

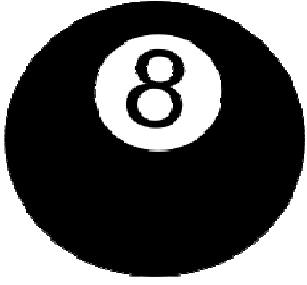
SUMMER 2018 8-BALL TIER-2 TRI-ANNUALS

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

2019 APA WORLD QUALIFIERS

Section I

(For Teams Who Qualify in the Summer 2018, Fall 2018, or Spring 2019 Tri-Annuals)

If your team wins a 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 14, 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 2019 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 15, 2019 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 2019 at the Westgate Las Vegas Resort and Casino.

- **For a team to retain its team eligibility** to compete in the above World Qualifier 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 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 eligibility, the team must maintain at least four (4) original team members on their roster during all subsequent sessions leading up to the June World Qualifier.** 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 World Qualifier 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 World Qualifier.**
- **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 World Qualifier (they also lose eligibility to receive additional awards and prizes). Subsequent **Summer Session scores do not count** towards the 10 required scores.

ELIGIBILITY REQUIREMENTS

2019 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 World Qualifier 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 World Qualifier, if the team should advance that far.
- **The only players eligible to advance with a Qualified team to the World Qualifier 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, 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 World Qualifier 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 World Qualifier roster (think twice before carrying non-eligible players on your Spring roster and limiting your World Qualifier 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 who is 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 (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

00104 The CTP O 2092 FROM : Essex, MD <u>Skl Number Name</u> 6 72593 Shiflett, James 4 78588 Ace, Serena 3 64809 Horner, Melvin 7 38659 Demski, Anthony 3 53514 Sipes, Virgil 3 23441 Robinson Jr, Theodore 4 53096 Smith, Michael 4 11721 Cagle, Donald	00303 Old & New & The Mascot 2 O 2072 FROM : Baltimore, MD <u>Skl Number Name</u> 3 00114 Ross, Carolyn 4 07197 Foltz, Lee I 6 02487 <i>sandridge jr, michael</i> 3 12909 Higgins, Michael 5 70574 Nantz, Zachary 2 09477 Nunn, Trisha 5 53046 Singh, Lucky 5 64668 Pritt, Brandon	00405 "Wick & Sticks" O 2079 FROM : Baltimore, MD <u>Skl Number Name</u> 4 20612 Watkins Jr, Hallot 4 40670 Scott, Odessa 3 04618 Dunaja, Sommer 4 76949 Wallace, Kelly 4 10218 Henson, Anthony 5 77303 Tate, Esset 4 30109 Beverly, Louis 5 49786 Wolfe, Michael
