

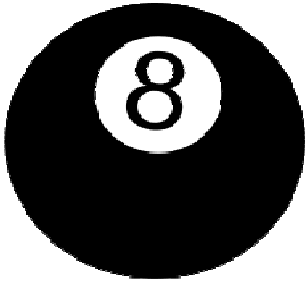
SPRING 2018
8-BALL TIER-2
TRI-ANNUALS

Player Information Packet



Tournament Directors:

Troy Myers & Joe Cabezas



8-Ball Captains Higher Level Tournament Qualifying Criteria

National APA Rules require all APA players to have at least 10 actually played 8-Ball scores in their record prior to entering our APA World Qualifier. If they do not, they are not eligible to advance with the team and their name is automatically dropped from the APA World Qualifier roster by the computer!

If you have new players on your team that finish the Spring Session with only 6 or 7 lifetime APA 8-Ball scores, you may need to play them in both the semi-finals and the finals, and in multiple Tri-Annual matches in order to gain their eligibility to compete at the APA World Qualifier or the Vegas Nationals. **Subsequent Summer Session matches do not count toward the minimum of 10 required scores.**

Note: Each player must advance to the APA World Qualifier with the highest session-ending handicap he/she had from the time the team became qualified to their Spring session-ending handicap. The highest session-ending handicap must be based on 10 actual League match scores in the format in which he/she is advancing.

SPIN & WIN SYSTEM

8-Ball Tier-1

The top 16 teams who qualify in Tier-1 will win \$1,000 and spin the APA Bonus Wheel for a chance to double their money. If a team lands on the APA logo (which counts as 16 and is considered the highest number on the wheel), they will DOUBLE their money (win an additional \$1,000). If no team lands on the APA logo, then the team who spins the highest number doubles their money (wins the additional \$1,000). In case of a tie for the high number, both teams double their money. If a team lands on either the 7, 8, or 9 ball (and that number is not the highest number spun), they receive an additional \$500 in Bonus Cash.

8-Ball Tier-2

The top 8 teams who qualify in Tier-2 will win \$750 and spin the APA Bonus Wheel for a chance to double their money. If a team lands on the APA logo (which counts as 16 and is considered the highest number on the wheel), they will DOUBLE their money (win an additional \$750). If no team lands on the APA logo, then the team who spins the highest number doubles their money (wins the additional \$750). In case of a tie for the high number, both teams double their money. If a team lands on either the 7, 8, or 9 ball (and that number is not the highest number spun), they receive an additional \$500 in Bonus Cash.

9-Ball Tier-1

The top 8 teams who qualify in Tier-1 will win \$1,000 and spin the APA Bonus Wheel for a chance to double their money. If a team lands on the APA logo (which counts as 16 and is considered the highest number on the wheel), they will DOUBLE their money (win an additional \$1,000). If no team lands on the APA logo, then the team who spins the highest number doubles their money (wins the additional \$1,000). In case of a tie for the high number, both teams double their money. If a team lands on either the 7, 8, or 9 ball (and that number is not the highest number spun), they receive an additional \$500 in Bonus Cash.

9-Ball Tier-2

The top 4 teams who qualify in Tier-2 will win \$750 and spin the APA Bonus Wheel for a chance to double their money. If a team lands on the APA logo (which counts as 16 and is considered the highest number on the wheel), they will DOUBLE their money (win an additional \$750). If no team lands on the APA logo, then the team who spins the highest number doubles their money (wins the additional \$750). In case of a tie for the high number, both teams double their money. If a team lands on either the 7, 8, or 9 ball (and that number is not the highest number spun), they receive an additional \$500 in Bonus Cash.

Tri-Annual Championship

Captains Guide

Tournament Directors:
Troy Myers, and Joe Cabezas

“SPORTSMANSHIP - # 1 PRIORITY”

We will not tolerate any smart-remarks, name-calling, or intimidating behavior at the tournament site. Such action can 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 someone starts 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. You can never play a match under protest! 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 scoresheets and we'll research the player, 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 not to 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 the referee has plenty of time to get into position, and is 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 properly.

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 choose to have a player carded after a match is over,** simply contact a Tournament Director and they 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. Your team may also face disqualification.

TRI-CUP PAPERWORK - PLAQUES - APA CHAMPION T-SHIRTS - INDIVIDUAL PLAQUES - PHOTOS

Paperwork, Division Champion Host Location plaques and APA Division Champion T-Shirts or Individual Plaques will be handed out at the Captains meeting before the start of the event. Note that in our Tier-1 format, High Point Finisher patches, plaques, and T-Shirts or individual plaques will be presented to our 13-16 team divisions. **If you win your match,** carefully check the Tournament Charts for all future rounds (need help reading the board, see a Tournament Director).

Please turn in your scoresheets at the control counter when you finish your match; team fees are not due for this event; losing teams don't forget to pick-up your prize money when you turn in your scoresheet.

Teams from the Satellite areas ... once you complete your first match (win or lose), turn in your scoresheet and get your team together for a Division Champion picture. The picture will be printed onsite and placed in your Host Location plaque for you to take with you back to your Host Location.

Teams that win in the Qualifying Round will be presented Tri-Cup trophies, and have a Tri- Cup Championship team picture taken with their trophies.

ABOUT THE NEW GREEN ROOM

Charlie's Cue Repair is 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.

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 cannot 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

Lagging is mandatory at the Tri-Cups unless “both” players agree to flip for the break. If you lag, it is permissible to contact the end rail, 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”

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!

