

2017
\$55,000 APA 9-BALL
WORLD
QUALIFIER

Player Information Packet



Tournament Directors:
Troy Myers & Joe Cabezas

World Qualifier - Captains Guide

Tournament Directors - Troy Myers & Joe Cabezas

SPORTSMANSHIP - # 1 PRIORITY

We “will not” tolerate any smart-remarks, name-calling, or intimidating behavior here at the tournament site. Such action may get your team disqualified and your players suspended from playing in the APA. The “moment” someone from the opposing team is rude or acts up in any way, come see one of the Tournament Directors at the Control Counter. We will stop the problem before it goes any farther! Sportsmanship and fair play are our # 1 concerns in the APA. Team Leaders and fellow team members will be held responsible for the action of their teammates! If you see someone start to act up, diffuse the situation before it escalates and get them out of the tournament facility. We’re here to assist you in any way possible. The moment a concern arises, politely stop the match and calmly come up to the control counter to get proper clarification and direction. *If you continue the match in question, the match stands and no protest may be made at a later time!*

PROBLEMS - HOW TO PROPERLY HANDLE THEM

Your team should not attempt to handle a match-play problem by itself. Temporarily stop the current match and explain the situation to a Tournament Director. The issue will be handled for you. Never argue with, or confront the other team.

Don’t worry about skill levels ... that’s our job! If you perceive that someone on the other team may be under-rated, **do not come up to the control counter and bring it to our attention “vocally”...** Simply write a note on the back of your scoresheet and we’ll research the player, and when and if the complaint is substantiated, the team will be disqualified and your team may have another opportunity in the tournament (based upon when the team is actually disqualified).

REFEREES - HOW TO PROPERLY USE THEM

Never give the referees a hard time; they are responsible league members who are here to help you. Referees are only available for “Good Hit-Bad Hit” calls. They are instructed to not answer rules questions, so please **verify all rules with a Tournament Director**. Referees may be watching as many as four tables, and your team should call a “Referee Time-Out” in order to make sure that they have plenty of time to get into position, and are able to find out which category of balls is being played. If you fail to do this, the referee may not be able to make the call.

SCORESHEETS / SCOREKEEPING - CHECKING AND VERIFYING

Skill levels can go up or down during this event. Prior to each of your team matches, please make sure that you check the skill levels of all of your members. If you don’t, you may accidentally break the “23 Point Rule”.

Score keepers are to sit side-by-side at the score keepers table; coaches to their left and right; team members sit in the bleachers behind them. Verify with the other scorekeeper the number of time-outs taken after each one is called, and announce scores after each game! Mark safeties, even if the shooter forgets to call them!

IDENTIFICATION - HOW AND WHEN TO ASK FOR I.D.

Per national rules, **always carry a valid picture I.D. with you.** Captains, do not shoot a player if they do not have a picture I.D. If you shoot a player who is under-age, your team will be disqualified. You are allowed to ask for I.D. prior to the start of that player match, or after that player match is over, but not during that player match. **If you card the player after the player match,** just inform the other captain to see a Tournament Director concerning that player's I.D., and we will handle it from there. That player will be required to obtain and show proper I.D. before the subsequent round (unless waived by the League Operator), or that specific match will be forfeited.

PAPERWORK - PLAQUES - PATCHES - PHOTOS - TROPHIES - TOURNAMENT CHARTS

Paperwork and patches will be handed out at the Captains meeting before the start of the event. **Turn in your score sheets at the control counter when you finish your match.** Pick-up your trophies and World Qualifier packet when you make it into the Qualifying Round and get your free photo-shoot. **Photo shoot area in the back. Extra male/female figurines** are available at the control counter (see a Tournament Director). Winners receive individual trophies, along with a large trophy for your hosting location. **If you win your match,** carefully check the Tournament Charts for all future rounds (need help reading the board, see a Tournament Director).

ABOUT THE NEW GREEN ROOM (SPORTS 2000)

Charlie's Cue Repair located in the main arena area! Supplies, cue repair, raffle tickets, etc. No food or drinks may be brought in from outside. Coin machine and phones in the front lobby by the kitchen; Cue balls for Coin-Op tables available at the bar, rental tables (when available) may be rented from the bar personnel. **ATM machine** located at the bar.



