

Introduction

Dear APA Team Member:

This is the **APA Team Manual**. It contains virtually everything you will need to know to maximize your enjoyment in League play. Not knowing the rules, in any sport, can cost you games and matches. The entire team should make every effort to become thoroughly familiar with the contents of this manual. Forewarned is forearmed. To that end, take this manual with you to every League match. If you should lose or misplace it, contact your League Operator for another one. You may have to buy it, but it is worth it.

This APA sanctioned League is the most exciting development in the history of the sport of pocket billiards and will provide you with year-round competitive thrills and enjoyment. Your team will enjoy professional League Management, receive the best membership benefits and have the opportunity to participate in the largest and most rewarding championships offered.

The Equalizer®, APA's handicap and scoring system, explained in this manual, makes it possible for players of all abilities to compete effectively. So, learn the rules and get lots of practice. Good shooting and good luck to you and your teammates.

Sincerely,



Terry Bell, Director
American Poolplayers Association

Foreword

Every team member should read and become familiar with this manual. Keep the Team Manual with your team at all times. Make sure it stays with the team from session to session. By participating in the League, every member agrees to abide by the rules set forth in this Team Manual.

With the exception of those situations specifically dealing with the *Ladies Division*, all gender references are in the masculine, i.e., his, he, him. Obviously, ladies make up a significant portion of the sport's participants and are invited and welcome at all times.

The APA realizes that some of the rules in this manual may be new to you and does not imply these are the only rules. On the other hand, these rules were assembled by a committee of well-traveled professional players. The professionals use these rules when they play 8-Ball and 9-Ball, and these are the rules most commonly used in North America during competition.

Relax, enjoy yourself and play within the Spirit of the Rules as well as the written rule. It is impossible to cover every situation 100% with rules. Common sense must prevail. Teams that try to gain advantage by creating their own interpretations are subject to sportsmanship violations. *Win at the table and not from the chair* is a generality that promotes harmony, camaraderie and good times. That's what this League is all about.

To help make your evening of League play enjoyable, as well as enhance the enjoyment of those around you, please observe basic guidelines of etiquette. Treat your opponent as you would like to be treated. Pay attention to your match; be ready to shoot when it is your turn so you don't slow down the match. If you are expected to play the next match, have your cue ready, have enough quarters for the table, if needed, and begin your match as soon as the previous match is over. Limit coaching to one minute. Cheering for your teammate is part of the fun, but don't *cheer against* your opponent. A fun and competitive evening of League play is a goal that can be achieved by observing these guidelines and displaying good sportsmanship.

Table of Contents

- Introduction 1
- Foreword 2
- Etiquette 3
- Table of Contents 4

- 1. THE LEAGUE STRUCTURE 7**
 - The APA..... 7
 - The League Operator..... 7
 - The Team 7
 - The Team Captain 8
 - The Division..... 8
 - The Division Representative..... 8
 - The Board of Governors..... 9
 - The Handicap Advisory Committee..... 9
 - Membership Benefits 10
 - Fees 11
 - Calendar 13
 - Scheduling..... 13
 - Scoring 14
 - Trophies and Awards 14
 - Local Bylaws..... 14
 - Other Formats..... 15
 - Other Leagues 15
 - National Championships Information 15

- 2. GENERAL RULES 19**
 - Age Requirements 19
 - Byes..... 19
 - Forfeits 20
 - Protests and Disputes 21
 - Concerning Teams That Drop Out..... 23
 - Order of Play 24
 - Verification of Identity..... 24
 - Who Pays for Games..... 24
 - Splitting Matches (for lengthy matches)..... 24
 - Coaching 25
 - Adding/Dropping Players..... 27
 - Closing Team Rosters 28
 - Players Must be Current APA Members..... 28

Table of Contents

	New Players	29
	Renewal Information (also see Fees)	29
	Can't Change Teams	29
	Can Play on Only One Team per Division.....	30
	Can Play Only Once in a Match.....	30
	Teams Can't Change Home Locations	30
	Assignment of Skill Levels to Some Players	30
	Keep Score Properly	31
	A Caution Against Handicap Manipulation.....	32
	Lowest Attainable Rule.....	32
	23-Rule.....	33
	19-Rule.....	35
	Session Playoffs	37
	Professional Status	39
	Equipment	40
	Sportsmanship	41
	APA is Highest Authority	42
	Appeals.....	42
3.	8-BALL GAME RULES.....	44
	General Description	44
	Lagging.....	44
	Racking.....	44
	Breaking	45
	After the Break.....	45
	Combination Shots	47
	Balls on the Floor	47
	Pocketed Balls.....	47
	One Foot on Floor	48
	Fouls.....	48
	How You Could Lose.....	51
	How To Win.....	52
4.	<i>THE EQUALIZER</i>® HANDICAP SYSTEM.....	53
	How Handicaps are Determined	53
	How to Get Started.....	54
	Once Skill Levels are Established.....	54
	How to Use the Chart.....	55

Table of Contents

5.	HOW TO KEEP SCORE IN 8-BALL	56
6.	OTHER 8-BALL FORMATS	60
	Junior Divisions	60
	Super Divisions	61
	3-Person Team Divisions	62
7.	THE 9-BALL LEAGUE	64
	General Rules	64
	Playoffs and Championships	65
	Game Rules	66
	<i>The Equalizer</i> ® Handicap System for 9-Ball.....	70
	How to Keep Score	71
8.	CONDUCT DURING LEAGUE PLAY	75
9.	HIGHER LEVEL TOURNAMENT ELIGIBILITY	
	INFORMATION & RULES	79
	Area Eligibility	79
	Team Championships	80
	Singles Championships	90
	Definitions.....	92
	Table Diagram.....	98
	Index.....	99

The League Structure

SECTION 1

The League Structure

THE APA

The APA was founded by two touring professionals, Terry Bell and Larry Hubbart. Their goal was to organize the sport of pool on the amateur level and to encourage the growth of the game. In its 20-year history the APA has become recognized as *The Governing Body of Amateur Pool*. Most importantly, thanks to you, the League is 175,000 members strong and still growing.

THE LEAGUE OPERATOR

The APA operates the League through a network of independent entrepreneurs called League Operators (LOs). In this manual, League Operator, Local League Office, Local League Officials, and Local League Management all mean the same thing. The League Operator is a professional administrator. The LO has full authority to make rulings concerning all aspects of the League. Please be aware that the APA stays in close contact with all LOs, keeps them up-to-date with all the latest developments and makes rulings on questions they may have. Because your League Operator is a trained professional, you can be confident the schedules, standings, handicap system, special events and all other League affairs will be handled promptly and accurately. Only an APA authorized League Operator may administer the League. Your League Operator may hire assistants and/or representatives to improve service to you.

BASIC TEAM LEAGUE ORGANIZATION

The Team - A team consists of a minimum of five players, although it is wise to have at least seven, and a maximum of eight. All team members bear the responsibility of verifying their teammates are

The League Structure

APA members of legal age and are playing at skill levels that reflect their true ability. Each team will have a captain.

The Team Captain - The Team Captain is an essential part of the team and holds an important position. The Team Captain is the first person listed on the team roster. He helps with distribution of League information and bulletins and posts information at his home location. The Team Captain must also collect membership dues and forward them to Local League Management on a timely basis. He is responsible for having his team at the appointed place on time. He ensures that all rules concerning etiquette, sportsmanship and eligibility are observed. He makes sure proper scorekeeping procedures are followed. The Team Captain must have a phone. He represents the team and all communication with Local League Management is handled through the Team Captain. A team may elect a new Team Captain by a simple majority vote at any time. Local League Management must be notified immediately if a new Team Captain is elected.

The Division - A division consists of a number of teams (from 6 to 16) competing with each other in a set schedule. In some instances a division may start with only four teams, although a six-team division is the smallest division recommended.

The Division Representative - The APA recommends there be a Division Representative for every division in the League. The Division Representative (DR) may either be elected by the teams in his division or appointed by the League Operator. He is a person of integrity and is consistently active in the League. The DR is a member in good standing and enjoys the involvement this position offers. He helps make sure bulletins and other League information and materials get distributed to, and are understood by, the Team Captains in his division(s). He helps improve the League by passing information between the players and the Local League Office. He may also assist League Management with the Local Championships and other special events. The DR may serve on the Board of Governors. He is knowledgeable concerning League affairs and may be consulted by other members in the League. *Consulted* is the key word here because the DR does not have the authority to make rulings as an individual. However, it is a logical choice to call your DR if you have a protest or dispute—he may be able to help solve it.

The League Structure

Remember, the DR has no more authority than any other member to make rulings unless he is acting as a member of the Board of Governors, and then only during an actual meeting of the Board. Remember, also, that his advice and interpretations are probably correct.

The Board of Governors - The APA recommends that a Board of Governors (BOG) exist in each League area to hear and rule on protests and disputes. In larger areas, a number of Boards may exist. A Board of Governors generally consists of a number of Division Representatives.

The business conducted by the BOG will normally concern protests, disputes, sportsmanship violations and other similar issues. The BOG, in addition to settling such issues, may also hand down penalties. Penalties may vary from loss of one point to a number of points. Penalties can include loss of eligibility, fines, or suspension of membership. The League Operator represents a higher authority than the BOG, but the APA has asked League Operators to uphold the findings of the BOG unless they are in violation of APA League rules or policies. The BOG may not conduct meetings without approval from Local Management. It is essential for the members of the Board to understand that the Board is there to assist the League Operator—not to monitor, criticize, or supervise. Members who cannot accept their role as just described may be removed from the Board.

The existence of a Board of Governors in your area is the best way to ensure the various situations that can and do occur get resolved as fairly as possible. Please accept their rulings and support your Board of Governors at all times. If there is not a Board of Governors in your area, please contact and urge your League Operator to get one formed. Volunteer to be a member!

The Handicap Advisory Committee - The League Operator may find it useful to establish a committee—Handicap Advisory Committee (HAC)—to assist him with handicap review. The HAC, if one exists, will normally consist of a number of highly skilled members who are familiar with APA League play. Certain members of the BOG may also be on the HAC. HAC members may be known to the membership or their identities may be kept confidential. Your HAC

The League Structure

members are your friends unless you are an offender. The functions of the HAC may include reviewing new members and making recommendations concerning the assignment of skill levels to *known* highly skilled players. The HAC may help review the skill levels of all area players entering Higher Level Tournaments. The HAC may also periodically review the skill levels of players and help make rulings on protests concerning handicap and *sandbagging* violations. Just as with the BOG, the League Operator is the final authority.

MEMBERSHIP BENEFITS

The American Poolplayers Association is the largest pocket billiards organization in the history of this country. As a member of the APA, you will receive the best benefits ever made available to the amateur poolplayer. Some of them are as follows:

- ◆ Play wherever the League is active—almost every state.
- ◆ An official membership card.
- ◆ A membership benefits package mailed directly to your home.
- ◆ *The American Poolplayer* magazine—containing articles on the sport, tips from the pros, trick shots, and more—mailed directly to your home.
- ◆ Special member discounts on a variety of goods and services.

Transferability - Your membership is transferable to wherever an APA sanctioned League exists. There is no transfer fee. Upon arrival at your new home, simply notify Local League Management and ask them to contact your previous League Operator to transfer your records. If there is no APA sanctioned League at your new home, call the APA; every effort will be made to get one started. When you transfer to a new area, you must enter with your last skill level from your previous area. Memberships are nonrefundable and are not transferable from one person to another.

The League Structure

FEES

Annual APA Membership Dues - You must be a current member of the APA in order to participate in any APA event. Some events take place over a period of many months and current membership must be maintained in order to continue and remain eligible. Until further notice, your annual APA dues are \$20. Annual memberships expire December 31. If you join after August 15, the annual membership dues will be prorated as follows:

- ◆ After August 15, you still pay \$20 to join, but you are able to renew for only \$10 the following year. The date on the application will determine the renewal fee amount (\$20 or \$10).
- ◆ If you are entitled to a \$10 renewal you must renew no later than March 1 or the first night you play in a Spring Session, whichever occurs first. After either of those dates, only full \$20 memberships are accepted.

Please give your membership dues and your APA application or renewal notice to your Local League Management who will forward them to the APA. Please allow six weeks for delivery of your membership card and other membership materials.

IMPORTANT — Make sure you fill out your membership application completely or correct any errors on the renewal notice. Some of your membership items will be mailed directly to your home address. If the APA does not have a complete and accurate address, you may not receive some of your benefits. Neither the APA nor your League Operator can be responsible for making them available at a later time.

Basic Weekly Fee - The suggested basic weekly fee is \$20 per team. The actual amount charged in your area may vary, and could be more or less than the suggested amount. **The entire basic weekly fee is due regardless of how many players are on the roster or how many players played during the match.**

Other Fees - Other fees are optional *add on* fees that may or may not be applicable to your area. These other fees, if they exist, are paid back to you 100% and are as follows:

*Add on
fees are
paid
back
100%.*

The League Structure

- ◆ **Trophy Funds** - In some areas, the League Operator has secured local sponsorship to help pay for trophies and awards. In these areas there may be no trophy fee. In areas where there is no local sponsor, the APA has suggested that League Operators charge each team an additional fee each week to pay for trophies and awards.
- ◆ **Travel Assistance Funds** - The purpose of the travel assistance fund is to help pay the travel expenses of those teams that go on to the National Team Championship. Travel assistance funds may vary in size from area to area based upon their proximity to the city hosting the National Team Championships. The following should be considered:
 - ◆ There should be a limit to the size of the travel assistance fund. If the limit has been reached, the weekly *add on* travel assistance fund fee may be eliminated until needed again.
 - ◆ Teams who advance to the National Level of the National Team Championships should not expect the travel assistance fund to cover all their expenses. It is impossible for League Management to anticipate exactly what lifestyle a team may wish to enjoy during their trip. If more than one team qualifies to go to the National Level, then the travel assistance fund will be shared among the teams.
 - ◆ If no team advances to the National Level, the travel assistance fund amount may be distributed as prize money to those teams who participated in the Local Team Championship, or it may be saved until the next year. The options set forth above may be decided upon by your League Operator or Board of Governors.
- ◆ **Prize Funds** - In certain areas, some teams may want to have a prize money fund, which would be funded by an *add on* to the standard weekly fee. Understand that such prize funds are not intended to be a basic part of the League and are strictly optional at the request of the players.

League Operators are required by the APA to pay back 100% of such prize funds. The APA recommends prize money be distributed by the point so all teams participating in the prize fund

The League Structure

enjoy its benefits. Prize funds are normally distributed at the end of each session. Teams may be fined all or portions of their prize money for misconduct, bad sportsmanship, or other violations of the standards consistently applied by the League Operator/Board of Governors. All fees must be paid and current in order to be eligible to receive prize money.

- ♦ **Party or Banquet Funds** - The APA does not recommend that party or banquet funds exist. It is too difficult to plan a party or banquet for the number of players and teams anticipated in the League. On the other hand, if a division or group of divisions wish to have a party or banquet, they are certainly welcome to do so. But they are totally responsible for the planning and funding of such an event, and League Management has no responsibility for either planning or funding.
- ♦ **Responsibility** - The APA cannot assume responsibility for local funds; they are collected and managed solely by Local League Management. However, if a problem ever occurs with a local fund, we cannot help you solve the problem unless you contact us at the appropriate time.

Cash or Check? - The APA urges teams to make all League payments by check or money order. Local League Management cannot assume responsibility for cash.

*Local League
Management
cannot assume
responsibility
for cash.*

CALENDAR

There are three sessions during a League year, beginning with the Summer, followed by the Fall, and ending with the Spring Session, followed by the Team Championships.

SCHEDULING

The APA has made a number of schedules available to your League Operator. Not only can the number of teams vary, but also the length of the sessions.

The League Structure

SCORING

Matches are played head-to-head: one team member plays a designated opponent from the other team. There are five individual matches played in each team match. In 8-Ball, every individual match is worth one point. A team can win a maximum of five points in a team match. The points are totaled over the course of a session. The teams with the most points are entitled to compete in post-season play, discussed later in this manual. The team with the most points is not the winner, but is *seeded* in the Playoffs. The winner of the Playoffs is the Division Champion for that session, and also gains eligibility to the Local Level of the National Team Championship.

TROPHIES AND AWARDS

Trophies, plaques or appropriate awards will be awarded to each individual on the Division Championship Team each session. Remember, the Division Champion is the team that wins the Playoffs, not the team with the most points at the end of the regular session.

In some areas, a team trophy may be awarded and kept on display at the Host Location. Annual or seasonal awards may also be given in other categories, such as, most valuable player, most improved player, sportsmanship, and so forth.

LOCAL BYLAWS

This Team Manual covers many of the situations that can and will occur during League play. There are still some subjects that are covered by Local Bylaws, a document put together by your League Operator or Board of Governors. The Local Bylaws include subjects, such as, the procedure for dropping off and picking up scoresheets, penalties for late scoresheets, procedures for registering teams for the next session, specific penalties for a number of disruptive violations, more specific information concerning etiquette and sportsmanship, procedures to be followed by your Board of Governors, trophy and awards policy, explanation of weekly team fees, and inclement weather policy, just to name a few. Make sure you are familiar with the Local Bylaws for your area.

The League Structure

OTHER FORMATS

In addition to the basic 8-Ball team format, the APA sanctions other 8-Ball formats such as Junior Divisions, Super Divisions and 3-Person Team Divisions. Check with your Local League Office for information on the availability of these other formats in your area.

OTHER LEAGUES

In addition to the 8-Ball League, the APA sanctions a 9-Ball League. Check with your Local League Office for information on the availability of the 9-Ball League in your area.

NATIONAL CHAMPIONSHIPS

The APA offers four national championships—the basic 5-person team championship and the singles championship in 8-Ball and—the basic 5-person team championship and the singles championship in 9-Ball. A local League area must meet certain minimum team counts (see Higher Level Tournament Section) in order to qualify to send a team or a player to the championships. In the future, the APA may offer national championships in other formats.

