

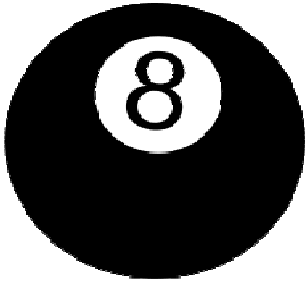
SPRING 2018 8-BALL TIER-1 TRI-ANNUALS

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

00107 STR-8 Moppin'

O 0091

FROM : Essex, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	74188	Justice, Joseph
4	26733	Simms Jr, Charles
3	03765	Meurer, Richard
7	00554	Meek, Bryan
6	10760	Zeback, Michael
4	05074	Trainor, Keith
4	31144	Walters, Tammy
3	23535	Alexander, James

00203 "No More Drama"

O 0001

FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	49513	Bezemer, Charles
4	44780	Anderson, Jerry
3	45766	May, Karie
3	68782	Newton, John
5	55367	Franklin, Mark
3	23749	Filling, Richard
3	25899	Simpson, Douglas
3	71784	Amos, Kelli

00308 WWMD L.T.

O 0015

FROM : Essex, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	56953	Ford, Robin
7	24477	Ford, Mark
2	05257	Ingalls, Carole
3	00079	Grob, Debbie
5	30543	Norton, April
2	35301	Tippett, Edna
4	64525	Hixson, Alishia
6	03292	Moricle, David

00408 It won't fit!!!

O 0013

FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	50842	Swift, Adam
5	48391	Murach, Kevin
3	54305	Winter, Anna
3	02600	Coppola, Luca
I 5	54957	<i>cassell, jason</i>
3	02206	Buhro, Ronald
6	35394	Reynolds, Ray
4	72799	Lambros, Mike

00507 In The Hole

O 0076

FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	71092	Wright, Adam
I 6	36917	<i>goding, steve</i>
5	79113	Greggs, Cody
4	46204	McCann, Zach
3	03512	Wilkes, Alton
5	03192	Lasek, Timothy
4	79165	Melvin, Brian
5	21067	Wright, Mark

00603 It Is What It Is

O 0005

FROM : White Marsh, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	23468	Neuman, Art
5	21141	White, Steve
3	04255	Collins, Luther
2	08893	Smith-Collins, Wendy
6	30984	Pelekakis, Nicholas
4	00725	Malinowski, Shelley
4	60187	Stoffel, Will
6	09328	Hart, David

00606 G Bombs

O 0086

FROM : Kingsville, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	62022	Brodeur, Jessika
5	62021	Brodeur, Robert
3	69978	Schlissler, David
6	53440	McKinney, Scott
4	22332	Graham, George
3	56448	Butcher, Paul
5	53589	Ortt, Neal

00702 I Smell Bacon

O 0084

FROM : Dundalk, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
7	60525	Roberts, Greg
3	68421	Roberts, Heather
4	76298	Sirota, Jessica
7	19089	Strzegowski, Don
4	25819	Jackson, Daniel
4	64525	Hixson, Alishia
5	31140	Ricko, Chris
3	53989	Clements, Debralee

00801 Chalky Balls

O 0091

FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	05160	Provenzano, Jeff
7	05069	Devenny, Keith
4	69055	Bess, Jason
4	29255	Gogolla, Rudy
5	05164	Cotsoradis Jr, Steve
5	73862	Hurdel, Christie
3	67060	Keller, Nick
3	23389	Schleicher, Patrick

00907 Dilly Dilly

O 0096

FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	12434	Wade, Trent
5	11999	Baker, Josh
5	12700	Baker Jr, Bill
6	01492	Peters, Brandon
6	07114	Kelly, Mark
I 4	27180	<i>strausser, sher</i>
* 3	23729	West, Jay
I 3	10424	<i>dickens, chris</i>

01004 Red Rooster

O 0077

FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	04455	Mynar, Steve
5	12680	Novak, Warren
4	10255	Blevins, John
3	55809	Holsey, Brian
4	43509	Fink III, John
3	10671	Wagner, Chris
4	20236	Hall, Jack
5	74436	Peters, Adam