ELIGIBILITY REQUIREMENTS

2018 APA WORLD QUALIFIERS

Section I

(For Teams Who Qualify in the Summer 2017, Fall 2017, or Spring 2018 Tri-Annuals)

If your team wins a APA World Qualifiers slot (at one of the above Tri-Annual Championships), this information applies to you! Congratulations and please read this info very, very, carefully.

The first rounds of the \$80,000 8-Ball APA World Qualifiers begin (8:00pm) Friday, June 15, 2018 at The New Green Room (tables available for practice at 7:00pm). There will be 72 teams competing in a modified double-elimination tournament with 16 of the teams advancing to the APA \$500,000 APA World Pool Championships held in August 2018 at the Westgate Las Vegas Resort and Casino in Las Vegas, Nevada.

The first rounds of the \$55,000 9-Ball APA World Qualifiers begin (1:00pm) Saturday, June 16, 2018 at The New Green Room. There will be 36 teams competing in a modified double-elimination tournament with 11 teams advancing to the APA \$100,000 APA World Pool Championships held in August 2018 at the Westgate Las Vegas Resort and Casino.

- ★ **For a team to retain its team eligibility** to compete in the above APA World Qualifiers and have the opportunity to advance to the APA World Pool Championships, the team (once qualified) must play all subsequent sessions leading up to the June APA World Qualifier. If qualified in 8-Ball, the team must remain in an APA 8-Ball league and if qualified in 9-Ball, the team must remain in an APA 9-Ball league. This eligibility requirement helps guarantee currentness and accuracy of skill level ratings. Teams who play in the Spring Session are already current and do not need to continue play in the Summer session. **For a qualified team to retain its team eligibility, the team must maintain at least four (4) original team members on their roster during all subsequent sessions leading up to the June APA World Qualifiers.** The team must also remain competitive during subsequent sessions, especially the Spring Session. All non-competitive teams will be subject to a strict review by the APA Executive Review Committee and may face handicap re-evaluations or team disqualifications. **Individual players must also remain personally competitive during the Spring Session. Non-competitive individual team members (felt to be dumping) will be reviewed by the APA Executive Review Committee and may face handicap re-evaluation or suspension.**

- ★ **For an eligible team member to retain their individual player eligibility** and be able to advance with their team to the APA World Qualifiers and have the opportunity to advance to the APA World Pool Championships, **all eligible team members must be listed on the qualified team Spring roster and shoot at least 4 times during regular Spring session play.... and they must have at least 10 actually shot league match scores in their record prior to finishing the Spring Session program and entering the APA World Qualifiers.**

- ★ **If a player who was eligible to shoot on a team in the Spring Tri-Annuals, did not shoot enough times (in that specific format) during the end-of-session playoffs and the Spring Tri-Annuals to accumulate at least 10 total scores in their record (before exiting the Spring Tri-Annuals), they lose eligibility** and cannot advance with their team to the APA World Qualifiers (they also lose eligibility to receive additional awards and prizes). Subsequent **Summer Session scores do not count** towards the 10 required scores.

ELIGIBILITY REQUIREMENTS

2018 APA WORLD QUALIFIERS

Section II

- ★ **If a team that qualifies in the Summer Tri-Annuals elects to drop an eligible player from their Fall roster, that player loses their individual player “originality” and “eligibility” and can no longer advance with their team to the APA World Qualifiers or the APA World Pool Championships unless** they are re-added to the team by week # 4 of the Spring session and shoot at least 4 times with the team during the Spring session. If re-added to the roster (before week # 4 of the Spring session); and if they shoot at least 4 times with the team during the Spring session, and if they have at least 10 actually shot league scores in their record by the end of the Spring session the player regains both their “eligibility” and “originality” and are again eligible to shoot with the team in all levels of Higher Level Tournament play, including the APA World Qualifiers, if the team should advance that far.

- ★ **The only players eligible to advance with a Qualified team to the APA World Qualifiers are those players listed on the Qualified team’s “Spring” roster (as of week # 4 of the Spring session) who are deemed eligible by the following criteria:** (1) they were listed as eligible players on the team’s roster when the team qualified in the Tri-Annuals; they have at least 10 scores in their record by the end of the Spring Tri-Annual Championships; and they have shot with the team at least four times during the Spring session; or (2) they are replacement players who meet all “replacement” player eligibility, have been approved by the League Operator/League Manager, and have shot at least four times with the team during the Spring session. Any player dropped from your qualifying roster and not re-added to the Spring roster (by week #4) has lost their eligibility to advance with the team and share in any awards or prize monies. **Exception:** Since our Fall Session Tri-Annuals do not finish until after the 4th week of the Spring Session, those teams that qualify after week # 4 will be allowed last minute roster changes. They may elect to add back players who were originally on their Fall roster, or replace any non-eligible players. If the player they add to their Spring roster is currently active on another team, that team will be allowed to add a replacement player.

- ★ **If a team elects to replace a dropped player(s) with a “new” or “non-established” (less than 10 scores in their record) or non-approved player on their Spring roster, or if a team elects to keep a player on the roster who was “non-established” when the team qualified, that “new” (or non-established/non-approved) player will not be eligible , nor can they ever gain eligibility,** to play with the team in the APA World Qualifiers or the APA World Pool Championship or share in any prizes or awards (**unless your team again “qualifies” in the Spring Tri-Annual**). The player they replaced is also non-eligible to compete or share in any prizes or awards. New, non-eligible players are automatically removed from your APA World Qualifiers roster (think twice before carrying non-eligible players on your Spring roster and limiting your APA World Qualifiers roster to less than a full field of eight players).