Team Championships - There are two divisions in the 8-Ball Team Championship—an Open division, which is open to gentlemen and ladies; and a Ladies division, which is open to ladies only. The 9-Ball Team Championship consists of an Open division, which is open to gentlemen and ladies. Each year, in each division, a team will be crowned the Team Champion. With the exception of a few rules pertaining to eligibility, the general rules, game rules, and the handicap system you use all year long are used in every round of the Team Championships. The Team Championships consist of two levels: the Local Level and the National Level. The Team Championships begin as soon as possible after the Spring Session finishes. Remember, the League calendar begins with the Summer Session and finishes with the Spring Session, meaning the League year begins in June and finishes the following May. Because the Team Championships consist of two levels, and because of the time required for the players to secure the best and least expensive travel arrangements,

The League Structure

there will usually be about 60 days between the Local Level and the National Level.

- ♦ **The Local Level** - For the convenience of the general membership, the first few rounds of the Team Championships are conducted locally. This Local Level of the Team Championships (called a variety of names, such as: Local Team Championship, Tri-Counties Championship, "Your City"

*Division
Champions
advance to the
Local Level
of the Team
Championships.*

Metro Championship, etc.) is normally be held in late May or early June of each year. Any team that wins a divisional title for any session during the current League year is eligible, provided eligibility requirements are met. If a team should win its division twice in the same year, then the team that came in second the second time becomes eligible. If there are ten divisions playing three sessions a year and they all play year-round, then there would be 30 teams eligible. In large League areas there may be Tri-Cups, Qualifier Cups, etc. to determine who advances. If this applies to your area it will be explained in the Local Bylaws. The number of teams advanced from your area is based upon the total number of teams in your area. The more teams participating in your area, the more teams advance to the National Level. Thus, it is just as easy to advance from an area with 500 teams as it is to advance from an area with 100 teams.

- ♦ **The National Level** - Each year, approximately 60 days after the Local Level has been completed, the APA will conduct the National Level of the Team Championships. Every team that makes it to the National Level is already *in the money*. Exact prize money breakdown, precise tournament dates and sites, and other information is available through the League's magazine, prominently displayed posters at League sites, or by contacting Local League Management or the APA.

The League Structure

Singles Championships - The APA conducts two National Singles Championships each year—the 8-Ball Classic and the 9-Ball Shootout. The 8-Ball Classic tournament is open only to current League members on an active 8-Ball team with at least 10 actual 8-Ball League match scores, and all 10 scores must have occurred within the last two (2) years. The 9-Ball Shootout tournament is open only to current League members on an active 9-Ball team with at least 10 actual 9-Ball League match scores, and all 10 scores must have occurred within the last two (2) years. Players enter with their present skill level for the event in which they are participating. The game rules are the same as those used during regular session play. For the convenience of all members, the 8-Ball Classic and the 9-Ball Shootout are divided into three levels: the Local Level, the Regional Level, and the National Level. The format at the Local Level is generally single elimination and at the Regional and National Levels, modified single elimination. At the Regional and National Levels there are three tiers in each event. The 8-Ball Classic consists of the Blue Tier (SL2s and SL3s), the Yellow Tier (SL4s and SL5s), and the Purple Tier (SL6s and SL7s). The 9-Ball Shootout consists of the Green Tier (SL1s, SL2s and SL3s), the White Tier (SL4s and SL5s), and the Black Tier (SL6s, SL7s, SL8s and SL9s). Winners from each tier advance from the Regional Level to the National Level. At the National Level there will be three champions (one from each tier) in the 8-Ball Classic and three champions (one from each tier) in the 9-Ball Shootout. There is a \$15 entry fee at the Local Level; after you qualify, there are no additional entry fees at the Regional and National Levels. Regional winners receive free travel (from hub cities) and lodging (double occupancy) at the National Level. More information concerning the 8-Ball Classic and the 9-Ball Shootout is available through the League magazine, League posters, Local League Management or the APA.

- ♦ **The Local Level or Local Qualifier** - The Local Level consists of any number of *Local Qualifier* tournaments or *Boards* that take place within the designated qualifying window. Contact your Local League Office for specific times to qualify in your area. The winner of each Local Qualifier is qualified to advance to the Regional Level. Since there are only eight players in a

The League Structure

Local Qualifier and the Local Qualifiers generally take place in a single afternoon or evening, this means you are an *instant winner* after winning only three matches.

Players of all abilities have an excellent opportunity to win a Local Qualifier because the Host Location or Tournament Director may designate the Local Qualifiers for certain skill levels only. Some Local Qualifiers may be open to everyone, while other Local Qualifiers might be open to SL2s and SL3s only. This virtually guarantees that players of all abilities will advance to the Regional tournaments. Local Qualifiers may also be conducted for gentlemen only, ladies only, or *open* (meaning any combination of gentlemen and ladies).

Eligibility information for the 8-Ball Classic and the 9-Ball Shootout is explained in detail on the entry form portion of the tournament board used for Local Qualifiers. If you or your teammates want to enter and are not receiving information concerning Local Qualifiers, contact your Local League Office.

- ♦ **The Regional Level** - The next few rounds of the 8-Ball Classic and the 9-Ball Shootout are conducted at a number of regional sites throughout the country. Participants have the opportunity to advance to the National Level while being seeded with players at or near their own skill level. Most of the Regionals advance quite a few players to the National Level, thus all skill levels are usually represented at the National Level. Trophies are awarded to those who advance. Regionals are usually conducted during October and March.
- ♦ **The National Level** - Approximately 6-8 weeks after the March Regional events, the APA conducts the final rounds of the 8-Ball Classic and the 9-Ball Shootout.

Every participant plays for a combination of prize money and merchandise, and enjoys excellent playing conditions and luxurious accommodations. The 8-Ball Classic and 9-Ball Shootout are *state of the art* events. Look for additional details on League posters and other advertising materials.

SECTION 2

General Rules

The general rules are those rules that govern regular weekly play. These rules cover many of the possible situations that inevitably occur during regular weekly play, except those pertaining to the game rules. Game rules are covered later in this manual. Areas covered here include: forfeits, protest and dispute procedures, grace period, membership requirements, how matches are started, who pays for the tables, sportsmanship issues and many more.

All the rules in this section are the *Official APA Rules* or *School Solution Rules*. They are the result of years of accumulated experience and input from players, Boards and League Operators. Fairness to players of all abilities was the prime consideration for adoption or rejection of a rule or procedure. In consultation with the APA some variances may be allowed, but such variances must be approved by the APA and included in your Local Bylaws to avoid confusion. The general rules are as follows:

1. NO GAMBLING.

2. AGE REQUIREMENTS - You must be at least **21 years of age**. Teams playing underage players may face penalties. Exception: Junior Leagues, if available, have no minimum age restrictions except where local ordinances apply.

3. BYES - Some divisions may start with a bye (**a bye is a missing team**), or a bye may appear in a division because a team dropped out. Concerning scheduling and byes:

General Rules

- a. If a division begins with a bye, League Management has up to the fourth week of play to fill the slot, and make-up matches may be scheduled.
- b. If a team drops out of a division, causing a bye to exist, League Management has two weeks to fill the slot. The incoming team will assume the points of the team that dropped out.
- c. There will never be two byes in a schedule because a new schedule will be issued.

Example: If a second bye should appear in a 10-team schedule, League Management will issue an 8-team schedule with no byes. The new schedule may cause teams to have a different home and away pattern and different match-ups with other teams in the division, so be alert to this possibility.

*3 points
will be
awarded
for all
byes.*

- d. How byes are scored - Assuming no replacement team is found, three (3) points will be awarded for all byes.

4. FORFEITS -

- a. A team match will result in a **forfeit if your player is not at the table and ready to begin within 15 minutes of the appointed time.** *Real Time*, as opposed to *Bar Time*, is the official League time.
- b. Where new teams or new divisions are involved, there shall be some leniency. **You joined to play—not to receive forfeits.** Occasionally a new team misreads or misunderstands the schedule.
- c. A team may begin play with one player present. Upon completion of each individual match, the team must have another player available for play or the remaining match(es) will be forfeited. In other words, **PLAY MUST BE CONTINUOUS ONCE BEGUN.**

General Rules

- d. If both Team Captains agree, a team match may be rescheduled for a different time (forfeit rule not in effect). The League Operator must be notified and give approval.
- e. If your opponent does not have a player present for the next individual match, then a forfeit point is awarded to your team. This point is awarded only if your team has a player present for the match in question. In the event neither team can field a player for the match, the point is not awarded to either team. For example, if one team can field four players and the opposing team can only field three players, only one forfeit point is awarded. The name of the player **present**, his team number and his player number must be written down on the scoresheet and **forfeit** written in place of the opponent's name. The player chosen to receive the forfeit point must not cause the team to violate the **23-Rule/19-Rule**.
- f. If a team finds it necessary to forfeit a point(s), **the forfeit(s) must be the last match(es)**.

Example: If a team knows they will only have four players available for a match, they cannot forfeit the second match because the opposing team put up their *best player*. Besides, there is always a chance the fifth player might show up.
- g. **Both teams must still pay full weekly fees.**
- h. **Deliberate forfeits will not be tolerated.** If the League Operator/Board of Governors is satisfied that the receiving team conspired to receive deliberate forfeit points, then the points would not be counted. Depending upon the situation and evidence, either or both teams would be subject to other penalties.

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5. **PROTESTS AND DISPUTES** - In general, all protests, disputes and complaints to Local League Management **must be made by your Team Captain**. Make sure you go through your Team Captain. Penalty points may be assessed to teams who disrupt League operation by making pointless protest calls to the League Operator or the Local League Office. **Most protests and disputes should be settled immediately through compromise,**

General Rules

common sense, and by referring to this manual. Your Local League Office will publish its hours of operation (typically 10:00 a.m. - 6:00 p.m., Monday - Friday) and may be unavailable to make rulings if your League time is after hours, so solve as many situations as you can on the spot.

The procedure for settling disputes will be as follows:

- a. If a dispute between two teams cannot be resolved by existing rules, the two players and Team Captains will first attempt to resolve the issue by **negotiation and compromise.**

*Disagreements
should be
handled through
compromise,
common sense
and courtesy.*

- b. Remember, the League Operator and the Board (normally not present at the time of dispute) cannot effectively rule on a *good hit/bad hit* situation or other similar occurrences. Therefore, it is up to the two players and the two Team Captains involved to make every effort to settle the issue immediately. Frequently, disputes are settled by replaying the game or the flip of a coin. It is essential all parties concerned display good sportsmanship and conduct during the dispute itself. Poor sportsmanship or abusive behavior may cause the team that *wins* the dispute to face more serious consequences when the Board rules on the sportsmanship issues. Teams consistently involved in disputes may incur penalties ranging from point deductions to suspension or termination.

In general, disputed *flip of a coin* type game rulings would favor the *shooting team* rather than the *sitting team*. The APA wishes that games be decided by shooting rather than by reading. Only a clear violation would go against the shooting team.

Example: The shooting player makes a shot where the hit (good or bad) is questionable and both teams feel their ruling is correct. **The call should go to the shooter.**

In the example above, the sitting team should have protected itself by stopping the game prior to the shot and getting a third party, not on either team, to watch the shot. Now the sitting team is on an even level with the shooting team and the shooter must be very careful with the shot. It is usually easy to see when your opponent is going to face a *close* situation. Your opponent is required to stop if you want the shot watched.

- c. **Once both teams have agreed to replay a game, no protest may be filed at a later time concerning the game issues.** You cannot agree to a situation with the idea that if you win, it's okay; and if you lose, you are going to protest anyway.
- d. **In the event the Team Captains cannot settle the dispute,** they will both submit a **written protest to the League Operator.** This protest will describe the circumstances involved and will be submitted along with a **\$25 protest fee from each team.** The League Operator may rule on the protest/dispute or may pass it along to the Board of Governors. **The decision of the League Operator or the Board is final and the loser of the protest will forfeit their \$25. The winner is reimbursed.**
- e. Once the League Office has received your scoresheet, it is too late to protest. Know the rules and review the match before sending in your scoresheet.

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- 6. CONCERNING TEAMS THAT DROP OUT** - Because it is particularly disruptive to the League for teams to drop out during mid-session, the following policy will be observed. A team that drops out during a session **will be required to pay** all past dues, the balance of all dues they would have owed had they completed the session, plus two weeks fees deposit (which will be applied to the final weeks of the session) before they would be allowed to rejoin the League. A player who was on such a team and who wishes to rejoin the League as an individual must first pay his share before being reinstated.

General Rules

7. ORDER OF PLAY OR HOW IT IS DECIDED WHO PLAYS FIRST - Team Captains flip a coin to decide who must declare the first player. Winner of the toss has the choice of declaring first or having the opposing Team Captain choose first. Whoever chooses first for the first match chooses second for the second match, first for the third match, etc.

8. VERIFICATION OF IDENTITY - Your opponent has every right to request proof of identity from you and your teammates. **Positive identification is a picture I.D., for example, a photograph on a valid driver's license.** If identification is not adequate, play the match and file a protest. Give your League Office plenty of time to settle the matter. The penalty for falsifying a player on your roster will be suspension and/or disqualification of each member of that team.

9. WHO PAYS FOR THE GAMES -

Although it can be accomplished in more than one way, **both teams** shall pay equally for table use during the match. *Loser pays* is not acceptable unless both players agree. **This rule cannot be altered by Local By-laws or Local League Management.**

The table cost is shared equally.

- a. On coin-operated tables** - A quantity of quarters could be jointly purchased by both teams and placed as conveniently as possible near the coin mechanism. Both teams could then use the quarters for the match. More could be jointly purchased if the initial amount runs out. If there are any quarters left when the match is over, they would be distributed equally to each team.
 - b. On time tables** - On tables where the proprietor charges by the hour, the total charge would be divided between the two teams.
-

10. SPLITTING MATCHES - Normally, a team match is played on only one table. Occasionally, lengthy matches make it logical to

put a second table in action, if one is available. So, if the fourth match has not started by *official League time plus two hours*, then it would begin on the second table. The fifth match would then be played on whichever table becomes available first. A team is subject to penalty if an *available* table is made *unavailable* for a **splitting matches** situation and it is later determined they, in any way, caused it to be *unavailable* or resisted using the second table. **Splitting matches** is waived if both teams want to continue on one table.

11. COACHING - As is the case in many sports, coaching is both logical and reasonable. Coaching gives the more advanced players a chance to help the newer players with their game under competitive circumstances. Coaching is defined as giving advice to your teammate during his turn at the table. **Some examples of what is considered coaching** are: giving advice as to which ball to shoot, where to leave the cue ball, whether to shoot soft or hard, or whether or not to use *english*. **These types of comments are considered coaching because they relate to the game situation.**

Some examples of what is *not* considered coaching are telling a player which category of balls is his, reminding him to chalk up or to mark the pocket when shooting the 8-ball, or telling a player a foul has occurred. Comments such as “good hit” or “nice shot” or answering a player’s question concerning rules is not considered coaching. Any comments made to a player when it is not his turn at the table are not considered coaching.

Obviously, judgments will have to be made. Play it safe—when your opponent finishes his turn, do not continue talking to your teammates. Go to the table to begin your turn. Be courteous to your opponent. **Observe the following coaching guidelines:**

- a. The Team Captain may be the coach or may appoint any other member of the team to be the coach. The opposing Team Captain must be notified as to who the coach is if it is not the team's captain. Once appointed, the coach cannot be changed until the next individual match, unless the designated coach has to leave the match site.

General Rules

- b. So that coaching does not cause excessive delays in the progress of a match, players with skill levels of 4 and up may receive one coaching per game, and players with skill levels of 2 or 3 and *nonrated* players may receive two coachings per game. Mark the coachings (also called time-outs) on the scoresheet to avoid confusion. In any event, **taking too many coachings will not be considered a violation of the rules, although consistent attempts to take too many coachings may result in a sportsmanship violation.** It is up to you to notify your opponent if he is taking a coaching he does not have coming. Disagreements are handled just as any other protest or dispute.
- c. Only the **coach or the shooter** of the shooting team **may call** for a *time-out*. **In order to avoid confusion, say it loudly and clearly enough for all to hear.**
- d. Coaching periods should not exceed one minute. Repeated complaints against offenders could lead to penalties—look it over and make a decision.
- e. During his turn at the table, the shooter may discuss strategy only with his coach. A shooter receiving advice regarding game strategy from a fellow player, besides his coach, has committed a foul. A coach may get a group consensus from the other players on his team and pass it on to the shooter, but only the coach may pass it on.
- f. Coaches may place the cue ball for a player in a *ball-in-hand* situation during a time-out. Coaches may not mark the playing surface of the table, or guide the shooter's cue. The coach must leave the playing area before the shooter attempts the shot.
- g. Avoid disputes. When your opponent's turn is over, go to the table and begin your turn. Do not sit and talk with your teammates, because your opponent may think you are being coached.

Only the coach or the shooter may call for a time-out.

12. ADDING/DROPPING PLAYERS - New players may be **added** to your roster at any time **during the first four weeks** of the session. For an added player to participate in a League match, the opposing Team Captain **must** be notified that you are adding or dropping a player before the team match begins. To add a player to your roster, simply write the word ***add*** and the player's name (next to the other names) on your copy of the weekly scoresheet. **Gentlemen without a handicap (*nonrated*) will play their first match as a skill level 4; ladies will play their first match as a skill level 3 in the Open and Ladies Division.** If the new player participates in another APA League area or is an ex-League player, the Team Captain must contact the League Office in advance to obtain his most current skill level before allowing him to play. If you play him without doing so, be sure he plays at his most current skill level. If he plays at a lower rating, his match will be considered forfeited. Once a team has entered Higher Level Tournament play and it is discovered that a transfer player or an ex-League player was allowed to participate on the team during regular session play at a skill level lower than his most current rating, the team is subject to disqualification, even if the player in question reestablished his rating by that time.