01106 My Boo Rodney

O 0004

FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	75575	Herbert, Carly
5	33087	Payne, Rodney
4	67208	Carey, Dawn
4	71139	Joy, Joe
2	77238	Joy, Erin
7	70582	Ihmann, Lyle
2	13197	Morgan, Chelsea
7	10179	Dalesio, Michael

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

01207 Cue It Up FROM : Canton, MD	O 0089	01307 Non Profit Org. FROM : Essex, MD	O 0011	01403 P Funk All Stars FROM : Baltimore, MD	O 0074																											
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5 10826 Sproesser, William																																
4 22758 Bosak, Matthew																																
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4 49730 Fedorka, Lisa																																
3 79070 Murray, Tina																																
7 04718 Hemling, Rob																																
5 10532 Spriggs, Nick																																
4 62662 Friedhoff, Jeffrey																																
2 00501 Hand, Lisa																																
5 65847 Phillips, Andy																																
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4 49252 Funk, Mike																																
4 51366 Davidson, Gordon																																
5 47900 Cottrell, Anthony																																
4 51530 Sobul Jr, Gene																																
3 02965 Epley, Stephen																																
4 60302 Driscoll, Patricia																																
4 27205 Lutz, Ernest																																
7 10179 Dalesio, Michael																																
01503 Delia Foley's FROM : Baltimore, MD	O 0074	01706 Famafia FROM : Baltimore, MD	O 0002	01805 Turkey Shooters FROM : Baltimore, MD	O 0075																											
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8-Open Roster & Handicap Report