9-Ball Roster & Handicap Report

30201 Rags To Riches N 0000 FROM : Halethorpe, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 14614 Dotson, Steve 5 02676 Brown, Max 5 16306 Stebbings, Joe 3 60306 Green Jr., Dennis 6 38228 Flannery, Jim 3 37720 Dotson, Lisa 2 00638 Kang, Soo Mi 3 34587 Trout, Tracy	30203 Wild One's N 0000 FROM : Halethorpe, MD <u>Skl</u> <u>Number</u> <u>Name</u> 4 43312 Edwards, Jeremiah 4 50922 Christopher, Wayne 5 69820 Padgett, Samuel 4 62269 Wesselman, Jason 3 79107 Calimer, Shawn 4 12356 Trembly Jr, Richard 2 36909 Kohlhaus, Melody I 0 12273 <i>shelton, laura</i>	30208 Good Leave N 0000 FROM : Baltimore, MD <u>Skl</u> <u>Number</u> <u>Name</u> 7 43213 Commander, Kurt 4 09288 Edwards, Charles 3 09991 Hall, Darryl 2 04962 Moses, Angela 4 12546 Early, Gary 4 12572 Martin, Michael I 5 46633 <i>jones, john</i> 4 09969 Miller, Anthony
30605 Fish Head Cantina N 0000 FROM : Halethorpe, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 15296 Goodrich, Terri 8 14110 Goodrich, David 3 00968 Goodrich Jr, David 3 00190 Grow, Mike 2 00609 Grow, Cheryle 4 77701 Olecki, Angie 2 12267 Reilly, Mark 4 52469 Fine, Ben	30804 Brew Crew N 0000 FROM : Dundalk, MD <u>Skl</u> <u>Number</u> <u>Name</u> 4 02055 Astarita, Chris 6 11680 Stielper Jr, Dennis 7 01266 Valentine, Randy 3 46152 Frado, Tammy 3 01868 Green, Ian 3 10410 Casper, Breanna 6 09328 Hart, David 5 03862 Gurecki, Jason	30809 JNU N 0000 FROM : Dundalk, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 30543 Norton, April 3 77278 Prietz, Dorothy 7 08651 Bays, Ben 9 59757 Clayton, Clint 3 10507 Gattus, Jennifer 5 53939 Shifflett, Brian 3 12403 Shifflett, Christopher
30811 The New Green Room N 0000 FROM : Dundalk, MD <u>Skl</u> <u>Number</u> <u>Name</u> 7 75040 Rosenberger, Jeffrey 4 03225 Patton, Geary 4 08447 Warren, Kenny 3 77900 Mingo, Bryant Merv 5 08093 Dalton, Brian 4 76631 Huffman, Robert 5 68433 Rosenberger, Mike 4 12558 Inscore, Brian	30904 Lady & the Tramps N 0000 FROM : Baltimore, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 76564 Hughes, Damon 3 68189 Yates-Arkward, Stephanie 5 09463 Jackson, Antwon 5 71634 Scott, Andre 5 67496 Amos, Dominic 5 55367 Franklin, Mark 4 10204 Hall, Arsenio 3 72002 Wilson, Otis	30905 Chalk On The Wildside N 0000 FROM : Carney, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 77989 Myers, Karen 3 00192 Hercha, Karin 2 06064 Becker, Michele 5 55092 Becker, Tom 5 32606 Chandler Jr, Melvin 3 11129 Lehman, Evan 5 39916 Strebeck, Mike 4 75147 Severe, Bobby
31006 Patty's Pack N 0000 FROM : Baltimore, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 17493 Heagy, Ed 4 44250 Heagy, Edward 6 39913 Williams, Kristy 3 65900 Stokes, Travis 4 13319 Haas, Stephen 2 01520 Jackson, Jaquay 4 76363 Wodka, Ryan 5 08450 Wodka, Joshua	31109 After Midnight N 0000 FROM : Ellicott City, MD <u>Skl</u> <u>Number</u> <u>Name</u> 7 40172 Raaen, Eric 8 35283 Wojciechowski, Joseph 2 54505 Raaen, Marguerite 8 78543 Daily, Brian 5 76878 Sennett, John 2 01672 Sennett, Connie 2 10811 Carroll, Michael 5 59249 Bell, Johnnie	31407 Q Squad N 0000 FROM : Baltimore, MD <u>Skl</u> <u>Number</u> <u>Name</u> 3 64472 Galloway, Quayealorna 5 29402 Lokey, Dorian 2 62558 McCormick, Mary 2 03117 Falcon, Rhonda 5 71178 Allen, Henry 6 73376 Marousis, Haralambos 3 57797 Morgan, Barbara 2 65348 Booker, Tina

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* = Players address is incomplete. Please submit address update to the League Office.

