



Birmingham APA's MASTERS & JR MASTERS RULES & GUIDELINES



Revised: January 2018

Our *Masters Divisions* qualify teams for the Vegas APA Masters Championship which is part of our APA Showdown Series. These divisions follow the APA Masters Game Rules found in our *Official APA Team Manual*. However, our local Bylaws may override, or revise, some rules in the team manual. This special format also has specific rules and guidelines which take priority for these divisions. **As a Birmingham APA member, it is your responsibility to read and become familiar with ALL rules and guidelines which are applicable to divisions that you join and play in.***

❖ MASTERS FEES & SCHEDULE

- Masters team fees are **\$30.00** per team per scheduled match, no matter how many forfeits.
- Masters team GREEN FEES are an additional **\$3.00 per team per team match**.
- To maximize travel assistance monies, **NO** patches will be given out in this Masters Division.
- Our Masters pool year will begin in January and end in November. These divisions will be held in two 5-Month sessions. Our **Session A** is January thru May and our **Session B** is July thru November.
- The maximum # of teams in a Masters Division will equal the # of weeks of play (**10 weeks = 10 teams**).
- This Masters division meets once a month on a SATURDAY. Teams will play at least two full team matches each Saturday that they are scheduled to play. The second team match will be played immediately after the first team match or can be played simultaneously if ALL involved teams agree and tables are available.
- Our Masters format is a rotating in-house division which will alternate locations each month. During the ODD number months (*Jan, Mar, May, Jul, Sept, & Nov*), teams will meet at **Poppa G's Billiards**. During the EVEN number months (*Feb, Apr, Aug, & Oct*), teams will meet at **Bumpers Billiards**. Since there will be NO Masters matches played in June and December, our *Masters Playoffs* will be held at **Bumpers Billiards**.
- On each Saturday, the host location will be open by **10:00 am**. The official match start time is **11:00 am**.

❖ MASTERS TEAM BUILDING

- Our Masters Divisions will be divided into two groups, **Jr Masters** and **The Masters**. Both groups can be made up of the same gender or a combination of male/female.
- A maximum of **FOUR** players will be permitted on a team roster but only **THREE** players will compete in each scheduled League match. Players may NOT play on MORE than one Masters team in the same division.
- To compete in our *Jr Masters* group, be an active member on a current *Birmingham APA Open Team* (8-Ball or 9-Ball) and have played at least **TEN** life-time matches, in either format, within the past **TWO years**.
- To compete in *The Masters* group, players must be an active member on a current *Birmingham APA Open Team* (8-Ball or 9-Ball) and have played at least **FOUR** life-time matches, in either format, in the past year.
- Players must remain ACTIVE on a current *Birmingham APA* 8-Ball or 9-Ball Open team roster throughout their participation on a Masters team, including the session when our *Masters Playoffs* take place.
- *Jr Masters* team rosters must be made up of players who are an 8-Ball skill level 5 or 6 and/or a 9-Ball skill level 5 thru 7. There will be no 8-Ball skill level 7s, or 9-Ball skill level 8 & 9s, allowed in our *Jr Masters* group.
- Players who were a skill level 5 in 8-Ball and/or 9-Ball, but then drop one skill level during that *Jr Masters* session or within 4 weeks prior to the start of that session, may still play in the *Jr Masters* division.
- If a *Jr Masters* team member increases to an 8-Ball SL 7 or 9-Ball SL 8 or 9, that player can finish out **BOTH** sessions in that Masters pool year (Jan-Dec). At the beginning of each Masters pool year, in January, any player(s), who moved up to the Masters' SL, must move to a team in *The Masters* group to continue playing.

* Birmingham APA reserves the right to make changes to any of these Masters rules as deemed necessary.



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❖ **MASTERS TEAM BUILDING (continued)**

- *The Masters* team rosters can be made up of players who are an 8-Ball skill level **5 or higher** and/or a 9-Ball skill level **6 or higher**. However, this group is created for our HIGHEST skill level players so there will be NO skill level handicapping for lower skill level players who choose to play in this group.
- Any and all changes to a team roster must be approved by your League Operator.
- Teams will NOT be allowed to add anyone to their roster after the **2nd scheduled Saturday** in the session UNLESS the team can NO LONGER field the 3 players needed for their Team Match.
- Players are not allowed to switch teams in this division after the **2nd scheduled Saturday** in the session without approval from League Management, which will **NOT** be given lightly.
- New teams can NOT join a division after the **2nd scheduled Saturday** in each session.
- If the revised schedule doesn't allow a new team to play the two team matches they missed, the team joining late will receive LAST PLACE points but must still pay their team fees for the missed team matches.