Players may, with approval from the League Office, be dropped at any time during the session and should be dropped if they become unreliable or cause problems in the League. To request that the League Office drop a player, simply draw a line through his name on your scoresheet and mark ***drop***. Remember, new players may be added only during the first four weeks of the session. Exception: New players may be added after the fourth week, but only with prior approval from the League Office. If you have a problem with a player, drop and replace him during the first four weeks, if possible. **Eligible** (meaning qualified for the Team Championships) **teams may not, during the Spring Session, drop players from their roster after the fourth week of play. This is a National Championship rule.** Players who are ineligible to participate in Higher Level Tournaments will be dropped from the roster by Local League Management prior to the Local Team Championship.

General Rules

13. CLOSING TEAM ROSTERS -

No player may join a team after the fourth week. No player may play without a handicap after the seventh week.

Exception: Players may be added to a team after the fourth week, but only with prior approval from the League Office.

Additions must be approved by the League Office prior to play. If this exception were not allowed, some teams would be forced to quit, leaving byes in the schedule. Teams do not join this League to get forfeits; they join because they want to play. The APA appreciates your understanding of this exception.

This exception cannot be used by eligible (qualified for the Team Championships) teams during the Spring Session.

Eligible team's rosters are locked and may not be altered unless the team elects to give up their eligibility.

The Spring Session roster of eligible teams cannot be changed.

14. EVERY PLAYER MUST BE A CURRENT APA MEMBER -

You must have an up-to-date APA membership card. **Any team that allows a player to play without a current APA card will receive zero points for the week or weeks involved.** Their opponent will receive only those points they win plus the point(s) involving the illegal player(s). The League Operator will remove players from the roster who have not paid their membership fee by the end of the fourth week. **It is the Team Captain's responsibility to make sure all team members have paid their renewal or submitted a completed membership application along with the required fees by the first week they play. If a player has not played by the fourth week, his fees must be paid then, or he will be dropped.** A player who has paid, but has not yet received his or her membership card, is eligible. The League Operator is the only person qualified to determine the

Your team will receive zero points if unpaid team members play.

General Rules

status of a player's membership, so play all matches and check later.

- 15. NEW PLAYERS** - A membership application along with the annual APA membership fee must be received with the team scoresheet when a new player shoots. **Captains, have your new players fill out their applications and pay you their fees before they play.**

New players must pay their membership fee before they play.

Note: The skill levels of new players sometimes do not reflect their true ability due to the lack of scores. For the same reason, the skill levels of new players sometimes move around a little during the first few weeks. Please allow for this and hold your complaints concerning new players for a few weeks.

- 16. KEEP YOUR MEMBERSHIP CARD** - You must produce proof of current APA membership in order to receive trophies or other APA awards and member discounts.
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- 17. CONCERNING RENEWALS** - Renewal notices will be circulated to all teams at the end of the Fall Session, during Spring Team Captains meetings or during the first week of Spring Session play. Teams with players on their rosters who are unavailable to renew are advised to renew for them because the League Operator will drop any member from the team roster who has not renewed by the end of the fourth week of play.
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- 18. YOU MAY NOT CHANGE TEAMS** within a division during a session unless approved by the League Operator, and then only during the first four weeks and only once.

General Rules

19. YOU MAY APPEAR ON A DIVISION ROSTER IN ONLY ONE PLACE. You may not play for more than one team in the same division.

20. YOU MAY PLAY ONLY ONCE in a team match.

21. TEAMS MAY NOT CHANGE HOME LOCATIONS DURING A SESSION unless the location closes, the location requests it, or the League Operator approves the move.

22. THE LEAGUE OPERATOR MAY ASSIGN SKILL LEVELS. A League Operator is authorized to assign special skill levels and lowest attainables to those players who are attempting to manipulate their handicaps by *sandbagging*, or to a new player who is a *known* highly-skilled player.

23. SANDBAGGING - The APA does not intend to cover in this manual every possible way that someone may try to cheat the system. However, we would like to address some of the more common practices here. *Intentionally* missing shots for the purpose of increasing innings and holding your skill level down to gain an unfair advantage over your opponent is

Skill levels of all team members should reflect their true ability.

cheating! Team Captains are asked to report sandbagging to either the League Operator or their local Division Representative, who in turn may contact other Team Captains to help determine the validity of the complaint. If you sandbag, you may be penalized by being assigned a skill level much higher than your true ability or have your membership suspended or revoked.

Please list and describe in detail, on a separate piece of paper, any intentional *nonperformance* activity by a player. This information will allow Local Management to make an accurate determination as to whether a player is trying to hold his

skill level down! If a player does not wish to compete fairly in our handicap League, his membership is in jeopardy. **All sandbagging complaints must be made in writing!**

Mark any shots that you feel are *defensive shots* in the appropriate *defensive shots* column of the scoresheet. Both scoresheets must be signed, even if you disagree on the number of defensive shots. The League Office will decide which scoresheet to use for data processing.

Get into the habit of calling all safeties and intentionally missed shots so there will be fewer discrepancies on the two scoresheets! **Play honest! Don't pad innings!**

If you are found guilty of intentionally shooting the 8-ball in out-of-turn to raise your opponent's rating, you will be strongly disciplined by League Management. **If you feel another player is cheating, let your League Office know. They will take appropriate action.**

Teams guilty of *conspiring to cheat the system* by counting innings, coaching their players to miss shots or lose games, or in any other way as determined by Local League Management, will be penalized.

The determination of whether a player is playing at a skill level below his or her true ability or a team is conspiring to cheat the system is necessarily subjective; the League Operator may make such a determination and assess penalties in his/her sole judgment and absolute discretion.

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- 24. MAKE SURE YOU KEEP SCORE PROPERLY** - Refer to the section "How to Keep Score" later in this manual for complete instructions. Make sure you keep score properly, especially in the areas of marking *innings* and *defensive shots*. Your scoresheet will not always agree with your opponent's in these two categories. You keep your score and let your opponent keep his. Penalties will be assessed to teams that:

*Proper
scorekeeping
combats
sandbagging.*

General Rules

- a. Try to *negotiate* more innings with their opponent; or
- b. Coach their players to miss shots, thus running up their innings. (You can foil their efforts by marking all these *deliberate misses* in the *defensive shots* block of the scoresheet); or
- c. Make any suggestions that are contrary to proper scorekeeping procedures. Please report any team you believe violates scorekeeping procedures.

25. A CAUTION AGAINST HANDICAP MANIPULATION -

This rule also concerns the deliberate manipulation of skill levels. The League Operator or the Board of Governors has the option to disqualify a team from becoming eligible for Session Playoffs and Higher Level Tournaments, or receiving trophies as a result of their play in a session, if in the League Operator's or Board of Governors' sole judgment and absolute discretion, one or more of its players are deemed to be playing at a skill level below their true ability.

The League Operator and/or BOG should exercise this option no later than 15 days after the Session Playoff finals. Make sure the skill levels of all team members reflect their true ability. If you think a teammate's skill level is too low for any reason, simply call the League Office and ask them to raise the player's skill level appropriately.

26. LOWEST ATTAINABLE RULE -

Once you have **10 League matches** on record or you have been assigned a skill level (therefore, an established skill level), **you will not be allowed to drop more than one skill level**, except for the rare instances of physical disability or other extreme circumstances which might permanently change your true ability. This is known as the *lowest attainable* rule.

27. NATIONAL LOWEST ATTAINABLE RULE -

In general, players who have participated in a **National Singles** or **National Team Championship** on the Regional or National Level will

have their *lowest attainables* raised to the highest exit skill level they attained during any one of these championships. The APA maintains a permanent record of players who have participated in Regional and National events. Some exceptions may be made, but only if Local League Management specifically appeals an individual's lowest attainable. Those appeals properly justified will be granted. The only standard exception would be former male SL2s who were automatically raised to SL3s as described in the Higher Level Tournament Section. In that instance, Local League Management still needs to make the appeal, but no justification would be necessary.

28. ENJOY YOURSELF, DO NOT WORRY ABOUT THE

HANDICAP SYSTEM - This League is intended for the pleasure of all APA members. *The*

Equalizer® handicap system is designed to give each member a good chance to win matches and must therefore be protected. Occasionally

it becomes obvious that a member is abusing the system by missing shot after shot while attempting at the same time to maintain control of the match. There are many *anti-sandbagging* measures within the League system, but devious play is still disruptive in nature and repeated complaints against teams or members may result in warnings and, if continued, cancellation of membership. Simply play the game and let the system do its job.

*Simply play
the game and
let the system
do its job.*

29. TEAM SKILL LIMIT RULE IN OPEN DIVISION PLAY -

23-RULE - The total of the skill levels of the five players fielded in any team match cannot exceed 23. A team playing fewer than five matches must show that it would not have exceeded 23 if the five matches had been played. **Any team that violates the 23-Rule forfeits all the points it won during that team**

*5 players
fielded in any
team match
cannot
exceed 23.*

General Rules

match and the opposing team will receive those points.

Example: A team may play four players whose skill levels total 21 only if one of the players who is listed on the roster and did not show up is a SL2. Obviously, they are forfeiting the fifth point. If their lowest player who did not show up is a SL3, then the other four that played cannot exceed 20. If a team shows up with only three players, then they may total 19 only if there are two SL2s who did not show up and are listed on the roster. If the lowest two who did not show up are, for example, a SL3 and a SL4 (totaling 7) then the three who play cannot exceed 16.

During Session Playoffs and all levels of Team Championship play, the 23-Rule is still in force. It is not permissible for a team to lead off with three SL7s with the idea of winning the first three matches and forfeiting the team match if one of them loses. **A team must show that if the team match had gone the full five individual matches they could have stayed within the 23-Rule.** It is permissible for a team to count someone who is on the roster but not present at the match site. In other words, a team may plan on using a SL2 even if the player is not present at the match site. The team would have to forfeit the fifth point, but the advantage they gain is the right to play a higher skill level player earlier in the match. And there is always the chance the player who didn't show up might have shown up.

When forming a new team, team members should exercise caution regarding the number of highly skilled players they recruit. If the team improves to where it can **no longer comply with the 23-Rule, then it must play four players whose combined skill levels do not exceed 19, and forfeit the fifth match.** If a team's skill levels elevate to the point where the skill levels of the lowest four players on the roster exceed 19, then they can play three players to 15. No team will be allowed to add a player to the roster for **23-Rule** purposes after the **fourth** week of play without prior approval from the League Office.

***Nonrated* gentlemen playing for the first time (meaning they have not established a skill level yet) will play their first match as a SL4; *nonrated* ladies will play their first match as a SL3.**

A violation of the 23-Rule has officially occurred when the balls are broken in the individual match that causes the violation. If your opponent violates the 23-Rule, make a note to that effect on the scoresheet, and notify the opposing Team Captain. On the other hand, if the notation (protest) is not on the scoresheet when received by the League Office, it is too late to protest. Get into the habit of checking.

EXAMPLES:

Legal	Illegal
76532 = 23	77655 = 30
66632 = 23	76653 = 27
54326 = 20	66543 = 24

30. TEAM SKILL LIMIT RULE IN LADIES DIVISION PLAY-

19-RULE - The Ladies Division will follow all the rules of the *Open Division* except the following:

The total of the skill levels of the five players fielded in any team match cannot exceed 19. A team playing fewer than five matches must show that it would not have exceeded 19 if the five matches had been played. **Any team that violates the 19-Rule forfeits all the points it won during that team match and the opposing team will receive those points.**

5 players fielded in any team match cannot exceed 19.

Example: A team may play four players whose skill levels total 17 only if one of the players who is listed on the roster and did not show up is a SL2. Obviously, they are forfeiting the fifth point. If their lowest player who did not show up is a SL3, then the other four that played cannot exceed 16. If a team shows up with only three players, then they may total 15 only if there are two SL2s who did not show up and are listed on the roster. If the lowest two who did not show up are, for example, a SL3 and a SL4 (totaling 7) then the three who play cannot exceed 12.

During Session Playoffs and all levels of Team Championship play, the 19-Rule is still in force. It is not permissible for a team

General Rules

to lead off with three SL6s with the idea of winning the first three matches and forfeiting the team match if one of them loses. **A team must show that if the team match had gone the full five individual matches they could have stayed within the 19-Rule.** It is permissible for a team to count someone who is on the roster but not present at the match site. In other words, a team may plan on using a SL2 even if she is not present at the match site. The team would have to forfeit the fifth point, but the advantage they gain is the right to play a higher skill level player earlier in the match. And there is always the chance the player that didn't show up might have shown up.

When forming a new team, team members should exercise caution regarding the number of highly skilled players they recruit. If the team improves to where it can **no longer comply with the 19-Rule, then it must play four players whose combined skill levels do not exceed 16, and forfeit the fifth match.** If a team's skill levels elevate to the point where the skill levels of the lowest four players on the roster exceed 16, then they can play three players to 13. No team will be allowed to add a player to the roster for **19-Rule** purposes after the **fourth** week of play without prior approval from the League Office.

Nonrated ladies playing for the first time (meaning they have not established a skill level yet) will play their first match as a SL3.

A violation of the 19-Rule has officially occurred when the balls are broken in the individual match that causes the violation. If your opponent violates the **19-Rule**, make a note to that effect on the scoresheet, and notify the opposing Team Captain. On the other hand, if the notation (protest) is not on the scoresheet when received by the League Office, it is too late to protest. Get into the habit of checking.

EXAMPLES:

Legal	Illegal
65422 = 19	65433 = 21
55522 = 19	55442 = 20
55432 = 19	65432 = 20

31. SESSION PLAYOFFS - At the end of each session there is a playoff in each division among the top finishing teams. The team that wins the Playoffs wins the trophies and the division title for that session, and gains eligibility into the Local Level of the Team Championships. A team does not win the division title and eligibility by winning the most points during the session. Those points only gain you a slot in the Playoffs. The Playoffs will normally take place during the break between sessions, and **full weekly fees will be collected.**

In each division, the top three finishing teams plus a wild card team will be in the Session Playoffs. During the semifinals, the first place team plays the wild card team and the second place team plays the third place team. In the finals, the two semifinal winners play each other to decide who the division champion will be.

Session Playoff site selection will be made at or prior to the Team Captains meeting at the beginning of the session and will be indicated on the schedule. It is possible a playoff match will be at a neutral location, or it is possible the playoff site might be at the home of either or both of the teams involved.

How the Wild Card Team Is Selected - After the final week of play, the League Operator or his designated representative, in the presence of witnesses, will conduct the wild card draw. Those teams not making the Playoffs are eligible for the draw unless they gave up more than five forfeit points during the course of the session, are not current with all League fees, or are judged ineligible by the League Operator for some other reason.

Tie-breaking Procedures - It will happen quite often that two teams will finish a session tied for a position. The following tie-breaking procedures are similar to those used in other sports organizations, and will be used to decide which team is ahead of the other. In some cases, these procedures may only dictate the difference between first and second place which is not so important because both teams will still make the Playoffs. In other cases, however, they will decide the more drastic situation of one team making the Playoffs and the other not making the Playoffs.

General Rules

- ♦ **If two teams are tied** - Break the tie by letting their records against each other during regular session play decide the issue. If they played twice and the result is still a tie, then only consider how they did against each other the last time they played.

Example: Teams #6 and #10 finish tied for 3rd Place.

These two teams played each other twice during the session as follows:

1st Match: Team #6 won 3-2

2nd Match: Team #10 won 4-1

Team #6 totaled four points, while Team #10 totaled six points. Team #10 is the declared winner of third place.

Had Team #6 won the first match by 4-1, thus giving both teams a total of five points, Team #10 still would have won since they won the LAST (second) match.

- ♦ **If three or more teams are tied** - Break the tie by matching the teams against each other according to which teams involved met first during the session. After the matching-up, proceed as described above to determine a winner and then match the winner against the other team in the tie as described above.

Example: Teams #2, #5, and #10 all tied for 3rd Place in a session. Looking back in the schedule, none of them met in the first week of play. Team #2 played Team #10 in the second week, so their tie is broken (as described previously), and the winner is matched against Team #5. The winning team advances to the Playoffs. The losers would be placed in the wild card draw.

All the rules governing regular session play are enforced for the Session Playoffs. Pay special attention to the **23/19-Rule** as it pertains to Playoffs. There is a paragraph in those rules that specifically governs Playoffs. In Playoffs, it is sometimes not necessary to play all five matches. The first team to win three points has already won the match, so if a team wins the first three points there is no need to go on and play the fourth and fifth matches. If, after four matches, the team match is tied 2-2

and neither team can field a fifth player, the team that was ahead 2-1 after three matches would be declared the winner.

For a player to participate in Session Playoffs, he must have played at least four times with that team during the session. If an ineligible player is chosen to play, then a violation of this rule officially occurs when the **balls are broken** in that player's match.

The ineligible player forfeits the point and the teams go on to the next player match. The skill levels of both players count towards the **23-Rule** for that match. On the other hand, once the team match is over and either team has left the match site, or the scoresheets are signed by both Team Captains, the match will stand as played, even if an ineligible player(s) has competed. The official APA software program prominently displays the number of matches each player has played on the weekly score-sheet, making it easy to enforce this rule. **Byes and forfeits do not count as matches played.** A team with an ineligible player(s) on its roster may *use* that ineligible player for **23-Rule/19-Rule** purposes as the last match(es), but cannot actually play him.

To participate in Playoffs you must play at least four times with your team during the session.

Example: A team may play four players totaling 21 even if the only remaining SL2 on their roster is ineligible to play in the Playoffs. Obviously, if the team match went to the fifth individual match, they would have to forfeit the fifth point since the ineligible player cannot actually play. That ineligible player still helped them because it allowed them to play four players that totaled 21; whereas, if the next lowest player on their roster that did not play was a SL3, then they would not have been able to play the four players that totaled 21.