- ★ **Your team may elect to replace a dropped player(s) with a veteran/“established” APA member approved by the League Operator. Replacement player(s) must meet the following criteria:** (1) they must have had at least 10 scores in their record (preferably 20 scores) as of the date your team qualified in the Tri-Annual Championship; (2) they must have shot in our local APA league area, and in the same format within the past 12-18 months; (3) they must be approved by the APA League Operator/League Manager (your request must be submitted to the league office prior to week #4 of the Spring Session); and (4) they must have shot with the team at least four times during the regular Spring session. Don’t try to find the “best 4”, etc. Replacement players will be carefully reviewed and if they are “borderline” players or have “limited” scores in their record (10 minimum), they will be authorized only after their skill level is adjusted to a proper level.

8-Open Roster & Handicap Report

00108 Poking and Hoping	○ 2091	00311 Heavy Traffic	○ 2096	00405 "Wick & Sticks"	○ 2074
FROM : Essex, MD		FROM : Essex, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
3 08608 Taylor, Bernadina		4 71508 Jones, Nate		4 20612 Watkins Jr, Hallot	
3 78523 Taylor Jr, Jerry		5 13266 Jones, George		5 40670 Scott, Odessa	
3 23556 Mayes, Ray		6 31483 Davis, Derryck		3 04618 Dunaja, Sommer	
7 08105 Gover, Eric		3 10778 Cole, Taylor		I 5 55367 franklin, mark	
3 23564 Delair, Vincent		3 17275 Willis, Lisa		4 76949 Wallace, Kelly	
5 22586 Mayer, Kim		4 23276 Lacy, Tay		I 3 72002 wilson, otis	
				4 10218 Henson, Anthony	
				5 77303 Tate, Esset	
00511 Dirty Birdz	○ 2086	00608 "All Tied Up"	○ 2087	00806 Doug's Sports Bar	○ 2088
FROM : Rosedale, MD		FROM : White Marsh, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
5 50024 Willey III, John		4 18841 Smitley, Clarence		5 66341 Mills, Robert	
5 51340 Willey, Jason		4 64505 Smitley, Kimberly		5 48217 Smith, Richard	
4 57528 Neel, Robert		3 54722 Baker, Joyce		5 06060 Jackson Jr., Samuel	
6 57190 Lawrence, Tony		4 35712 Mann, Charles		4 31564 Massey, Cameron	
4 06283 Bathurst, Sandy		5 20450 Baker, Ken		4 10927 Brooks Sr., Tyrone	
4 68546 Bailowich IV, Pete		I 4 75925 baker, michael		3 10740 Larue, Robert	
3 36268 Rozankowski, Robert		3 55209 Mann, Tammy		* 3 25267 Rowe, Adrian	
3 53871 Anders, Albert		4 64508 Boniface, Larry		3 07856 Patras, John	
00905 Karen's Kindergarten	○ 2069	01102 Danger Zone!!	○ 2065	01205 Where's Char	○ 2080
FROM : Baltimore, MD		FROM : Canton, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
4 72799 Lambros, Mike		4 10108 Stausibach, Chris		4 46585 Juliano, Tommy	
4 52548 Thanner, Karen		5 02263 Gear, Michael		5 17230 Andreasik, Charlene	
3 02016 Moss, Thomas		3 05804 Thomas, Michael		3 77746 Thomas, Hurley	
4 44780 Anderson, Jerry		7 08105 Gover, Eric		5 07414 Miller, Justin	
4 09564 McCall, Michael		5 23169 Bryan, Johnny		4 12451 Stansbury, Marcus	
5 49513 Bezemer, Charles		4 22960 Duguid, Brendan		5 22644 Marsee, Mike	
6 46598 Cadden, Brian		4 22758 Bosak, Matthew		5 27205 Lutz, Ernest	
3 20237 Thanner, Richard		5 10826 Sproesser, William		4 10043 Albankis, Lawrence	
01306 Don't Play Nice W/Others	○ 2067	01407 Lil Phils	○ 2001	01505 Ropewalk	○ 2081
FROM : Essex, MD		FROM : Baltimore, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
5 39516 Dziemburski, Michael		5 26173 Marangos, Minas		5 59405 Campbell, Robert	
3 04678 Kane II, Dominic		6 00180 Houck, Justin		4 09269 Polonsky, Dave	
7 21314 Comes, Mark		4 06298 Houck, Matthew		3 04204 Sherman Jr, Michael	
4 08978 Dziemburski, Robert		3 07462 Houck, Kelly		3 11862 Golden, Eamonn	
3 05141 Kane, Dominic		4 07499 Houck, Ronald		3 22704 Polonsky, Alex	
6 21216 Elliott, Ross		4 02553 Houck, Brittany		3 23710 Yapur, Chistopher	
3 05089 Williams, Jennifer		3 13965 Lee, Franklin		3 26311 Polonsky, Noah	
5 03165 Bradshaw, Donald		6 11658 Riker, Weldon		5 63712 Sgambati, Frank	