02412 The Gunners O 0006 FROM : Sparrows Point, MD <u>Skl Number Name</u> 3 40114 Kottraba, Lester 4 42292 Kottraba, Robert 3 09999 Stout, Dotti 6 51398 Shifflett, Rob 4 42919 Himes, Kevin 6 42291 Kottraba, Paul 3 18828 Khan, Razia 4 52525 Frederick, Sean	02508 Midnight Cry Babies O 0095 FROM : Middle River, MD <u>Skl Number Name</u> 4 17880 Augustyniak, Leon 4 33924 Mast, Rodger 4 26995 Mansfield, Mark 6 50034 Kramer, Shawn 4 41761 Wollslager, Thomas 5 23395 Lester, Bill 3 55504 Brundidge, Katie 3 06191 Brady, Tyler	02602 Paradise O 0093 FROM : Catonsville, MD <u>Skl Number Name</u> 6 54682 Schwartz, Thomas 4 16487 Scharf, Jessica 3 28474 Anastasia, Jill 6 03074 Marino Jr, Anthony 4 37160 Grice, Ken 4 79060 Boyce, Wendy 4 68536 Wiley, Joseph I 3 69846 <i>mclaskey, pau</i>	02614 Spirits Tavern O 0090 FROM : Baltimore, MD <u>Skl Number Name</u> 4 30389 Coburn, Tony 4 79107 Calimer, Shawn 3 36909 Calimer, Melody 3 52174 Coburn, Jennifer 5 43312 Edwards, Jeremiah 7 02877 Cesenaro, Mike 5 24683 Kehoe, Ric 3 61591 Watkins, Chris	02701 Hit And Hope O 0094 FROM : Dundalk, MD <u>Skl Number Name</u> 6 07758 Defalco III, David 5 18732 Defalco Jr, David 3 41348 Defalco, Laura 5 61001 Clark, Elmer 6 00383 Foster, Stewart 3 10688 Rayman, Anthony 4 03989 Foster, Kimberly 5 11517 Tenne, Dustin	02706 Enter Sandman O 0079 FROM : Dundalk, MD <u>Skl Number Name</u> 4 09645 Icenrode, Joshua 7 32513 Connelly, Brian 6 03973 Icenrode, Henry 3 71523 Goldberg, John 5 31140 Ricko, Chris 4 12408 Volz, James 3 43164 Evans, Debbie 3 29470 Fleming, Brenda
02901 P.I.T.A O 0082 FROM : Dundalk, MD <u>Skl Number Name</u> 4 67460 Fluck, Chris 6 56452 Burke, Ted 7 30503 Fleming, Charles 3 29470 Fleming, Brenda 3 22548 Baxter, John 5 58619 Russell, Anthony 3 77988 McGuire, Adam 6 11834 Redemann, Herman	03001 B. Billiards O 0002 FROM : Linthicum, MD <u>Skl Number Name</u> 4 25433 Burger, Marc 5 17076 Henderson, Bill 4 06705 Dusenbery, Michael 4 05057 Harrell Sr, Gary 5 10659 Lamarsh, Peter 5 01045 Ureno, Joshua 4 42622 McMillan, Eric 4 38841 Hutchinson, Nickalas	03106 "No Smoke Zone" O 0088 FROM : Baltimore, MD <u>Skl Number Name</u> 4 09288 Edwards, Charles 6 43213 Commander, Kurt 4 69842 Smith, William 4 12546 Early, Gary 3 22353 McCoy, Ladena 4 11423 Primeaux, James 5 01860 Wees, Sean 3 12572 Martin, Michael	03306 Nottingham's O 0014 FROM : Columbia, MD <u>Skl Number Name</u> 5 77360 Ahmed, Bilal 5 78546 Miller, Joshua 4 11615 Giangeruso, Michael 4 77086 Bronshtein, Boris 3 60332 Maher, John 4 76878 Sennett, John 3 24817 Karp, Arielle	03502 Git'er Done O 0003 FROM : Baltimore, MD <u>Skl Number Name</u> 6 66288 Calvert, John 5 68509 Calvert Jr, John 5 56679 Serio, Tony 4 73224 Scardina Jr, William 5 01860 Wees, Sean 5 70550 Brown Jr, Terry 3 77592 Allender, Sarah 3 66795 Bowie, Tonia	03701 Cue Control O 0004 FROM : Catonsville, MD <u>Skl Number Name</u> 6 69057 Bettard III, Willie 6 03515 Jones-Bey, Marvin 4 68189 Yates-Arkward, Stephanie 4 68644 Jones, Sharon 6 00060 Ortiz, Jesse 4 18288 Sohn, Bob 5 62585 Switzer, Herb I 5 30590 <i>hafeed, michael</i>