9-Ball Roster & Handicap Report

31503 Play Right or Sit N 0000 FROM : Baltimore, MD <u>Skl Number Name</u> 6 35386 Rhoades Jr, Tom 6 02663 Downey III, Ray 4 00072 Jones, Lisa 2 55543 Hansen, Mary 3 03144 Ferguson, Tina 3 27835 Mrozinski, Sharon 7 22678 Ferguson, Michael 5 20283 Matthews, Linda	31511 Lights Out! N 0000 FROM : Baltimore, MD <u>Skl Number Name</u> 6 72852 Walter, Dustin 7 29218 Strong, Chris 2 68453 Strong, Amanda 5 04226 Riffey, Brian 5 74013 Schlosser, Brian 4 11466 VanLeuven, Ruben 4 69787 Walter Jr, Jacob 2 54653 Shipley, Lauren	31605 It's Drew's Fault N 0000 FROM : Kingsville, MD <u>Skl Number Name</u> 4 53217 Johnson Jr, Barry 4 76036 Schwartz, Drew 4 74520 Turner, Curtis 5 09760 Grossman, Matthew 4 05986 Wilhelm, Michael 5 09131 Johnson, Kevin 6 03242 Lund, Nicholas 4 71374 Duke, Donald
31707 Crazy Train N 0000 FROM : Dundalk, MD <u>Skl Number Name</u> 4 09334 Gibson, George 3 11725 Turnbaugh, Joshua 2 11761 Herring, Debbie 5 11658 Riker, Weldon 5 38539 Wiatrowski, John 4 44894 Rossi, John	31810 I See Ya Kid ! N 0000 FROM : Kingsville, MD <u>Skl Number Name</u> 5 09131 Johnson, Kevin 6 56808 Tressler, Shane 7 53440 McKinney, Scott 3 12013 Kahl, April 4 10542 Kahl, Chris 2 09220 Croman, Lynnann 5 09760 Grossman, Matthew 5 10525 Heckrotte, Matt	31910 "Make It Work" N 0000 FROM : Essex, MD <u>Skl Number Name</u> 6 01503 Teal, Kenneth I 3 03281 <i>leight, ashley</i> 5 07029 Lee, John 4 74341 Krumholtz, Mason 6 78571 Young, Maceo 2 09220 Croman, Lynnann 4 55544 Parol, Regina 4 56314 Williams, Doug
32102 Jus Tap It N 0000 FROM : Dundalk, MD <u>Skl Number Name</u> 5 56259 Wisniewski, Gregg 7 51049 Jones, Kenny 2 78428 Locklear, Patrick 7 18141 James, Jimmy 4 57394 Lorden, Ray 3 01605 Rhodes, Dayna 4 52553 Ey, Michael * I 1 15475 <i>armstrong, brandy</i>	32201 Thanks For Playing N 0000 FROM : Baltimore, MD <u>Skl Number Name</u> 3 39729 Quinlin, Dawn 3 73038 Keith, Adam 6 38579 Quinlin, Derek 5 38289 Cygan, Tony 4 06404 Barco, Anthony 5 35962 Trout II, William 5 34345 Trout II, Nancy 5 04376 Keith, Dustin	32203 Get ya head out N 0000 FROM : Baltimore, MD <u>Skl Number Name</u> 4 75930 Seiser-Rubin, Christina 6 33553 Julian, Jared 4 01789 Hudson, Mike 4 73255 Bridgeman, Rachel 2 08407 Mueller, Danielle 4 70956 Hans, Eugene 7 14537 Wood, George I 3 34356 <i>jessop, harris</i>
32204 Misfittz N 0000 FROM : Baltimore, MD <u>Skl Number Name</u> 2 06478 Ruckle, Jessica 4 02645 Daughtery, Emma 5 49966 Warthen, Matthew 6 59747 Andrews, Timothy 3 03768 Inskeep, Kelsey 6 41428 Blackburn, Raymond 2 40589 Warthen, Marge 5 33951 Warthen, Ray	32208 Dazed & Confused N 0000 FROM : Baltimore, MD <u>Skl Number Name</u> 5 47826 Alfred, Raymond 3 78142 Birchfield, David 4 42252 Brooks, Dawn 2 52605 Mathis, Joe 6 03835 Russo, Jason 2 50400 Harrington, Rita 3 51910 McCauley, Al I 5 48738 <i>wiatrowski, michael</i>	33402 Lets Start Early N 0000 FROM : Baltimore, MD <u>Skl Number Name</u> 4 03788 Mcie, Carl 5 52340 Tesh Jr, Wil 5 07641 Vietmeier, Keith 4 08434 Gugliotta, Joseph I 2 12199 <i>wright, matthew</i> I 3 09707 <i>vietmeier, nicole</i> 7 17305 Hoey, Dante 3 08896 Burkindine, Nicholas

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9-Ball Roster & Handicap Report

