to utilize the 4 19-Rule. If any team forfeits 8 or more matches during regular session play, they will not be eligible for playoffs and/or the wild card draw or an auto-advance bid (if applicable).

7. **JEOPARDY** – After week six (6), if a team declares “Jeopardy” (due to a drop in team members forcing them to add players to their roster) they will not be eligible for the playoffs or higher-level tournaments, if they have to add 3 or more players. In addition, any player added after week six (6) will not be eligible for playoffs or higher-level tournaments.

8. CELL PHONE

If a player answers a cell phone during a game, whether it is their turn at the table or not, it is considered a time out. If the player has already had their maximum timeouts, this will be considered a sportsmanship violation and repeated offenses can lead to a “loss of game” situation.

9. TABLE CHOICE

Home team will have table choice, unless tables are assigned by the host location.

10. LAGGING

The cue ball **IS NOT** to be used for lagging.

11. SIMULTANEOUS HIT

A simultaneous hit is considered a good hit.

12. CHANGING STICKS/BREAKING DOWN STICKS

A player can change sticks during a game. It is not a loss of game.

A player is not allowed to break down their cue stick (excluding their break stick), before the match is over (last ball has been made). Doing so before the match is over will result in the player conceding the match. The opponent must call the concession immediately at the time the breaking down of the cue occurs.

13. JUMP SHOTS

Jump Shots are legal in APA if executed correctly (player must strike the cue ball above the equator of the ball in a downward motion). Scooping the cue ball to jump it is **NOT** legal. You must use the stick with which you are shooting the match (or your breaking cue that is being used for the match) when attempting to execute a jump shot. You cannot break the cue stick down or add anything to the cue for the purpose of the shot. Short cues designed for jump shots are not allowed during regular league play (except in Masters Division). All cues used must be standard length.

14. COACHING

Players with a skill level of two (2) or below receive two time-outs per game. All other players (skill levels 3 and above) receive one time-out per game. Time-outs should not exceed one minute.

Any member of the team can be the coach. The coach does not have to be designated until a time-out is called, and a different coach can be designated for each time-out. (please refer to page 25-26 in the APA Official Team Manual).

Any member of the shooting team may call for a time-out, but only the designated coach for that time-out can approach the player and the table during the time-out. Therefore, the coach for a time-out should be designated before any member of the team approaches the table. More than one member of the team approaching the table when a time-out is called is considered illegal coaching and will result in a ball in hand foul to the player's opponent.

The coach must completely leave the table and/or playing area before a player attempts their shot following a time-out. In addition, during a time-out, the coach is not allowed to mark the table in any way as a means of helping a player aim their shot. This includes placing chalk on the railing as an aiming device and pressing the tip of the cue under the cushion of the rail leaving a chalk mark.

During this time-out, the opponent and his/her coach may also approach the table. However, they should do so briefly and then return to an area away from the table, as not to interfere with the shooting player's time-out.

Comments relating to the game, shot selection, past shots, etc. that are made to a player participating in a match are considered coaching, even if it is not the player's turn at the table. All of these comments should be reserved for time-outs and between racks. Encouraging comments (i.e. – "you can do it", "good try", "good leave") and reminders (i.e. "mark your pocket", "chalk up") are acceptable and not considered coaching.

15. ALTERING THE COURSE OF BALLS

When shooting on the 8-ball, in a game losing situation, if a player alters the course of the 8-ball or cue ball or stops the cue ball before it stops rolling, **it is a loss of game**. However, the 8-ball or the cue ball hitting the pocket marker is not a loss of game or a foul.

After pocketing the 9-ball, if a player alters the course or stops the cue ball when there is the potential to scratch, the 9-ball will be spotted and their opponent will receive ball in hand.

When breaking, if there is a miscue, the player should **not** try to stop the ball. The player should instead let the cue ball stop rolling as the miscue could lead to an illegal break. If the shooter scratches on an illegal break, the break alternates to the opponent.

16. AGE REQUIREMENT

The age requirement to participate in APA pool leagues is 18 years old. However, the host location/bar has the absolute voice on the age minimum to participate in APA in their establishment. The host location/bar has the option to only allow players 21 years of age or older to participate in league in their establishment.

If a team is found to have a player on their roster who was not eighteen (18) when he/she played, the matches the player played will be forfeited to the opponent and **the team could lose their eligibility for any Higher Level Tournament**. The player will also be dropped from the roster.

