



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 active Birmingham APA Team Captains, who attend our Session Meeting, will compete in the following Roster Rumble.**
- Players MUST be a Team Captain of an Open or Ladies team and have at least 10 scores in 8-Ball, or 9-Ball, in the past TWO years.

• Players must remain an active Team Captain throughout the session that the annual *APA Team Captain Championship* is held in Las Vegas.

• 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.

• **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.

• To be ELIGIBLE for our *Vegas APA Team Captain Championship*, players MUST:

- Have completed at least TWO sessions as a Team Captain of a standard Open 8-Ball, Open 9-Ball, or Ladies 8-Ball team.
- Have at least 20 scores in 8-Ball, or 9-Ball, by the date of our *June Team Captain Vegas Qualifier*.

| 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 | |



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- 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, although it is not required. 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 |