33406 Family Ties N 0000 FROM : Baltimore, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 14033 Flynn Sr, Robert 6 44287 Whitley, Paul 3 07782 Hager, Brad 4 57091 Hager, Tom 5 71528 Hager, Joshua 3 14590 Flynn, Lisa 4 03563 Laxton, Ryne 3 12297 Flynn Jr., Robert	33511 "Accident Prone" N 0000 FROM : Essex, MD <u>Skl</u> <u>Number</u> <u>Name</u> 3 06101 Cresic, Chelsea 4 70956 Hans, Eugene 7 07522 Dufour, Randy 5 69656 Smith, Anthony 2 08407 Mueller, Danielle 5 10072 Hatch, Marquita 4 73255 Bridgeman, Rachel 4 55949 Stein, Howard	78304 Bad Coaching N 0000 FROM : Sharptown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 8 50340 Singleton Jr, Bruce 7 32704 Farlow, Kevin 3 29074 Singleton, Cindy 4 10494 Beauchamp, Tommy 6 49314 Ward Jr, Dewayne 2 11578 Grudis, Heather 4 65639 Albert, David 4 63751 Bean, Ron
96508 Wild Moose Knuckles N 0000 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 7 30165 Harrison, Joe 2 73046 Harrison, Dana 4 13920 Cordara, Thomas 4 05148 Barker, Maureen 2 00883 Bryant, Tina 4 50325 Bryant, John 5 32333 Warthen, Paul 2 55002 Warthen, Ashley	96509 Lallo's N 0000 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 11803 Rojas, Juan 9 76416 Mendez, Erinn 2 12714 Zaragoza, Patricia 5 36594 Lopez, Julio 5 12876 Pena, Jose I 2 13361 <i>lara, Luis</i> 4 13315 Cedios, Jorge	96601 "B" Crew II N 0000 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 9 60512 Musser, Richard 3 72327 D'Alessio, Mike 3 41910 Marcinko, Joseph 5 02885 Young, Ryan 2 36322 Young, Judy 6 66375 Cage, Robert 6 59209 Allen Jr, Michael 2 04033 Chadwick, Christine
97402 Drifters N 0000 FROM : Inwood, WV <u>Skl</u> <u>Number</u> <u>Name</u> 3 68817 Vesledahl, Jo Anne 7 21048 Vesledahl, Jeffery 4 54322 Horner, Mark 3 09468 Clawson, Jason 6 71249 Hodge Jr, David 4 04562 Sines, Charles 3 76407 Cogle, Robin 6 33674 Fair, Mike	97410 Jakkis N 0000 FROM : Inwood, WV <u>Skl</u> <u>Number</u> <u>Name</u> 6 41571 Murphy, Dale 7 49339 Jones, Ed 2 58773 Jones, Amanda 1 10464 Newhall, April 5 55409 James Jr, Philip 8 32257 Butler, Matt 4 53672 Hogan, Clifton * 3 21754 Vesledahl, Randall	97608 "Organized Chaos" N 0000 FROM : Hagerstown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 71352 Ocasio, Miguel 8 05503 Grimsley, Zane 4 07138 Peggs, Richard 3 11310 Jones, Darryl 4 07719 Cox, Samantha 4 07115 Barajas, Amador 3 12336 Lattin, Matthew 8 01537 Buckler, Justin
97613 Regulators N 0000 FROM : Hagerstown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 78335 Bingaman, James 6 78092 Freelove, William 4 78714 Twigg, Aaron 5 07165 Crisp, Phil 3 78337 Herrmann, Angela 5 07310 Crisp, Jason 4 08482 Crisp, Tyler 3 10281 Crist, Paul	97903 All Out Of Bubble Gum N 0000 FROM : Hagerstown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 59857 Moyer, Michael 9 66693 Freelove, Adam * 3 11085 Gantt, Quielan 5 60132 Winter, Evan 4 77430 Bonenberger, Brian 2 10314 Freelove, Erica 5 74810 Lee, Jeremy 4 12287 Bickford, Warren	97910 9-Ball Snipers N 0000 FROM : Hagerstown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 59917 Valentine, Joshua 7 40630 Shoemaker, Steven 2 07194 Shollay, Steven 5 48868 Elliott, Harry 4 12009 Hawkins, Robert 4 71303 Swope, Amanda 2 79092 Furry, Tangel 5 63269 Gattrell, Ricky

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SUDDEN DEATH FORMAT

This rule was designed to allow teams to complete their matches within a reasonable time frame. For APA Tri-Annual and National Qualifier 8-Ball play, the Sudden Death rule goes into effect four (4) hours after your official starting time. Your 4th team match must be completed (or have been forfeited) by the 4-hour mark, or all subsequent matches become a one game race. It is ok to forfeit a match prematurely to avoid going into sudden death. Sudden Death is currently not needed in 9-Ball.

When the *Sudden Death* format is in effect, all other league rules apply to player selection. Note that you still must comply with the "23-Rule". We ask all players to help keep to the schedule by being ready to play when their match is called, and by observing the *Match Time Guidelines*. This may help prevent your team from going into Sudden Death.

SUGGESTED MATCH TIME GUIDELINES

TIME GUIDELINES FOR 8-BALL MATCHES

<u>Total Games Must Win</u>	<u>Match Time</u>	<u>Average/Game</u>
4-6	45 minutes	10 minutes
7-10	60 minutes	8 minutes

TIME GUIDELINES FOR 9-BALL MATCHES

Match Time
40-60 minutes

ADDITIONAL SUGGESTED TEAM GUIDELINES

EACH 8-BALL TEAM MATCH	4 HOURS
EACH 9-BALL TEAM MATCH	3 HOURS
EACH NEW PLAYER SELECTION	2 MINUTE LIMIT
EACH COACHING	1 MINUTE LIMIT
AVERAGE SHOT	20 SECONDS
SPECIAL SHOOTING SITUATION	45 SECONDS (MAXIMUM)

TOURNAMENT RULES TO REMEMBER

The current Bylaws of the league are used, unless specifically modified below for this event.

“COMMON PLAYERS” RULE

If you have 2 or more common players on your team (both players are on the same roster of another team in the tournament), your teams will be placed on side-by-side tables, if possible. If you receive your table assignment and your teams are not on side-by-side tables, immediately call it to the attention of the Tournament Director before starting your match. **Teams with 2 or more common players on their team roster may now call for 1 official “waiting” time-out** (not to exceed 30 minutes) to wait for a player common both to their team and another Tri-Annual team (still competing in another match on another table) to finish that match. **To stay warmed-up,** their opponent will be permitted to practice (by themselves on the assigned table) until the common player completes their match for the other team on the other table. **When it’s your turn to put up a player and the player you want to put up is still involved in a match for another team on another table,** simply notify the opposing captain as to the player you are choosing to put up, and that you need to call an official “waiting” time-out. **Mark the back of both scoresheets with the starting time of the “waiting” time-out (using the time indicated on the clock at the Tournament Director’s control desk).** Remember, a team may only call for a maximum of 1 “waiting” time-out and the time may not exceed 30 minutes! Once the time reaches 25 minutes, ask the Tournament Director to come to the scoring table. If the other match is not completed at the end of the combined 30 minute period, the team will have to immediately put up another player or forfeit the remaining matches. **If the match is finished within 30 minutes,** the players originally chosen must play the assigned match and can not be changed. **If the match is not completed within 30 minutes,** and the team with the common player must choose a different player to put up, then the opposing team will be allowed to also choose a different player, even if their team was the first to put up! Players common to 2 or more teams can only coach **one** match. **If two teams with common players are matched against one another, the common players are not allowed to play or coach for either team, and the team match may be shortened by the Tournament Director, based on the number of common players involved.**