00502 "Just The Tip " O 2112 FROM : Baltimore, MD <u>Skl Number Name</u> 4 75141 Weich, Jeff 6 74622 Ross, Scott 4 04911 Balch Jr, William 3 07238 Norman, Diane 3 18611 Balch, Bonnie 4 66240 Holtschneider, Michael 3 76369 Rayman, Marc I 4 48900 <i>christopher, rob</i>	00608 IT'S ALL RELATIVE O 2070 FROM : Kingsville, MD <u>Skl Number Name</u> 6 02886 Sauter, Tim 6 23215 Bartley, Brian 5 08427 Peyton, John 4 26729 Dietz, Link 3 03285 Baur, Robert 3 03185 Sauter, Leslie 5 20409 Dietz, William 3 07741 Shillenn, Patty	00802 The G.O.A.T. O 2069 FROM : Baltimore, MD <u>Skl Number Name</u> 4 78031 White, Angelo 6 78571 Young, Maceo 3 78030 Mason, Charles 5 33343 Glass, Ryland 3 11657 Bey, Douglas 6 06204 Jonhson, Koran 3 27004 Smiley, Kennth
00904 Brews-N-Cues O 2071 FROM : Baltimore, MD <u>Skl Number Name</u> 4 39638 Abernethy, John 4 69900 Atkins, Don 3 75695 Saunders, Keira 3 54305 Winter, Anna 5 73369 Patrinicola, Paul 5 08568 Nies, Jason 6 68092 Williams, Mitchell I 3 59995 <i>smith, paul</i>	01106 My Boo Rodney O 2080 FROM : Baltimore, MD <u>Skl Number Name</u> 4 75575 Herbert, Carly 4 33087 Payne, Rodney 4 67208 Carey, Dawn 4 71139 Joy, Joe 2 77238 Joy, Erin I 2 13197 <i>morgan, chelsea</i> 7 10179 Dalesio, Michael 3 09248 Newberger, Liina	01206 "Hot Pockets" O 2065 FROM : Baltimore, MD <u>Skl Number Name</u> 3 09416 Robbins, Margaret 3 00718 Lian, Kuoting 3 11120 DeMario, Caleb 5 71536 Hwang, Hyon 3 12777 Golden, Neal 4 13432 Pommer, Elie 4 21349 Dinsmoor, Gabriel 2 79238 Klein, Alyson
01301 Dirty Old Men O 2076 FROM : Essex, MD <u>Skl Number Name</u> 4 59286 Yeich, Mark 2 79126 Estes, Keri 4 14578 Baker, Doug 4 15212 Justice, Nancy 5 53964 Hammerbacher, Robb 5 26139 Alkire, Scott 3 11468 Gomez, Gilbert 6 73304 Amrhein Jr, Andrew	01403 P Funk All Stars O 2080 FROM : Baltimore, MD <u>Skl Number Name</u> 5 49252 Funk, Mike 5 51366 Davidson, Gordon 5 47900 Cottrell, Anthony 4 51530 Sobul Jr, Gene 3 02965 Epley, Stephen 3 60302 Driscoll, Patricia 4 27205 Lutz, Ernest 7 10179 Dalesio, Michael	01503 Delia Foley's O 2068 FROM : Baltimore, MD <u>Skl Number Name</u> 5 48851 McConnell, Steve 4 22374 Wolf, Wilson 4 34390 Hovatter, William 4 30546 McConnell, Pat 4 31572 Manley, Michael 3 20306 Baron, Dan