32. NO PROFESSIONAL PLAYERS ALLOWED - This League is intended for amateurs, and the APA reserves the right to reject or cancel the memberships of those individuals whom the APA

General Rules

deems to be professionals. The APA has a variety of criteria for determining professional or amateur status. They include a touring (tournament) membership in any men's or women's professional billiards organization, winning tour points from any of those organizations, being a nationally known *money player* (a judgment call), or otherwise being recognized as a billiards professional, billiards celebrity or entertainer (noted performers of exhibitions, retired professionals, etc.). The APA reserves the right to rule on the amateur/professional status of any member, and we may consider all, some, or none of the above criteria. Just remember, if you enter a professional event, perform exhibitions, or otherwise behave as a professional, you risk your amateur standing in the association.

Locally, the League Operator and/or the Board of Governors has the option of disallowing participation by an individual who has consistently demonstrated professional characteristics. An individual who is a known *money player* and is perceived by the League Operator/Board of Governors to make a substantial portion of his living playing pool, rather than having other employment, could fall into this category. An individual who gives exhibitions or lessons for money may fall into this category. A *highly skilled* individual who is employed as a manager/assistant manager of a billiard room may be categorized as a *house pro* and could be ineligible for amateur play. The APA does not wish League Operators/Boards of Governors to disallow participation based strictly on ability. There are many skilled amateurs and they are welcome to play in the League.

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- 33. EQUIPMENT** - In general, any piece of equipment designed specifically for pocket billiards, with the exception of jump cues, is acceptable in APA League play. Special equipment, such as bridges and cue extenders, are legal. A player may use one cue stick for breaking and a different cue stick for shooting. During the course of a game a player may not change cue sticks or shafts unless their cue becomes damaged. A player can change shafts or cue sticks between games, but once he has made a shot in a game he must continue playing with that cue stick until that game is over. Jump shots are legal, when executed properly (see

JUMP SHOTS described in Definitions), but such shots must be attempted using your regular game cue. Those cues especially designed for jump shots **MAY NOT** be used in competition. Players are not allowed to break their cues down to attempt jump shots.

34. PLAYERS RECEIVING INCENTIVES - It is contrary to the best interest of the League and it leans toward professionalism for members to solicit or accept incentives to play for a location or for a team. Teams or players may face disqualification for soliciting such incentives. Incentives include, but are not limited to:

- ◆ free drinks
- ◆ free table usage
- ◆ payment of all or part of League fees

If a Host Location offers the same benefit to all members participating out of that location, it is probably acceptable. Special deals to just a few highly skilled players are not acceptable.

35. SPORTSMANSHIP - Good sportsmanship is essential in pocket billiards as in any sport. Repeated complaints against you can lead to cancellation of your membership in the APA. In addition, if you disrupt the League by consistently arguing and disagreeing with League rules, rulings and policies you may face loss of membership.

36. RULES ARE SUBJECT TO CHANGE - Due to the ever-changing nature of sports and the situations that can and do occur, the APA reserves the right to make rulings and rule modifications as necessary and at any time. Any rule changes will be sent to your League Operator and will be made available to all members through posted bulletins, Team Captains meetings and/or will be published in *The American Poolplayer* magazine.

General Rules

37. APA IS HIGHEST AUTHORITY - The American Poolplayers Association is the highest authority concerning all League rulings.

38. APPEALS - Your League Operator automatically reviews all disciplinary actions of any BOG established in your area and would notify you or your Team Captain of his or her decision. If you wish to appeal disciplinary action taken by Local League Management to the APA, you may do so. To appeal, you must send a written notice to APA addressed to the APA Appeals Committee at the address on the back of this manual. The notice must state the disciplinary action taken and why APA should review the decision of Local League Management. The APA has the sole authority and absolute discretion to act on the matter and its decision shall be final.

General Rules

Note: The APA does not, nor does it authorize its League Operators or their employees, to discriminate against any individual based on race, creed, religion, sex, sexual preference, or any other criteria related to discrimination that has been established by the Federal Government. All individuals who meet the minimum age requirements are eligible for APA membership, are eligible to take advantage of APA membership benefits, and are eligible to participate in APA programs unless they have violated rules that are specifically detailed in this *Team Manual*.

Understanding that APA's most popular programs involve teams, it is logical to assume the APA cannot dictate the composition of each team. Teams are typically made up of friends, relatives and/or co-workers and neither the APA, nor its League Operators, nor their employees, have the authority to guarantee any individual that he or she can be on any particular team. That is the players' choice.

Please understand that APA team play typically takes place in public locations, such as billiard rooms, taverns and clubs. The APA cannot force a team to participate in a location where the members of that team feel uncomfortable. The APA and its League Operators will exert best efforts to promote harmony, security, and satisfaction among APA members as related to the composition of teams and the types of establishments they participate in.

8-Ball Game Rules

SECTION 3

8-Ball Game Rules

GENERAL DESCRIPTION - 8-Ball is played with a cue ball and a normal rack of fifteen (15) object balls. The primary purpose of this game is for one player to pocket the solid balls numbered from 1 to 7 or the striped balls numbered from 9 to 15, and then marking and pocketing the 8-ball before his opponent. Choice of balls to be pocketed is made by the player legally pocketing the first ball of the game.

For example, if the first ball pocketed in the game is the 3-ball, then the player must pocket the rest of the balls from 1 to 7 while the opposing player attempts to pocket all the balls from 9 to 15. The turn passes from one player to the next whenever the shooter fails to pocket a ball of his category or fouls. A player legally pocketing a ball of his category must continue to shoot. Winner of the game is the player pocketing his numerical group of balls first, followed by legally pocketing the 8-ball. The 8-ball must be pocketed in a marked pocket.

-
- 1. LAGGING** - Players lag (see **LAG** described in Definitions) to see who wins the first break. If the lagged balls make contact during the lag, lag over. The winner of the lag breaks in the first game and from that point on the winner of each game breaks in the next game.
 - 2. RACKING** - All balls should be frozen (touching) as tightly as possible. Balls are racked with the front ball on the foot spot and the 8-ball in the center of the triangle. The breaking player may request and receive a rerack.
-

8-Ball Game Rules

- 3. BREAKING** - Players must break from behind the head string. To be a legal break, the head ball or second ball must be struck first and at least four object balls must be driven to the rails or a ball must be pocketed. The cue ball may not be shot into a rail before the rack. An attempt to break does not count unless the rack is broken as above. Otherwise, the balls are reracked and rebroken by the same player. A game not legally broken, but resulting in a scratch or a foul, will be reracked and broken by the opposite player. **THE RACK MUST BE STRUCK BEFORE A FOUL CAN OCCUR.** Breaking *safe* or *soft* is not allowed. The League Operator may make judgments and issue penalties to teams and players who are not breaking hard. Breaking just hard enough to comply with this rule is not a guarantee against penalties. Remember, break as hard as you can with control.
-
- 4. AFTER THE BREAK** - Various circumstances can occur upon completion of the break. They are:
- a. A foul on the break will result in ***ball-in-hand*** behind the head string and the incoming player has an open table as defined in "4e." The incoming player may then shoot at any ball that is outside the head string. Outside the head string is determined by aligning the middle or base of the ball with the imaginary line (head string) between the centers of the two appropriate diamonds (see Diagram of Table).
- If an object ball is dead center on the head string, or ***out***, then it is playable. If it is ***in***, the ball is not playable. If the two players cannot agree on an object ball being ***in*** or ***out***, then a third party is consulted for an opinion. If a third party is consulted, his opinion is final. If no third party is available or agreed upon, then a flip of a coin will decide the issue.
- The cue ball must be ***in*** as described above before play can begin. It is up to the opponent to check to be sure the cue ball is ***in*** before it is shot. This is not a foul; no penalty may be assessed. If the cue ball is ***out***, the shooter must place the cue ball behind the head string. To refuse and shoot anyway would be considered a sportsmanship violation to be reported to the League Office.

8-Ball Game Rules

- b. No balls are pocketed and it is the other player's turn.
- c. The 8-ball is pocketed. This is a win unless the player scratches, in which case he loses.
- d. One ball is pocketed. As an example, the 3-ball; now it is still the breaker's turn and he is shooting low balls (*solids*).
- e. One ball of each category is pocketed (for example, the 6-ball and the 12-ball). Now the breaker has his choice. He may shoot at either category. He may shoot any ball, except the 8-ball, and anything that goes in would count. If he were to make one of each category on his second shot, he would still have an *open table* and the same choice as after the break. If he were to miss or foul on his second shot, his opponent would have an *open table*. If the opponent then shoots and makes a ball, but also fouls on the shot, it is still an *open table*. *Open table* means a player can shoot a combination involving a stripe and a solid and whichever he makes, without committing a foul, would be his category.

Example: If a player has an *open table*, and he shoots the 6-ball into the 10-ball, and the 10-ball goes in the pocket, he has high balls (*stripes*) and must strike the high balls first from that point on.

- f. If two balls of one category and one ball of the other category are pocketed (for example, the 3-ball, the 6-ball, and the 10-ball) it is the shooter's choice just as in "4e" above.
- g. Occasionally it occurs after the break, or anytime during the game for that matter, that a player mistakenly starts shooting the wrong category of balls. Although it is sportsmanlike for the sitting player to remind the shooting player that he is about to foul by shooting the wrong category of balls, it is not a requirement for him to do so. Once the shooter has hit the wrong category of balls, the foul has occurred whether the ball is pocketed or not. If the ball is pocketed, it is permissible, though not recommended, that the sitting player allow the shooting player to continue shooting his balls in until he feels inclined to call the foul. The shooting player can escape penalty by quietly realizing his error and return-

8-Ball Game Rules

ing to shoot the correct category of balls and legally contacting one of them before his opponent calls a foul, or by finishing off the wrong category of balls and legally contacting the 8-ball prior to his opponent calling a foul. In other words, the sitting player must call the foul before the shooter returns to the correct category and legally contacts one, or before the shooter pockets the remaining balls of the wrong category and legally contacts the 8-ball. Before any foul has occurred, the shooter also may avoid penalty by asking the sitting player which category of balls he has. The sitting player must tell him the truth.

5. COMBINATION SHOTS - Combination shots are legal, but striking the correct ball first is required except in the *open table* situation. **The 8-ball is not neutral.** A player is credited with all balls he legally pockets. When a player does not pocket one of his balls, but pockets an opponent's ball, he loses his turn. The opponent gets credit for the pocketed ball. No pocketed ball is ever spotted.

6. BALLS ON THE FLOOR - If the 8-ball is knocked on the floor, it is loss of game. Other object balls that get knocked on the floor will be spotted. If the spot is taken, then the ball would be placed on a line directly behind the spot as close to the spot as possible. Knocking a ball other than the cue ball on the floor is not a foul. It might occur that a player pockets his ball while simultaneously knocking some other ball on the floor. In this situation, it is still his turn and the ball is not spotted until he misses. If the ball on the floor is one of the shooter's balls, then it is spotted when the shooter has pocketed all of his other balls or misses.

7. POCKETED BALLS - Balls must remain in a pocket to be legal. If a ball goes in a pocket, but bounces back onto the playing surface, it is not considered pocketed. If it is the 8-ball, it is not to be considered as either a win or a loss. If it is the cue ball, it is not to be considered a scratch.

8-Ball Game Rules

Note 1: If a ball which has been *hanging* in a pocket for more than a few seconds suddenly falls in, it is to be placed back on the table where it was originally sitting. Once a ball has *stopped* all motion, it cannot move again without outside forces affecting it. So, if it falls in a pocket, it is to be placed back on the table where it was before it fell.

Note 2: It occasionally happens on tables with small pockets that two balls become jammed in a pocket and are leaning over the edge of the slate to some degree. They are *off* the playing surface and are pocketed. Drop them in and resume playing the game unless the pocketing ends the game (8-ball or cue ball scratch when shooting the 8-ball).

-
- 8. ONE FOOT ON THE FLOOR** - At least one foot must be on the floor at all times while shooting if a bridge is present. There is no foul—simply stop the shooter and hand him the bridge. League Management cannot guarantee the presence of bridges, and some Host Locations do not have them. If a bridge is not available, house rules prevail.

-
- 9. FOULS** - If any of the following fouls are committed, the penalty is *ball-in-hand* for the incoming player. Make certain you have *ball-in-hand* before you touch the cue ball. Confirm it with your opponent before touching the cue ball. *Ball-in-hand* might be new for many members and therefore warrants further explanation. *Ball-in-hand* means you get to put the cue ball anywhere on the table (with the exception of fouls on the break which result in *ball-in-hand* behind the head string), and shoot any of your balls (or the 8-ball, if all of your balls have been pocketed) regardless of where that ball is. A player exercising his rights under the *ball-in-hand* rule may place the cue ball on the table anywhere he desires. Even after having addressed the cue ball a player may, if not satisfied with the placement, make further adjustments with his hand, cue stick or any other reasonable

*Verify with
your opponent
you have
ball-in-hand.*

8-Ball Game Rules

piece of equipment. A foul may be called only if the player fouls the cue ball while actually stroking the cue ball, meaning a double hit of the cue ball (sometimes called double clutching). The **ball-in-hand** rule penalizes a player for an error. Without this rule, a person can actually benefit by accidentally or purposely scratching or otherwise fouling. In the unlikely event that a game should ever become stalemated, meaning that neither player wants or can make use of **ball-in-hand**, then the balls are reracked, the same player breaks and the innings for the **stale-mated** game are crossed off the scoresheet.

Only the player or the coach may officially call a foul, although anyone may suggest to the player or the coach that a foul should be called.

These are the only fouls resulting in **ball-in-hand**. All other violations are sportsmanship violations. The **ball-in-hand fouls** are as follows:

- a. Anytime the cue ball goes in a pocket, on the floor, or otherwise ends up off the playing surface.
- b. Failure to hit a correct ball first. (A player who is shooting stripes must hit a striped ball first). In general, the shooter has the advantage in such situations unless his opponent has asked an outside party to watch the hit. Protect yourself. If you think your opponent is getting ready to shoot a shot that could possibly be a bad hit, stop him from shooting and get someone to watch the shot. Potential **bad hit** situations are usually fairly obvious and protests and disputes over these close situations can almost always be avoided if someone is asked to watch the shot. Teams involved in repeatedly calling bad hits without outside party verification may be subject to penalty points for disruptive unsportsmanlike behavior.
- c. Failure to hit a rail after contact. A rail must be hit by either the cue ball or any other ball after the cue ball and the object ball contact. A pocketed ball counts as a rail. A sentence that should answer many questions is: **ANY ball must go to a rail AFTER LEGAL contact.**

8-Ball Game Rules

- d. The object ball is *frozen* to a rail and the player is contemplating playing a *safety* (see **SAFETY** described in Definitions). In order for the following *frozen ball* rule to be in effect, the opponent must declare that the ball is *frozen* and the player should verify. Once it is agreed that the ball is *frozen*, then the player must either drive the object ball to another rail (of course, it could hit another ball, which in turn hits a rail), or drive the cue ball to the rail after it touches the object ball. If the latter method of *safety* is chosen then the player should take care that he quite obviously strikes the object ball first. If the cue ball strikes the rail first or appears to hit both the rail and ball simultaneously, then it would be a foul unless either the cue ball or object ball went to some other rail.
- e. It is illegal and, therefore, a foul to jump a cue ball over another ball by miscuing it up in the air on purpose. Accidental miscuing is not a foul unless other rules in this section are violated.
- f. Receiving illegal aid (coaching from person(s) other than the coach) during your turn at the table. To determine what is and is not considered coaching, refer to **COACHING** in the General Rules Section of this manual.
- g. Causing even the slightest movement of the cue ball, even accidentally, is a foul. It is not a foul, however, to accidentally move any other balls (including the 8-ball) unless, during the process of shooting, a player moves a ball and it in turn strikes the cue ball. Even dropping the chalk on the cue ball is a foul. Any balls moved accidentally during a shot **must be replaced** by the opponent after the shot is over and all balls have stopped rolling. If it occurs before the shot, it **must be replaced** before the shot is taken.
- h. If, during the course of a shot, the cue ball does not touch anything.
- i. The player or his coach (during a time-out) may place the cue ball in a *ball-in-hand* situation. The same rule regarding placing the cue ball applies to the coach as applies to the

8-Ball Game Rules

player. If the player, or coach fouls in the process of placing the cue ball, it will be **ball-in-hand** for the opponent. Therefore, it should be the player's choice if he wishes to place the cue ball or allow his coach to do so.

- j. Exercise caution when picking up or placing the cue ball in a **ball-in-hand** situation. The cue ball is always **alive**. If the cue ball, **or the hand holding or moving it**, touches another ball it is a cue ball foul and your opponent has **ball-in-hand**. Be especially careful when you are picking up or placing the cue ball in a tight spot.

10. THERE ARE VARIOUS WAYS TO LOSE:

- a. Your opponent pockets his numerical group and legally pockets the 8-ball.
- b. You pocket the 8-ball out-of-turn or knock it on the floor.
- c. When playing the 8-ball, you pocket the 8-ball in the wrong pocket or fail to properly mark the pocket where the 8-ball went in.
- d. You foul the cue ball and then pocket the 8-ball.
- e. When playing the 8-ball, you scratch. You lose whether or not you pocket the 8-ball.

Note: If you are shooting at the 8-ball and miss it altogether, you have fouled and your opponent has **ball-in-hand**, but you don't lose because of this foul.

- f. A game is forfeited if you alter the course of the 8-ball or the cue ball in a game losing situation.

Example: You are shooting the 4-ball, miss the pocket, and the 4-ball hits the 8-ball. The 8-ball is going towards the pocket and you reach out and stop it and try to claim that it is only a **ball-in-hand** foul. Wrong, it is loss of game.

Example: You are shooting at the 8-ball and miss the pocket and the 8-ball is heading towards the wrong pocket or the cue ball is heading towards a pocket. You reach out and stop the ball

8-Ball Game Rules

and claim that it is only a *ball-in-hand* foul. Wrong, it is loss of game.

