



Birmingham APA's
APA WORLD QUALIFIER (WQ)
RULES & GUIDELINES



The following pages provide answers to the most common questions regarding Higher Level Tournament (HLT) rules. **There may be certain circumstances which require specific guidelines that override these WQ Rules and Guidelines.** For any other questions that aren't answered here, please ask your LO (Skip Lassiter).

1. **All teams competing in this event should read and be familiar with these APA WQ rules.** Failure to do so will not excuse a team from following the rules or when a rule is broken.
2. All teams **MUST** sign in during the posted sign-in times to show they are present and ready to play. Teams who fail to do so may **FORFEIT** their first round or be removed from the tourney. Although we prefer Team Captains to sign in, any eligible member can take on that responsibility.
3. All **Team Certification Statements (TCSs)** must be completed and returned to our WQ Control Station by the posted required time. The TCSs must be signed by any eligible players before they play their match. Failure to do so may result in a forfeit of that match. **ALL** players **MUST** certify themselves at their highest skill level using the following criteria:
 - a) The SL that the player and their team believe to represent the player's best playing ability.
 - b) The player's current SL on an active APA team.
 - c) The player's highest SL in the session, and the following sessions, in which the player qualified.
 - d) The player's highest SL in any APA League area in which the player currently competes in.

League Management will do their best to monitor and adjust player's SLs accordingly but we expect all our teams to help bring any errors to our attention so we can have a fair tournament. Players competing at the incorrect SL could cause your team to forfeit matches and be disqualified. **Please help us prevent that happening.**

4. Ineligible players are those players who did not get the required matches in last session, did not have at least 10 life-time matches at the end of the Spring session, or they owe past due monies to our League. All ineligible players cannot be counted for 23pt Rule purposes in our 8-Ball and 9-Ball APA WQs. **Ineligible players are not allowed to participate in matches, player selection, or coaching.** However, ineligible players may keep score in our APA WQs if the opposing team agrees.
5. We want everyone to have FUN but please remember that **NOT** every team can win. There will also be family members and other spectators present at times. **Any type of behavior that causes a disruption to these APA WQs, including BAD SPORTSMANSHIP, will NOT BE TOLERATED.** Players who disrupt this event will only be warned **ONCE** then removed from this event upon the next incident. League Management reserves the right to remove any player from the premises, by any means necessary (including law enforcement), who they feel is causing a disturbance due to the following:
 - a) Unsportsmanlike conduct directed to the opposing player, team, or tournament official.
 - b) Loud, abusive, offensive, and/or profane language.
 - c) Bad behavior and acting out due to excessive drinking.
 - d) Misuse of our APA WQ Venue or tournament equipment such as slamming balls into a rack, throwing their cue down, moving the pool tables, etc.
 - e) Failure to follow specific rules put in place by our APA WQ Venue.



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6. **NO** ear buds, headsets, or Bluetooth devices may be worn while shooting. Non-electronic earplugs are allowed but discouraged. Players must remove them if they cause ANY issues during their match.
7. Players wearing offensive clothing will be asked to change their clothing or leave the facilities until it's replaced with something suitable. Shoes, or a form of footwear (sandals, flip flops, boots, etc.), must be worn at all times, including during your match.
8. Players can **NOT** take a smoke break while playing in a match. They must wait until their match is completed. Any player doing so will forfeit that match to their opponent. If both players take a smoke break, it will become a double forfeit with neither team receiving points for that match.
9. Once a match is called, teams have 15 minutes to begin play before a forfeit is called. Match round times can be found on the tournament board so please get started on time to avoid **Sudden Death**.
10. Due to the increasing number of teams now competing in our *APA World Qualifiers* and the time restraints to host these tourneys, all brackets will be played in a Single Elimination format.
11. The losing teams of our Semi-Final rounds of each bracket will have an opportunity to compete in our **Second Chance Bracket**. At the end of each Semi-Final, there will be 2 losing teams from each bracket. We will then draw TWO teams from the combined number of losing teams (8) from all brackets. The TWO teams drawn will then move over to compete in the FINALS of our Second Chance Bracket. The WQ Champions and Runner-Ups of this bracket will receive the same awards as the other winners.

Since this is already a SECOND chance for teams who had lost out from the tourney, there are a couple of conditions for the winning teams in our Second Chance Bracket:

- a) There cannot be two teams, who compete in our *APA World Pool Championship* in Vegas, with 3 or more common players. Due to this, any Second Chance Champion, with 3 or more common players on another WQ Champion team, must reduce their roster by enough players to only have a maximum of TWO common players on their Vegas roster.
 - b) Players, who are common on a Second Chance winning team (Champions or Runner-Ups) and another original bracket winning team, will receive travel assistance for ONLY one team and NOT both. They have already received a second chance and, to be fair to the other teams, they will not receive twice as much as everyone else.
12. All players must **LAG** to determine who breaks unless special circumstances exist. Once the match begins, players MUST sit away from their teams in the designated chairs when not at the table. This is to help avoid any complaints regarding the possibilities of illegal coaching.
 13. In our **8-Ball WQs**, teams that win 8 points first will advance to the next round. Individual forfeits count 3 points. If neither team reaches 8 points in 5 matches, the team with the most points wins. Ties go to the team who wins 3 matches. If it is time for the fifth match and neither team has an eligible player present to play, the match is decided by the performance of the two teams in the first three matches. The team that won the most points in the first 3 matches advances to the next round.
 14. In our **8-Ball WQs**, players **MUST** mark the pocket. Chalk may be used although something personal is recommended. The marker should be placed within the first diamond closest to the pocket selected.