PLAYING AREA

No one is allowed in the playing arena (at any time) except for the shooters and their coaches and only during an official time-out! Do not walk in front of the scorekeeper tables at any time!

BREAKING - PRACTICE RACK

Players can agree to flip for the break. Otherwise, you must lag for the break at the Tri-Annals. If you lag, it is permissible to contact the end rails, but contacting the side rails, or scratching, loses the lag; if the balls collide, you lag over again. Both players will receive a chance to familiarize themselves with the table. Hit a couple of balls; check out the roll of the table; turn the table over to your opponent ... then get your match underway. Please limit your practice time at the table to 2-3 minutes per player!

TIME-OUTS

Only 1 time-out per game regardless of the skill level of the shooter. Calling for a non-available time-out by the coach (or other teammate) is illegal coaching and results in a ball-in-hand foul; if called for by the shooter, no penalty applies. Teams may call for a “Rule-Interpretation” time-out (not counted as one of your team time-outs) at any time to clear up a rule.

“SUDDEN DEATH” RULE FOR 8-BALL TEAMS

4-Hour Sudden Death Rule is in effect. A team may officially choose to forfeit any match to save time and avoid Sudden Death (notify the opposing team and the Tournament Director before sudden death is officially announced).

ILLEGAL COACHING

Be careful what you yell out to your shooter so that you aren’t charged with an illegal coaching foul. It is permissible to say “take your time”, however anything construed by the Tournament Director as “instructional” in nature i.e. “easy does it” will result in a ball-in-hand foul!

5-STAR SPORTSMANSHIP PROGRAM

The “FUN FACTOR” system works as follows: Write a number from 1 to 5 on the scoresheet (in the section which reads: “Team #xxxxx receives a ___-Star rating this match”). You will score the team only after all matches are over and only after both Captains have signed the scoresheet. Don’t let the opposing team know that you are giving them a bad rating, unless you want them to get even and give you a bad rating in return. Write their rating in **privacy** ... before turning in your scoresheet at the Control Counter. The rating you give them will be 100% confidential.

SMOKING AT THE GREEN ROOM

If you are a smoker, you must take your smoke break prior to the start of your match. Your match officially starts when your name is called and/or you are put up for a player match.

Do not wait until your name is called to run outside for a smoke even if your opponent says it’s okay! If you do, the first game of your match will be forfeited to your opponent!

Do not run outside for a smoke break between games either (even if your opponent says it’s okay), same penalty applies ... loss of the next scheduled game!

Do not run outside for a smoke break even if your opponent takes a bathroom break (even if your opponent says it’s okay) ... penalty is loss of the game in progress or loss of the next scheduled game!

Smoking in the bathroom or other areas of the facility is loss of match and suspension from the APA!

SMOKE EITHER BEFORE YOUR NAME IS CALLED OR WAIT UNTIL THE MATCH IS OVER TO SMOKE!

GOOD LUCK AND GOOD SHOOTING AND THANKS FOR PLAYING IN THE APA!

PLEASE— NO FLASH PHOTOGRAPHY

Please be courteous of other players while they are shooting.

If you would like to take pictures,
you may do so only without use of a flash.

BE CAREFUL!

KEEP AN EYE ON YOUR POSSESSIONS!!!

When you travel, be aware of pickpockets and purse/cue snatchers.

**PLEASE
BE AWARE OF YOUR SURROUNDINGS!**

Poolplayers Etiquette

Good Sportsmanship



Have pride in yourself

Respect your opponent

Win or Lose -
it's how you accept victory or defeat

Control your emotions...
don't let them control you

Accept victories and losses with
goodwill and decorum

Make an example of yourself with
Good Sportsmanship

Win with Sportsmanship...Others will Follow!

This message brought to you by





REFEREE GUIDE / INFORMATION

TEAM RESPONSIBILITIES

- ◆ Teams are required to show the highest respect for the referees at all times. Giving the referees a “hard time” will place the team member(s) involved in the “very possible danger” of being immediately disqualified from the event, removed from the premises, and indefinitely suspended from the league.
- ◆ Teams have the right to request a referee change at any time. No reason required.
- ◆ Referee calls are binding and final, and cannot be protested.