11. HOW TO WIN - You have won the game when all the balls of your numerical group have been pocketed and you have legally pocketed the 8-ball in a properly marked pocket without scratching. To properly mark the pocket, a coaster or some other reasonable marker (other than chalk) must be placed next to the pocket the 8-ball is intended to enter. Both teams may use the same marker. Only one marker should be on the table. However, if more than one marker is on the table, as long as you clearly mark the pocket where you intend to pocket the 8-ball you have properly marked the pocket. If the marker is already at the intended pocket from a previous attempt or game, it is not necessary for you to touch it, pick it up, or reposition it.

Note: You cannot play the 8-ball at the same time you play the last ball of your category. The 8-ball must be a separate shot.

SECTION 4

The Equalizer® Handicap System

The uniqueness of *The Equalizer*® handicap system is that it brings out the best in both the novice or beginning player and the expert should they meet in a match. **With *The Equalizer*®, it is feasible for a beginner to have a nearly equal chance in a match with a more highly skilled player.** *The Equalizer*® aids the lesser player by dictating mathematically that he needs to win fewer games than his more highly skilled opponent to win a match. In golf and bowling you give or get strokes or pins. In this League, you give or get games. How many games you give or get is determined by comparing your skill level to the skill level of your opponent. Higher skill level players give lower skill level players a number of games, thus evening the match.

-
- 1. HOW HANDICAPS ARE DETERMINED** - Your Local League Office calculates and reports player skill levels to the teams on a regular basis. Your skill level determines how many games you have to play to win your match. Skill levels are maintained, calculated and updated by the Local League Office. The process includes a number of factors including the application of specific mathematical formulas to the data on the weekly scoresheets, win/loss records, Higher Level Tournament performance, qualitative judgment by Handicap Advisory Committees, and other considerations. You are asked to refrain from attempting to keep your own records as it is a generally disruptive practice. The APA appreciates your cooperation with this policy.

*Skill levels are
maintained,
calculated and
updated by your
Local League
Office.*

The Equalizer® Handicap System

- 2. HOW TO GET STARTED** - Obviously, new players do not have a skill level established, so a standard starting method has been devised for new players. **Gentlemen** will play their first match as a **SL4**; **ladies** will play their first match as a **SL3**. A League Operator is authorized to assign special skill levels and lowest attainables to new players who are *known* highly skilled players or to players who have previously established skill levels in another format.

As a result of your first match, a skill level is established and reported for you. It is against the rules for a player who has an established skill level to attempt to reestablish his skill level at a later time. In other words, you cannot quit for a while and then rejoin the League or transfer to another League area as a **non-rated** player. You are obligated to disclose the fact that you are a former member or a current member in another League area and already have an established skill level.

- 3. ONCE SKILL LEVELS ARE ESTABLISHED** - Now it is time to take a look at how your skill level and the skill levels of the other players interact to create the highly competitive atmosphere that has made this League so successful. Remember you are going to give or get games. During regular weekly session play, simply refer to the "GAMES MUST WIN" chart shown below. This chart is also printed on the scoresheet for your convenience.

"GAMES MUST WIN" CHART

S/L		YOUR OPPONENT					
		2	3	4	5	6	7
Y	2	2/2	2/3	2/4	2/5	2/6	2/7
	3	3/2	2/2	2/3	2/4	2/5	2/6
O	4	4/2	3/2	3/3	3/4	3/5	2/5
	5	5/2	4/2	4/3	4/4	4/5	3/5
U	6	6/2	5/2	5/3	5/4	5/5	4/5
	7	7/2	6/2	5/2	5/3	5/4	5/5

The Equalizer® Handicap System

4. **HOW TO USE THE CHART** - To read the chart, find your skill level along the left side of the chart. Then find your opponent's skill level along the top of the chart. Now, track to the right from your skill level and down from your opponent's skill level until the two tracks meet. In that block, the first number is the number you race to, and the second is the number your opponent races to. The two numbers involved should have the same differential as your skill levels do. For example, a SL6 playing a SL4 tracks to the block with 5/3 (circled) in it. The SL6 races to 5 while the SL4 races to 3. 5 to 3 is a differential of 2, just as 6 to 4 is a differential of 2.

Example 1: On this particular League evening, Bill is scheduled to play Frank. Frank is a SL5. Bill just joined the League and is a *nonrated* player, meaning that he does not have a skill level yet. Therefore, Bill plays as a SL4 and Frank plays at his skill level 5. Referring to the "GAMES MUST WIN" chart, you can see that a match between a SL5 and a SL4 has the SL5 player racing to 4 and the *nonrated* player racing to 3. That is a difference of 1 game which is the difference in the skill levels. Frank is going to have to win 4 games of 8-Ball before Bill wins 3. That is Bill's advantage or *equalizer*.

Example 2: In the fifth week of play, John, who is a SL6, and Mary, who is a SL3, are scheduled to play each other. Referring to the "GAMES MUST WIN" chart, you can see that a match between a SL6 and a SL3 has the SL6 player racing to 5 and the SL3 player racing to 2. That is a difference of 3 games, which is the difference in their skill levels. John is going to have to win 5 games of 8-Ball before Mary wins 2. That is Mary's advantage or *equalizer*.

How to Keep Score in 8-Ball

SECTION 5

How to Keep Score in 8-Ball

The weekly 8-Ball scoresheet is very important and should be filled out neatly, completely, and correctly, and then signed by both Team Captains. Penalties will be assessed for repeated illegible, incomplete or incorrect scoresheets.

WEEK	PLAYER NAME	PLAYER NUMBER	GAMES TO WIN	Team #	PUT UP THE FIRST PLAYER IN THIS MATCH	INNING		WINS	LOSSES	SCORE	DATE
3	Jones, M.	0118	5	1	J	1	2	5	0	W	
7	Smith, P.	2340	3	2		1	2	2	0	L	

In the partial illustration of a scoresheet above, we see that Jones (a SL7) and Smith (a SL5) have been selected to play each other. Their skill levels are reported to them on a portion of the scoresheet not visible in the illustration. The following instructions explain how to complete the scoresheet properly.

- 1. PLAYER INFORMATION - Whoever wins the lag is listed first (on top).** List his team number, last name and initial, player number (from team roster) and the games he must win. You obtain that number from the "GAMES MUST WIN" chart described in the preceding section. Now do the same for his opponent. In the illustration, Jones won the lag and is, therefore, listed first. He is a SL7 and Smith is a SL5. Referring to the chart, we see that a match involving a SL7 and a SL5 has the SL7 racing to 5 and the SL5 racing to 3, so a 5 is entered in the "GAMES MUST WIN" block for Jones and a 3 for Smith.

How to Keep Score in 8-Ball

2. DECLARED PLAYER SECTION - After the coin toss and it is decided who must declare the first player, place the appropriate team number in the space provided to assist in tracking which team chooses first in each subsequent match.

3. THE "INNINGS" SECTION - An inning in pool means a turn per player. The player who won the lag is listed first and is the top half of the inning throughout the match. The player who lost the lag is the bottom half of the inning throughout the match. **An inning is not over and, therefore, not marked until the player who lost the lag misses or fouls.**

a. The "GAMES" Blocks - A separate box has been created for each game. Indicate the number of innings in each game as in the illustration and indicate who won the game by darkening the upper or lower block in the right hand portion of each game box. Upper for the player listed first (on top) and lower for his opponent. In the illustration, it can be seen that there were three innings in the first game and Jones won it. In the fourth game, it can be seen that Jones not only won the game, but that he broke and ran out—Smith didn't get a shot. We know he broke because he won game three, and we know he ran out because there would have been at least one inning had Smith gotten a shot. Jones won games one, three, four, six and seven. Smith won games two and five.

Mark complete innings only. If a player breaks and runs a rack, the inning is not over yet because he is still shooting (breaking) in the next game. Mark a zero (0) in the game box. An inning is never marked until the player who lost the lag, and who is the bottom half of the inning throughout the entire match, MISSES OR FOULS. An inning is not over at the end of a match unless the bottom player loses the match on his final shot.

*The player
who lost
the lag
ends the
inning.*

How to Keep Score in 8-Ball

- b. **The "TOTAL INNINGS" Block** - Total all the innings for the entire match and enter the number in this block. It is "21" in the illustration.
-

4. **"8-ON-THE-BREAK AND 8 BREAK & RUN" BLOCKS** - Use the appropriate block to mark all 8-balls pocketed on the break (8-Break) and all break and runs (8-B & Run) for each player.
-

5. **THE "DEFENSIVE SHOTS" BLOCK** - This is where intentionally missed shots are indicated. A defensive shot should be marked for a player on any shot where there is no INTENT to pocket a ball. Intentionally missed shots fall into two basic categories. The first is safeties. Safeties are perfectly ethical, but are intentional misses nevertheless.

*Mark all
intentionally
missed shots.*

The second category is intentionally missed shots for the purpose of manipulating one's handicap (also referred to as sandbagging).

By conscientiously marking intentionally missed shots, you are not only keeping score properly, you are also helping to ensure the accuracy of the skill levels of the other players in your division. In the illustration, Jones had two defensive shots and Smith had five.

Note: The marking of a defensive shot does not affect the marking of the inning. In other words, the inning is marked and so is the defensive shot, if appropriate.

6. **THE "SCORE" BLOCK** - This is where the total number of games won by each player is recorded. In the illustration, Jones won five games and Smith won two games.
-

7. **THE "W-L" BLOCK** - Indicate who won or lost the match with a "W" or "L" in the "W-L" block. In the illustration, Jones won as indicated by the "W." Each match is worth one point. Point

How to Keep Score in 8-Ball

totals are reported at the bottom of the scoresheet next to the Team Captains' signatures.

8. **THE "FEES SECTION"** – Team Captains should complete the financial section, located in the lower left portion of the scoresheet (not shown in the illustration). All money placed in the envelope with the scoresheet should be itemized. It is important to list annual membership dues along with the names of the members who are paying, as well as any unusual payments.
 9. **TEAM CAPTAIN'S SIGNATURE BLOCK** - When your team match is over, add up the total number of wins shown in the "W-L" block earned by each team. Each player match won earns the team one point. Record the total number of points earned by your team on both scoresheets in the block provided at the end of your Team Captain's signature line and then sign both scoresheets.
 10. **TABLE SIZE SECTION** – Check the appropriate box to designate which size table the match was played on.
-

Accurate and conscientious scorekeeping is the Team Captain's greatest contribution to the smooth operation of *The Equalizer*® handicap system and the prevention of *sandbagging*. *The Equalizer*® will work perfectly if every team keeps score properly. Anytime a player does not attempt to pocket one of his object balls it should be marked in the player's Defensive Shots block. The only way a team can get away with manipulating *The Equalizer*® handicap system is IF YOU LET THEM. Your Local League Management processes the scoresheets you submit. You improve the League and your chances of winning by playing by the rules and the spirit of the rules and by keeping score according to the book. Your cooperation will be appreciated by your teammates, your fellow members, your Local Management, and the APA.

Other 8-Ball Formats

SECTION 6

Other 8-Ball Formats

In addition to the standard adult 8-Ball League, the APA sanctions other 8-Ball formats such as Junior Divisions, Super Divisions, and 3-Person Team Divisions. These other formats may or may not be available in your area. The other 8-Ball formats are as follows:

-
1. **APA JUNIOR DIVISIONS** - Please read this entire manual (except the Higher Level Tournament Section), as most of it applies to Junior play. The specific exceptions relating to the Junior Divisions are as follows:
 - a. **Membership Benefits** - The APA is the largest pocket billiards organization in the history of this country. As a Junior member of the APA, you will receive the best benefits available to the Junior amateur player.

Transferability - Your membership is transferable to wherever an APA sanctioned Junior Division exists. There is no transfer fee. Upon arrival at your new home, simply notify Local League Management and ask them to contact your previous League Operator to transfer your records. When you transfer to a new area, you must enter with your last skill level from your previous area. Memberships are nonrefundable and are not transferable from one person to another.
 - b. **Fees** – Annual APA Membership dues are described in this manual (Section 1), except Junior members substitute \$10 for \$20 and \$5 for \$10.
 - c. **National Championships** - The APA does not conduct a national championship in the Junior Division at this time. Annual Local Team Championships may be held with prizes (no cash) awarded to the winning teams.

Other 8-Ball Formats

- d. **General Rules** - All rules, policies and procedures included in this manual apply to the Junior Division, except as noted below:
- 1) **The age limit will be 20.** No player will be allowed to participate past his 21st birthday, unless that birthday should occur in the middle of a session, in which case he would be allowed to complete the session. Although local ordinances may dictate the minimum age of any participant, the APA has no minimum age limit. Local Bylaws may allow adults, such as parents or guardians, to participate with certain restrictions.
 - 2) **Team Skill Limit Rule in the Junior Division will be set at 20.** Simply refer to the rule regarding the overall skill limit rule in the Open Division and substitute a 20 wherever a 23 is indicated. A thorough reading of the overall skill limit rule (known as the **23-Rule**) in this manual will also indicate a few common sense adjustments. **In addition, no team may field more than one player whose skill level is 6 or above in any team match.**

-
2. **SUPER DIVISIONS** - All rules, policies and procedures included in this manual apply to the Super Division, except as noted below:
- a. **Open Division** - The overall skill limit rule will read the same as the **23-Rule**, except **the overall skill limit will be 30. In addition, no more than two SL7s may participate in any team match.**
 - b. **Ladies Division** - The skill limit rule will read exactly the same as the **23-Rule** because **the Super Ladies Division skill limit rule will be 23. In addition, no team may field more than two players whose skill levels are 6 or above in any team match.**
 - c. **Division winning teams and players are not eligible** for the **Team Championship** as a result of their participation in this format.

Other 8-Ball Formats

Exception: (Ladies Division) - Division title winners will become eligible to participate in the Team Championship in the OPEN Division, beginning with the Local Level. Winning in the Super Division does not mean eligibility in the Ladies Division of the Team Championship.

- d. All participants in Super Divisions **are eligible** to participate in the **8-Ball Classic**.

3. 3-PERSON TEAM DIVISIONS - All rules, policies and procedures included in this manual apply to 3-Person Team Divisions, except as noted below:

- a. Rosters are limited to eight players, although only three players play in any team match.
- b. Play is a race to full skill levels. For example, a SL6 always has to win six games.
- c. **Open Division** - The skill limit rule will read the same as the **23-Rule**, except the **overall skill limit will be 14** for the three players fielded in any team match. **In addition, no team may field more than two players whose skill levels are 6 or above in any team match.**
- d. **Ladies Division** - The skill limit rule will read the same as the **19-Rule**, except **the overall skill limit will be 11** for the three players fielded in any team match. A SL5 or above will only count as a SL5 for overall skill limit purposes. In other words, a SL6 or SL7 has to win the same number of games they normally would to win a match, but only counts as a SL5 towards the limit of 11.
- e. All participants in 3-Person Team Divisions **are eligible** to participate in the **8-Ball Classic**.
- f. **Division winning teams** and players **are not eligible** for the **Team Championship** as a result of their participation in this format.

Exception: Summer and Fall Session Division Playoff winners in a 3-Person Team Division can gain eligibility, but only if:

Other 8-Ball Formats

- 1) The team has at least four players (for originality purposes) on their roster;
- 2) The team permanently converts to playing in the standard (five-person team) 8-Ball League format for the next session; and
- 3) The team meets all other Higher Level Team Tournament eligibility requirements, i.e., they play continuously once qualified through the end of the Spring Session, they maintain four original players on their roster once qualified, etc.

The 9-Ball League

SECTION 7

The 9-Ball League

9-Ball for everyone! Here's your chance to play the same game the pros play and have a great chance at winning.

Except as specifically indicated in this section and as common sense would dictate, all of the information contained in this manual also applies to the 9-Ball League.

A. GENERAL 9-BALL RULES

Some of the specifics that should be mentioned concerning the 9-Ball League are as follows:

1. The **overall team skill limit rule is 23**. If the **23-Rule** is broken, the offending team would receive zero points for that League match. The nonoffending team would receive all points they won plus 15 points for the match in which the **23-Rule** was broken and any subsequent matches.
2. Only **two senior skill level** players may play in any given team match. Senior skill level players are players who have a skill level of 6, 7, 8, or 9. If an ineligible (by this rule) player is chosen to play, then a violation of this rule officially occurs when the **balls are broken** in that player's match. The ineligible player forfeits the match and the teams go on to the next player match. Both players' skill levels count towards the **23-Rule** for that match. On the other hand, once the team match is over and either team has left the match

Only two senior skill level players may play in a team match.

The 9-Ball League

site, or the scoresheets are signed by both Team Captains, the match would stand as played even if an ineligible player has competed.

3. How **byes** are scored - Assuming no replacement team is found, 60 points will be awarded for all byes.
-

4. The **forfeit rule** reads the same as in 8-Ball, except a forfeited individual player match is worth up to 15 points.
-

*60 points
will be
awarded
for all
byes.*

5. **Coaching** - Disregard reference to category when reminding a player which ball to shoot. Reminding a player which is the next ball in rotation is not considered coaching. Coaching time-outs are the same as 8-Ball, but include skill level 1 as receiving 2 coachings per game and skill levels 8 and 9 as receiving 1 coaching per game.
-

6. **Playoffs and championship matches** are scored the same as weekly 9-Ball play, except a forfeited individual player match is worth 20 points. The first team to reach 51 match points is the winner.

Example: In the first match in the Spring Session Playoffs, Bill (SL5) defeats Sue (SL3) by the score of 38 to 23. Bill's team earns 12 match points and Sue's team earns 8 match points. The first team to reach 51 match points is the winner of the Playoffs.

In case of a tie at the end of a team match (50 to 50 match points), the tie would be broken by the number of individual matches won by each team.

7. 9-Ball participation does not qualify you for 8-Ball championships.

The 9-Ball League

B. 9-BALL GAME RULES

Many of the rules concerning 9-Ball are similar to those used in 8-Ball. When this is the case, it will be so indicated. The rest of the details concerning 9-Ball follow.

