



TEAM CAPTAIN VEGAS QUALIFIER RULES & GUIDELINES

Revised August 2020

- As stated in our *Team Captain Preliminaries (TCPs)* rules, Co-Captains are NOT ALLOWED to compete in our *Team Captain Vegas Qualifier (TC-VQ)* or *APA Vegas Championship*. Qualified teams **MUST** replace any Co-Captains from their TCP roster before our TC-VQ starts. Replacements **MUST** be a Team Captain that meets the TC-VQ eligibility requirements. TC-VQ team rosters **MUST** consist of at least THREE Team Captains.
- Our TC-VQ bracket will consist of only EIGHT teams who have earned their slot by competing and earning points in our TCPs during the qualifying pool year. The top SIX teams, who finished with the most points and TWO Wildcard teams from the qualifying pool year will compete.
- The TC-VQ team entry fee is \$160.00 per team. The format is Modified-Single Elimination which guarantees teams to play twice (not lose twice). A BYE or FORFEIT will count as a match.
- The requirements for this *Team Captain Vegas Qualifier* are:
 - Teams **MUST** have competed in at least TWO of our session TCPs to get qualified or be eligible for a Wildcard drawing.
 - Players **MUST** be **ACTIVE** in our League at the time of our TC-VQ.
 - Players may **ONLY** compete on one team in this TC-VQ and in the Vegas Championship.
 - Players **MUST** have completed at least TWO sessions as a **TEAM CAPTAIN** of a standard 8-Ball, 9-Ball, or Ladies 8-Ball team in the Summer, Fall, or Spring of the qualifying pool year.
 - Players **MUST** have at least 20 scores in 8-Ball or 9-Ball in the past TWO years by the time of this TC-VQ. A combination of scores from the two formats are not accepted.
 - Any replacement players **MUST** have competed on at least ONE TCP team in at least ONE of our three session TCPs from the qualifying pool year.
- Teams will field **THREE** players for each round whose total combined skill levels equal 15 points or less, if possible. If fielding 15 points is **NOT** possible due to an increase in SLs or absent players, please see the following options:
 - A team may add or replace ONE player as long as the added player competed in at least TWO of our session **TCPs** and is NOT from another qualified team. Any replacements **MUST** be made before the start of the Vegas Qualifier.
 - After playing in our TCPs, teams who had players move up to where they couldn't field 15 points, can 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.**
 - 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.

- 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.
- 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.
- At the beginning of each new round, teams can change which 3 players to use in that round as long as they meet the 15-point rule.
- NO wearing of earbuds, or headsets, and NO smoke breaks during your match. To avoid arguments, sharking or smack talking will NOT be allowed in this Vegas Qualifier.
- 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 least ONE team will advance to our *APA Team Captain Championship* held in Las Vegas. If our League receives additional slots, more than one team will advance to the Vegas tourney.
- Although it is not required, teams who advance to our *APA Team Captain Championship* may increase their roster to FIVE players. Any player added MUST have competed in this TC-VQ and will not receive a personal share of the travel assistance monies unless it is shared by the total amount the team receives.
- Travel assistance monies for each team will always be determined by the amount of participation during our session TCPs and this TC-VQ.

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

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