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03906 Pocket Protectors ○ 0084 FROM : Linthicum, MD <u>Skl Number Name</u> 4 53201 Franchetti, Thomas 7 53205 Vu, David * 5 71588 Tittel, Thomas 2 03679 Wright, Karen 3 00810 Harper, Blake 5 72194 Taylor, Mark 4 64300 Hofmeister, Royce 3 13547 Capello, Carl	04005 Cuz Were Philthy ○ 0010 FROM : Baltimore, MD <u>Skl Number Name</u> 4 10540 Hupp, Michael 3 49512 Ryan, Lisa 7 08917 Brain, Julian 4 60303 Frawley, Kate 3 23144 Anderson, Mitchell 3 23674 Wang, Yubo 5 15089 Wetzel, Mason 3 24809 Payne, David	04101 "No Filter" ○ 0088 FROM : Halethorpe, MD <u>Skl Number Name</u> 5 67436 Weippert, Jack 2 03749 Shawe, Christina 4 62157 Decker, Paul 5 12601 Connors, Mike 3 55068 Campbell, Frank 5 46545 McGhee, Robert 3 13826 McGhee, Brady 5 73472 Gardner, Will	04114 "Shot Callers" ○ 0001 FROM : Halethorpe, MD <u>Skl Number Name</u> 5 10862 Sowers, Jerry 4 10250 Caviness, Garland 4 08134 Glorioso, Dave 5 40770 Keeney Jr, Michael 6 58157 Burchell, Michael 5 76789 Brown, Kyle 2 23374 Schillinberg, Brandi I 5 54254 <i>leeper, mike</i>	04201 Gimme A Break ○ 0008 FROM : Baltimore, MD <u>Skl Number Name</u> 2 58647 Mast, Janice 5 07244 Peddicord, Keith 3 34315 Curry, Liz 3 43465 Wrightson, Bill 3 36663 Berlinger, Karl 4 00778 Peddicord, Dustin 4 54671 Davis, Chip 5 53830 Venzke, Robert	04312 Ball Busters ○ 0081 FROM : Baltimore, MD <u>Skl Number Name</u> 4 77568 Dobrzycki, Gerard 3 62127 Radtke, Chris 4 64760 Castle, Richard 3 22202 Futyna, Thomas 4 42582 Keene, Steven 4 62263 Walker, Thomas 3 48454 Carrico, Nicole 4 49711 Disney, Howard	04403 Erman's Misfits ○ 0009 FROM : Sparrows Point, MD <u>Skl Number Name</u> 3 46813 Reeseey, Scott 4 02646 Heller, Bret 6 42183 Henson, Erman 6 10835 Goeller, John 4 75157 Wallace, Jerry 2 39705 Goeller, Robin 4 16575 Bunn, Rachel 3 70221 Clark, Jeff	04705 Shooters and Hooters ○ 0003 FROM : Baltimore, MD <u>Skl Number Name</u> 3 60382 Dixon, Amber 2 08271 Talley, Jacqueline 7 35483 Ballard II, Tony 3 12284 Ballard, Brandon 7 10301 Hartman, Kenneth 4 61302 Lacey, Jeff 5 07414 Miller, Justin 3 03696 Holland, Melissa	04806 Gray Manor Inn ○ 0087 FROM : Baltimore, MD <u>Skl Number Name</u> 7 23543 Smith, Tony 5 26846 McConnell, John 5 08542 Frame, Jared 5 11517 Tenne, Dustin 6 48309 Crowley, Henry 3 77030 Alwine, Albert 2 04692 McConnell, Nicole	49111 VFW- Aberdeen ○ 0081 FROM : Aberdeen, MD <u>Skl Number Name</u> 6 00353 Gullion Sr, Frank 5 31156 Gum, James 4 29474 Sanner, Gerald 6 51212 Smith, Scott 2 10619 Britenstine, Melanie 3 23121 Rychwalski, Edward 3 00354 Gullion, Pat 5 41901 Cuffley, Dewey	49305 Ball So Hard ○ 0080 FROM : Forest Hill, MD <u>Skl Number Name</u> 5 11429 Denbow, Mike 4 11501 Ligon, Ryan 3 11442 Innella, Allison 3 11812 Licwincko, Jason 6 04756 Busch, Mark 3 09175 Edwards, Matthew 6 03670 Hauer, Kevin	49311 4 Sticks & 4 Nice Racks ○ 0007 FROM : Bel Air, MD <u>Skl Number Name</u> 5 76375 Richardson, Elizabeth 4 53554 Blevins Sr, Steve 3 08471 Gram, Todd 3 71201 Sanders, Jennifer 4 46814 Bittle, Debra 4 13993 Klingelhofer, Betty 6 34023 Blevins, Steve 5 12847 Bittle, Mark