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

01701 Shamrock Classics	O 2068	01806 Dysfunctional	O 2086	01903 Swagtastic	O 2084
FROM : Baltimore, MD		FROM : Baltimore, MD		FROM : Essex, 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 10732 Mcneive, Michael		7 32122 Walsh, Dave		6 38897 Lewis, Gary	
5 27879 Zimmerman, Gerald		5 33951 Warthen, Ray		5 40785 Powell Jr, Garrett	
5 78291 Lapouraille, Eric		4 64864 Seabrease, Robert		4 48901 Wells Jr., Joseph	
3 13655 Brice, Mark		3 38154 North, Joe		3 00216 Addison, Rick	
5 50431 Timms, Charlie		5 02686 Palmer, Steven		I 4 72013 <i>venable, darnell</i>	
6 33733 Rogers, Terry		3 40589 Warthen, Marge		4 40584 Church, Cedonnaia	
4 64461 Beebe, Wesley		4 52731 Leasure, Rich		I 5 56018 <i>allison, clarence</i>	
2 09955 Tenne, Desseri		4 05123 Mynar, Joe		3 25778 Everett, Jamel	
02002 Mom & The Gang	O 2071	02207 Fatties	O 2077	02306 Sorry not Sorry!	O 2075
FROM : Dundalk, MD		FROM : Baltimore, MD		FROM : Dundalk, 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>	
2 06294 Meany, Janet		5 33951 Warthen, Ray		7 32513 Connelly, Brian	
3 30941 Williams, Shannon		5 02686 Palmer, Steven		4 09645 Icenrode, Joshua	
4 52501 Pilachowski, Diana		4 13328 Shenton, Richard		4 11732 Schoppert, Tyler	
6 73958 Williams, Garth		4 44936 Donohue, Matthew		4 12408 Volz, James	
5 01998 Williams, Randy		4 05170 Baldwin, Joseph		5 47212 Calabrese, Jim	
5 03862 Gurecki, Jason		4 29690 Warthen, Ryan		4 51154 Lund Jr, Charles	
4 07742 Allender, David		3 40589 Warthen, Marge		5 11680 Stielper Jr, Dennis	
		4 64864 Seabrease, Robert		3 12403 Shifflett, Christopher	
02401 Full House	O 2067	02505 Nice Shot Pop	O 2069	02602 Paradise	O 2074
FROM : Baltimore, MD		FROM : Baltimore, MD		FROM : Catonsville, 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 14948 Walter Jr, James		3 55820 Love, Mike		6 54682 Schwartz, Thomas	
5 17796 Pakacki, Adam		5 45865 Zopp, Robert		4 16487 Scharf, Jessica	
3 39460 Neuberger, George		4 01244 McCann II, Elmer		3 28474 Anastasia, Jill	
4 75253 Johnson, Kenneth		3 93245 Ferguson, Robert		6 03074 Marino Jr, Anthony	
2 70190 Walter, Holly		6 59266 Dawson, Tommy		4 37160 Grice, Ken	
7 10961 Wills, Chris		4 51374 Helmick, Mark		4 79060 Boyce, Wendy	
5 12344 Hammacher Jr, Paul		6 59223 Cefaloni, Anthony		4 68536 Wiley, Joseph	
4 25344 Ruhling, Charles		4 27026 Love, Shaun		I 3 69846 <i>mcclaskey, pau</i>	
02711 Bust N Balls	O 2085	03003 Choking Dogs	O 2082	03103 Bob's Bar	O 2087
FROM : Dundalk, MD		FROM : Linthicum, 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 02055 Astarita, Chris		6 45658 Ressin, Thomas		3 55739 Kunnecke, Donald	
6 33570 Armiger, Michael		3 46411 Burger, Melissa		6 50794 Carre, David	
4 00303 Woods, David		5 75188 Smallwood Jr, Austin		3 06574 Lambert, Garrick	
4 51979 Hall, Benjamin		5 65890 Oates, Rick		4 05848 Marshall, Tyrone	
4 12372 Hause, Carolyn		5 58062 Dileo, David		7 17614 Perry, Joel	
4 60797 Perez, Elliot		3 54259 Trego Jr, Charles		3 24687 Rush, Moses	
5 04226 Riffey, Brian		4 68318 Goldman, Stan		5 02656 Hamel, Anthony	
3 27085 Armijo, Patrick		5 40179 Pearson, Charles		3 27714 Ellis, Estella	

