



Birmingham APA's
APA WORLD QUALIFIER (WQ)
GUIDELINES & RULES



This sheet provides answers to the most common questions regarding Higher Level Tournament (HLT) rules. If needed, a full copy of our **APA WQ Tournament Rules** will be available at our *WQ Control Station*. If you have any other questions that aren't answered, please ask your LO, **Skip Lassiter**.

1. All team Captains must check-in at least 30 minutes prior to their first scheduled match. Captains must read these rules and sign-off that they understand and their team is ready to play.
2. Your **Team Certification Statement** must be submitted before the first match starts. This must be signed by any eligible players before they play their match. Failure to do so may result in a forfeit of that match. ALL players MUST certify themselves at their highest skill level using the following criteria:
 - a. The SL that the player and their team believes to represent the player's best playing ability.
 - b. The player's current SL on an active APA team.
 - c. The player's highest SL in the session, and the following sessions, in which the player qualified.
 - d. The player's highest SL in any APA League area in which the player currently competes in.

League Management will do their best to monitor and adjust player's SLs accordingly but we expect all our teams to help bring any errors to our attention so we can have a fair tournament. Players competing at the incorrect SL could cause your team to forfeit and be disqualified. **Please help us prevent that happening.**

3. Ineligible players are those players who did not get the required matches in last session, did not have at least 10 life-time matches at the end of the Spring session, or they owe past due monies to our league. All ineligible players cannot be counted for 23-Rule purposes in the 8-Ball and 9-Ball Open Divisions **Ineligible players are not allowed to participate in matches, player selection, keeping score, or coaching.**
4. There may be children and other spectators present so please be considerate and behave in a respectable manner while at this event. Unsportsmanlike conduct directed to the opposing player, team or tournament official is not allowed. Players using loud, abusive or profane language will **NOT** be tolerated at this tournament. Players wearing offensive clothing will be asked to change their clothing or leave the facilities until it's replaced with something suitable. Any player who misuses the equipment or the facilities at the event, will be asked to leave immediately and will not be welcome back.
5. **NO** ear buds, headsets, or Bluetooth devices may be worn while shooting. Players in a match can **NOT** take a smoke break until their match is finished or they will forfeit their match.
6. Once a match is called, teams have 15 minutes to begin play before a forfeit is called. Match round times can be found on the tournament board so please get started on time to avoid **Sudden Death**.
7. Our **8-Ball & 9-Ball WQs** are played in a Modified-Single Elimination format. Every team is guaranteed to play twice. Byes or Forfeits count as a match played to the teams receiving them.
8. All players must **LAG** to determine who breaks. Once the match begins, players MUST sit away from their teams in the designated chairs when not at the table. This is to help avoid any complaints regarding the possibilities of illegal coaching.
9. In our **8-Ball WQs**, teams that win 8 points first will advance to the next round. Individual forfeits count 3 points. If neither team reaches 8 points in 5 matches, the team with the most points wins. Ties go to the team who wins 3 matches. If it is time for the fifth match and neither team has an eligible player present to play, the match is decided by the performance of the two teams in the first three matches. The team that won the most points in the first three matches advances to the next round.

10. In our **9-Ball WQs**, the first team to 51 points first advances to the next round. Individual forfeits count 20 points. In case of a tie at the end of the match (50 to 50 match points), the tie would be broken by the number of individual matches won by each team. When one team reaches 51 points, the match is over. Do not finish that individual match; simply mark on the score sheet **Not Finished (NF)**.
11. In **8-Ball**, players **MUST** mark the pocket. Chalk may be used to mark it, although we advise using something personal, and it must be placed within the first diamond closest to the pocket selected.
12. Once official match time has started, play is continuous. Teams have **2 minutes** between matches to decide which player is put up next. Once both teams in a match have declared a player, the players cannot be changed unless the 23/13 Rule is in jeopardy.
13. In regular **8-Ball** and **9-Ball WQs**, if the total skill levels of the lowest five players listed on the roster exceed 23, the team will have to play four players whose skill levels do not exceed 19 and forfeit the fifth match. If the skill levels of the lowest four players on the roster exceed 19, then they can play three players to 15 and forfeit the fourth and fifth matches.
14. A player may be coached only once per game no matter the skill level. If a coach suggests a time-out to the player, the time-out must be taken. However, if a player asks for a time-out, the coach can refuse to take it and no time-out will be charged.
15. Time-outs can only be **1 MINUTE** long. 1st warning will be given without penalties. 2nd warning may result in the forfeiting of that game. Teams continuously warned may result in disqualification.
16. Fouls may only be called by the player or by his/her coach. Since everybody on the team may communicate with the coach, then anyone on the team may call a foul, but only a call made by the coach or the player makes it official. Before taking ball-in-hand, each player is advised to confirm with their opponent that they actually have ball-in-hand.
17. If a shot looks like it may result in a "bad hit," stop the game and get a tournament official to make the call. Either player may stop the game to ask for a call. If a shot is close and a tournament official is not called, the ruling will have a tendency to be in the shooter's favor.
18. Individual matches may be forfeited at anytime during a team match, especially to avoid Sudden Death **UNLESS**, the forfeit is to prevent more points from being gained from their opponent. Intentionally missing balls to affect skill levels and/or knocking the 8-Ball in out of turn or in the wrong pocket to avoid Sudden Death, will **NOT** be tolerated. **Doing so will only disqualify that player and possibly their entire team from our tournament.**
19. If an individual match is forfeited after the rack has been broken, 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, the player on the team receiving the forfeit remains eligible to play again as the forfeit does not count as a match played.
20. Common players on teams that meet may either sit out from both teams and be neutral or select a team to play with. If a common player remains neutral, they can go forward with the team that advances. If a common player chooses to select a team, then that player will win or lose with that team. **Matches will not be delayed waiting on a common player to finish another match.**
21. APA has the absolute and final authority to make all rulings affecting participation in all *APA Higher Level Tournaments* including player ability (i.e. correction of skill levels) and disqualification. Disqualification from this event for any reason will mean forfeiture of all titles, awards, prize money, and may result in a minimum two year suspension. Disqualification can occur prior to, during, or after the event.
22. All Vegas travel assistance monies for our *APA World Qualifier Champions* will be paid out in July to the Team Captain for distribution to the eligible team members. Teams, or players, not attending the upcoming *APA World Pool Championship* in Las Vegas must pay back any monies received.