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49511 Str8 Shooters O 0016 FROM : Forest Hill, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 77803 Harris, William 7 63430 Kave, Robert 3 69186 Kahl, Hillary 4 06133 Austin, Steven 2 79105 Kave, Nancy 7 16066 Kahl, Tom 5 53066 Werneke, Tom 4 67875 Kreczmer, Paula	68006 Sheldon's 313 O 0018 FROM : Greensboro, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 06848 Stafford, Mark 5 56784 Bradley III, Ernie 3 13678 Adams, Will 6 63226 Tasler, William 4 42455 Helsel, John 3 09498 Poole, Polly 6 52663 Lusk, Adam 3 00080 Schmitt, Richard	68101 Break The Game O 0010 FROM : Salisbury, MD <u>Skl</u> <u>Number</u> <u>Name</u> 4 07768 Evans, Leeann 6 28332 Evans, Brian 3 08317 Halverson, Robin 2 07941 Somers, Cynthia 6 08753 Briscoe, Ronald 5 15314 Cahall, Richard 5 70346 Lekites, Donald 3 48601 Mizell, Kara	68301 Can't Hang! O 0078 FROM : Queenstown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 18067 Haddaway, Steven 3 22312 Haddaway, William * 3 21207 Dodson, Andrew 4 20545 Purrington, Derek 4 25611 Solomon, Josh 3 25646 Denny, Jeremy 7 11512 O'Hare, Anthony	68403 Am Legion Rock Hall O 0089 FROM : Rock Hall, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 15205 Iacona, Michael 4 70496 Fithian, Ryan 5 48361 Cannan, Travis 4 34774 Riley, Allen 2 06670 Elburn, Angela 5 70340 Metzger, Greg 6 23166 Pierzynski, Chris 3 22426 Metzger, Vera	68606 H3O O 0092 FROM : Salisbury, MD <u>Skl</u> <u>Number</u> <u>Name</u> 3 26373 Palmer, Troy 5 75409 Olson, Jason 4 76437 Foltz, Mike 4 26673 Trott Jr, James 4 36057 Hawkins, Carl 3 03781 Pruitt, Tammy 5 26483 Jones, Edward 6 49174 Turner, Robert
68810 Johnny's Shore Shooters O 0094 FROM : East New Market, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 78177 Knox, John 5 61131 Jones, Alfred 2 00905 Knox, Patricia 4 75413 Camper, Dwight 6 04748 Jarmon, Tyrone 5 05530 Jones, Chris 7 35676 Bell, Danny 2 12527 Goodman, April	69209 VFW Grasonville #7464 O 0007 FROM : Grasonville, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 06848 Stafford, Mark 5 47212 Calabrese, Jim 3 59252 Hayes, Paul 3 67883 Thomas, Richard 3 04634 Neville Jr, Michael 6 66623 Racz Jr, Eugene 3 13678 Adams, Will 4 13723 Scharf, Christopher	69302 1 Ball At a Time O 0015 FROM : Salisbury, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 45082 Lewis, Derrick 5 68891 Corbin, Darrell 4 60864 Brown, Therman 5 46284 Joynes Jr, Sherwood 4 22484 Whalen, Delores 6 08753 Briscoe, Ronald 4 77421 Johnson, Curtis 6 48375 Douglass, Michael			
69314 Shore Sharks O 0095 FROM : Salisbury, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 26990 Vaughn, Roy 5 21553 Cook, Steve 6 14601 Lowe, Les 4 33140 Bennett, Wallace 4 08832 Boog, David 3 08733 Phillips, Wayne 3 75278 Owens, Kimberly 3 08826 Lewis, Jack	82206 AWACS & FRIENDS O 0083 FROM : Sykesville, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 57468 Silfee, Chet 2 67579 Silfee, Linda 5 75728 Bird, Stephen 5 75729 Schaefer, Warren 3 76386 Brown, David 4 78481 Riddle, Walter 6 58380 Silfee, Christopher 7 57464 Silfee, Jim	82302 Caught Strokin O 0085 FROM : Finksburg, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 76250 Carder, Bruce 6 58379 White, Robert 4 77358 Price, Jamie 4 39019 Botsford, Fred 6 08530 Sullivan, Edward 3 51894 Murray, April 5 40796 Murray, Raymond 4 66495 Shimer, Christopher			