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8-Open Roster & Handicap Report

03302 Nottingham's O 2083 FROM : Columbia, MD <u>SkI Number Name</u> 7 16689 Gourley, Tom 4 37555 Vaughn, Paul 4 73226 Hayes, Michael 3 73227 Hayes, Linda 4 58580 Buranicz, John 3 13547 Capello, Carl 3 24571 Escano, Evelyn 5 19137 Lovern Jr, Edward	03503 D.I.L.L.I.G.A.F. O 2074 FROM : Baltimore, MD <u>SkI Number Name</u> 2 41368 Rankins, Ida 3 10222 Stachowski, Deborah 2 48970 Johns, Pamela 5 10201 Bucklew III, Pete 5 17727 Asbury, Dennis 3 25874 Winkler, Gordon 5 65049 Adkins, Hayston 6 73376 Marousis, Haralambos	03703 Cue Control O 2078 FROM : Catonsville, MD <u>SkI Number Name</u> 5 69057 Bettard III, Willie 6 03515 Jones-Bey, Marvin 4 68189 Yates-Arkward, Stephanie 4 68644 Jones, Sharon 4 18288 Sohn, Bob 5 62585 Switzer, Herb 3 59324 Pace, Patricia 4 78849 Pettus, Charles	03902 B. Billiards O 2081 FROM : Linthicum, MD <u>SkI Number Name</u> 5 65890 Oates, Rick 4 68318 Goldman, Stan 6 45658 Ressin, Thomas 5 75188 Smallwood Jr, Austin 4 07204 Martinelli, Shawn 3 46411 Burger, Melissa 3 51961 Aldrich, Charlene 5 40734 Aldrich, Francois	04001 "Chalk is Cheap" O 2095 FROM : Canton, MD <u>SkI Number Name</u> 4 67467 Armstrong, Dwayne 5 11519 Collins Jr, Ashford 3 11577 Weekes, Shawn 4 01995 Wiley, Kenneth 3 12420 Allen, Carmel 3 76916 Greifzu, Danielle 3 11541 Smith, Ian 4 01469 Jenkins, Terry	04106 Hammond's O 2086 FROM : Halethorpe, MD <u>SkI Number Name</u> 6 19503 Geisler, Patrick 4 69820 Padgett, Samuel 3 12295 Christie, Patrick 5 12356 Trembly Jr, Richard 2 14055 Sloan, Amy 5 18851 Lopez, Mauricio 3 72278 Forbes, Toni 5 13380 Geisler, John
04207 Snow White/7 Drunx O 2094 FROM : White Marsh, MD <u>SkI Number Name</u> 4 50741 Hunter, Jamie 6 15759 Owens, Luke 6 24309 Combs Jr, Richard 4 15940 Davis, Michael 5 28831 Hoover, Rocky 4 66699 Fazenbaker, Michelle 2 69717 Lacey, Kim 2 02731 Collins, Heather	04310 Yeah Baby O 2076 FROM : Baltimore, MD <u>SkI Number Name</u> 4 54220 Tracey Sr, William 6 05281 Johnson Jr, Mike 6 35433 Cabezas, Joe 3 78789 Krug, Jim 3 43034 Tonery, Lou Anr 2 79184 Corwin, Linda 5 77544 Walters Jr, Thomas 3 27499 Takos, Michael	04402 Wolf Pack O 2084 FROM : Baltimore, MD <u>SkI Number Name</u> 4 38539 Wiatrowski, John 4 78380 Chetelat Sr, Justin 3 11761 Herring, Debbie 4 79166 Anders, Gary 6 51158 Nunamaker, Alex 3 15796 Lee, Mary 7 01740 Bowers, Bruce 3 09360 Stone, Melissa			
04706 Skeleton Crew O 2066 FROM : Baltimore, MD <u>SkI Number Name</u> 4 47385 Lesko, Ronald 5 35386 Rhoades Jr, Tom 4 65696 Goodspeed, Mark 3 39105 Fello, Shannon 5 02478 Cox, Thomas 2 29931 Leehugh, Wanda 2 68453 Strong, Amanda	04802 Waterheads O 2079 FROM : Baltimore, MD <u>SkI Number Name</u> 4 03788 Mcie, Carl 3 06923 Mcie, Stacy 3 04067 Trice, DeAnn 7 30923 Varner, Wayne 5 51631 Blankenship, Todd 5 07641 Vietmeier, Keith 3 49027 Paxton, James 4 52701 Hood, Jason	49107 Awesome 8's O 2092 FROM : Aberdeen, MD <u>SkI Number Name</u> 3 03649 Nicewander, Candice 6 75087 Morrison, Rickey 7 15514 Gullion, Roy 5 15448 Nay, James 3 25963 Woody, Kenneth 3 26002 McCauley, Brian 4 26026 Speraw Jr, Edwin 4 00374 Little, Robert			