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

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

8-Open Roster & Handicap Report

01704 Joe's Friends O 2001 FROM : Baltimore, MD <u>Skl Number Name</u> 5 04455 Mynar, Steve 6 01811 Dana, John 4 10255 Blevins, John 5 12680 Novak, Warren 3 55809 Holsey, Brian 4 29690 Warthen, Ryan 3 10671 Wagner, Chris 4 08392 Miller, Ray	01806 Dysfunctional O 2092 FROM : Baltimore, MD <u>Skl Number Name</u> 7 32122 Walsh, Dave 5 33951 Warthen, Ray 4 05123 Mynar, Joe 4 64864 Seabrease, Robert 3 38154 North, Joe 5 02686 Palmer, Steven 3 40589 Warthen, Marge 4 52731 Leasure, Rich	01905 Everest O 2072 FROM : Essex, MD <u>Skl Number Name</u> 4 65952 Bayer, Michael 7 59677 Rey Jr, Michael 5 05068 Meyers, Jeff 3 17067 Topal, Manny 4 56405 Turner, Bill 5 47212 Calabrese, Jim 3 52882 Kurer, Ann 3 51722 Barker III, John	
02004 The Rack Pack O 2094 FROM : Dundalk, MD <u>Skl Number Name</u> 4 19112 Eidman, Robert 2 13185 Leach, Robin 3 09716 Leach, Heather 6 03857 Mericle, Jeffrey 5 60561 Leasure Jr, Dallas 5 19228 Rote, Nicholas 4 44936 Donohue, Matthew 4 02156 Haskey, Chris	02201 Any Pocket Any Time O 2085 FROM : Essex, MD <u>Skl Number Name</u> 3 40755 Williams Jr, George 5 23516 Posey, Clifford 5 78515 Vega, Will 4 56314 Williams, Doug 3 55504 Brundidge, Katie 3 12288 Wood, Shelly 5 01664 Wilson, David 5 22216 Allen, Joseph	02303 "Dynamic 8 " O 2076 FROM : Dundalk, MD <u>Skl Number Name</u> 5 06867 Dorman, Damond 5 65800 Hope, Michelle 3 79174 Johnson III, John 7 09737 Reyes, Otoniel 4 73242 Lora, Carlyn 4 28386 Robinson, Gary 3 60522 Mateus, Lisa 5 44732 Folk, Jason	
02408 Unpredictables O 2080 FROM : Baltimore, MD <u>Skl Number Name</u> 4 75161 Askin, Eric 3 05872 Stewart, Amy 5 08688 Jordan, Jason 6 49596 Douglas-Small, Amy 5 64191 Ulrich Jr, Edwin 5 64192 Snapp Jr, Carroll 4 59332 Walton Jr, James 2 69324 Leonardi, Karen	02502 Who Are You Looking At? O 2077 FROM : Essex, MD <u>Skl Number Name</u> 5 01664 Wilson, David 4 56314 Williams, Doug 4 45281 Flickinger, Ronald 7 04789 Dunnigan, Scott 5 13722 Imhoff, Vince 3 08724 Holland, Brittany 4 23413 Witte, Kristie 5 23516 Posey, Clifford	02605 Irregardless O 2084 FROM : Halethorpe, MD <u>Skl Number Name</u> 5 27762 Rigatuso, Eric 4 74335 Sunstrom Jr, Franklin 5 11138 Sexton, Kevin 6 11142 Delorenzo, Glen 4 20364 O'Brien Jr, Patrick 3 01586 Jones, Joe 4 23432 Smith, Robert 2 74532 Moats, Carla	
02709 Brews & Cues O 2082 FROM : Dundalk, MD <u>Skl Number Name</u> 4 48847 Whitt, Josh 6 63047 Womer, James 3 12403 Shifflett, Christopher 4 08003 Fox, Randall 7 59757 Clayton, Clint 5 53939 Shifflett, Brian 3 09691 Womer, Ashleigh	02904 Breaking Irish O 2089 FROM : Dundalk, MD <u>Skl Number Name</u> 5 67462 McCauley, Bryon 5 21846 Kulishek, Patty 2 04292 McCauley, Linda 5 38870 McKim, Daniel 3 60170 Petrovich, Christie 6 28419 Howard, Chris 4 23558 Redding, Regine 4 46841 Brooks, Christian	03002 B. Billiards O 2070 FROM : Linthicum, MD <u>Skl Number Name</u> 3 14956 Jones, Mary 6 13070 Simms, George 5 06175 Wagner, Sebastian 6 49684 Gain II, Charles 3 14953 Wright, Kathleen 4 41236 Holland, William 3 00488 Fellas, John 3 25859 Kauffman, Christopher	

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8-Open Roster & Handicap Report