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8-Open Roster & Handicap Report

86011 Oriole's Nest O 0087 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 17140 Nicholson, Larry 7 38865 Nicholson, Danny 3 73891 Modine, Sara 4 76434 Modine, Chris 5 11785 Moreno, Jose 2 07155 Wills, Tosha 5 42154 Nichols, Earl 2 56943 Harrison, Sheryl	86105 Beam Me Up Scotty O 0012 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 78087 Elwood, Scott 5 13920 Cordara, Thomas 3 35284 Bridge, Elaine 3 11042 Bridge, Dennis 4 64828 Spielman, Dave 5 11894 Derry, Dennis 2 23649 Lucia, Karen 5 70269 Cosner, Josh	86205 The 8 Bawlers O 0014 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 57204 Cartledge, Jim 4 64718 Hamilton, Daniel 3 73491 Schattenberg, Charles 3 05415 Sims, Stephanie 4 07123 LeClair, Chris 7 60512 Musser, Richard 4 07929 Shoemaker, William 3 09432 Richards, Christopher	86401 Phool's Play'n Pool O 0082 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 49246 Donoghue, Michael 5 73476 McManus, Bryan 3 13083 Moore, Chris 4 64828 Spielman, Dave 5 57423 Alfred, Mike 6 17849 Badostain, Mike 3 49854 Fisher Sr, Alfred 3 13724 McManus, Chris	86507 Stick It O 0079 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 7 55056 Johnson, Steve 3 49263 Shelhorse, Robin 4 07817 Strahler, Randall 4 04476 Blanchard, Brett 4 72530 Johnson, Tracey 3 10154 Johnson, Heather 2 07155 Wills, Tosha 7 60512 Musser, Richard	86606 Bubba's Breakers O 0017 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 56610 Summers Sr, Charles 5 52567 Summers Jr, Charles 7 66948 Harding, Tim 3 24274 Kojac, Diana 3 58346 Becraft, Karen 5 67870 Smith, Josh 2 07155 Wills, Tosha 3 59632 Price, Erin
86702 Tom Cats O 0076 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 61471 Kelly, Tom 6 61034 Pauley, David 5 41707 Cassidy, Tom 3 02022 Hott, Thomas 6 10804 Ford, Bruce 4 09442 Hutchison, Joseph 3 12377 Winpigler, Chris 4 07929 Shoemaker, William	86804 Oriole's Nest # 331 O 0092 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 3 34155 Tobery, Marsha 7 38865 Nicholson, Danny 6 74801 Reed, Jay 3 23912 Feudale, Anthony 4 51553 Farver, Travis I 4 29242 <i>furman, mike</i> 4 25575 Lord, Zachary 4 25403 Ziegenhein, Jeffrey	87007 Misfits O 0096 FROM : Funkstown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 4 74687 Shawyer, Kristina 4 75311 Sumpter, Jeff 5 12541 Turner II, Ron 5 04922 Blackall, Scott 4 21591 Nadeau, Jeff 5 77856 Snyder, Keith 6 11409 Surber, Edward			
87103 Reaper's O 0016 FROM : Funkstown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 4 65115 Longerbeam, Eddie 3 64703 Starliper, Susan 3 66694 Cole, Karen 5 10223 Ashbaugh, Joey I 3 78721 <i>cameron, pete</i> 6 43135 Wenner Jr, Butch 7 16964 Knight, Ronnie 5 60486 Gossard, Brian	87204 Thunder Road O 0013 FROM : Hagerstown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 32985 Kline, Thomas 6 33688 Kline, Robert 7 22964 Kline, Bob 3 11179 Distefano, John 6 22966 Dreisbach, Brian 3 11879 Wiles, Cathy 3 59213 DiStefano, Bobbie 4 39188 Beicht, Jersey	87303 Becky & the Boys O 0077 FROM : Inwood, WV <u>Skl</u> <u>Number</u> <u>Name</u> 3 18692 Kane, Becky 4 36521 Jenkins Jr, James 5 21476 Giles, Steve 4 16087 Ripple, John 4 29318 Kern, Rob 5 36125 Hartman, Arthur 5 11793 Sherrard, Chad 3 13758 Young, Andrew			