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8-Open Roster & Handicap Report

49310 I Could Care Less O 2088 FROM : Joppa, MD <u>Skl</u> <u>Number</u> <u>Name</u> 7 21588 Miller, Mark 5 23308 Miller, David 5 34861 Swearingen, Marie 4 36302 Truitt, Dorie 2 01754 Miller, Amanda 4 77122 Trafton, Thomas 3 05321 Norwood, Darrell 3 69984 Miller, William	49501 Andy Wargo's O 2075 FROM : Forest Hill, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 30221 Guercio, Steve 5 06513 Tuttle, Keith 5 24359 Andrews, Amy 5 16902 Schemm, Robert 6 27684 Kelly, Dave 2 18364 Harris, D"Ann 3 63823 Born, Danelee 3 24690 Zoran Jr, Michael	68106 Tombraiders O 2088 FROM : Sharptown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 4 50981 McMahon, Scott 4 13254 Robinson, Willis 3 71703 Pitts, Patrick I 4 07143 <i>zimmerman, joseph</i> 5 76154 Zdrojewski, Kenneth 2 52512 Ranaghan, Anita 3 75277 Morgan, Sandy 3 03706 Bebee, Jordan
68303 Bay Country Moose O 2067 FROM : Queenstown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 6 01321 Pounds, William 5 08831 Stansberry, Kristopher 5 11182 Miller, Chance 4 08331 Johnson, Tyler 3 44624 Hughes, Robbi 4 12099 Johnson, Steven 2 27039 Clark, Julia	68603 Elk's Lodge # 817 O 2070 FROM : Salisbury, MD <u>Skl</u> <u>Number</u> <u>Name</u> 3 03456 Baker, Paul 5 11401 Stade, King I 3 11418 <i>emely, kimberly</i> 5 30312 Grove Jr, Dennis I 6 10917 <i>jones, michael</i> 4 06284 Jones, Raymond 5 28547 Brewington, Chris 5 34613 Mohler, James	68809 Do What We Want O 2093 FROM : Cambridge, MD <u>Skl</u> <u>Number</u> <u>Name</u> 3 57440 Wallace, Tammy 6 04279 McGlaughlin, Michael 4 46739 Wallace, Phillip 4 11787 Turner, Justin 3 13657 Wallace, Hannah 4 57275 Collins, Mark 7 11943 Moody Jr, John 7 27242 West, Kevin
69206 Am. Legion O 2089 FROM : Centreville, MD <u>Skl</u> <u>Number</u> <u>Name</u> 5 31464 Walls Sr, Robert 7 28986 Laird, Jack 3 08654 Dadds, Chris 4 42727 Taylor, Cindy 3 28988 Taylor, Paige 4 72445 Anderson, Josh 4 23937 Arnold, Steve	69311 Village Inn - Parsonsburg O 2081 FROM : Parsonsburg, MD <u>Skl</u> <u>Number</u> <u>Name</u> 4 75570 Moor, Charles 4 28333 Pitts Jr, Ed 3 70815 Parsons, Steve 4 38215 Furry, Robert 6 48523 Jones, Melvin 2 56243 Armstrong, Gwen 4 25293 Salyers, Paul 5 22484 Whalen, Delores	82209 The General's Daughter O 2095 FROM : Reisterstown, MD <u>Skl</u> <u>Number</u> <u>Name</u> 4 10135 Pushkin, Amy 7 26024 Barefoot, Jeff 4 00073 Lowman, Kim 5 00065 Lowman, Brian 4 51556 Ogle, Joseph 2 12500 Chatkin, Christina 5 03043 Krauss, John I 3 08507 <i>mckay-troutman, kira</i>
82302 Caught Strokin O 2089 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 4 66495 Shimer, Christopher 3 39018 Botsford, Sherri 4 28187 Leister, Sam	86008 Lallo's O 2065 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 4 11803 Rojas, Juan 7 76416 Mendez, Erinn 4 12702 Arias, Leovaldo 4 10791 Hernandez, Danny 4 56941 Harrison, Clifton 3 12714 Zaragoza, Patricia 4 36594 Lopez, Julio 6 57575 Castillo, Kostantina	86106 Absolute Eight O 2091 FROM : Frederick, MD <u>Skl</u> <u>Number</u> <u>Name</u> 4 03219 Hanner, Edward 4 66467 Petrosky, Andrew 4 57107 Thompson, Frank 5 66954 Keane, Brian 5 67769 Shayuth, Brian 5 76306 Channell, Michael 3 57105 Petrosky, Andrew 4 67586 Wiles, Barry

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8-Open Roster & Handicap Report