REFEREE RESPONSIBILITIES

- ◆ Referees are instructed to report sportsmanship problems to the tournament officials.
- ◆ Referees are asked not to give rule interpretations, or answer rules questions. The requesting Captain, coach, or player is responsible for temporarily halting the match, in order to seek clarification or confirmation from the Tournament Director, whenever a rule is involved. This eliminates mistakes, and misunderstandings. Referees only make calls concerning “good hit-bad hit”, “frozen” ball and other possible playing foul situations. Note that Local League Bylaws over-ride the APA National Rules for local events.
- ◆ Referees are not responsible for watching every roll of the balls on their assigned tables. On potentially close-hit shots, it is the responsibility of the Captains, coaches, and players to protect themselves by calling an official referee time-out (prior to the shot actually being executed). Remember, close-hit calls go to the shooter.
- ◆ Referees are instructed to always make an attempt to “watch a hit” (whenever requested), however, it is the responsibility of the non-shooting player to “hold up the shooter” before asking the referee to watch a hit!
- ◆ Referees are asked to never offer calls, even if they see an obvious foul. It is your responsibility to ask them if they saw the shot and if the shot was “bad”. If they are 100% sure it was bad, then you will be awarded ball-in-hand. If they forget and initiate a call, remember “a foul is still a foul” and the call stands!
- ◆ Referees are asked to never discuss “game strategy/shot selection” with any of the players during their match.



HOW TO REQUEST REFEREE ASSISTANCE

Captains, coaches and match players should use one of the following methods to request referee help:

- 1.) If a shot looks to be “close” and you feel that a foul might occur, your team should **call for a free “referee time-out” and temporarily stop the match before the shot is played.** Note that the other team’s player may not recognize your voice, and may continue with their shot. Hold up the shooter by getting the attention of “YOUR” shooter (since your player will immediately recognize your voice). **Example: Joe, “HOLD UP THE SHOOTER, we need a referee to watch the hit!”**

Having “YOUR” player hold up the shooter gives the referee time to determine the situation on the table, and to get into position to watch the hit.

It may take time for the referee to get into place (because of activity on a nearby table), so be patient. When making a call, note that unless the referee is 100% sure that the hit was “BAD”, they are instructed to call the hit as “GOOD”. APA rules state that “SPLIT” hits are good and go to the shooter.

It must be obvious to the referee that the hit was “BAD” for a ball-in-hand foul to be awarded.

- 2.) If a shot did not look to be “CLOSE” (before it was shot) or if something unexpected occurred during the shot (that you think might have been a foul), **call a free “referee time-out” and temporarily stop the match (before another shot is played).** If a referee happened to be looking at your table at that time, and is 100% certain that the hit was “BAD”, they will give you a call. Their call is final and binding.

Remember, the referees have been asked not to “initiate” any calls, even if they see a foul occur. You must “**VERBALLY**” ask them if they saw the shot, and if they could determine whether or not a foul occurred. If they are not 100% sure that the hit was “BAD”, the hit is considered “GOOD” and the call goes to the shooter.

Captains, coaches, and match players, *should not* simply “point at” or “yell for” a referee! In order to properly protect your team, please stop the match, by yelling for “YOUR” player to “Stop the Shooter” before seeking referee assistance.

2017 VEGAS 9-BALL TEAM CHAMPIONSHIP

VEGAS TRAVEL FUND - (\$5,000/TEAM)

This year, we will again allow the winning teams to purchase their own airline tickets, however to guarantee rooms at the Westgate, we will be booking the rooms for you and deducting the cost of the rooms from your travel assistance fund. If you wish to go in earlier or extend your stay in Vegas, you will have to do this directly with Westgate.

If they are filled, you may try www.hotels.com for information on rooms at other hotels in the area. The APA does have sub-blocks at Circus Circus, SLS Hotel & Company, and the Stratosphere. See attached flyer for pricing!

Here are a few website suggestions on booking airline tickets:

www.orbitz.com

www.cheaptickets.com

www.hotwire.com

www.travelocity.com

www.expedia.com

Each winning team has been allotted two rooms (which will accommodate from two to four people per room). Please note that the Westgate can not “guarantee” your request for a room with two double beds. Your request will be filled on an availability basis only.

The APA National Office has blocked rooms at the Westgate and we have sub-blocked two rooms for your team for six nights with check-in Wednesday, August 9th and check-out Tuesday morning, August 15th. We had to pre-pay for the two rooms for the entire six nights in order to guarantee our quota of rooms in the sub-block, so unless other teams need more rooms, your team may not turn in the two rooms you have been assigned.

We can only fill requests for extra rooms based upon availability.

Room rates at the Westgate Hotel & Casino are as follows:
\$83.00 per night + 12% sales tax (\$9.96) = \$92.96 per night
6 nights x \$92.96 per night = \$557.76 per room

You must check-in at the Westgate Registration Desk on the ***first day*** of your stay, to confirm your reservation. **If you fail to do so, the Westgate may cancel your room for the entire stay!**

2017 VEGAS 9-BALL TRAVEL FUND WORKSHEET

TOTAL TRAVEL DOLLARS AVAILABLE TO YOUR TEAM IS \$5,000.00.