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

87408 Am. Legion #71	O 0008	87504 The Rock	O 0083	87602 Harman's	O 0090
FROM : Charlestown, WV		FROM : Martinsburg, WV		FROM : Hagerstown, 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>	
6 40058 Smoot, Tracey		4 78273 Britner, Mike		5 13312 Whitehair Jr, Thomas	
5 66598 Lang, Brian		3 07560 Nutter, Stevie		4 10999 Bolinger, Jordan	
4 76517 Lang, Roger		5 41375 Allman, Richard		5 08875 Shaffer, Dennis	
5 50700 Weister, John		3 53617 Hull, Stephanie		3 10981 Bolinger, Kelly	
4 53040 Weister Jr, Kevin		3 13855 Adams, Michael		5 53218 Moats, Allen	
4 02090 Hollar, Jason		4 05471 Twigg, Debra		3 55362 Moats, Tessa	
3 73437 Locke, Brian		4 00985 Lewis, Brandon		6 78792 Harbaugh, Richard	
2 08614 Lambert, Christina		5 14572 Twigg, David		3 23129 Chang, Mark	
87709 8-Ball Assassins	O 0018	87804 Breakaway II	O 0009	87904 And Next	O 0005
FROM : Hagerstown, MD		FROM : Hagerstown, MD		FROM : Funkstown, 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 59917 Valentine, Joshua		6 66443 Owens, Robbie		4 76742 Rhodes, Jacob	
5 48868 Elliott, Harry		5 77981 Cox Jr, Wallace		5 74810 Lee, Jeremy	
6 40630 Shoemaker, Steven		4 55396 Wisotzkey, Roy		5 08421 Mowen, Tim	
3 07194 Shollay, Steven		3 03727 Reid, Jethro		7 66693 Freeloove, Adam	
5 33673 Moats, Mick		3 62918 Saunders, Chad		2 10314 Freeloove, Erica	
4 41463 Shoemaker, Donald		6 67713 Tilton, Khyam		7 00834 Ray, Kyle	
2 20967 Elliott, Heidi		4 78056 Donaldson, Mark		5 60132 Winter, Evan	
4 23663 Walling, James		I 5 28883 <i>harp, paul</i>		2 10757 Richardson, Kara	
88011 Four Corner's	O 0012	88102 Lamb Chops Club	O 0080	88203 Dargan Knight's	O 0093
FROM : Inwood, WV		FROM : Martinsburg, WV		FROM : Sharpsburg, 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 57042 Laisure, Beth		3 11645 Cooper, Shirley		5 05236 Gay, Timothy	
6 54517 Laisure, Eric		4 11967 Schroeder, Steven		4 10036 Shoemaker, Ernest	
3 01897 Lewis, Nick		I 2 12843 <i>pannuty, barbara</i>		5 18738 Hammond, John	
4 02506 Ickes, Melissa		5 23804 Terry, Douglas		5 70095 Wise, William	
4 61533 Speelman, Sylvester		4 23789 Terry, Trac		5 60485 Seward, George	
4 04436 Pratt, James		3 25027 Haines, Robert		2 00813 Burkner, Melanie	
5 55406 Laisure, William		3 02455 Funk, Tracey		3 07513 Singleton, Shannon	
5 43126 McMillan, Roy		5 12695 Gelormini, Carl		5 24420 Baxter, John	
89706 Beat Em With A Stick	O 0011				
FROM : Hampstead, MD					
<u>Skl</u> <u>Number</u> <u>Name</u>					
5 76424 Chaffman, Christopher					
6 57572 Hill, William					
6 66806 Rymer, John					
3 00315 Muhammad, Mai					
5 48780 Reese Sr, David					
2 18096 Chaffman, Jessica					
3 26412 Sterner, Molly					
3 53437 Schneider, Lisa					

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.



PICTURE I.D. REQUIRED

All participants at Higher Level Tournaments 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 APA World 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 World Pool Championships, 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!**

Exception: This rule may be waived by the Tournament Director or League Operator when it is felt that a player is who they say they are. Note that if it is later found out that the player was not who they were thought to be, the team will be disqualified and the Team Captain will be suspended from the APA!



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!

