



BIRMINGHAM APA'S

8-BALL & 9-BALL SESSION TRI-CUP GUIDELINES & RULES



This sheet provides answers to the most common questions regarding Higher Level Tournament (HLT) rules. A full copy of our *Session Tri-Cups & APA World Qualifier (WQ)* rules is also available if needed. If there are any other questions, not covered, please ask your **League Operator** or the **Tournament Director**.

1. Please follow the PROPER SANITARY GUIDELINES to help ensure the safety of all players and families who attend this event. Masks are **NOT** mandatory but **MUST** be worn during a match, if so requested.
2. These Tri-Cups are our Regional Playoffs for last session. Like your Division Playoffs, they are played in a ONE round Single-Elimination format. Winning teams from each round will advance to our WQs.
3. Teams must be checked in at least 30 minutes prior to their first scheduled match. We prefer a Team Captain or Co-Captain but will allow a team representative to sign in their team.
4. **NO** ear buds, headsets, or Bluetooth devices may be worn while shooting. **NO** smoke breaks may be taken by either player while shooting in their match until it is over.
5. All players should **LAG** and not flip a coin to see who starts off breaking in the first game.
6. Ineligible players should be noted by an "I" beside their name on your posted Team Eligibility Rosters. These players will not print on your scoresheets and cannot be used for 23 pt. rule purposes. Ineligible players are NOT allowed to participate in matches, player selection, keeping score, or coaching.
7. **VERY IMPORTANT...**Teams should only field players who they are certain are active and will play their required matches this session. **If you know that a listed player is inactive or suspect that they may NOT remain active and get their required matches in this current session, DO NOT PLAY THEM! Don't take the risk of playing them and cause your team to lose their APA WQ qualification.**
8. In **8-Ball**, 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 three matches advances to the next round.
9. In **8-Ball**, players **MUST** mark the pocket. Chalk may be used to mark it, although we advise using something personal, and it must be placed within the first diamond closest to the pocket selected.
10. In **9-Ball**, the first team to 51 points first will advance 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. Do not finish that individual match; simply mark on the score sheet **DNF (Did Not Finished)**.
11. 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.
12. Once your official match time has started, play is continuous. Teams now only have 1 minute between matches to decide which player is put up next. Once both teams in a match have declared a player, the players cannot be changed unless the 23 Point Rule is in jeopardy. **Matches will NOT be delayed due to waiting for a players to finish a match on another team.**

13. Individual matches may be forfeited at any time during a team match. 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 23-Point Rule. If an individual match is forfeited before the rack is broken, the player on the team receiving the forfeit remains eligible to play again as that forfeit does not count as a match played.
14. If the total skill levels (SLs) of the lowest five players listed on the roster exceed 23, the team will have to play four players whose SLs do not exceed 19 and forfeit the 5th match. If the team can still NOT play to 19 points, then the team plays three players to 15 and will forfeit their 4th and 5th matches.
15. 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.
16. A player may be coached only once per game no matter the skill level. If a COACH or team member calls, or even suggests a time-out to the player (Are you good?, Want to talk about it?, etc.), the time-out MUST be taken. However, if a PLAYER requests a time-out, the coach may refuse to take it and no time-out will be charged.
17. 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 will make it official. Before taking ball-in-hand, each player is advised to confirm with their opponent that they actually have ball-in-hand.
18. 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. If a shot is close and a tournament official is not called, the ruling will tend to be in the shooter’s favor.
19. 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.
 - 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 will count as 2 points and the 9-ball will count as 4 points.
20. Since our Tri-Cups is an extension of our Division Playoffs, we will do our best to avoid matching up teams with common players. If both teams in a match happen to share any common players, it is advised for those common players to sit out of the match to avoid any hurt feelings by either team.
21. **APA** has the absolute and final authority to make all rulings affecting participation in the APA Team Championship programs including player ability (i.e. correction of skill levels) and disqualification. Disqualification from this event for any reason will mean forfeiture of all titles, awards, prize money, and may result in a minimum two year suspension from the League. Disqualification can occur prior to, during, or after the event.
22. **VERY IMPORTANT...**All teams that earn an APA WQ qualification must:
 - a) **Keep 4 original members from the qualified roster.**
 - b) **Remain active continuously through all sessions and higher-level play.**
 - c) **Finish in the top 50% of their division in each session after qualifying.**
 - d) **Be able to field at least 5 eligible players in our APA World Qualifiers.**

GOOD LUCK AND PLAY HARD!