One night at \$92.96 x 6 nights x 2 rooms = \$ 1,115.52

Team Registration Fee = 250.00

Number of Bon Voyage Party Attendees ___ x \$25/Ticket*** = TOTAL DEPOSIT \$ _____

TOTAL WITHHELD FROM \$5,000 TRAVEL FUND \$ _____

**Balance due to the team = \$ _____ divided by ___ (# of team members) = \$ _____ per player
(Individual checks will be sent 7-10 days after receipt of this form)**

Division/Team # _____

Please check us in on Wednesday, August 9th and out on Tuesday morning, August 15th. If a different check-in date is required, please list it under Special Booking Instructions or call Paula at 410-255-5400 ext. 122.

The names listed below must be the people that physically check-in at the Westgate. The Westgate will not allow someone else to check-in if their name is not listed below. Please contact Paula if this needs to be changed.

	Single (1 bed)	**Double (2 beds)
Name on Hotel Room #1 _____	<input type="checkbox"/>	<input type="checkbox"/>
Name on Hotel Room #2 _____	<input type="checkbox"/>	<input type="checkbox"/>
**Name on Hotel Room #3 _____	<input type="checkbox"/>	<input type="checkbox"/>

**Based on availability only!

Special Booking Instructions: _____

**If you need to make any changes to your room reservations,
you must call no later than Noon Tuesday
(410-255-5400 x122)!**

*** Players electing not to travel to Vegas to participate with their team in the NTC Championship will forfeit their share of the Travel Assistance money allocated to the team. Once the rooms are booked and the deposit is sent in, all excess monies will be equally divided among “all” eligible team members and checks will be issued. Players electing not to go to Vegas with the team are to return their travel assistance money to their team. If they do not, they will no longer be eligible to share in the APA’s travel assistance fund, should they win trips in the future. Captains, if any team member wants separate accommodations (and you request us to book the room out of your travel funds), it is your responsibility to collect the required monies from that member and “equally” disperse the money to “each” other member on your team.*

***Note: Each Bon Voyage Party attendee will receive their \$25 deposit back (in cash) when they show up and check in at the Bon Voyage party on Saturday, August 5th at 1pm at the New Green Room.

Vegas 2017 APA T-Shirt Request Form

Div#/Team# _____

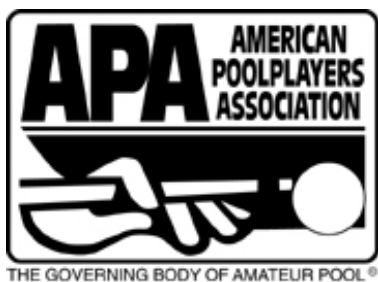
Captain Name _____

This year all Vegas bound teams will receive “3” free APA t-shirts for each player on the team! Please place your order below and return to the Tournament Director before leaving the site this evening. Please write the quantity of each size in the table below.

Limit: 3 shirts per player listed on roster

Players Sizes	How many players get which size
Small	
Medium	
Large	
XL	
2XL	
3XL	
4XL	

Shirts will be distributed at the Bon Voyage party on Saturday, August 5, 2017 at
The New Green Room.



PICTURE I.D. REQUIRED

All participants are required to present a current state certified positive picture I.D. in the form of a state I.D. from their state of residence, a passport, or a Military I.D. prior to competing in any APA Higher Level Tournament. This includes all Tri-Annuals, all of our National Qualifiers, and all Mega and Regional Singles events.

Even though this requirement will not be mandatory (at this time) for the Divisional Playoffs or during regular session play, keep in mind that the opposing team still has the right to request I.D. prior to the start of any APA player match.

If you have a legal problem that does not allow you to obtain a Driver's License, **this rule still applies**. You may still obtain a picture I.D. (age majority card) from the MVA. If you do not have a proper I.D., check with your state officials to obtain a picture I.D. PRIOR to the event.

Also note that if traveling to the Nationals, all airlines also require a positive picture I.D. for air travel.

**If you do not have a proper picture I.D.,
you will not be allowed to play!!!**

This rule may only be waived by the Tournament Director or League Operator when it is certain that the player who forgot or lost their I.D. is who they say they are!



DEFENSIVE SHOTS

**HAVE FUN ... MEET PEOPLE ... PLAY POOL
START CALLING & MARKING DEFENSIVE SHOTS!**

Make League Play More Fun! - Learn About Defensive Shots!

If you "call" and mark Defensive Shots on yourself and your team, no one will accuse you of sandbagging!

If you mark Defensive Shots played by your opponent or the opposing team, no one can sandbag and everyone will have more fun!

**Have every member on your team learn about
Defensive Shots by watching the
APA Defensive Shots video at apapool.com**

- 1. Please remember to call all defensive shots (SAFETIES) out loud ... simply say SAFETY!**
- 2. If you feel your opponent just played a DEFENSIVE SHOT (SAFETY) without verbally calling it, simply mark the DEFENSIVE SHOT on YOUR SCORESHEET.**
- 3. Do not say anything about a player not calling, what you thought was a defensive shot. They may have felt that the shot was not a defensive shot and challenging them COULD LEAD TO A CONFRONTATION AND RESULT IN SPORTSMANSHIP PROBLEMS AND POSSIBLE SUSPENSIONS.**
- 4. Teams who play defensive shots, but fail to mark them on their scoresheets (to try and keep their skill levels down) will be flagged for special handicap review.**
- 5. Teams who FALSELY mark safeties for the purpose of trying to get their opponents handicaps raised, will face suspensions.**

Also check out the ... How To Keep Score ... videos on our website!

