



TOURNAMENT RULES

- The entry fee during online registration is \$20.00 per **Team Captain (TC)** and increases to \$30.00 after our online registration closes. *Birmingham APA* will also contribute an additional \$10.00 per **TC** that enters.
- **ONLY** our **Team Captains** who attend the **Session Meeting**, in which our *Roster Rumble* is held, will be able to participate.
- Players must be an active **TC**, as of week 8, of an Open team in the Session and League year that our *Roster Rumbles* are held.

- Players must remain an active **TC** throughout the session that the annual *APA Team Captain Championship* is held in Vegas.
- Players **MUST** have at least TEN scores in 8-Ball, or 9-Ball, in the past TWO years.
- To be **ELIGIBLE** for our Vegas *APA Team Captain Championship*, a player must have completed at least TWO sessions as a **TC** of a standard 8-Ball or 9-Ball team. They must also have at least TWENTY scores in 8-Ball, or 9-Ball, by the date of our *Team Captain Vegas Qualifier*.

- Our *Roster Rumble* is a SINGLES tourney which is broken down into three SL tiers.

Tier A: SL 2-3 Tier B: SL 4-5 Tier C: SL 6-7 (8-9)

- Players will play in the tier that represents their HIGHEST SL between 8-Ball and 9-Ball. *If you are a SL 5 in 8-Ball and a SL 6 in 9-Ball, you will play in Tier C.*
- Match races will be determined by the provided **GAMES MUST WIN CHART**. Each rack is worth **ONE** point and the game format will rotate between 8-Ball and 9-Ball after each rack.
- In each round, players will **LAG** to determine who breaks the first game. They will then play **ONE** rack of 8-Ball. The winner will break again but the game will now be **ONE** rack of 9-Ball. Sinking the 9-Ball on the break or after a good hit will win the rack. Winner of this rack will break again but the game will now be **ONE** rack of 8-Ball. The game format will continue to rotate until a player has reached the required points needed to be declared the winner.

G A M E S M U S T W I N C H A R T	TIER 1		
	SKILL LEVELS	2	3
	2	2/2	2/3
	3	2/3	3/3
	TIER 2		
	SKILL LEVELS	4	5
	4	3/3	3/4
	5	3/4	4/4
	TIER 3		
	SKILL LEVELS	6	7
6	4/4	4/6	
7	4/6	5/5	

- **Match WINNERS** should circle their name and bring their scoresheet back to the **Tourney Brackets**.
- Trophies will be awarded to the **Roster Rumble Champions** and their **Runner-Ups** of each Tier Bracket and advance to our June *Team Captain Vegas Qualifier*. All entry fees will become part of the Travel Assistance monies for the team(s) who advance, from our *TC Vegas Qualifier*, to compete in the *APA Team Captain Championship* held in Las Vegas in August.
- The number of players from each bracket, who advance to our *TC Vegas Qualifier*, will be determined by the number of players who competed in that specific bracket.
- **NO** wearing of earbuds, or headsets, and **NO** smoke breaks during your match.
- Sharking and smack talking will be allowed. Have fun but don't touch someone or get too loud.
- Excessive **SLOW PLAY** may cause a Ball-In-Hand Foul then a **LOSS** of the game. The Tournament Director may call any of these penalties on a player without any warning.
- In our *Team Captain Vegas Qualifier*, the top qualified players from each tier from our *Roster Rumbles* will be divided into teams of 3 players each whose combined SLs will total 15 points or less.