❖ **MASTERS LEAGUE PLAY**

- Masters League play will follow most of the rules and format of the *U.S. Amateur Championship* unless stated differently in these *Masters Rules & Guidelines*.
- Players will lag for the break and each individual match will be a race-to-7 and will always START with five games of 8-Ball followed by up to eight games of 9-Ball. Players will earn one point for each game won.
- Teams must have at least ONE player present to field within 15 minutes of the official start time or the entire match may be forfeited. Play will begin if both teams have at least ONE player present and play must be continuous or forfeits will be awarded to the team who can field players.
- The total maximum points available in a *Masters* team match is **21 points** (three individual matches worth up to 7 points each).
- For each TEAM MATCH, Masters Teams will receive 2 Bonus Points for turning in their scoresheets correctly and for their money (\$30 per team match) being submitted correctly and paid-in-full. If one of these items are not done, **NO** Bonus Points will be given for that Team Match.
- If a team has only two players present for a League match, the opposing team may allow that team to play someone twice. The opposing team gets to choose who plays twice. One player can **NOT** play all three matches in a specific team match without forfeiting.
- Any player who plays twice must start their second match with a **TWO game loss**. The match will begin as usual but, 2 wins should be marked in the 9-Ball section of the player receiving them.
- Teams receiving a **BYE** in their schedule will be awarded **15 points**, which includes Bonus Points.
- **NO COACHING will be allowed in any matches.**
- **NO** ear buds, headsets, or Bluetooth devices may be worn while shooting.
- **NO** smoke breaks may be taken while shooting in a match until it is over.
- In 8-Ball matches, players are allowed to CALL their pocket for the 8-Ball.
- In 9-Ball matches, the player has won the game when he has legally pocketed the 9-ball without scratching.
- In 9-Ball matches, **PUSH-OUTS** are also allowed. On the shot immediately following a legal break, the shooter may play a push-out. Please see the definition of a **push-out** in your *APA Official Team Manual*.



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❖ **MASTERS LEAGUE PLAY (continued)**

- The use of **Jump Cues** is allowed in our Masters Divisions UNLESS a Host Location strictly prohibits their use.
- To protect the integrity and structure of this division, any team who signs up for a Masters Division and fails to show up for their scheduled matches without notifying both of their scheduled opponent teams, may be subject to be dropped from the schedule with FULL TEAM FEES being owed.
- To protect the travel assistance budget, any team who drops out and/or is removed from the schedule after the **2nd month** in that session, will owe their team fees for the rest of that session. If their removal creates a **BYE** in the schedule, then that team will owe **DOUBLE** their team fees to make up for the **BYE**.
- Any unpaid amounts owed by any of our Masters Teams, due from dropping from the schedule, being removed from the schedule, or just unpaid Past Due amounts from a previous session, may cause suspension of those players from regular APA League play, events, and tournaments until the past due is **PAID-IN-FULL**.
- **EARLY & MAKE-UP MATCHES:** Teams can play their scheduled matches early and/or reschedule current matches, if both teams agree. To do so, teams should follow the directions provided on their Division Schedule located in their Team Packet and our following criteria:
 - **Rescheduling Criteria:** Since this division is only once a month and the complete schedule is posted at the beginning of each session, all teams and players should schedule appropriately to attend. To keep rescheduling from being misused along with providing more stability for our Host Locations and a better experience for all teams involved, the following rescheduling criteria applies to ALL teams:
 1. Each team is ONLY allowed up to **TWO** early team matches per session. **Please note that this is NOT two months of matches.** Each month in your schedule is TWO team matches.
 2. All early matches MUST BE COMPLETED by the original scheduled date.
 3. For Make-Up matches, the rescheduling team should contact the opposing Team Captain by **MIDNIGHT** the night BEFORE the official start time. NO SHOW teams, or teams who did **NOT** contact someone in the required time frame may forfeit their entire match(s), if so desired by the opposing team(s).
 4. A forfeit taken from an opposing team(s) for may be overruled if, a personal emergency or work schedule change happens, after the required contact deadline, that prevents the team from showing. League Management reserves the right to determine what is a legitimate emergency that affects the entire team from NOT showing. Also, proof of any such emergency or work-related issue, may be needed to overrule the opposing team from taking the forfeit.
 5. Teams can have NO MORE than **TWO** team Make-Up matches open at one time. All rescheduled Make-Up matches MUST be completed by the end of your **NEXT scheduled monthly League day**. At that time, any unfinished matches will result in forfeits for both teams.
 6. **NO** rescheduling of matches or Make-up matches can be played after the scheduled weekend of the **4th MONTH** of each session. After this weekend, un-played matches will be forfeited, and full fees will be due.
 7. All regular scheduled League matches will always take priority over any early or Make-up matches. Teams can **NOT** delay the start time of a regular scheduled match to complete an early or Make-up match.
 8. Upon completion of early/Make-Up team matches, full team/green fees are due by both teams.