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!**

**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!

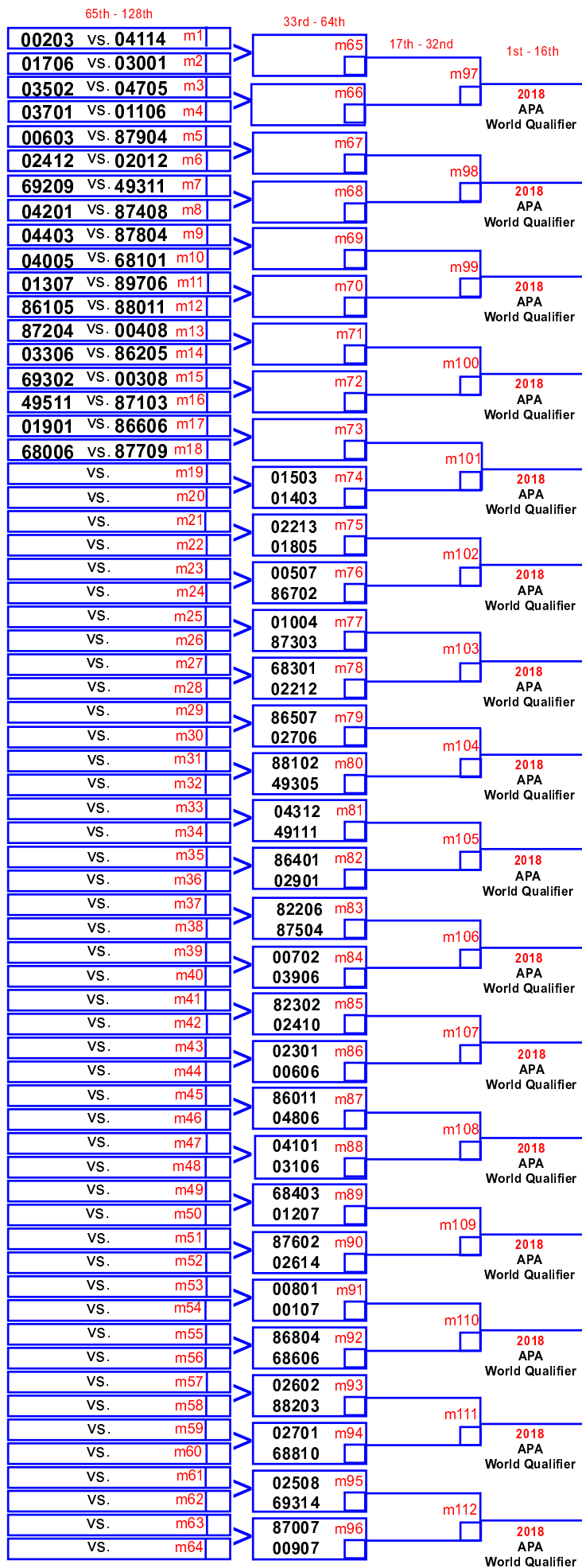


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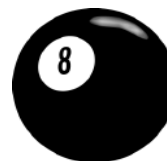
NOTES

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 002 & Division 041 start play in match # 1 (m1) scheduled for Friday, **May 11 at 8pm**; the winner advances to match 65 (m65) Friday, **May 18 at 8pm**, then to match 97 (m97) Saturday, **May 19 at 7pm**.



Match	Day	Date	Time
1-4	Friday	May 11	8:00pm
5-11	Saturday	May 12	1:00pm
12-18	Saturday	May 12	7:00pm
65-80	Friday	May 18	8:00pm
81-96	Saturday	May 19	1:00pm
97-112	Saturday	May 19	7:00pm

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



TIER-1 SPRING 2018 TRI-ANNUAL



Top "16" teams receive trophies and
advance to the \$80,000
2018 APA World Qualifier

\$ 33,000

PRIZE FUND
Spin & Win to
Double your Money

Top "16" teams \$1,000
17th-32nd place \$300
33rd-64th place \$250
65th-128th place \$200

Top "16" teams receive
trophies and advance