



Session Tri-Cups & APA World Qualifiers (WQs)

COMMON PLAYER GUIDELINES



During our *APA World Qualifiers (WQs)*, teams with 3 or more common players will ALWAYS be seated in the same bracket. The reason for this is that, at our *APA World Pool Championships*, all teams may have NO MORE than 2 common players per team, per format. Sometimes teams, who have one or two common players, may still end up in the same bracket in both our *Session Tri-Cups* and our *APA WQs*. When teams, who have common players, meet up in a tourney bracket, here are some guidelines to help teams understand their options in these circumstances:

- If teams with common players meet in a bracket, we recommend for COMMON PLAYERS TO SIT OUT. This makes them not have to choose between their friends and teammates. If they DO sit out, they cannot act as coaches, participate in group consensus, and their skill level can NOT apply towards the 23-Rule. Players who sit out will keep their eligibility on both rosters once the team match is completed. If the Team Captain is one of the common players, then the match-up decisions and any coaching are left up to the uncommon players.
- If a common player chooses NOT to sit out, and declares a team, the player may NOT advance with the other team...win or lose! They will become INELIGIBLE on that roster. Players choosing to declare a specific team MUST make the Tournament Director aware of their decision BEFORE that team match starts. The player will then have to sign-off that they are choosing a specific team and will be subject to that team's final outcome.
- Once a team match has started, play must be continuous. Matches can NOT be held up waiting on a common player to complete their match on another team.
- When teams with common players meet, how they are able to field players depends on the roster size and the number of common players on those rosters. The APA does not want to punish teams for having common players so we will NOT make teams FORFEIT matches due to this. Here are some "common player" scenarios:
 - If both teams are absolutely identical, then it is just like a bye and the team advances to the next round.
 - If one team has one more player than the other, and every player is common except that one extra person, then the team with the larger roster advances. In other words, the uncommon player (meaning the player that is not on the roster of both teams) is entitled to advance with the rest of the teammates.
 - When teams meet that have both common and uncommon players on their rosters, **Team Matches will be determined by an ODD number of matches between UNCOMMON players.** Here are some scenarios:
 1. **TWO Common Players** - If both teams have a full roster of 8, and still have 3 common players BUT Team A cannot field 5 players and meet the 23-Rule and Team B can, the match would be decided by THREE individual matches between the uncommon players with a total max skill level of 15 points.
 2. **THREE Common Players** - If Team A has a roster of 7 and Team B has a roster of 8, this would leave 4 uncommon on one team and 5 on the other. Since both teams cannot field 5 players due to the common players, then the match would be decided by THREE individual matches between the uncommon players with a total max skill level of 15 points.
 3. **FIVE Common Players** - If both teams have a full roster of 8, and still have 5 common players between them, then the match would be decided by THREE individual matches between the uncommon players with a total max skill level of 15 points.
 4. **FIVE Common Players** - If Team A has a roster of 7 and Team B has a roster of 8, since you want to remove the common players from the equation and play an odd number of matches, a single individual match between the chosen uncommon players would decide the team match.
 - In **9-BALL** "common player" scenarios, if the match is going to be decided by THREE individual matches, the first team to reach 31 points is the winner. If the match is going to be decided by only ONE individual match, then the team that wins that match is the winner.