86203 The Eight Ballers	O 2082	86403 The All Star All Stars	O 2087	86504 Iron Horses	O 2093
FROM : Frederick, MD		FROM : Frederick, MD		FROM : Frederick, 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 42338 Delborrell, John		3 68996 Elwood, Jennifer		4 41625 Drury, Bonnie	
3 58613 King, Teresa		4 40844 Harrison, Eddie		5 61596 Przybocki, Dan	
4 61718 Johnson, Mark		3 35284 Bridge, Elaine		7 61468 Carswell, Steve	
6 42337 Delborrell, John		2 61950 Scheetz, Bev		4 24543 Jenrette, Marcus	
5 09305 Dambrogio, Phillip		3 55709 Ivey, Jp		5 77959 Henderson, Barry	
4 07202 Shaw, Arthur		5 69757 Davis Sr, Duane		2 25579 Bartell, Lisa	
5 61608 Mohler Jr, Thomas		6 78087 Elwood, Scott		3 27046 Polidoro, Joe	
3 69955 Keller, Hal		4 68164 Davis, Connie			
86603 Just Send It	O 2090	86708 Shooters	O 2078	87001 Sidepockets	O 2094
FROM : Frederick, MD		FROM : Frederick, MD		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>	
3 76207 Stockman, Byron		5 64817 Lichtman, Steven		5 31529 Bigler, Eddie	
5 35207 Oden Jr, Rick		4 01302 Boeschen, Richard		5 30066 Castle, Mike	
5 51342 Carnell, Curtis		4 07202 Shaw, Arthur		4 43854 Knight, Terry	
4 11589 Spohr, Steve		4 79080 Beech, Amy		3 08138 Lowe, Joseph	
3 01325 Mitten, Jefferson		3 07959 Pinter, Kathleen		2 33000 Castle, Cindy	
5 60513 Cockrell, Rob		5 50961 Vallely, Jeffrey		5 75374 Mills, Lewis	
7 16779 Jahnke, John		2 23576 Vallely, Nancy		3 24717 Shawyer Jr, Dennis	
3 26950 Stockman, Randy		6 13844 Heffner, Hunter		I 4 50951 <i>peiffer, wayne</i>	
87305 4 Corners	O 2066	87404 Long Shot's	O 2085	87508 Long Branch	O 2073
FROM : Inwood, WV		FROM : Charlestown, WV		FROM : Hedgesville, WV	
<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 09078 Schoenbauer, James		3 16490 Cobb, John		3 11760 Stem, Cordale	
3 01746 Dunbar, Warren		4 08601 Cobb, Bernard		6 12252 White, Edward	
4 10156 Breeden III, Morris		4 51597 Woodward, Alan		5 22422 Jolley, Steven	
I 2 23933 <i>hart, lauren</i>		2 45321 Miller, Susan		5 44713 Orr, Jim	
5 70274 Higgins, David		5 44484 Miller, Larry		5 25378 Rankin, David	
3 79192 Muth, Frank		6 45616 Mundy, Hunter		4 10857 Kesecker, Brian	
				I 3 27195 <i>picklo, jason</i>	
				I 4 04548 <i>dunham, russell</i>	
87605 Wolfe's Den	O 2072	87706 G.O.A.T. Farmers	O 2090	87801 Breakaway II	O 2077
FROM : Smithsburg, MD		FROM : Williamsport, MD		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>	
5 71371 Russell, Tim		2 09779 Young, Sherri		3 61522 Weaver, Candy	
5 60132 Winter, Evan		5 21858 Lewis, Frederic		2 13099 Walsh, Melissa	
4 71594 Collins, Brian		6 45340 Canfield, Chris		5 57606 Duffey, Greg	
4 76605 Collins, Mike		3 15292 Smith, Connie		2 23132 Martin, Courtney	
4 77430 Bonenberger, Brian		5 02256 Moore, Rich		6 48644 Davis, Derek	
4 00854 Barkdoll, Dean		I 3 19685 <i>smith, stephen</i>		6 70562 Potts, Jeffrey	
3 10952 Huntsberry, Jason		3 43547 Rutherford, Renee		3 60454 Jones Jr, Frank	
3 17038 Russell, Christopher		4 70249 Wyand, Jonathan		5 67609 Wisotzkey, Shane	

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8-Open Roster & Handicap Report

88014 The High Ball

O 2083

FROM : Martinsburg, WV

	<u>Sk#</u>	<u>Number</u>	<u>Name</u>
	4	16640	Carpenter, Shawn
	3	15843	Dunham, Dalton
	3	22112	Hines, Ricky
	3	22156	Bennett, Tyler
I	5	06798	<i>bailey ii, phillip</i>
	4	27961	Davenport, Claude
I	3	27628	<i>mcelroy, john</i>

88106 LaFamilia

O 2091

FROM : Martinsburg, WV

	<u>Sk#</u>	<u>Number</u>	<u>Name</u>
	5	74406	Barrett, Dustin
	4	69083	McMeans Jr, Ben
	4	75583	Weakley, Jeffrey
	3	06965	Shants, Becky
	4	11900	Johnson, Richard
	6	59856	Orndorff, Page
	3	09508	McDonald, Jared
I	4	71364	<i>lee, vincent</i>

89702 Gotta B Strokin

O 2073

FROM : Hampstead, MD

	<u>Sk#</u>	<u>Number</u>	<u>Name</u>
	2	54692	Stonesifer, Michelle
	5	79075	Duckworth, Joseph
	4	60978	Leppo, Tim
	3	23357	Steger, Rusty
	6	18878	Phillips, Shawn
I	6	39970	<i>waldman, john</i>
	7	25959	Meadowcroft Jr, Thomas Bill
I	2	27194	<i>bonebrake, jennifer</i>

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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.