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15. In our **9-Ball WQs**, the first team to 51 points first advances to the next round. Individual forfeits count 20 points. In case of a tie at the end of the match (50 to 50 match points), the tie would be broken by the number of individual matches won by each team. When one team reaches 51 points, the match is over. If this happens in the middle of a match, the match should end and “**DNF**” (*Did Not Finished*) should be written on the score sheet in that match area.
16. Once the official match time has started, play is continuous. Teams have **1 minute** between matches to decide which player is put up next. Once a team selects, their opponents have 1 minute. Once both teams have declared a player, the players cannot be changed unless the 23pt Rule is in jeopardy.
17. In regular **8-Ball** and **9-Ball WQs**, if the total skill levels of the lowest five players listed on the roster exceed 23, the team will have to play four players whose skill levels do not exceed 19 and forfeit the fifth match. If the skill levels of the lowest four players on the roster exceed 19, then they can play three players to 15 and forfeit the fourth and fifth matches.
18. A player may only be coached only once per rack no matter the skill level. If a coach suggests a time-out to the player, the time-out must be taken. However, if a player asks for a time-out, the coach can refuse to take it and no time-out will be charged. If a team uses too many time-outs for a player, it is considered a sportsmanship foul and NOT a ball-in-hand foul. However, if the same team does it again, whether in that match or another, the team doing so will forfeit their player’s match to the opposing team. Continuous misuse of excessive time-outs or signaling players may disqualify a team.
19. Time-outs can only be **1 MINUTE** long. 1st warning will be given without penalties. 2nd warning may result in the forfeiting of that game. Teams continuously warned may result in disqualification.
20. Fouls may only be called by the player or by his/her coach. Since everybody on the team may communicate with the coach, then anyone on the team may call a foul, but only a call made by the coach or the player makes it official. Before taking ball-in-hand, each player is advised to confirm with their opponent that they actually have ball-in-hand.
21. If a shot looks like it may result in a “bad hit,” stop the game and get a tournament official to make the call. Either player may stop the game to ask for a call, but MISUSE of this privilege will NOT BE TOLERATED. For close shots, not officially observed, the ruling will usually be in the shooter’s favor.
22. Individual matches may be forfeited at any time during a team match, especially to avoid Sudden Death **UNLESS**, the forfeit is to prevent more points from being gained from their opponent. Intentionally missing balls to affect skill levels and/or knocking the 8-Ball in out of turn or in the wrong pocket to avoid Sudden Death, will **NOT** be tolerated. **Doing so will only disqualify that player and possibly their entire team from our tournament.**
23. **Matches will not be delayed waiting on a common player to finish another match. Proper communication is the key.** Team Captains, who have common players, should show courtesy by coordinating and communicating with each other. If a common player quits their match on one team to start a match on another, that player’s match will be forfeited on BOTH TEAMS.
24. If an individual match is forfeited after the rack has been broken, the skill level of both players in the match will count towards the 23pt Rule. If an individual match is forfeited before the rack has been



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broken, the player on the team receiving the forfeit remains eligible to play again as the forfeit does not count as a match played.

25. Common players, on teams that meet, should sit out from both teams and be neutral. If a common player remains neutral, they can go forward with the team that advances. If a common player chooses to select a team, then that player will win or lose with that team. APA advises against choosing. ***Please see our "Common Player Guidelines" for more details on common players.***
26. When the Sudden Death format is in effect, all other League rules apply to player selection.
 - a) **8-BALL SUDDEN DEATH** is implemented **3 hours and 30 minutes** after the official start time of an 8-Ball match. Teams must have broken the first rack in their 5th individual match by the **3 hours and 30 minutes** mark, or all subsequent matches become a one game race with a possibility of **2** racks. ***Please see our "8-Ball Sudden Death Scenarios".***
 - b) **9-BALL SUDDEN DEATH** is implemented **3 hours** after the official start time of an 9-Ball match. Teams must have broken the first rack in their 5th individual match by the **3 hour** mark, or all subsequent matches will consist of all points earned being DOUBLED. Each object ball pocketed in Sudden Death matches will count as **2 points** and the 9-ball will count as **4 points**.
27. APA has the absolute and final authority to make all rulings affecting participation in all *APA Higher Level Tournaments* including player ability (i.e. correction of SLs) and disqualification. Disqualification from this event for any reason will mean forfeiture of all titles, awards, prize money, and may result in suspension from our League. Disqualification can occur prior to, during, or after the event.
28. *Birmingham APA* is providing the following awards and monies for its winning teams:
 - a) **WQ Champions** will receive a trophy, paid entry fee into our *APA WPCs* held in Las Vegas, WPC green fees, and monies for travel assistance to the Vegas event. Travel assistance monies may vary each year. **Current travel assistance: \$1,200.00 per eligible WQ player**
 - b) **WQ Runner-Ups** will receive a trophy, a paid entry fee into one of our *APA SE Challenges*, SE Challenge green fees, and monies for travel assistance to the event. Travel assistance monies may vary each year. **Current travel assistance: \$300.00 per eligible WQ player.**
29. All Vegas travel assistance monies for our *APA World Qualifier Champions* will usually be paid out in the first two weeks of July. *Birmingham APA* has reserved room blocks at the event location at a discounted APA rate for those who want to stay there. Staying where the event is recommended.
30. *APA SE Challenge* team members will be responsible for making their own travel arrangements. Monies for travel assistance will be reimbursed to them once they sign-in at the *APA SE Challenge*.
31. WQ Champion teams, or players, who don't attend and compete in our *APA World Pool Championship*, will be held responsible for refunding any travel assistance monies they received back to our League.
32. WQ Runner-Up teams who don't attend and compete in our *APA SE Challenge* will be held responsible for refunding their team's pre-paid entry fee back to our League. **Current SEC entry fee: \$500.00**

***See Following Pages For Match Time Guidelines,
8-Ball Sudden Death Scenarios, & Common Player Guidelines.***