17. TEAM FEES

Open division (8-ball) and 9-ball division team fees are \$40.00 per team, per match. Masters division team fees are \$24.00 per team, per match. Doubles division team fees are \$20.00 per team, per match. Ladies division and Men's Division team fees are \$50.00 per team, per match. Most host locations have "greens fees" that are charged in addition to APA team fees.

If a team participates in "Double Jeopardy" (playing both 8-Ball and 9-Ball on the same league night in the same location with the same team), team fees for the second division are \$20 per team, per match (a green fee for the second division is dependent upon the host location). To qualify as a double jeopardy team, the second team in the opposite format must consist of at least 5 common members.

All matches are to **be paid in full** on the original night of play. Full team fees are due regardless of how many players actually play (i.e. - there is a forfeit in a match).

If a team that has received the "bye fill promotion" forfeits an individual or full team match, they must pay for the forfeited match/matches for their team and for their opponent's team. This applies to the "bye fill promotion" teams only, NOT to all forfeits!

Full team fees are to be paid during session playoffs. This is regardless of how many players actually play (i.e. - match is completed with only 3 players needing to play).

If a team owes any past due money to APA, it must be paid prior to the WILD CARD DRAW or the team WILL NOT BE ELIGIBLE for the draw. In addition, any team owing the league money must pay the past due amount by the last week of the session or the team WILL NOT BE ELIGIBLE to play in playoffs or any higher level tournament.

18. BONUS POINT SYSTEM

Teams will receive bonus points each week of regular session for meeting the following three requirements:

- 1) Turning in correct and completed score sheets (one error allowed). See APA Official Team manual for how to correctly complete a score sheet.
- 2) Turning in full league fees on the scheduled night of play. The team must also NOT have a past due balance left unpaid.

- 3) Not playing a player who owes money to APA, being either membership fees or past due balances (signified by \$\$\$\$\$\$ behind the players name).

All three requirements must be met in order for a team to earn Bonus Points. Bonus Points will be awarded on a weekly basis as follows:

- 8-Ball = 1 Bonus Point
- 9-Ball = 10 Bonus Points
- Masters = 5 Bonus Points
- Jr Masters = 3 Bonus Points
- 8-Ball Doubles = 1 Bonus Point

Team Captains should ensure that all three Bonus Point System Requirements are met prior to turning in your score sheet and league fees to APA. Bonus Points will be used to determine division standings at the end of the session, including Big Dawg. Bonus Points are NOT awarded on the final week of the regular session or during playoffs.

Team Captains should notify APA during weekday office hours, 12:00pm - 5:00pm, if you feel your team did not receive its "earned" bonus points. Mistakes in awarding Bonus Points by APA will only be given to the team if APA is notified within two weeks of scheduled date of play in question.

19. POINTS AWARDED DURING 'BYE' WEEKS

Teams that have a 'Bye' during the session will receive four (4) points in 8-Ball and sixty-five (65) points in 9-Ball. The points awarded for a 'Bye' at the Local Level are different from the value noted in the 'Official Team Manual' due to the 'Bonus Point System' that is in place at the Local Level. The increased point value assigned to the 'Bye' allows teams to stay competitive through 'Bye' weeks and divisions with a 'Bye' to remain competitive in the 'Big Dawg' race. However, the final week of the session, teams that have a 'Bye' will receive three (3) points in 8-Ball and sixty (60) points in 9-Ball.

In Masters, a 'Bye' is worth 15 points. In Junior Masters, a 'Bye' is worth 10 points. In 8-Ball Doubles, a 'Bye' is worth 3 points.

20. ORDER OF PLAY

Once a player has been put up, he/she must play. You cannot change players once a player has been named for a match. The only exception to this rule is if a team puts up a player whose handicap will force them to break the "23" rule. The team has the right to change to another player on the team whose handicap will not violate the "23" rule. They must change the player before the balls are broken.

21. SESSION PLAYOFFS

Spring, Summer, & Fall Sessions:

For 8-Ball, in divisions with 9 or fewer teams, the 1st through 3rd place teams and one wildcard team advance to playoffs. There will be two weeks of playoffs and one team will advance to the city tournament. In divisions with 10 or more teams, the 1st through 6th place teams and two wildcard teams advance to playoffs. There will be two weeks of playoffs and two teams will advance to the city tournament.

For 9-Ball, in divisions with 9 or fewer teams, the 1st through 3rd place teams and one wildcard team advance to playoffs. There will be two weeks of playoffs and one team will advance to the city tournament. In divisions with 10 or more teams, the 1st through 6th place teams and two wildcard teams advance to playoffs. There will be two weeks of playoffs and two teams will advance to the city tournament.