03107 Grave Diggers O 2086 FROM : Baltimore, MD <u>SkI Number Name</u> 4 59244 Washington, Wayne 4 36186 Parker, Kevin 5 76146 Conyers, Terry 4 77759 Black, Rodrick 5 32070 Brooks, Leon 4 32647 Watson, Robert 4 03196 Stevens, Linda 5 01849 Bell, Mike	03303 Johnnies Crusher O 2082 FROM : Columbia, MD <u>SkI Number Name</u> 5 59249 Bell, Johnnie 4 11124 Woody, Travis 6 78395 Aguilar, Pedro 5 07667 Washington, Michael 5 69769 Pogozhev, Denis 5 70105 Stone, Daniel \$5CR 5 37517 Holland, Stan 3 52091 Fatkhullaev, Temurmalik	03501 Maynard's Cafe O 2093 FROM : Baltimore, MD <u>SkI Number Name</u> 4 36186 Parker, Kevin 4 59244 Washington, Wayne 5 32070 Brooks, Leon 5 76146 Conyers, Terry 4 77759 Black, Rodrick 5 64966 Aikens, Derrick 5 01849 Bell, Mike 4 44919 Tate, Darryl	03708 Headlights U S A O 2095 FROM : Catonsville, MD <u>SkI Number Name</u> 4 32712 McBride, Quinnie 3 06002 Capozzi, Dan 6 06012 Bailey, Chris 4 11716 Gartrell, Aaron 3 28949 Gooch, Janet 4 13703 Crook, Jeffrey 5 74019 Gibson, Maurice 4 12823 Baum, Robert	03901 The Outlaws O 2089 FROM : Linthicum, MD <u>SkI Number Name</u> 5 00812 Stone, David 3 04281 Russell, Tracey 5 76930 Herold, David 4 08065 Shoneff, Julia 6 17728 Watts, Mark I 3 24126 <i>kirkpatrick, jonathan</i> 3 71324 Cantrell, Brandon 4 38149 DeMarsh, Tyler	04007 Ring Of Fire O 2085 FROM : Baltimore, MD <u>SkI Number Name</u> 5 10875 Simms, Sean 6 05426 Poplovski, William 5 25994 Ingrassia, Vince 4 01094 Scharf Jr., Tom 4 11487 Yeager, George 5 07104 Tirabassi, Phil 5 11379 Sussman, Ralph 3 00145 Kuiken, Justin
04110 8 - Ball Assassins O 2076 FROM : Halethorpe, MD <u>SkI Number Name</u> 4 09023 Houck Jr, Joseph 6 40063 Wendler, Bob 4 45180 Houck, Joe 5 06075 Schafer, Melvin 4 10235 Bauers, Brian 3 66655 Wendler, Jennifer 3 00408 Molina, Tonya	04205 Size Matters O 2071 FROM : White Marsh, MD <u>SkI Number Name</u> 5 32153 Fitzpatrick, Keith 6 50034 Kramer, Shawn 3 69009 Sheppard, Maggie 4 62001 Krach, Joel 3 73322 Sheppard, Frank 4 17880 Augustyniak, Leon 4 09699 Henry, Rick 5 44287 Whitley, Paul	04311 Have Attitude,Will Travel O 2075 FROM : Baltimore, MD <u>SkI Number Name</u> 3 02603 Plummer, Dana 4 42919 Himes, Kevin 4 01824 Hinton, Christopher 5 55999 Plummer, Henry 6 42291 Kottraba, Paul 4 53995 Owens, Derek 3 18828 Khan, Razia	04407 Robbie's Bar O 2078 FROM : Sparrows Point, MD <u>SkI Number Name</u> 3 01878 Greensfelder, Brian 3 79152 Dubick, Howard 4 79170 Caplan, Craig 5 52248 Vogel, Richard 7 01740 Bowers, Bruce 3 06959 Wildberger, Troy 4 42749 Palmer, Brian 3 78555 Burger, Heidi	04708 "All Balls" O 2074 FROM : Baltimore, MD <u>SkI Number Name</u> 6 29218 Strong, Chris 6 55684 Geller, Steven 3 77133 Everhart, Robert 4 08169 Booker Jr., James 4 13589 Booker, Thomas 3 13696 Williams, Justin 5 21351 Booker Jr, Robert 6 72852 Walter, Dustin	04810 Jimmy's Famous Seafood O 2079 FROM : Baltimore, MD <u>SkI Number Name</u> 6 14033 Flynn Sr, Robert 2 03538 Roach, Michelle 4 11487 Yeager, George 4 67447 Bevins, Joshua 6 14034 Johnson III, Carlton I 5 18887 <i>donati, steve</i> 5 72186 Sheppard, Thomas 3 14590 Flynn, Lisa

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8-Open Roster & Handicap Report

