



TOURNAMENT RULES

- Entry Fee is **\$60.00** per team of qualified Rumble Winners and **\$90.00** for new teams formed from eligible players.
- All team rosters must be made up of **3** players and **ONLY** from Team Captains who competed in our *Roster Rumble Qualifiers*. Teams can NOT have any common players.
- The top players of each of our *Roster Rumble* Tier Brackets will be placed together to form teams for this VQ.

- Additional teams can enter but, they will need to pay the higher entry fee (\$90.00) and their team rosters **MUST** only consist of players who competed in one of our *Roster Rumbles*.
- Teams may field only **3** players per round with total combined skill levels of 15 points or less. A player's highest SL between formats, 8-Ball & 9-Ball, must be used toward the 15-point rule.
- Only **ONE** player, of a SL 6 or higher, sometimes referred to as a senior skill level player, may be fielded in any specific team match.
- In each round, a coin flip will determine which team declares their players first. That team will then list 3 players in ascending SL order (lowest to highest) to determine the player rotation for that entire match. The opposing team will then list their players in SL order.
- The first two players will LAG for the break. They will then play a rack of 8-Ball. The next set of players in the rotation will play a rack of 9-Ball then the third set will play a rack of 8-Ball. Once started, the winning team of each rack will then break with the player who is next in their rotation.
- Each rack is worth **ONE** point. The rotation of players and game format will continue until a team reaches the required points needed to be declared the winner.
- **NO** wearing of earbuds, or headsets, and **NO** smoke breaks during your match. No sharking or smack talking allowed.
- Total points needed to win will be determined by the "Games Must Win Chart". This chart is based on the total of the SLs of the three players being fielded.
- Coaching is limited to only **ONE** time-out per player per rack. However, competing players can discuss strategy with their team members until it's their turn at the table. Their turn starts when their opponent misses. **Teams misusing this privilege will be PENALIZED.**
- 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.
- At least ONE team will advance to our *APA Team Captain Championship* held in Las Vegas. More than one team will advance IF additional slots are available.
- Teams advancing to our *APA Team Captain Championship* in Vegas may add up to **2** players to make a FIVE-person roster. Any player added **MUST** have played in at least one of our *Roster Rumbles* for this pool year. All Travel Assistance monies will be determined by the amount of participation in our *Team Captain Roster Rumbles* and *Team Captain Vegas Qualifier*.

GAMES MUST WIN CHART

Combined Skill Levels	6 & Below	7 - 9	10 - 12	13 - 15	16 - 17
6 & Below	3/3	3/4	3/5	3/6	2/6
7 - 9	3/4	3/3	3/4	3/5	3/6
10 - 12	3/5	3/4	4/4	4/5	4/6
13 - 15	3/6	3/5	4/5	5/5	4/5
16 - 17 (Vegas Only)	2/6	3/6	4/6	4/5	5/5