Setup for session playoffs may vary session to session, and is at APA discretion. Teams may sometimes gain automatic eligibility to City Tournaments based on session qualification guidelines.

When a team earns a spot to the session playoffs, they are required to participate in the playoffs. If the team chooses not to participate, the team is still responsible for paying the applicable team fees for session playoffs. The only situation in which a team may forfeit their playoff spot is in the event that the session playoffs for the division can be filled (another team willing and eligible to participate).

In a travel division, the first place team and wildcard team will play the first week of playoffs at the first place team's home location. The second place team and the third place team will play the first week of playoffs at the second place team's home location. The final week of playoffs will be played at the home location of the highest ranked team left in the playoffs. Home team will have table choice.

22. HIGHER LEVEL TOURNAMENT SKILL LEVEL

All players must enter Higher Level Tournaments at their highest session ending skill level. Ex: If you play two (2) times a week and your team qualifies for the City Tournament and you are a five (5) that night, but a six (6) on another night, then you must play as a six (6) in the City Tournament. This rule is the same for 8-ball and 9-ball; however, 8-ball and 9-ball handicaps do not affect each other.

23. HANDICAPS

The lowest skill level in 8-ball is a 2. Both males and females are allowed to play as a skill level 2 during regular league play. However, all males with a skill level of 2 must play as a skill level of 3 in all Higher level Tournaments.

The lowest skill level in 9-ball is a 1. Both males and females are allowed to play as a skill level 1 during regular league play. However, all males with a skill level of 1 must play as a skill level of 2 in all Higher Level Tournaments.

24. NUMBER OF MATCHES NEEDED TO PARTICIPATE IN PLAYOFFS

In order for an established player (an established player is a player that has at least 10 matches in the system in the format that is being played) to participate in the session playoffs, he/she must have played **at least six (6) matches** with the team during the session, prior to playoffs beginning.

New players (playing their first session or their first session in a new format) must play **at least eight (8) matches** during the session, prior to playoffs beginning, to be eligible to participate in playoffs (six matches on each team if playing on two teams in the same format in the same session). He/she must play ten (10) times (in their first session) to be eligible to participate in the City Tournament. Playoffs do count toward the 10 matches needed for a new player.

Forfeits do not count as a match played!!!

25. COMPLAINTS

Sportsmanship complaints, handicap complaints, and official protests must be submitted in writing, the night of play or within twenty-four (24) hours of play. Complaints should be submitted on the appropriate form (located in the team captain's Start of Session Packet, obtainable through your division representative, or available on the website). No fee shall be required to issue a complaint or to file an official protest.

26. CITY TOURNAMENT

The Official Team Manual states that a City Tournament is held once a year. However, due to the number of teams we have in APA, we will hold a City Tournament after every session. There will be six qualifiers from 8-ball City Tournaments a year (two following summer session, two following fall session, and two following spring session) and five qualifiers from 9-ball City Tournaments a year (one following the summer session, one following fall session, and three following spring session).

- **If a team qualifies for the Local City Tournament in the Summer Session, the team must play in the Fall Session or forfeit their eligibility.**
- **If a team qualifies for the Local City Tournament in the Fall Session, the team must play in the Spring Session or forfeit their eligibility.**
- **If a team qualifies for the Local City Tournament in the Spring Session, the team must play in the Summer Session or forfeit their eligibility.**

27. ADDING PLAYERS TO THE ROSTER OF A QUALIFIED TEAM

Once a team has gained eligibility to a Local City Tournament, the following session the team can only add League Operator approved players to their roster that have a minimum of twenty (20) actual match scores in the format the team is competing. Brand new players or players new to a format are not allowed to be added to the rosters of teams that are qualified for an upcoming city tournament. **NO EXCEPTIONS!!**

THESE ARE THE NATIONAL REQUIREMENTS

Raleigh, Durham, Chapel Hill APA must have a minimum of 226+ teams each session for 6 8-Ball slots to the National Team Championships.

Raleigh, Durham Chapel Hill APA must have a minimum of 176+ teams each session for 5 9-Ball slots to the National Team Championships.

A minimum of 16 teams must participate in the Cities.