49112 Nothing but Sand O 2083 FROM : Aberdeen, MD <u>Skl Number Name</u> 6 30219 Venker, Anthony 2 06836 Butler, Angela 4 09704 Delawder, Marcus 5 13939 Vaillancourt, John 4 02290 Short III, John * 3 24104 Venker, Neil 4 33606 Stone, Jeff 3 24801 Stone, Dawn	49302 Bush Mill Inn O 2066 FROM : Abingdon, MD <u>Skl Number Name</u> 5 72801 Hall Jr, Lindsay 5 08634 Roberts, Bart 3 43091 Roberts, Robin 6 17104 Porell, Russell 3 17105 Porell, Theresa 4 64467 Bedford, Robert 3 55930 Armetta, Tony 7 46594 Cloud, Joseph	49505 Jerry's Kids O 2073 FROM : Forest Hill, MD <u>Skl Number Name</u> 5 23072 Brammer, Jerry 3 05209 Brammer, Chris 5 77795 Brammer, Michael 6 48391 Murach, Kevin 6 36299 Mercado, Robert 5 06624 Kowalewski, Brian 2 11131 Wagner, Edna 4 10193 Jacobs, William	68005 Sheldon's 313 O 2090 FROM : Greensboro, MD <u>Skl Number Name</u> 3 09984 Priest, Amy 5 48340 Ward, Christine 3 23629 Gang, Ellie 2 23951 Forrester, Michael 3 24171 Gang, Jeff 3 23671 Myers, Amily 3 23156 Adams, Linda 3 64014 St Aubin, James	68106 Tombraiders O 2079 FROM : Sharptown, MD <u>Skl Number Name</u> 5 50981 McMahan, Scott 4 13254 Robinson, Willis 3 71703 Pitts, Patrick 3 07143 Zimmerman, Joseph 5 76154 Zdrojewski, Kenneth 3 52512 Ranaghan, Anita 3 75277 Morgan, Sandy	68408 Bayside Breakers O 2083 FROM : Rock Hall, MD <u>Skl Number Name</u> 5 45586 Carroll, Jeff 7 33777 Ashley, Michael 4 47580 Ashley, Terry I 3 32309 harris, richard 5 22620 Nesspor, Brian 3 73817 Parks, Tammy 4 19844 Smith Sr, Darrold 4 04891 Hall Jr, John
68604 Looked Good On Paper O 2095 FROM : Parsonsburg, MD <u>Skl Number Name</u> 3 32583 Garpstas, Kelly 6 15319 Diaz, Timothy 3 34507 Garpstas, Brian 4 65639 Albert, David 3 03294 Staab, Robin 5 37804 Thomas, Russ	68806 Just For Fun O 2067 FROM : Cambridge, MD <u>Skl Number Name</u> 5 05168 Thibeault, Alphy 5 67668 Fitchett, Jerome 5 22356 Rogers Jr, Ralph 5 06308 Thibeault, Daniel 3 09520 Olson, Thomas 2 69122 Collins, Holly 4 59685 Coyne, Ron I 3 79230 shores, aaron	69203 Ball in Hand O 2069 FROM : Queenstown, MD <u>Skl Number Name</u> 5 73513 Hansen, James 4 08331 Johnson, Tyler 5 08831 Stansberry, Kristopher 4 09549 Curtis, Taurize 6 09853 Johnson, Lawrence 4 12099 Johnson, Steven 3 79123 Middleton, Kyle 3 25983 Walls, Charles	69305 Slow Rollers O 2087 FROM : Salisbury, MD <u>Skl Number Name</u> 5 56171 Green, Clarence 4 26859 Douglass, Edith 5 04140 Fooks, Roland 4 38741 James, Sophia 5 50909 Birckhead, Leroy 3 69259 Nichols, Howard 3 01192 Brady, Wendell 2 23251 Clark, Martina	82205 Am.Legion Sykesville O 2070 FROM : Sykesville, MD <u>Skl Number Name</u> 3 75528 Alderman, Joseph 5 02718 Lanier, Milton 3 75529 Giorgilli, Jeanne 3 13587 Flohr Jr, Myrl 4 13680 Sipocz, Jerrold 4 10141 Soucy, Stephen 6 26108 Struble, Marty 3 44372 Gates, Stuart	82308 Minorities O 2096 FROM : Finksburg, MD <u>Skl Number Name</u> 5 78393 Herrera, Luis 3 12881 Mueller, Austin 3 75321 Espinoza, Angelina 4 11615 Giangeruso, Michael 3 22391 Hughes, Jonathan 5 75109 Wallace, Larry I 3 25642 napier, delvon 6 75718 Leonard, Latrod

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8-Open Roster & Handicap Report

86002 Elks Lodge # 684 FROM : Frederick, MD O 2071	86104 Moose Lodge #371 FROM : Frederick, MD O 2092	86206 Rack N Roll FROM : Frederick, MD O 2075																												
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86406 Orioles Nest FROM : Frederick, MD O 2093	86501 Sparks and Fire FROM : Frederick, MD O 2068	86603 Just Send It FROM : Frederick, MD O 2078																												
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86703 Little Rascals FROM : Frederick, MD O 2081	87009 Twisted FROM : Hagerstown, MD O 2084	87305 4 Corners FROM : Inwood, WV O 2073																												
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87409 The Billiardaires FROM : Charlestown, WV O 2094	87503 The Rock FROM : Martinsburg, WV O 2091	87601 Harmans FROM : Hagerstown, MD O 2077																												
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8-Open Roster & Handicap Report

87704 Throttles	O 2088	87807 Breakaway II	O 2072	88009 The Green Frog	O 2066
FROM : Clear Spring, MD		FROM : Hagerstown, MD		FROM : Inwood, WV	
<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>	
4 02250 Mills, Sam		6 60453 Johnson, Ricky		7 32257 Butler, Matt	
5 48212 Miller, Bill		5 63586 Johnson, Ronald		5 55409 James Jr, Philip	
2 03954 Smith, Rita		3 14889 Kaetzel, Damien		* 5 21754 Vesledahl, Randall	
5 20146 Martin, Thomas		2 23484 Guyer, Tori		4 49066 Bailey, Philip	
5 40930 Middlekauff, Josh		5 64906 Wentz, Michael		3 53672 Hogan, Clifton	
2 11141 Middlekauff, Jaime		7 00834 Ray, Kyle		3 18066 Pittinger, Eric	
6 19755 Bartles, Robert		3 24438 Sweitzer, Matthew		3 53549 Wright, Jason	
3 09867 Aponte Rivera, Edwin		5 08421 Mowen, Tim		5 41571 Murphy, Dale	
88108 LaFamilia	O 2090	89705 The Rebel Alliance	O 2068		
FROM : Martinsburg, WV		FROM : Hampstead, MD			
<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>			
5 74406 Barrett, Dustin		3 23192 Rogers, Mattie			
4 69083 McMeans Jr, Ben		5 32081 Kroiz, Reuben			
4 75583 Weakley, Jeffrey		3 25990 Keller, Alan			
3 06965 Shants, Becky		2 25960 Meadowcroft, Cindy			
4 11900 Johnson, Richard		5 24680 Stansbury, George			
6 59856 Orndorff, Page		2 25892 Keller, Brit			
4 09508 McDonald, Jared		5 07715 Moore, David			
4 71364 Lee, Vincent					

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

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



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 telling “YOUR” player to “Stop the Shooter” before seeking referee assistance.

