



APA TEAM CAPTAIN PRELIMINARY RULES & GUIDELINES

Revised August 2020

- There will be THREE *Team Captain Preliminaries (TCPs)* scheduled during each qualifying year. One for each session. These TCPs will be the **ONLY** way for teams to qualify for our *Team Captain Vegas Qualifier (TC-VQ)* which will be held each year in June. Competing in our June TC-VQ is the **ONLY** way for teams to advance to our annual *APA Team Captain Championship* which will be held in Las Vegas.
- The entry fee is \$120.00 per team which will be divided by the number of players on that team roster. *Birmingham APA* will contribute an additional \$40.00 for each team entry in each TCP. All monies from each TCP will be saved and then distributed as travel assistance for our Vegas teams.
- The format of each of our session TCPs will be Modified-Single Elimination which guarantees teams to play twice (not lose twice). A BYE or a FORFEIT will count as a match.
- The requirements for this *Team Captain Preliminary* are:
 - Team members **MUST** have at least 10 scores in 8-Ball or 9-Ball in the past **TWO** years by the time of each TCP. A combination of scores from the two formats are not accepted.
 - Each team roster may have **THREE** to **FOUR** players and at least TWO players on a team's roster **MUST** be current active TEAM CAPTAINS of a standard Open 8-Ball, Open 9-Ball, or Ladies 8-Ball team. Remaining roster spots may be held by current active Co-Captains.

VERY IMPORTANT... Although Co-Captains may compete in our TCPs, they will NOT be eligible to compete in our TC-VQ or the Vegas APA Team Captain Championship. Those two events are strictly for TEAM CAPTAINS. To be eligible for those events, Co-Captains will need to become Team Captains and meet the necessary requirements.

- In each TCP, teams will automatically earn FIVE Entry Points. Teams will then have the opportunity to earn more Place Points which will be determined by the number of teams entered in that TCP and how they finish in the tourney. (*See the attached "Points Table" for more details.*)
- To enter our TCP for the **FIRST** time, teams **MUST** be able to field THREE players each round whose total combined skill levels equal 15 points or less.
- After the first TCP, if a team can **NO** longer field 15 points with three players, they must either replace players to meet the 15 point rule or play up to 17 points using the modified race chart provided in the Games Must Win Chart. **A team can NOT play up to 16 or 17 points if they have the eligible players on their roster to field 15 points.**
- A player's highest SL between formats, 8-Ball & 9-Ball, must be used toward the 15-point rule. Players with a 9-Ball skill level of 8 or 9, will count as a SL 7 for total team point purposes.
- 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.
- Team members may only compete on ONE team in each of our session TCPs.

- At the beginning of each new round, teams with 4 players can change which 3 players to use in that round as long as they meet the 15-point rule.
- If a team only has two players eligible to play in a match, the player with the highest skill level must be in the third spot. The remaining player may choose the first or second spot, and the team will forfeit the spot in the rotation left vacant.
- 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 will be 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. To keep our TCPs fun, sharking and smack talking will be allowed. Have fun but don't touch someone or get too loud.
- 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. *(See attached Games Must Win Chart)*
- 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 who misuse 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.
- Depending on the start time and number of entries, teams may be required to split tables, if needed.
- At the end of our qualifying year and our three TCPs, the top SIX teams with the MOST points will advance to our TC-VQ. Any ties will be broken by Highest Place obtained and then by which team played the most TCPs. If a tie still remains, there will be a Playoff between the tied teams.
- TWO WILDCARDS will also be drawn from teams who competed in at least TWO of our TCPs during the qualifying year. These two wildcard teams along with the six top teams will make the EIGHT teams who will compete in our June TC-VQ for the opportunity to compete in our *APA Team Captain Championship* held in August in Vegas.
- Teams who replace players MUST keep at least at least TWO Team Captains (NOT Co-Captains) from the original roster to still be considered the original team and keep any points earned. Once a team no longer has at least TWO original Team Captains, they are longer considered an original team and will forfeit any points they have earned.
- Teams MUST compete in at least TWO of our Team Captain Preliminaries to be eligible to compete in our Team Captain Vegas Qualifier.
- Once qualified for our TC-VQ or Vegas Championship, players must remain active on a regular Open 8-Ball or 9-Ball team through the sessions our Vegas Qualifier and Vegas Championship are held.

Birmingham APA reserves the right to make any rule revisions or changes to this tournament as deemed necessary.

WINNING TEAMS SHOULD CIRCLE THEIR TEAM NAME THEN RETURN THE SCORESHEETS BACK TO THE TOURNEY BRACKETS.

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

TEAM CAPTAIN PRELIMINARY POINTS TABLE				
# Of Teams	1st Place Points	2nd Place Points	3rd Place Points	3rd Place Points
6 teams	6	5		
8 teams	8	7		
10 teams	10	9		
12 teams	12	11	10	10
16 teams	16	15	14	14
18 teams	18	17	16	16
20 teams	20	19	18	18
24 teams	24	23	22	22
28 teams	28	27	26	26
32 teams	32	31	30	30

FIVE "Entry Points" will be added to each of the "Place Points".