- **NO OPTION - All established players (old players) must have a minimum of six (6) actual matches each session.**
- **NO OPTION - All new players must have a minimum of ten (10) actual matches their first session.**
- **Once a team qualifies for Las Vegas, each player must have a minimum of six (6) matches on that team in all following sessions of that League year to remain eligible.**
- **FORFEITS & BYES DO NOT COUNT FOR THE MINIMUM MATCHES REQUIRED.**
- **Only League Operator approved players with a minimum of 20 scores may be added to a qualified team.**
- **Once a team has won a slot to Las Vegas for the National Championship that team must finish in the top 50% of their division in all following sessions of the League year or they will be *subject* to lose their eligibility.**

The number of teams participating in each City Tournament may vary due to the variation in the number of teams participating during each session of regular league play. Teams must maintain their eligibility to participate in the City Tournament by playing in the session following the session the team gained their eligibility and also by playing in the session during which the City Tournament is to be held.

The Raleigh, Durham, Chapel Hill APA will qualify six 8-ball teams and five 9-ball teams each league year for the National Team Championships.

Once a team wins a slot to the National Team Championships in Las Vegas, they are not eligible to play in another City Tournament in the same APA year.

The following stipulations apply to all formats: 8-Ball, 9-Ball, Masters, Ladies, Mens, & Scotch Doubles:

- **If a team qualifies for the National Team Championships in the Summer Session, the team must play both the Fall, Spring, & Summer Sessions or forfeit their eligibility.**
- **If a team qualifies for the National Team Championships in the Fall Session, the team must play in the Spring & Summer Sessions or forfeit their eligibility.**
- **If a team qualifies for the National Team Championships in the Spring Session, the team must play in the Summer Session or forfeit their eligibility.**

Members of the teams that qualify for the Fall Session City Tournament must have their membership paid for the following year in order to participate in the City Tournament. An unpaid member cannot play in the City Tournament.

28. CITY TOURNAMENT PRIZE MONEY AND TRAVELING FUNDS

Each 8-Ball team (6 team slots per league year) winning a City Tournament to qualify for the National Team Championships in Las Vegas will receive \$7,000.00 for travel assistance. Each 9-Ball team (5 team slots per league year) winning a City Tournament to qualify for the National Team Championships in Las Vegas will receive \$7,000 for travel assistance. In addition, each winning team will receive a team National Qualifier Trophy and individual trophies for each player. (Note: Ladies Division, Men's Division, Doubles Division, and Masters payouts vary due to earned slots to Nationals on a yearly basis and team count.) Should a team elect not to go to the National Team Championships, the team will forfeit all awards and monies for travel assistance. If the team has already received the money for travel assistance, the team will be required to repay the entire amount to the APA travel fund. Failure to do so will result in suspension of membership for each member of the team until the travel assistance money has been repayed.

In the event a qualified team decides not to participate in the National Team Championships, the team that finished second in that City Tournament will advance to the National Team Championships.

Prize money will be awarded in each City Tournament to the teams that make it into the Semifinals or Finals (Exception: Ladies Division, Men's Division, Scotch Doubles Divisions, and Masters Divisions). The team finishing in Second Place in the City Tournament will receive \$500.00. The teams finishing tied for Third Place in the City Tournament will each receive \$250.00.

29. BIG DAWG AWARD IN 8-BALL

The 8-ball team and the 9-ball team with the most points earned on the given night of play in the each format (Monday through Thursday) in the entire League area will receive the BIG DAWG AWARD. In the event that two or more teams are tied for Big Dawg on a given night, both/all teams tied will receive the award. Each team earning the BIG DAWG AWARD will receive a plaque for each member on the team. In addition to the plaque, the team will be gain an automatic bid to the City Tournament (without needing to participate in playoffs). Thus, the second, third, and fourth place teams, plus a Wild Card team will participate in playoffs.

30. "RUNNER-UP" IN THE CITY TOURNAMENT

The second place team (runner-up) in the City Tournament gains an automatic entry into the next City Tournament (thus, the team does not participate in the session playoffs). **The team must stay in the top half of their division or the team is subject to lose its eligibility.**

31. AUTOMATIC ENTRIES INTO CITY TOURNAMENTS

Any team that gains an automatic entry into the City Tournament (by winning Big Dawg or finishing Second Place in the preceding City Tournament) does not play in the session playoffs. If a team chooses to play in the session playoffs, the team forfeits their automatic entry into the City Tournament.

32. 8-BALL SCOREKEEPING

When keeping score in 8-Ball, please note all errors that occur when a player is shooting on the 8-Ball.

- If a player is shooting on the 8-Ball and scratches, mark **S8** in the block of the game the error occurred.
- If a player is shooting on the 8-Ball and hits it into the wrong pocket, mark **WP8** in the block of the game the error occurred.
- If a player incorrectly hits in the 8-Ball early in a game (before legally pocketing their category of balls), mark **E8** in the block of the game the error occurred.