1. GENERAL DESCRIPTION - 9-Ball is played with a cue ball and nine object balls numbered 1 through 9. 9-Ball is a rotation game, meaning the balls are shot in numerical order. The shooter must strike the lowest numbered ball on the table first. The game is over when the 9-ball is pocketed. A player retains his turn at the table as long as he strikes the lowest numbered ball first and legally pockets a ball. He need not pocket the lowest numbered ball to continue shooting. He may, for example, shoot the 1-ball into the 4-ball thus pocketing the 4. He would continue shooting and must, once again, strike the 1-ball first. **If the shooter shoots the 1-ball into the 9-ball and the 9-ball is pocketed, the game is over.**

2. LAGGING - The same as 8-Ball.

3. RACKING - Nine balls are used and are racked in a diamond shape. **The 1-ball is at the front of the rack and on the foot spot.** The **9-ball is in the center** and the rest of the object balls can be placed in any numerical order.

Note 1: When using coin-operated tables, save some money by using all the balls in the event of a short game. Example: If the 3-ball and 9-ball are made on the break, the balls are rereaked (because a 9-on-the-Break is a winner) using the 10-ball and 11-ball. The object ball sequence in the next game is 1, 2, 4, 5, 6, 7, 8, 10, 11. The 11-ball, in effect, is the "9-ball" (last ball) in this game. Do not say the 10-ball replaces the 3-ball; it is too confusing. Shoot the balls in numerical order.

Note 2: The breaker can demand that the lowest available nine balls be used each game.

The 9-Ball League

4. **BREAKING** - The same as 8-Ball except the **head ball (1-ball) must be struck first.**
-

5. **AFTER THE BREAK** - Various circumstances can occur upon completion of the break. They are:

- a. A foul on the break will result in **ball-in-hand** anywhere on the table for the breaker's opponent. Pocketed balls, if any, stay down (are not spotted), except the 9-ball.
- b. No balls are pocketed and it is the other player's turn.
- c. The 9-ball is pocketed. This is a win unless the player scratches, in which case the 9-ball (any other available high numbered ball is adequate) is spotted and the turn passes to his opponent.
- d. One ball or a number of balls are made. It is still the breaker's turn and he shoots at the lowest numbered ball on the table.
- e. Occasionally it occurs that a player mistakenly shoots the wrong ball. Although it is sportsmanlike for the sitting player to remind the shooting player he is about to foul by shooting the wrong ball, he is not required to do so. Once the shooter has hit the wrong ball, the foul has occurred whether the ball is pocketed or not. If the ball is pocketed, it is permissible, though not recommended, that the sitting player allow the shooting player to continue shooting until he feels inclined to call the foul. The shooting player can escape penalty by quietly realizing his error and returning to shoot the correct ball and striking it first on a shot prior to his opponent calling the foul. In other words, the sitting player must call the foul before the shooter has shot the correct ball.

In 9-Ball, a foul on the break is ball-in-hand anywhere on the table.

Note: Push-outs are fairly standard in pro events and in the U.S. Amateur (conducted by the APA); however, APA rules for all handicapped competition does not allow push-outs.

The 9-Ball League

6. COMBINATION SHOTS - Combination shots are legal and extremely common in 9-Ball. **Just make sure to hit the lowest numbered ball on the table first.**

7. BALLS ON THE FLOOR - Knocking the cue ball off the playing surface is covered under fouls. Object balls that get knocked off the playing surface would be immediately spotted on the foot spot. If the foot spot is taken, the ball would be placed on a line directly behind the foot spot as close to the foot spot as possible. If two balls are knocked on the floor, they are placed in numerical order with the lowest numbered ball closest to the foot spot. Spotted balls are frozen to one another. **Knocking an object ball on the floor is not a foul.** It might occur that a player legally pockets a ball while simultaneously knocking some other ball(s) on the floor. In this situation, the ball(s) is spotted and the player continues shooting until he misses.

8. POCKETED BALLS - Balls must remain in a pocket to be legal. If a ball goes in a pocket but bounces back onto the playing surface, it is not considered pocketed.

Note: It occasionally happens on tables with small pockets that two balls become jammed in a pocket and are leaning over the edge of the slate to some degree. They are *off* the playing surface and are pocketed. Drop them in and resume playing the game unless the pocketing ends the game.

9. SPOTTING BALLS - Other than the circumstances described in **BALLS ON THE FLOOR**, the only ball that would ever be spotted would be the 9-ball when the shooter has pocketed the 9-ball and scratched or otherwise fouled. If the shooter makes the 9-ball on the break and fouls or scratches, the 9-ball (and only the 9-ball) is spotted. If the shooter is shooting at the object ball and plays it into the 9-ball and pockets the 9-ball, but scratches or otherwise fouls in the process, the 9-ball is spotted. The incoming player has *ball-in-hand* and will be shooting at the lowest numbered ball on the table.

The 9-Ball League

Note: If a ball which has been *hanging* in a pocket for more than a few seconds suddenly falls in, it is to be placed back on the table where it was originally sitting.

10. FOULS - The same as 8-Ball except as follows:

- a. The exception concerning fouling on the break does not apply to 9-Ball. Fouling on the break is ***ball-in-hand*** anywhere just as other fouls.
 - b. The foul concerning striking the correct ball first applies, but ignore the reference to stripes or solids.
 - c. The foul concerning illegal aid still applies, but ignore the reference to reminding a player to mark the 8-ball. The 9-ball does not have to be called; therefore, the pocket the 9-ball is going to be pocketed in does not have to be marked.
-

11. SCORING - A player receives a point for every ball pocketed from 1 through 8 (except those pocketed when he scratches or otherwise fouls) and two points for pocketing the 9-ball.

Example 1: If a player pockets the 9-ball on the break and does not scratch, the game is over and he gets two points.

Example 2: If a player pockets the 9-ball and one other object ball on the break and does not scratch, he gets three points and the game is over.

Example 3: A player makes the 9-ball on the break as well as another object ball and scratches. The 9-ball is spotted (any other available high numbered ball is adequate). His opponent then takes ***ball-in-hand*** and legally runs all the balls off the table. He receives a point for each of the seven (remember one ball was already gone) object balls pocketed and two points for the 9-ball, or nine points total.

Example 4: Player A breaks and makes a ball, then runs all the balls but scratches (or fouls) when pocketing the 9-ball. The 9-ball is spotted and player B takes ***ball-in-hand*** and pockets the 9-ball. Player A gets eight points. Player B gets two points and breaks the next game.

The 9-Ball League

C. *THE EQUALIZER*® HANDICAP SYSTEM FOR 9-BALL

Although the 9-Ball handicaps are calculated differently, it is essentially the same as it is for 8-Ball (see *The Equalizer*® Handicap System Section). In 9-Ball you give and get points rather than games.

1. **HOW TO GET STARTED** - Getting started in 9-Ball is essentially the same as in 8-Ball. Listed below are the exceptions:
 - a. **A *nonrated* gentleman will play his first match as a SL4 as he does in 8-Ball. A *nonrated* lady will play her first match as a SL2.**
 - b. If a player has previously established a skill level in the APA 8-Ball format, then he will begin play in 9-Ball with his current 8-Ball skill level.
2. **ONCE SKILL LEVELS ARE ESTABLISHED** - Now it is time to take a look at how your skill level and the skill levels of the other players interact to create the highly competitive atmosphere that makes this League so successful. Remember, you are going to give or receive points. Simply refer to the following chart.

Player's Skill Level	Points Required to Win
1	14
2	19
3	25
4	31
5	38
6	46
7	55
8	65
9	75

The chart indicates the number of points that each skill level is required to attain in order to win a match. A SL3, for example, must get to 25 points before his opponent reaches the number of

The 9-Ball League

points he is trying to attain. If, for example, a SL3 is playing a SL5 and the score is 24 points for the SL3 and 32 points for the SL5, then the SL3 only needs one more point (one more legally pocketed ball) in order to win the match. If the SL3 were breaking and made a ball on the break without scratching, the match would be over. If the SL3 were to make two balls on the break giving him a score of 26, you only mark the one point needed to win the game. The game and the match are both over at that point.

D. HOW TO KEEP SCORE

Keeping score in 9-Ball is just as important as keeping score in 8-Ball. Read and follow the instructions in this manual except as follows:

In 9-Ball, the Team Captains should coordinate the scorekeeping. It is suggested that one member from each team sit together and keep score.

The rosters, standings and next week's schedule are printed on the back of the scoresheet.

Player	Team	Player No.	Points	Game Points	Match Points								
6	Q7N	5	7	15	20	26	31	37	38	Total	13	Game Points	Match Points
	Fowler, R.C.	SL5	31	31	11	11	1	11					
5	N72	3		1		1							
	Smith, Mike	SL3	3	4	9	12	14	21	21		11	21	7

In the partial illustration of a scoresheet above, we see that Fowler (a SL5) and Smith (a SL3) have been selected to play each other. The following instructions explain how to complete the scoresheet properly.

- 1. PLAYER INFORMATION** - The winner of the lag is listed first (on top). List each player's team number, player number and name, skill level and the points he must win (from the chart) in the appropriate spaces.

The 9-Ball League

2. **THE "SCORE" SECTION** - At the end of each game, record the "points" each player ended with.

3. **THE "INNINGS" SECTION** - An inning in pool means a turn per player. The player who won the lag is listed first and is the top half of the inning throughout the match. The player who lost the lag is the bottom half of the inning throughout the match. **An inning is not over and, therefore, not marked until the player who lost the lag does not legally pocket a ball or fouls.** The innings for each game are separated by a perpendicular line drawn after each game ends (see example).

4. **THE "DEAD BALLS" SECTION** - **Keep track of any balls not credited to either player (e.g., scratches, fouls, balls left on the table when the 9-ball is made).** These balls should be accounted for on the scoresheet to avoid confusion.

5. **"9-ON-THE-BREAK & 9 BREAK & RUN" BLOCKS** - Use the appropriate block to mark all 9-balls pocketed on the break (9-Break) and all break and runs (9-B & Run) for each player.

6. **THE "DEFENSIVE SHOTS" BLOCK** - These shots are marked the same as in 8-Ball. Note: If the scorekeepers are keeping score together on one scoresheet, the "defensive shots" block for each player belongs to the opposing team's scorekeeper. In the illustration we can see that the scorekeeper for Fawler's team marked 2 defensive shots for Smith during the match.

7. **THE "POINTS" SECTION** - Using the lines of numbers (above and below the players in each match), keep track of the balls (points) as the shooter is making them. Remember, you are keeping track of the points for both players. To avoid confusion the scorekeeper should **ANNOUNCE THE TOTAL POINTS RECORDED FOR EACH PLAYER AFTER EACH TURN.** Record the number of balls legally pocketed for each player

The 9-Ball League

throughout the match. **Balls 1 through 8 count as one point each, and the 9-ball counts as two.** At the end of each game, the scorekeeper should record the ball count number each player has reached in the appropriate "score" section. Ten points should be accounted for in each full game, taking any dead balls into consideration (short games, meaning the 9-ball was made early, will not total 10 points). The match ended when Fowler reached 38 points, the number of points required for a SL5 to win the match.

8. THE "TOTAL INNINGS" BLOCK - Total all the innings for the entire match and enter the number in this block. It is 13 in the illustration.

9. THE "TOTAL POINTS" BLOCK - At the end of the match, enter the total points scored by each player.

Loser's S/L	SCORE OF MATCH								
	20-0	19-1	18-2	17-3	16-4	15-5	14-6	13-7	12-8
1	less than 3	3	4	5&6	7	8	9&10	11	12&13
2	less than 4	4&5	6&7	8	9&10	11&12	13&14	15&16	17&18
3	less than 5	5&6	7-9	10&11	12-14	15&16	17-19	20&21	22-24
4	less than 6	6-8	9-11	12-14	15-18	19-21	22-24	25-27	28-30
5	less than 7	7-10	11-14	15-18	19-22	23-26	27-29	30-33	34-37
6	less than 9	9-12	13-17	18-22	23-27	28-31	32-36	37-40	41-45
7	less than 11	11-15	16-21	22-26	27-32	33-37	38-43	44-49	50-54
8	less than 14	14-19	20-26	27-32	33-39	40-45	46-52	53-58	59-64
9	less than 18	18-24	25-31	32-38	39-46	47-53	54-60	61-67	68-74

10. THE "MATCH POINTS EARNED" BLOCK - In each match, the players will split 20 points. How those 20 match points are split is determined by how well or poorly the **loser** did. Look at the chart on this page. In our illustration Smith is the loser. He is a SL3 and had 21 points. Therefore, the match points earned by Smith is 7, and Fowler gets 13. The least a winner can receive is 12 points and the most is 20 points.

The 9-Ball League

At the end of the team match, each team's points need to be added together and the total recorded on the "total" line next to the team number by the space provided for the Team Captain's signature on the bottom of the scoresheet. Each individual match, unless forfeited, is worth 20 points and a team match is worth 100 points, so the points earned by both teams should add up to 100 points when all five matches are played.

Accurate and conscientious scorekeeping is the Team Captain's greatest contribution to the smooth operation of *The Equalizer*® handicap system and the prevention of sandbagging. *The Equalizer*® will work perfectly if every team keeps score properly. Anytime a player does not attempt to pocket one of his object balls it should be marked in the player's Defensive Shots block. The only way a team can get away with manipulating *The Equalizer*® handicap system is IF YOU LET THEM. Your Local League Management processes the scoresheets you submit. You improve the League and your chances of winning by playing by the rules and the spirit of the rules and by keeping score according to the book. Your cooperation will be appreciated by your teammates, your fellow members, your Local Management, and the APA.

Conduct During League Play

The purpose of this section is to provide you with specific guidelines concerning player conduct during League play. The APA has charged your Local League Management with the responsibility of enforcing these guidelines. League Management includes League Operators, Boards of Governors, or any other individual or committee that might pass judgments on misconduct. The guidelines contained herein deal with PHYSICAL CONTACT and VERBAL ABUSE. There is room for judgment in some areas and there is no room for judgment in other areas. The APA has cautioned League Management to strictly adhere to those areas where there is no room for judgment.

There are two kinds of action taken by League Management in these types of misconduct cases—IMMEDIATE ACTION and FOLLOW-UP ACTION. Immediate action is the action taken that immediately effects the actual results of the team match. Immediate action effects the entire team and it is recognized there are sometimes innocent individuals involved. Follow-up action is the action taken later, specifically against the individual involved in whatever incident occurred. The innocent members of the teams involved are not affected by follow-up action.

1. PHYSICAL CONTACT

Physical contact is the hostile physical contact between two players. This contact could be in the form of bumping, shoving, pushing, or hitting. Although this contact normally involves only the team members, League Management should impose the same penalty when a nonmember is involved if it is deemed the nonmember(s) involved is *with* one of the teams. *With* could mean a number of things; in general, if an offending person is deemed to be *with* the team, it

Conduct During League Play

would mean they came with the team or the team should have had some control over the person's actions. **With** is a judgment.

IMMEDIATE ACTION - If hostile physical contact occurs, **THE MATCH IS OVER!** There are only two possibilities to consider—only one team was guilty of hostile physical contact or both teams were guilty of hostile physical contact. **LEAGUE MANAGEMENT MUST EXERCISE ONE OF THE FOLLOWING TWO OPTIONS:**

- a. Only one side was involved. In this case, the offending team loses all five points if it is a regular night of play on the weekly schedule, or loses the team match if it is a Session Playoff or any kind of a tournament match. The nonoffending team receives the five points in the case of a regular night of play, or advances to the next level in the event of Session Playoffs or some sort of tournament play.
- b. Both teams were guilty of hostile physical contact. In this case neither team would receive any points for the night in the case of a regular night of play on the weekly schedule, or if it is a Session Playoff or tournament play, both teams lose the match, which is the same as saying both teams are disqualified.

League Management has no alternative other than to enforce one of the above two options. When considering the above options, League Management cannot consider who started it, nor can League Management consider that the retaliation, if it occurred, was justified. The only way both teams can avoid the same penalty is for one of the teams to refuse to retaliate no matter what provocation they may have to endure.

2. VERBAL ABUSE

Verbal abuse consists of any name calling, threats, or any other language that could be considered to be harassment or could cause embarrassment to the opponent. League Management will always have to make judgments in this area. It is not considered harassment to root for your team—just do not do it while your opponent is shooting.

Conduct During League Play

IMMEDIATE ACTION - If League Management can determine the verbal abuse was entirely one-sided, then the individual match must be awarded to the nonoffending player. This is the standard immediate action taken by League Management. The verbal abuse could be coming from the opponent, anyone on the opponent's team, or anyone who is *with* the opponent. It is only considered to be a one-sided situation if no one from the other side responds or retaliates in any way. League Management may call for forfeiture of the entire match if it determines the abuse and harassment put the nonoffending team in an unfair competitive situation.

If both players or both teams are involved in the verbal abuse, a situation commonly referred to as a *screaming match*, then the match results may or may not be affected based upon the decision of League Management. If it is in a tournament or playoff situation, both teams could be disqualified, as it is extremely disruptive to other matches and to the tournament in general.

3. FOLLOW-UP ACTIONS

It is during follow-up action that League Management is given the opportunity to decide who started the problem and whether or not the degree of retaliation was reasonable. Follow-up action addresses the long-term issues.

It is important that those ladies and gentlemen who cannot act like ladies and gentlemen adjust their demeanor appropriately or they will be removed from the League.

League Management must take action against any members involved in physical contact violations, no matter how remotely League related they are. It is not acceptable for a couple of members to take their fight outside, or to agree to meet and fight it out at a later date. If, indeed, they do fight at a later date and League Management determines it was as a result of League play, then League Management must take action. This action would be in the form of follow-up action. A fight that occurs outside, but during League time, will be considered to be the same as one that occurred inside. If a player threatens to wait outside until the match is over, League Management should rule that the entire team match is

Conduct During League Play

forfeited. How can a player and his teammates possibly concentrate on finishing a match if they feel they will be facing a brawl later on? In other words, a threat could be treated as **physical contact** in terms of **immediate action**. There is certainly room for a lot of judgment in this area.