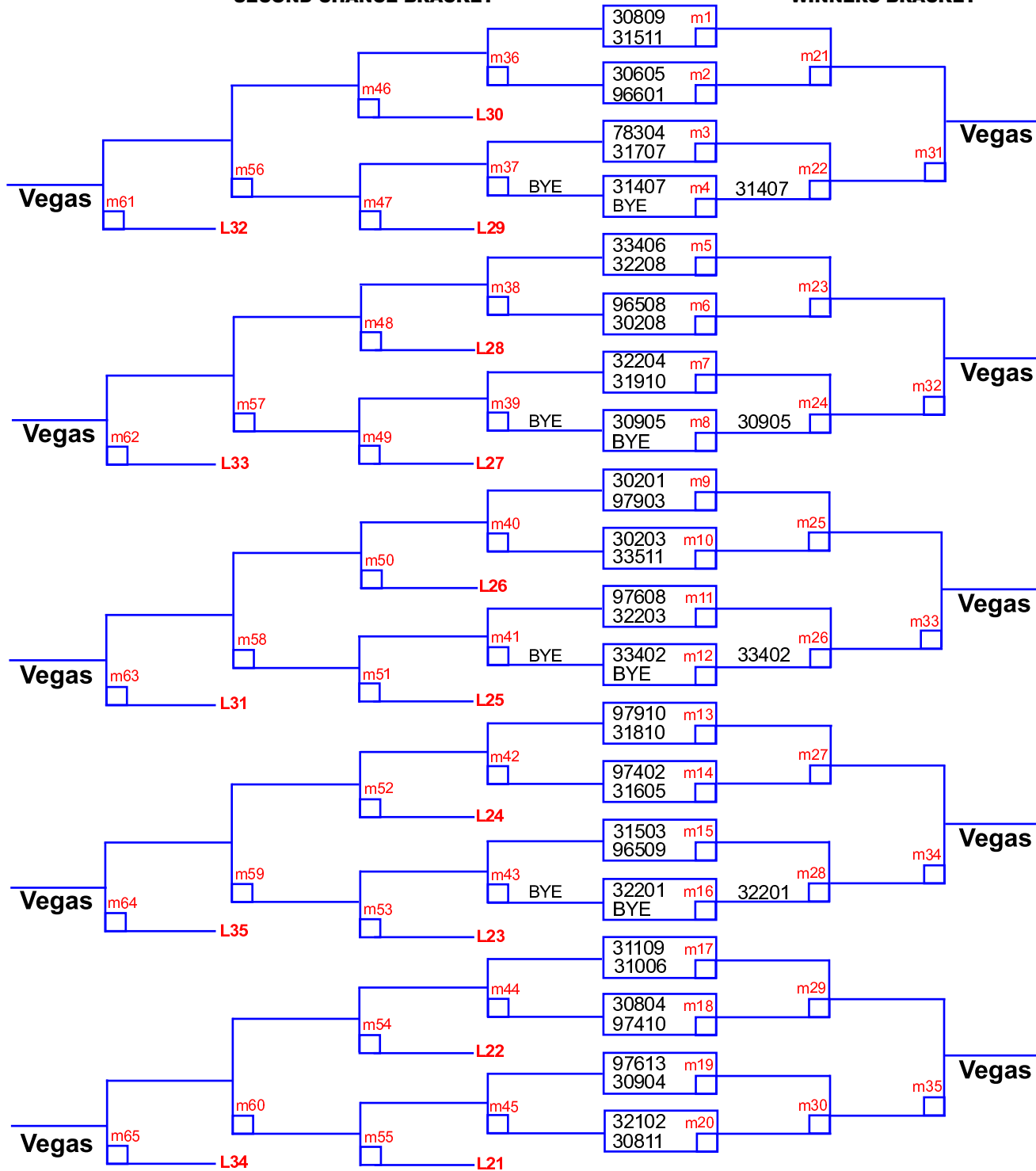
**THERE IS ABSOLUTELY NO DRINKING IN THE
PARKING LOT OR TAKING ALCOHOL IN OR
OUT OF THE NEW GREEN ROOM**



If you are caught taking any alcohol outside of the building, bringing alcohol inside the building, or drinking in the parking lot, you will face being barred from the facility and a minimum 30-day to 1-year suspension from the APA. If your actions were to cause the New Green Room to lose their beverage license, we would lose our tournament facility! This is a serious matter!

SECOND CHANCE BRACKET

WINNERS BRACKET



2017 LAS VEGAS

World Qualifier

11 Teams share the \$55,000 travel fund and head to Vegas!

Winners of matches 31-35
 Winners of matches 61-65
 plus 1 Wildcard Team
 each receive \$5,000 travel fund



MATCH TIMES

MATCH	DAY	TIME	DATE
m1-m16	SAT	1 PM	June 17
m17-m20	SAT	7 PM	June 17
m21-m30	SUN	Noon	June 18
m31-m35	SUN	6 PM	June 18
m36-m40	FRI	8 PM	June 23
m41-m45	SAT	1 PM	June 24
m46-m55	SAT	7 PM	June 24
m56-m60	SUN	Noon	June 25
m61-m65	SUN	6 PM	June 25