SUDDEN DEATH

NOW IN EFFECT AT THE NEW GREEN ROOM!

SUDDEN DEATH FORMAT:

Sudden death will go into effect four (4) hours after the official starting time. At that time, any match in progress will finish in its entirety, however all subsequent matches will be played under Sudden Death rules.

9-Ball Sudden Death:

All balls pocketed in a 9-Ball Sudden Death match will count as "DOUBLE POINTS". The 1-8 count as two (2) points each, while the 9-Ball counts as four (4) points.

8-Ball Sudden Death:

A Sudden Death match in 8-Ball will consist of two (2) games ... the first game will be worth two (2) points ... the second game (if needed) will be worth one (1) point. If the two (2) points won in the first game determine a clear winner (where there is no way the opposing team can come back and win the overall team match) the match is over. If the two (2) points earned in the first game of a Sudden Death match do not determine a clear winner, the Sudden Death match continues with a second game (worth 1 point). Since the first game of a SD match is worth more points than the second game, the winner of the first game will receive credit for that specific individual player match (for tie-breaking purposes) should the teams end up tied in total points at the end of the team match.

If after playing both games in the final Sudden Death match (Match 5), the teams are tied in total points, the winner will be the team that won three (3) of the five (5) individual player matches.

SUGGESTED 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

SUGGESTED 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)

Here are some examples of Sudden Death in 8-Ball:

Example 1: Sudden Death Going Into the 4th Match:

Since a team can earn up to 3 points (2+1) per Sudden Death match, a team can be down by 5 points (2-0, 2-0, 2-1) after three (3) individual player matches and come back and win the overall team match by winning both games of Sudden Death in Match 4 and in Match 5 (all four games worth a total of six points) ... final score would be 7-6 in favor of the previously trailing team.

If a team is down by six (6) points after three (3) individual player matches the team match is over. Even if the team were to win all six (6) available points, they could only tie. Their opponents, by having already won 3 of the 5 individual player matches, would win the tie-breaker and the overall team match.

Example 2: Sudden Death Going Into the 5th Match:

If the team is down by four (4) or more points going into Match 5, the match is over. If a team is down by three (3) points going into Match 5 (and the opposing team is up 3-1 in individual player matches) – the match is over. The team could tie but would lose the tie-breaker 3-2, thus losing the overall team match.

If a team is down by three (3) points going into Match 5, (and the individual player matches are tied 2-2) they can still win the overall team match. By winning both Sudden Death games, they will earn 3 points (2+1), tie their opponents in total points, and win the tie-breaker by finishing 3-2 in individual player matches. **If the team that is ahead by three (3) points wins the first game of Sudden Death, they win the overall team match. If they lose the first game but win the second game, they still win the overall team match.**

If a team is down by two (2) points going into Match 5, they can still win the overall team match by winning both Sudden Death games. By winning both Sudden Death games, they will earn 3 points (2+1) and edge out their opponents in total points. **The team that is ahead by two (2) points only needs to win the first game of Sudden Death to win the overall team match however, if they lose the first game, but win the second game, they still win the overall team match (by winning total points).**

If a team is down by one (1) point going into Match 5, (and the opposing team is up 3-1 in individual player matches) they need to win BOTH Sudden Death games to win the overall team match. If they only win the first game (worth 2 Points) and their opponents win the second game (worth 1 point), the score at the end of the match would be tied and their opponents would win the tie-breaker by a score of 3-2 in individual player matches won. **The team that is ahead by one (1) point only needs to win the first game of Sudden Death to win the overall team match.**

If a team is down by one (1) point going into Match 5, (and the individual player matches are tied 2-2) it would be a race to one (1) game only! If the team that is down by one (1) point wins the first game, they win two (2) points and the individual player match. They are now up 3-2 in individual player matches (for tie-breaking purposes). Even if the team that was initially ahead by one (1) point were to win a second game and tie their opponents, they would still lose the tie-breaker 3-2, so there's no need for a second game of SD. **Needless to say, if the team that is ahead by one (1) point wins the first game of Sudden Death, they win.**

If two teams are tied in points going into the Match 5, it would be a race to one (1) game only!

**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!



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!



UNACCEPTABLE BEHAVIOR

***CAPTAINS - TALK WITH YOUR PLAYERS ABOUT UNACCEPTABLE BEHAVIOR!
HAVE FUN ... MEET PEOPLE ... PLAY POOL!***

Make APA Play More Fun! - Conduct Yourselves Properly!

1. The moment an APA member conducts themselves in an inappropriate manner, our Referees will temporarily stop the match!
This includes, but is not limited to banging balls/cue sticks on the table; throwing chalk or other objects; profanity; making sexist or racist comments; or making smart remarks out loud (where someone might hear it) about a player's skill level ability - either to your opponents or to your own team mates. If you feel someone is dogging shots, mark DEFENSIVE SHOTS on the scoresheet and write them up.
2. Our Referees will politely inform the APA member(s) violating these policies that their behavior is unacceptable! We expect the problem to immediately go away and not return for the duration of the team match.
3. Based upon how the APA member responds to the warning, the referee may either restart the match immediately ... or call for the assistance of a Tournament Director or Floor Manager (at which time penalties may apply). Our Tournament Officials are here to help you, and are not to be verbally abused.
4. If the situation is not immediately resolved, APA members involved are subject to immediate suspension ... which could cost your team the chance of advancing to the next round. **It is in the team's best interest to police it's own members and avoid this type of situation.**

Please make every member on your team aware of these new policies and inform them that unacceptable behavior at the tournament site will no longer be tolerated.