Follow-up action by League Management results in penalties such as probation, suspension and permanent termination of League and APA membership. The latitude of these penalties is left mainly up to League Management, but the following guidelines should be observed:

- a. To any person who starts a fight or brawl—permanent termination of League and APA membership.
- b. To a person who gets into a fight or a brawl defending himself—a minimum one month suspension if first offense, and much longer if otherwise.
- c. To someone who consistently uses foul and intimidating language—six month suspension, and longer for a second offense.
- d. To someone who uses lesser degrees of verbal abuse—probation and suspension as deemed appropriate.

It is important that all team members are aware of these conduct guidelines. Your team should consider dropping anyone from your roster who does not agree with them. Any individual or team suspended from League play will immediately lose certain other membership privileges, including eligibility for APA tournaments, until and unless the suspension is lifted. You joined this League to have a good time and so did the vast majority of other members. Every member has the right to be treated in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

***Every member
has the right to
be treated in a
sportsmanlike
manner.***

Higher Level Tournament Eligibility Information & Rules

As of the printing of this manual, the APA offers two national 8-Ball championships—the basic 5-person team championship and the singles championship. The APA also offers two national 9-Ball championships—the basic 5-person team championship and the singles championship. In the future, the APA may offer championships in other formats. These championships include any combination of local, regional and/or national events, known collectively as *Higher Level Tournaments*.

A. AREA ELIGIBILITY

In order to protect the overall integrity of the national championships, the APA reserves the right to declare an area ineligible to participate in the championships if Local League Management does not accurately follow procedures outlined in the APA League Operations Manual.

A Local League area must also meet certain minimum team counts in order to participate in the national championships. Once the minimums have been met, more teams participating in your area will mean more teams advancing from your area to the nationals. Theoretically, it is just as easy to advance from a territory with 500 teams as it is to advance from a territory with 100 teams.

The minimum team counts to become an eligible area are as follows:

1. TEAM CHAMPIONSHIPS

- a. **8-Ball Open Division** - If your League area has 20 or more Open Division Teams participating in the final (Spring) session of the League year, then your area qualifies and may advance at least one team. Areas with 12 to 19 teams will

Tournament Information & Rules

play off with another area that has 12 to 19 teams from which one team will advance. Areas with 11 or fewer teams are not eligible to advance a team. Only basic 5-person adult 8-Ball teams will count towards the minimum.

- b. 8-Ball Ladies Division** - If your League area has 14 or more Ladies Division Teams participating in the final (Spring) session of the League year, then your area qualifies and may advance at least one team. Areas with 8 to 13 teams will play off with another area that has 8 to 13 teams from which one team will advance. Areas with 7 or fewer Ladies Division Teams are not eligible to advance a team. Only basic 5-person adult Ladies Division 8-Ball Teams will count towards the minimum.
- c. 9-Ball Open Division** - If your League area has 14 or more 9-Ball Open Division Teams participating in the final (Spring) session of the League year, then your area qualifies and may advance at least one team. Areas with 8 to 13 teams will play off with another area that has 8 to 13 teams from which one team will advance. Areas with 7 or fewer 9-Ball teams are not eligible to advance a team. Only basic 5-person adult 9-Ball teams will count towards the minimum.

-
- 2. SINGLES CHAMPIONSHIPS** - There must be 12 or more 8-Ball teams in an area in order to qualify players for the 8-Ball Classic. There must be 12 or more 9-Ball teams in an area in order to qualify players for the 9-Ball Shootout. Only basic 5-person adult 8-Ball or 9-Ball teams count towards the minimum. Other 8-Ball and 9-Ball format teams do not count.

B. TEAM CHAMPIONSHIPS

The APA National Team Championships are the largest and richest amateur championships in the sport. Unlike other leagues that either do not have a national championship, or who play by different rules in the national championship, this League plays by the same game rules, allows only regular members to play, allows no all-star teams, and uses and updates skill levels. In general, there are few differ-

Tournament Information & Rules

ences from regular League play. Please anticipate receiving a Team Captain's packet prior to the tournament. The packet will contain some specific information, such as: referees, if present; scorekeepers, if present; special rules and procedures for the tournament, if needed; and other applicable subjects. This section deals with issues, such as, how to maintain eligibility once gained, identification requirements, team certification procedures, disqualification procedures and more.

- 1. GENERAL DESCRIPTION** - A general description of the Team Championships can be found in Section 1 of this manual.
- 2. HOW TO BECOME AN ELIGIBLE TEAM** - Gain eligibility to the Local Level of the Team Championships simply by winning a division title or by finishing immediately behind a team that is already eligible. One team per division per session becomes eligible, so three teams per division per League year (if the division played all three sessions) become eligible. **THE ONLY WAY A TEAM CAN GAIN ELIGIBILITY TO THE CHAMPIONSHIPS IS BY THEIR PERFORMANCE IN REGULAR WEEKLY PLAY.** In large League areas there may be Tri-Cups, Qualifier Cups, etc., to determine who advances. If this applies to your area, it will be explained in the Local By-laws.
- 3. ELIGIBILITY CAN BE LOST** - Once eligible, make sure you become familiar with all the rules in this section in order to avoid losing eligibility. If your team should lose its eligibility, make sure you notify your Local League Office. They will take you off the list, which gives you an opportunity to win your eligibility again. Without notification, the League Office might pass eligibility on to the team that finishes behind you under the assumption that your team is still eligible. Once that's done, it's too late.

Tournament Information & Rules

4. YOU MUST REMAIN A CURRENT APA MEMBER -

Lapsed APA membership means lapsed eligibility. If any of your teammates are not available at renewal time, you must pay for them or they will be *dropped* from the roster and will become ineligible. Once *dropped*, they will not be allowed to pay later and be back on the team except as a new member, meaning they have to join by the fourth week and play four times in the new session. CAUTION—Notify the League Operator immediately if a player is accidentally dropped from your roster. Otherwise, it will be too late.

5. YOUR TEAM MUST MAINTAIN ACTIVE TEAM STATUS

Every eligible team must play the Spring Session to retain eligibility. If your team qualified in the summer, then you must sign up again and play both the Fall and Spring Sessions. A team that qualifies in the fall must continue on and play in the spring.

6. YOUR SPRING ROSTER IS YOUR HIGHER LEVEL

TOURNAMENT ROSTER - Your actual spring roster will be the roster you must play with when you enter the Team Championship. Your Local Team Championship is part of the Team Championship. You cannot go back and re-sign a player who used to play with you in the fall or the previous summer, even if that player was on your team when you gained your eligibility. There will be no exceptions to this rule. If you are down to only four available players on your roster, you will have to go to the Championship with only four players and hope you can win three of the first four matches.

*The Spring
Session roster
of eligible
teams cannot be
changed.*

Make sure each player on your team has met the individual player requirements. Ineligible players will be removed from your roster and are ineligible to participate. Ineligible players will not count for **23/19-Rule** purposes. **Once the fourth week**

Tournament Information & Rules

of the Spring Session has passed, the rosters of all eligible teams are frozen. No one may be dropped or added.

7. THE SKILL LEVEL YOU MUST PLAY WITH - Every player must enter Higher Level Tournaments (Local Level and up) with the highest session-ending handicap he had from the time his team became qualified to his Spring Session-ending handicap. Session-ending handicaps are based on 10 actual League match scores in the format in which the player is advancing.

8. NO MALE 1s ALLOWED IN 9-BALL HLTs AND NO MALE 2s ALLOWED IN 8-BALL HLTs - During all 9-Ball Team Championship play, which includes the Local Team Championship, men will participate at a minimum skill level of 2. During all 8-Ball Team Championship play, which includes the Local Team Championship, men will participate at a minimum skill level of 3.

9. NUMBER OF SCORES YOUR HANDICAP MUST BE BASED ON - In order to go to Higher Level Tournaments, a player must have a skill level based on at least 10 actual League match scores in the format in which he is advancing.

10. ADDING A NEW PLAYER TO A QUALIFIED TEAM IN THE SPRING SESSION - Any player being added to a team in the Spring Session that is qualified for the Local Team Championship must have a skill level based on at least 20 scores. If the player has fewer than 20 scores, that player must be approved by your League Operator prior to being added to the roster.

11. NUMBER OF TIMES YOU MUST HAVE PLAYED WITH YOUR TEAM - In order to be considered a full-fledged member of a team and **eligible to go to the National Championship with that team**, a player **must have played at least four times with the team in the Spring Session.**

Tournament Information & Rules

12. SKILL LEVELS UPDATED - Individual skill levels may be raised by standard updating, by tournament committee judgments, or by the APA prior to and during all levels of Higher Level Tournament play.

13. ORIGINAL PLAYERS - Original players (see **ORIGINALITY** described in Definitions) are those players who were on a team roster when the team gained its eligibility. When a team gains eligibility, each player on the roster gains personal eligibility and has *originality*. If a player quits an eligible team and later rejoins it according to the rules, he still has originality.

Example: Ted's team wins the Summer Session. Ted drops off the team in the Fall Session, but then rejoins it again in the Spring Session and plays four times. He is still *original*.

Originality also belongs to every player on a division winning team.

Example: A team that gained its eligibility in the summer and only has four original members left when the Spring Session begins can end up with all its players original if it wins the division title in the Spring Session. Winning doesn't gain them eligibility because they already have that—another team gains eligibility.

14. TEAMS MUST RETAIN FOUR "ORIGINAL" MEMBERS - In order for a team to retain eligibility for Higher Level Tournaments, at least four members must be *original* members. A team that gains eligibility in the Summer Session must retain four original members in the Fall and Spring Sessions. *Originality* is established by:

- a. Being on a team when it became eligible; or
- b. Joining an eligible team that finishes first (**wins the division title**).

Example: A team that became eligible in the Fall Session begins the Spring Session with only three original members. It wins the outright 1st Place division title making everyone on the roster

Tournament Information & Rules

original. So a team that lost eligibility because it did not have enough eligible players and forgot to notify the League Office would only become eligible again by winning the division title in the Spring Session; whereas, if notification had been given, it might also have regained eligibility by finishing second behind a team already eligible.

15. TEAMS MUST PLAY THREE ORIGINAL MEMBERS -

During Higher Level Team Tournament play, in addition to having at least four original members on the team roster, the team must play the first three individual matches of each team match with original players. If only two original members are available to play, then the team would forfeit one point and play with two original members.

Original players are indicated on the Higher Level Team Tournament rosters. Please check rosters carefully. A violation of this rule has officially occurred when the balls have been broken in a player match involving an ineligible (as defined by the Originality Rule) player. The ineligible player forfeits the point and the teams go on to the next player match. The skill levels of both players count toward the **23/19-Rule**. On the other hand, once the team match is over and either team has left the match site, or the scoresheets are signed by both Team Captains, the match would stand as played even if an ineligible player(s) competed.

Originality and 23-Rule (19-Rule in the Ladies Division)

Problems - If a team is unable to meet the **23/19-Rule** by playing the first three matches with original members, then the team must play the first two matches with original members and forfeit the third individual match. They must announce they are forfeiting the third match by no later than the completion of the second match. The four players who then play may not exceed 19 (16 in the Ladies Division). The opposing team must use a third original player that would keep them within the **23/19-Rule** to receive the forfeit.

Tournament Information & Rules

If an original member plays in the third match that causes the team to break the **23/19-Rule**, a violation of the **23/19-Rule** has officially occurred when the balls have been broken in the match.

16. 23-RULE/19-RULE IN EFFECT - The **23-Rule** in the Open Division and the **19-Rule** in the Ladies Division, will be enforced. No team will be allowed to add a player to the roster for **23-Rule/19-Rule** purposes. Teams that cannot meet the **23-Rule/19-Rule** will not be disqualified based on their inability to meet the **23-Rule/19-Rule**. Instead, they will be allowed to play four players whose combined skill levels do not exceed 19 in the Open Division (or 16 in the Ladies Division), when the sum of the lowest five players listed on the roster exceeds 23/19, and forfeit the fifth point.

Just as in regular Session Playoffs, you must show that the players listed on your roster could have made up a legal team if the match had gone the full five points. If the lowest five players listed on your 8-Ball division roster do exceed 23 (19 for Ladies), your team will be playing with four players whose combined skill levels do not exceed 19 (16 for Ladies). Obviously, if a fifth match were required, your team would have to forfeit.

17. THE APA HAS THE OPTION TO DISQUALIFY ANY TEAM -

In order to conduct a fair and equal tournament for all APA players, APA must ensure that all participants are playing at skill levels that are not below their true ability. Handicap manipulation compromises the fairness and integrity of tournament play and cannot be tolerated. Accordingly, APA may disqualify any team if, in APA's sole judgment and absolute discretion, one (1) or more of its players are deemed by APA to be playing at a skill level below their true ability. The determination of whether a player is playing at a skill level below his or her true ability is necessarily

*Skill levels of
all team
members
should reflect
their true
ability.*

Tournament Information & Rules

subjective; APA is the sole judge of a player's ability and may make such a determination in its absolute judgment and discretion.

Disqualification will mean forfeiture of all titles, awards, prize money, and a minimum 2-year suspension from the League.

18. COACHING RESTRICTIONS - There will be some coaching restrictions.

19. NO MORE THAN EIGHT PLAYERS PER ROSTER - A maximum of eight players will be accepted at Higher Level Tournaments. All eight players on the national roster must be the same players who were on the local spring roster.

20. YOU CAN ONLY PLAY ON ONE TEAM IN EACH FORMAT – The 8-Ball Team Championship and the 9-Ball Team Championship are separate events; however, you can only play on one team in each format at the National Level of each Championship event. For example, if you are qualified on more than one 8-Ball team, prior to entering the National Level of the 8-Ball Team Championship event you must choose which 8-Ball team roster you will stay on; if you are qualified on more than one 9-Ball team, prior to entering the National Level of the 9-Ball Championship event you must choose which 9-Ball team roster you will stay on.

Exception: Ladies may qualify to be on the roster of one Open and one Ladies team at the National Level of the 8-Ball Team Championship.

21. IDENTIFICATION REQUIREMENTS - ALL PLAYERS MUST PRESENT CURRENT CERTIFIED POSITIVE PICTURE IDENTIFICATION IN THE FORM OF A STATE I.D. FROM THEIR

All players must present picture identification.

Tournament Information & Rules

STATE OF RESIDENCE, A MILITARY I.D. OR A PASSPORT at Higher Level Tournaments. If you do not have a picture I.D. then you must obtain one through the state you live in prior to entering the event. NO EXCEPTIONS. If you cannot provide positive picture I.D. you will not be allowed to play.

22. DRESS CODE - Proper attire must be worn at all times in and around the tournament site. The Tournament Director shall determine what is proper attire, and is responsible for requiring the change of improper attire on the part of any contestant. The dress code will be enforced.

23. TEAM NAMES AND TEAM SHIRTS - Team names and shirts are customary and recommended for all League play, especially Higher Level Tournaments. All teams are urged to choose a team name and design a team shirt that will create public respect for their team and the League. Team names and shirts that are deemed to bring discredit to the League will not be allowed at Higher Level Tournaments.

24. SKILL LEVEL RESTRICTIONS - Players who have competed in previous Higher Level Tournaments will not be allowed to enter subsequent Higher Level Tournaments with lower skill levels unless an appeal has previously been granted. The APA maintains a record of all past tournament participants and makes updated lists available to Local Management for implementation on the Local Level.

25. INITIAL CERTIFICATION PROCEDURES BY LOCAL LEAGUE MANAGEMENT - Your Local League Management has most of the Spring Session to review the rosters of the teams from your area who are getting ready to enter the Team Championships. The Spring Session is over by the end of May and the APA has asked League Operators to conduct the Local Level of the Team Championships no later than mid-June. Please expect your League Operator/Board of Governors to review the skill

Tournament Information & Rules

levels of every player on every team before the Local Team Championship begins. Such a review will decrease the chances of disqualification at a later time due to handicaps being too low.

- 26. TEAM CERTIFICATION PACKET** - The League Operator will submit to the APA a certification packet for all teams qualifying for the National Level. Teams will not be allowed to compete without a certification packet. Each player on the team contributes to this certification packet by signing the Team Certification Statement. Each certification packet must contain:
- a. Each player's handicap record.
 - b. All original scoresheets of the matches the team was involved in during the session it won and all subsequent sessions.
 - c. All original scoresheets of the matches the team was involved in during the Local Team Championship.
 - d. A certification statement signed by the League Operator.
 - e. A Team Certification Statement signed by every member of the team. Each member of the team is certifying on this form that, among other things, the skill levels on the team roster reflect the true ability of each of the players.
 - f. The team entry fee.
 - g. Team Registration Form.
-

- 27. APA IS HIGHEST AUTHORITY** - To preserve the integrity of the Higher Level Tournament structure, the APA reserves the right to disqualify any player and/or team:
- a. Whose certification packet appears to have been altered or contains irregularities that might give that player or team an unfair advantage; or
 - b. Where fraudulent circumstances of any nature are found to exist; or

Tournament Information & Rules

- c. Whose sportsmanship or conduct is deemed by the APA to potentially bring discredit upon the tournament, the League or the sport.

APA is the highest authority concerning all tournament rulings. Its decisions are final.

C. SINGLES CHAMPIONSHIPS

Since this manual is designed for team play, the 8-Ball Classic and 9-Ball Shootout will not be covered in any detail here. All of the rules pertaining to these singles events are printed on the Local Qualifier Board for all entrants to read.

In general, you must be a current APA member to enter and maintain membership throughout the course of the event(s). To enter, you must be on the roster of an active team in the format in which you are participating and remain so throughout the course of the event. You must be a member in good standing. Each League area must also meet certain eligibility requirements in order to advance members to the singles events. For more details on these requirements, please contact your League Operator.

You enter with your skill level (based on at least 10 actual League match scores in the format in which you are participating, all occurring within the last two (2) years) and play by the same game rules you follow during team play. All the rules are printed on the Local Qualifier Board at the location where you choose to enter.