33. MEMBERSHIP FEES TO APA

Membership fees for all APA players are **\$25.00** per year. All members' annual dues should be paid the first night they play, or by week 6 of the session (whichever comes first). New members should fill out a membership application in addition to following the guidelines established for new members. Teams will not earn bonus points if playing a player whose membership fees have not been paid.

34. ROSTER CHANGES

Teams have until the end of the 6th week of play to make changes to their roster (i.e. – adding/dropping players). No changes will be allowed following week six of the session without APA approval. Players added to roster after week six without APA approval will count as a forfeit for the team to which they were added if they play a match and they will be dropped from the roster. All players on the roster must play on or before week 7 of the session or the player will be dropped from the roster.

In the situation where a team is given approval from the APA League Office to add a player following week 6, the added player will be ineligible for playoffs and higher-level tournament play.

Teams that have gained eligibility to a Local City Tournament have until the 4th week of play to make changes to their roster (i.e. – adding/dropping players). Players added to a qualified team's roster following the 4th week of play (but prior to the 6th week of play) will be ineligible for Higher Level Tournament play at the National Level.

35. PATCHES & COUPONS FOR ENTRIES INTO A DRAWING FOR A TRIP TO VEGAS

Please see your division representative to receive a patch earned during APA league play on the night the patch is earned (*exception – Skunk patches will be attached to the next week's scoresheet*). Go to the local APA website for details on what patches are available to be earned during APA League Play and the requirements/restrictions on each patch. Rackless patches are limited to one patch per player per division.

If a player chooses, they can forego receiving an earned patch, and instead receive a coupon for an entry into a drawing for a trip to Vegas. The coupons are obtained from the division representative on the night it is earned. The coupon must be filled out by the player and submitted with the team's scoresheet (that shows the patch was earned) that night so that the coupon can be validated. There is not a limit on the number of coupons/entries a player can earn/receive, but the player can only receive a coupon/entry **OR** a patch, **NOT** both. For Rackless, the player must opt out of the one patch per player per division and choose a coupon for their first earned rackless to receive unlimited coupons for each rackless earned the remainder of the session. The number of trips to Vegas that are given away will be dependent upon the number of coupons/entries received by APA, but we anticipate at least one per session.

36. SPLITTING MATCHES DURING WEEKLY LEAGUE PLAY

(Modification/Addition to APA Official Team Manual, General Rules, #10, Pages 24-25) On occasion, team matches may be lengthy making it logical to split matches to speed up play and completion of the team match. Therefore, if the fourth individual match of a team match has not started by **official League time plus 2 hours and 45 minutes**, the match must be split to a second table (if a table is available). If the fifth individual match of a team match has not started by **official League time plus 3 hours and 30 minutes**, the match must be split to a second table (if a table is available). Either team captain may ask their opponent to split tables based on this timeframe. The match must be split if one team wants to do so. If both teams agree, play can continue on one table.

37. VIOLATING THE 23-RULE

Any team that violates the 23-Rule forfeits all the points it won during that team match, whether their opponent calls the violation or not. In addition, they will not earn their bonus point(s)

either. Teams playing a team that violates the 23-rule must note it on their score sheet in order to receive their opponent's forfeited points and their bonus point(s) for the week.

38. PLAYING A PLAYER AT A SKILL LEVEL LOWER THAN APPROPRIATE

If a team plays a player at Skill Level that is lower than their actual skill level, the team will forfeit that individual match to their opponent. Therefore, ensure that you verify with APA the correct skill level of any player not listed on your roster prior to playing them.

39. CONVERTING SKILL LEVELS FROM ONE FORMAT TO ANOTHER

A player must be "established" (i.e. - have a minimum of ten (10) matches) in a format for their skill level to be converted to a different format. For example, if a male player has only played 3 matches in 9-Ball and is ranked a 3, the player must still start 8-Ball as a skill level 4 because he is not yet "established" in 9-ball. Contact APA if you have questions regarding the number of matches played and the skill level a player should start at. Starting a player at an inappropriate Skill Level (a skill level lower than their actual skill level) will result in the team forfeiting the match to their opponent (see By-Law #38).

40. MARKING THE POCKET IN 8-BALL

When marking the pocket in 8-ball, the marker must be placed on the railing next to the pocket the 8-ball is intended to enter. Placing the marker inside the pocket is not acceptable as the marker is not visible to your opponent.