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• FORFEIT POINTS & FEES:

- Individual match forfeits will be worth **5 points** in regular play and **7 points** in Playoffs.
- Teams receiving a FULL team match forfeit will receive a total of **15 points**, which includes Bonus Points.
- Teams who cause a FULL team match forfeit will receive **2 Bonus Points** but, will also be held responsible for **paying BOTH their team AND their opponents' forfeited matches and green fees.** Forfeiting Full Team matches may cause a Playoff qualified team to lose their qualification.
- Teams who agree to a request to reschedule a Make-Up match from another team, but then can't complete the match, will not be held responsible for BOTH team fees and green fees. Each team will be responsible for paying their own full team and green fees for the uncompleted match.

• RECORDING FORFEITS:

- To record PARTIAL forfeits on both scoresheets, the team receiving the forfeit(s) should write their team #, the player's name(s) who is present to play, and the forfeit points (**5** points) in "Score". In the opponent's section, write the forfeiting team's #, "FORFEIT" in the "Player Name(s)" section, and **0** in "Score".
- To record FULL forfeits on both scoresheets, in the signature area, the team receiving the forfeit should write their forfeit points (**12**) in the total points box and sign the scoresheet. In their opponent's section, the team receiving the forfeit should write **0** as their opponent's points and write "FORFEIT" in the signature area.

- The team who finishes the session with the highest points will be that session's *Masters Division Champions* and each member will be awarded a special plaque.

❖ MASTERS VEGAS PLAYOFFS

- Birmingham APA will receive ONE guaranteed *Masters Vegas Slot* for maintaining at least **TEN** Masters teams per Masters pool year. Maintaining **TWENTY** Masters teams means **TWO** guaranteed Vegas slots and so on.
- Having more teams in our Masters Divisions will also allow our area to be on the list to obtain additional unused Vegas Slots from other APA League areas, if they become available.
- Our *Masters Vegas Playoffs* will be held each **February** for the previous *Showdown Division* pool year.
- Our *Masters Vegas Playoffs* will be played in a Single-Elimination format and will usually be completed on one Saturday.
- The number of teams, including Wildcards, who earn a slot in these *Vegas Playoffs* are shown in our **Showdown Division Playoff Chart**, which is located on our "*Showdown Division Rules*" website page.
- Wildcard teams will be drawn out for these *Playoffs* from each division of **Session A & B**. The drawing will take place after the first scheduled matches in **January** for the previous *Showdown Division* pool year. This will allow us to determine which returning teams will be ELIGIBLE for the drawing.
- To be ELIGIBLE for our WILDCARD drawing, all teams must:
 - Competed in at least **TWO** subsequent sessions.
 - Remain active in our *Masters Division* thru out **Session A** of our *Masters Playoffs*.
 - Keep enough original players to meet our eligibility requirements.
- Qualified teams must have competed in at least **TWO** subsequent sessions.
- **TWO original players** from a qualified session must remain to still be considered the original qualified team.



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❖ **MASTERS VEGAS PLAYOFFS (continued)**

- Teams who qualify in Session A, but want to fill an empty spot on their roster, or replace a dropped player, may do so by the **2nd scheduled Saturday** of Session B. The player who is added must meet all the eligibility requirements and must have played at least **TEN** APA matches.
- Teams who qualify in Session A, but then lose enough players to reduce their roster to **TWO or less** players, will lose their Playoff eligibility and must re-qualify as a NEW team in Session B.
- Teams who qualify in Session B, but then lose enough players to reduce their roster to **TWO or less** players, will lose their Playoff eligibility and must re-qualify as a NEW team in the NEW Showdown year.
- At the end of Session B, qualified teams can **NOT** replace any players for their *Masters Playoffs*.
- To be ELIGIBLE for your *Masters Playoffs*, all players must:
 - Remain active on their Masters and Open teams thru out their Showdown pool year.
 - Play at least **FIVE** Masters matches during the session they qualified and any subsequent sessions.
 - Play their required matches on their Open team for each session.
 - Play at least **TEN** APA matches (8-Ball and/or 9-Ball) in the **past year** by their *Masters Playoffs*.
- At times, *Birmingham APA* may fill any **BYES** in these playoffs by drawing out *Lucky Dog Teams*. ONLY un-qualified teams who played in BOTH of our Sessions, **A & B**, will be eligible for our *Lucky Dog* drawing.
- If slots are available, teams who are Division Champions for both sessions, may receive special bracket seating in their *Playoffs*.
- Travel assistance monies will be based on the # of teams participating during the past Masters pool year.