Buying boards (meaning the Local Qualifier did not actually take place) is strictly against the rules. Violators will face suspension or termination of membership. Since this could affect your team, make sure your teammates understand the need for following the rules.

10 current scores that have occurred in the last two (2) years and being on an active roster are required for participation in the 8-Ball Classic.

Tournament Information & Rules

Note: For all APA Championships, the APA is the sole judge of a player's ability and may, at any time, raise a player's skill level if the APA believes he is not playing up to his true ability.

Definitions

BALL-IN-HAND: *Ball-in-hand* is the term used to describe the advantage granted to your opponent when you scratch or otherwise foul. Your opponent may choose where to place the cue ball on the table before shooting any of his category of balls.

BANK SHOT: A *bank shot* is when a player drives the object ball to the cushion in the course of making the shot.

BREAK (Break Shot): Refers to the first shot of the game.

BRIDGE: Refers to the hand that holds and guides the cue shaft, also the type of hold. Also refers to a cue-like stick with a specially shaped plate mounted on the end or other such device that serves as a support for the cue when the shooter cannot reach the spot where he would normally place his bridge hand.

BYE: A *bye* is a missing team on a schedule. Schedules are always set up to accommodate an even number of teams. When there is an odd number of teams in a division, there will be a bye. For example, a 9-team division will be playing a 10-team schedule with one bye. If your team is scheduled to *play* a bye, that means you do not have a match on that occasion. A bye is a missing team or, in a singles event, individual.

CAROM: A term describing the glancing of one ball off another.

DEFENSIVE SHOTS: A *defensive shot* is a shot where the shooter deliberately misses so as to pass his turn at the table on to his opponent. A safety (see **SAFETY** in these Definitions) is a defensive shot because the shooter had no intention of making the ball. *Intention* is the key word. Sometimes intent can be a matter of opinion and judgment, but the scorekeeper's judgment must be accepted by the opposing player. Remember that defensive means deliberately missed. Players should get into the habit of calling all safeties and intentionally missed shots. Besides being good sportsmanship, there will be fewer differences on the two score-sheets. The failure to mark defensive shots allows players and teams to advance with inaccurate skill levels. Play honest! Do not pad innings! If a player has a nearly impossible shot and does the best he

can, but still fails to even hit his ball, it does not fall into the category of defensive shots as defined here. As long as he was doing the best he could to hit **and make** one of his balls, then the shot is not marked as a defensive shot on the scoresheet.

DRAW: A method of stroking that causes the cue ball to spin backwards after contact with an object ball. The cue's tip must contact the cue ball below center to cause the draw.

ENGLISH: A method of stroking that causes the cue ball to react to the right or left after contact with an object ball or cushion.

ESTABLISHED SKILL LEVEL: Once a player has received at least 10 scores in a format.

FOLLOW: A method of stroking that causes the cue ball to *follow* in the same direction as the object ball when struck.

FOLLOW THROUGH: An important and desirable motion of the cue carrying through the area previously occupied by the cue ball.

FOOT OF TABLE: The end not marked with the maker's name plate, or on tables with ball returns, the end to which the balls return (see Diagram of Table).

FOOT SPOT: A spot placed in the exact center of an imaginary line drawn across the pool table between the second diamonds from the foot rail (see Diagram of Table).

FOUL: An illegal shot resulting in loss of turn at the table and *cue ball-in-hand* for the opponent.

FROZEN BALL: A *frozen ball* is a ball that is touching either another ball or a rail. If it is touching another ball, it is frozen on that ball; if it is touching a rail, it is frozen on the rail.

HEAD OF TABLE: Opposite of the foot (see Diagram of Table).

Definitions

HEAD STRING: The imaginary line drawn across the pool table between the second diamonds from the head rail (see Diagram of Table).

INNING: Consists of one turn for each player.

JUMP SHOT: A *jump shot* is when the cue ball is struck with the cue tip in a downward fashion for the purpose of elevating or jumping the cue ball over an impeding object ball to achieve a legal hit. It is a foul to jump the cue ball by “scooping” it over the impeding ball. See a local professional for more information concerning how to jump the cue ball legally.

KICK SHOT: A *kick shot* is when a player drives the cue ball to a cushion before contacting the object ball.

LAG: Method used to start a match. Players simultaneously shoot a ball from behind the head string, banking it off the foot rail and back to the head of the table. Striking the side rails or any pocket results in loss of the lag. The closest ball to the head rail wins. It is permissible to strike the head rail. If the lagged balls make contact with each other, lag over.

LOCAL BYLAWS: *Local Bylaws* are additional rules, policies, and procedures unique to an area. They are designed to cover local situations, such as exactly how the scoresheets are picked up and delivered, local League times and the like. Local Bylaws also might cover specific situations, such as, how Tri-Cups or Qualifier Cups effect advancement into Higher Level Tournaments. Local Bylaws may also contradict portions of this manual, especially in the General Rules Section, but only with the approval of the APA. Local Bylaws are normally written by the League Operator and the Board of Governors.

MASSE' SHOT: A *masse'* shot is when a player attempts to curve the cue ball around a ball in order to strike an intended ball. A *masse'* is accomplished by raising the butt end of the cue and using either right or left *English*. Even raising the butt end of the cue a little and using right or left *English* will cause the cue ball to curve a

little. The more the cue is raised, the more the cue ball will curve. Extreme masse' shots, improperly executed, can cause damage to pocket billiard equipment. Although League rules do allow masse' shots, there may be Local Bylaws or individual "House Rules" in many locations limiting or prohibiting masse' shots.

MISCUE: A *miscue* occurs when the cue's tip does not hit the cue ball squarely enough and glances off without driving the cue ball on its desired course, often caused by not enough chalk on the tip, an improperly shaped tip or an attempt at too much *english*. Miscuing is not illegal unless the shooter is deliberately miscuing to scoop the cue ball over a ball that is in the shooter's way. Sometimes a miscue may result in a foul because the cue ball was struck twice or struck the 8-ball or one of the opponent's balls first. It wasn't the miscue that was a foul, however, it was the fact that the cue ball was struck twice or struck the wrong category of balls that became the foul.

OBJECT BALL: The *object ball* is the ball you are trying to hit, or any other ball of your category.

ORIGINALITY: *Originality* in this League system refers to original members. Original members are those members who were on a team when it gained eligibility to the APA National Team Championship or won a division title. (Winning a division title means winning one of the Division Playoffs held at the end of each session.) Original members are said to have *originality*. An original member can lose originality if he quits a team, but can gain originality back by rejoining that same team in accordance with other rules in this manual.

PUSH-OUT: The push-out was developed to take some of the luck out of pool. A player could *protect* his turn with a push-out. Although push-outs have been used more often in the past, currently, push-outs can only be used immediately after the break by the breaker if he pocketed a ball on the break, or by the incoming player if no balls were pocketed on the break. A player can elect to push-out if he doesn't like the shot he is faced with. Pushing-out involves announcing the intent to push-out, and then shooting the cue ball to a new position. The shooter doesn't need to satisfy the *legal shot* rule (driving a ball to a rail after a

Definitions

legal hit). The shooter's opponent then has the option to shoot from the new position or tell the shooter to take the shot. Normal game rules apply from that point on. Push-outs are fairly standard in pro events and in the U.S. Amateur (conducted by the APA); however, APA rules for all handicapped competition does not allow push-outs because they give the more highly skilled player a big advantage, for obvious reasons.

PUSH SHOTS: A *push shot* involves a situation where the cue ball is frozen or nearly frozen to the object ball. The problem faced by the shooter is to keep from *pushing* or keeping the tip of the cue on the cue ball. It looks bad and is generally thought of as illegal. Push shots are controversial. Push shots will not be called in this amateur League. Even the professional players cannot agree about what is and isn't a push shot. In general, you can lessen your chances of being accused of shooting a push shot if you elevate the butt of your cue about 30 degrees. This automatically cuts down the length of the follow through which is the principal cause of a push shot. Players who repeatedly guide the cue ball with force through object balls that are frozen or nearly frozen to the cue ball, using a level cue and long follow through, may be subject to a sportsmanship penalty.

SAFETY: A defensive action taken when a player has no prospective shot on the table. It is a legal shot and is not considered to be *dirty pool*. A safety must still conform with the rule concerning hitting the *correct* ball first and striking a rail afterwards. If a *correct* ball is accidentally pocketed while playing safe, the shooter must continue to shoot. It is polite to call safeties, but not required.

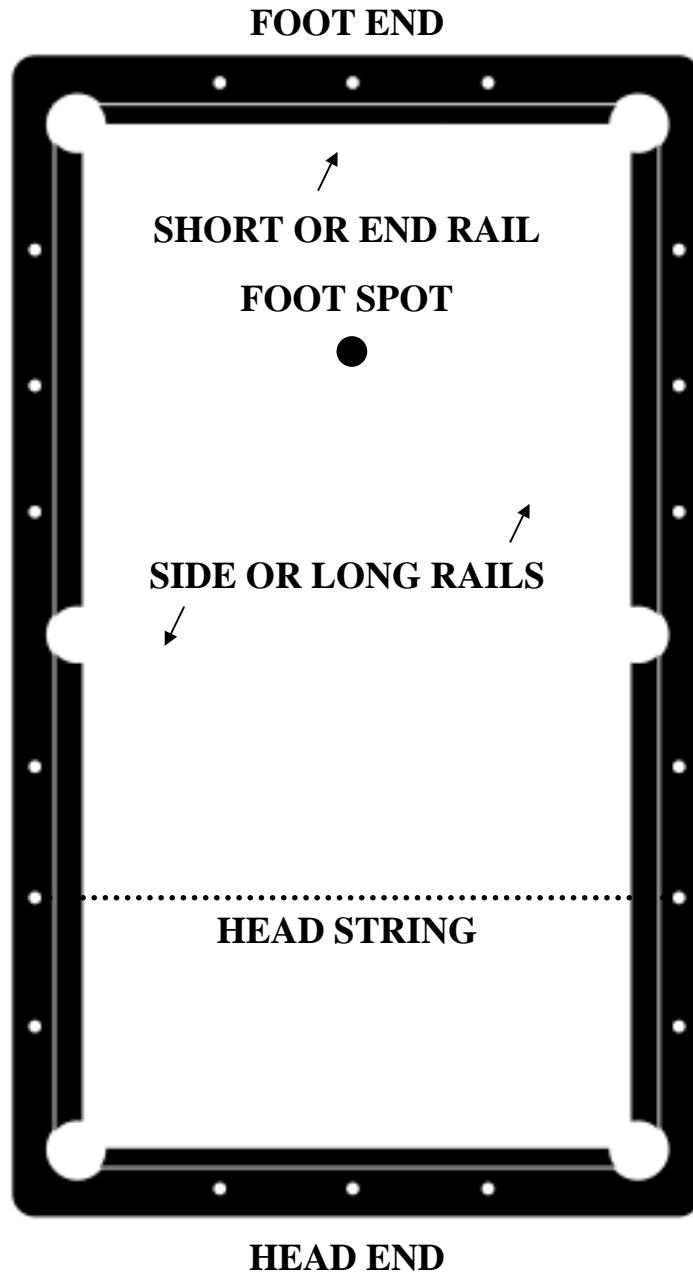
SANDBAGGING: Sandbagging, in any handicapped sport, is the unethical practice of deliberately playing below your ability in order to alter your handicap so it does not reflect your true ability. There are a number of anti-sandbagging measures in this League system. You can help by properly marking defensive shots (see **DEFENSIVE SHOTS** in these Definitions) during regular weekly play.

SCRATCH: Pocketing of the cue ball or driving the cue ball off the playing surface and onto the floor.

Definitions

SESSION: In the APA League, session refers to the season in which League play took place. There are three session in each League Year—Summer Session, Fall Session and Spring Session.

Diagram of Table



- 3-Person Division, 62
 - team skill level limit, 62
- 8-Ball Classic (see Tournament)
- 8-on-the-Break, 46, 58
- 9-on-the-Break, 66, 72
- 19-Rule, 35,36,85
- 23-Rule, 33-35, 86
- Adding players, 27
 - during a session, 27, 83
- Age requirements, 19
- Appeals, 42
- Assignment of skill levels,
 - by League Operator, 30
 - by APA, 84
- Ball-in-hand, 48-51, 92
 - placement of cue ball, 26, 50-51
 - after break
 - 8-Ball, 45
 - 9-Ball, 67
- Board of Governors, 9
- Breaking, 45
 - after the break
 - 8-Ball, 45
 - open table, 46
 - out/in, 45
 - 9-Ball, 67
 - legal/illegal
 - 8-Ball, 45
 - 9-Ball, 67
- Byes, 19, 39, 92
- Certification (see Tournament)
- Championships (see Tournament)
- Coaching, 25
 - fouls, 48
 - marking the table, 26
 - placement of cue ball, 26, 50
 - restrictions, 25, 50
 - time-out, 26
- Combination shots
 - 8-Ball, 47
 - 9-Ball, 68
- Conduct, 75
- Dead balls, 72
- Defensive shots/Safeties, 31, 58, 72, 92
- Disqualification, 32, 86
- Division, 8
- Division Representatives, 8
- Dropping players, 27, 83
 - during a session, 27, 82-83
- Eligibility
 - Higher Level Tournament, 79, 81
 - Playoffs, 39
- English, 93

Index

- draw, 93
- follow, 93
- jump shot, 94
- masse' shot, 94
- miscue, 95
- Etiquette, 3
- Fees, 11
 - membership; transferability, 10
 - renewals, 11, 29
 - travel assistance funds, 12
 - trophy/award fund, 12
 - weekly fees, 11
- Forfeits (also see Scoring), 20
 - 23-Rule/19-Rule, 21
- Formats, 15, 60
 - 8-Ball
 - Junior Division, 60
 - Ladies Division, 35
 - Open Division, 33
 - Super Division, 61
 - 3-Person Division, 62
 - 9-Ball, 64
- Fouls, 48-51, 69
 - ball-in-hand, 48-51, 92
 - coaching, 50
 - good hit/bad hit, 49
 - 9-Ball, 69
- Frozen ball
 - definition, 93
 - foul, 50
- Gambling, 19
- Game Rules
 - 8-Ball, 44
 - 9-Ball, 66
- Games you must win (see Skill levels)
- Handicap Advisory Committee, 9-10
- Handicap System
 - 8-Ball, 53
 - 9-Ball, 70
 - manipulation of, 30, (see Sandbagging)
- Higher Level Tournaments (HLT) (see Tournament)
- How to lose
 - 8-Ball, 51
 - 9-Ball, 69
- How to win
 - 8-Ball, 52
 - 9-Ball, 69
- Identification, 24, 87
- Innings
 - definition, 94
 - scoring
 - 8-Ball, 57
 - 9-Ball, 72

- Jump shot
 - definition, 94
 - foul, 50
- Junior Division, 60
 - age requirements, 61
 - fees, 60
 - team skill level limit, 61
- Ladies Division
 - 19-Rule, 35-36, 85
- Lag/lagging, 44, 56, 66, 94
- Local Bylaws, 14, 94
- Lowest attainable rule, 32
- Marking the pocket, 25, 44, 51
- Marking the table (see Coaching)
- Massé shot, 94
- Miscue
 - definition, 95
 - foul, 50
- National Championships, 15
- National Lowest Attainable (NLA) (see Skill levels), 32
- Originality, 84-85
- Playoffs, 34, 37
 - 8-Ball
 - by division, 37
 - by session, 34, 36, 37
 - eligibility, 39
 - number of times you must play, 39
 - tie-breaking procedures, 38
 - 9-Ball, 65
- Protest/dispute, 21-22
- Push shot, 96
- Qualifier board/Singles board (see Tournament)
- Qualified teams/players (see Tournament)
- Racking
 - 8-Ball, 44
 - 9-Ball, 66
- Safety, 96 (see Defensive Shots)
- Sandbagging, 30
- Scoring
 - 8-Ball, 56
 - defensive shots/safeties, 58
 - forfeits, 20
 - games must win chart, 54
 - innings, 57
 - protests, 21
 - scoresheet, 56
 - skill levels, 34
 - 9-Ball, 71
 - dead balls, 72
 - defensive shots/safeties, 71, 92
 - forfeits (same as in 8-Ball), 20, 65
 - innings, 72
 - match points earned chart, 73

Index

- point system, 72
- points must win chart, 70
- protests (same as in 8-Ball), 21
- scoresheet, 71
- skill levels, 70
- Senior Skill Level Limits
 - 9-Ball, 64
 - Singles Championships (see Tournament)
- Skill levels
 - 8-Ball, 34
 - games must win chart, 54
 - 9-Ball, 70
 - points must win chart, 70
 - lowest attainable, 32
 - National Lowest Attainable (NLA), 32
 - manipulation of, 30, (see Sandbagging)
 - new players, 27-29
 - 8-Ball, 27
 - 9-Ball, 70
 - reporting discrepancies, 31
- Splitting matches, 24
- Sportsmanship, 41, 74
 - follow-up actions, 77
 - immediate action, 75-78
 - physical abuse, 75
 - verbal abuse, 76
- Spotting balls
 - 8-Ball, 47
 - 9-Ball, 68
- Stalemated games, 49
- Super Division, 61
 - team skill level limit, 61
- Team Captains duties, 8
- Tournament, 79
 - assignment of skill levels, 89
 - certification, 89
 - championships
 - Singles Championship, 17
 - 8-Ball Classic, 17, 80
 - eligibility, 17, 81
 - qualifier boards/singles board, 16
 - Higher Level Tournaments (HLTs), 79
 - local level, 16, 79
 - number of times you must play, 83
 - qualified teams/players, 82
 - national level, 16
 - skill level you must play with, 83
 - Team Championships, 15, 80
 - 8-Ball, 79
 - Open Division, 79
 - Ladies Division, 80
 - 9-Ball, 80
 - spring roster, 82

Trophies and awards, 14
Wild card teams, 37

Notes

Notes