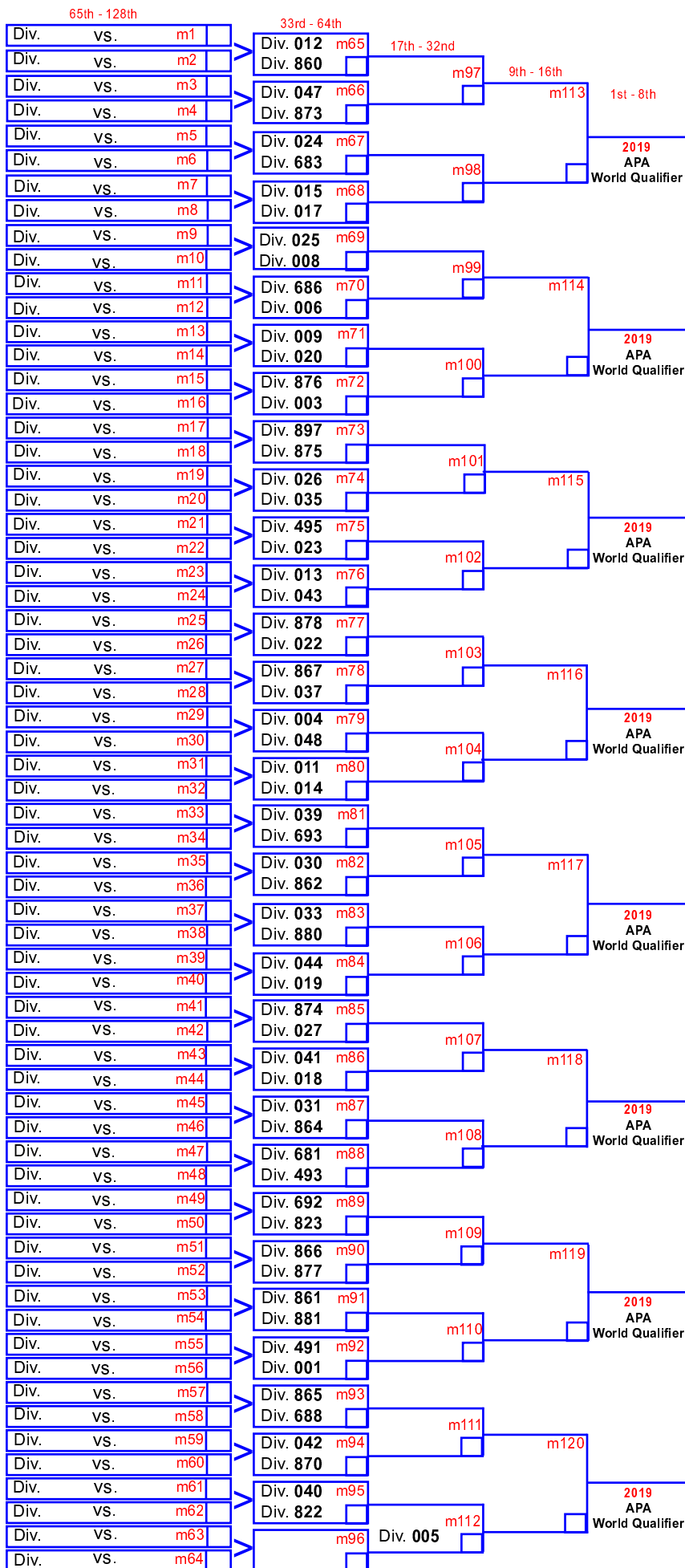
Be an example of Good Sportsmanship.

Win with Sportsmanship...Others will Follow!



This message brought to you by





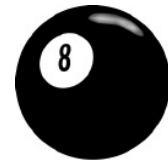
How to read the chart: (1) Find your Division # (Div. xx) on the left side of the chart; (2) Find your match # (Mxx) located inside the same box as your Division #; (3) Look at the "Match Times" chart to find when your specific match (Mxx) is scheduled. If you win your starting round, simply follow the chart to the right to see when you play next! **Example:** Division 012 & Division 860 start play in match # 65 (m65) scheduled for Friday, Oct. 12 at 8pm, the winner advances to match 97 (m97) Saturday, Oct. 13 at 1pm, then to match 113 (m113) Saturday, Oct. 13 at 7pm.

Note that matches 119-120 are played on **Sunday**, Oct. 14 at 4pm.

Match	Day	Date	Time
65-88	Friday	Oct. 12	8:00pm
89-108	Saturday	Oct. 13	1:00pm
109-118	Saturday	Oct. 13	7:00pm
119-120	Sunday	Oct. 14	4:00pm

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

Top "8" teams receive trophies and advance to the \$80,000 2019 APA World Qualifier



TIER-2 SUMMER 2018 TRI-ANNUAL



\$ 20,000

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

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