



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. 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.
2. 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.
3. All players **MUST** lag and **NOT** flip to see who starts off breaking in the first game.
4. 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.
5. 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.
6. 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)**.
7. 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**.
8. 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.
9. Once your official match time has started, play is continuous. Teams have 2 minutes 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.
10. 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.

11. **INELIGIBILITY (VERY IMPORTANT)**...Ineligible players should be noted by an “I” beside their name on your posted Eligibility Rosters and should not print on your scoresheets. Ineligible players are NOT allowed to participate in matches, player selection, keeping score, or coaching. A player may be ineligible due to: **a) NOT** playing the required matches needed in last session. **b) NOT** being in good standings with our league. **c) NOT** being an active PAID member in this session. *(Teams who keep inactive players on their current rosters then field these players in our HLTs may result in forfeiting their entire match and any WQ qualification.)* **If you know that a listed player is inactive or there is any reason that your player may NOT remain active in this current session, DO NOT PLAY THEM!**
12. **NO** ear buds, headsets, or Bluetooth devices may be worn while shooting. **NO** smoke breaks may be taken while shooting in a match until it is over.
13. 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.
14. 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.
15. 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.
16. 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 have a tendency to be in the shooter’s favor.
17. 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.
18. Common players on teams that meet may either sit out from both teams and be neutral or select a team to play with. 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. **Matches will not be delayed waiting on a common player to finish another match.**
19. **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.
20. **VERY IMPORTANT**...All teams that earn WQ qualification in our Tri-Cups 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) **Spring Tri-Cup Champions must be able to field at least 5 players in our WQ.**

GOOD LUCK AND PLAY HARD!