**Terry Justice,
APA League Operator**

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 dignity.

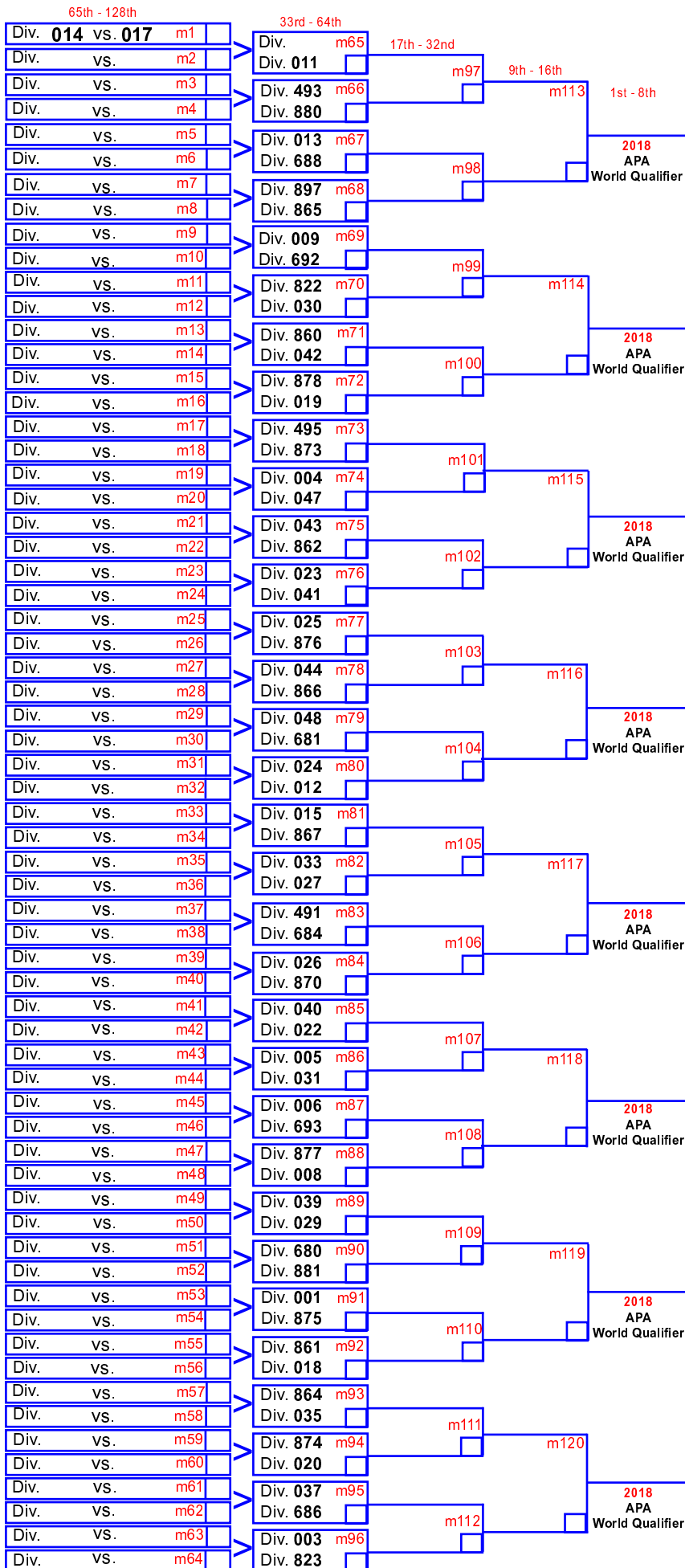
Be an example of Good Sportsmanship.

Win with Sportsmanship...Others will Follow!



This message brought to you by



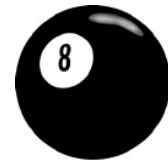


How to read the chart: (1) Find your Division # (Div. xx) on the left side of the chart; (2) Find your match # (Mxx) located inside the same box as your Division #; (3) Look at the "Match Times" chart to find when your specific match (Mxx) is scheduled. If you win your starting round, simply follow the chart to the right to see when you play next! **Example:** Division 014 & Division 017 start play in match # 1 (m1) scheduled for Friday, June 1 at 8pm, the winner advances to match 65 (m65) Saturday, June 2 at 1pm, then to match 97 (m97) Friday, June 8 at 8pm, then to match 113 (m113) Saturday, June 9 at 7pm.

Match	Day	Date	Time
1	Friday	June 1	8:00pm
65-76	Saturday	June 2	1:00pm
77-96	Saturday	June 2	7:00pm
97-104	Friday	June 8	8:00pm
105-112	Saturday	June 9	1:00pm
113-120	Saturday	June 9	7:00pm

The #'s listed above are MATCH #'s **not** division #'s!

Top "8" teams receive trophies and advance to the \$80,000 2018 APA World Qualifier



TIER-2 SPRING 2018 TRI-ANNUAL



\$ 20,000

PRIZE FUND
Spin & Win to
Double your Money

- Top "8" teams \$750
- 9th-16th place \$300
- 17th-32nd place \$250
- 33rd-64th place \$200
- 65th-128th place \$150

Top "8" teams receive trophies and advance