41. MASTERS DIVISION

Masters Division rules are now outlined in the APA Official Team Manual on Page 76 (please review the rules carefully). Our local league will follow the APA rules as outlined in the Team Manual.

Please note the following rules:

- d. The winner of the lag will have choice of game (8-Ball or 9-Ball) or the break.

Exceptions to the rules found in the APA Official Team Manual:

- ▶ City Tournament Play - In the case of a tie at the end of a team match, the tie would be broken by a single game playoff.

TOURNAMENTS

In the Masters format, there are no playoffs and all teams are eligible to compete in the city tournament (as long as their team is active the next session with a minimum of two players on the same roster). All teams whose entire roster consist of players with an 8-ball skill level is 6 or below will participate in the Junior Masters City Tournament. All teams that have one or more skill level 7 on the roster will participate in the regular Masters City Tournament. City tournaments will be seeded according to performance during the session. Following Summer Session, both masters city tournaments will be cash tournaments (unless we receive extra pre-registered slots from Nationals). Following the Fall Session and the Spring Session, both masters city tournaments will be national qualifying tournaments (as long as we receive the necessary pre-registered slots from Nationals).

42. MARKING THE TABLE

A player is not allowed to mark the table in any way as a means of helping aim their shot. This includes placing chalk on the railing as an aiming device and pressing the tip of the cue under the cushion of the rail leaving a chalk mark. This applies to the player shooting the match throughout the duration of the match and to the coach during a time-out.

43. SMOKING DURING APA LEAGUE PLAY

In order to ensure the timeliness of APA league matches and a decent conclusion time for APA league nights for all players, guidelines must be put in place to address smoking during APA league play. Players should be ready to play as soon as they are put up in a match (By-Law #6). Matches will not be held for a player to take a "smoke break" before beginning their match. "Smoke Breaks" are also prohibited while a player is playing an APA match. Players must complete their match in it's entirety before going outside to smoke.

44. SCOTCH DOUBLES LEAGUES

APA offers a doubles league format in both 8-Ball and 9-Ball. Teams consist of a minimum of two players and can have up to four players on each team. Matches consist of a Singles Match, a Doubles Match, and a second Singles match for a total of three matches. The maximum skill level for the two players in the doubles match is a combined 10. The maximum skill level for the two players in the singles matches is a combined 11.

As long as we receive the appropriate slots from Nationals, there will be a City Tournament following each session that will qualify a team for the National Doubles Championships. During City Tournaments, teams will break down into two-man teams and only the doubles portion of the format will be played (maximum handicap of 10). Teams (at least two members) must remain active the next session, as well as the individual players must remain active, to be eligible to participate in the City Tournament. Players must play a minimum of 4 singles matches during the session, and have 10 lifetime scores, to be eligible to participate in the City Tournament. There are no playoffs for Doubles; all teams/players are eligible for the City Tournament as long as they meet the above requirements. In addition, players must have a minimum of 20 actual league scores by the end of the Spring Session of the League year, in the format in which they are qualified, to be eligible to participate in the National Doubles Championship in Las Vegas.

8-Ball Doubles League:

- Each Singles match is worth 1 point.
- The Doubles match is worth 2 points.
- There are a total of 4 points that can be earned in a given match, plus 1 bonus point.

9-Ball Doubles League:

- Each Singles match is worth 20 points with the split based on points earned by each player.
- The Doubles match is worth 20 points, with the winner of the match receiving 12 points and the loser of the match receiving 8 points.
- There are a total of 60 points that can be earned in a given match, plus 10 bonus points.

45. CHECK POLICY

The Raleigh, Durham, Chapel Hill APA does NOT accept checks as a form of payment for weekly league play. However, we will allow a player to pay their membership with a check. If the check were to be returned to APA for insufficient funds, the player would be responsible for paying the amount of the check, plus a \$30.00 fee for the returned check. The past due balance will be denoted behind the player's name on the scoresheet with dollar signs (\$\$\$\$\$).

46. DOUBLE JEOPARDY

Teams participating in Double Jeopardy should be strategic in the way players are chosen for matches so conflicts do not arise where a player is participating in a match, but also needed to play a match on another table. A player must be finished playing one match to be "put up" in and begin another. In the situation where a team would like to "put up" a player that is participating in another match, they may ask their opponent to wait. The opponent can choose to wait until the player's match is completed, but is not required to. If the opponent chooses not to wait, the opponent can require the team to select another player to play the match, allow a replay if there is not another player available, or make the team forfeit.