



## APA MIXED FORMAT LEAGUE



- ◆ 6 Players/Team ... Everyone can play every week (if they want) ...
- ◆ Weekly Fees: \$45/Team (\$50/Team Starting Summer 2023)
- ◆ 9-Ball matches played using Ball Count ... 8-Ball matches played using Game Wins!
- ◆ 2 matches of 8-Ball (10 Point limit); 2 matches of 9-Ball (10 Point Limit)
- ◆ 1 match of Alternate Shot Scotch Doubles ... (12 Point Limit)
- ◆ No More Forfeits (Players can Double or Triple play if needed)
- ◆ Two Tier Format Locally
- ◆ Each Session both the Tier-1 & Tier-2 Divisional Champions will advance to the Mixed Format Tri-Annual
- ◆ Divisional Champions will each receive cash, tee shirts or plaques, patches and a host location/tavern plaque
- ◆ Tri-Annual Winners will each receive \$500, runner-ups each receive \$250, 5th-8th place each receive \$200 and 9th-16th will each receive \$150.
- ◆ Two Tri-Annual Winners each session will advance to the annual Mixed Format Local Team Championship
- ◆ The Local Team Championship Winning Team will receive \$4,000 in Travel Assistance and advance to Las Vegas to vacation and play in the APA Mini-Mania Tournaments!

**NUMBER OF PLAYERS PER TEAM** - 6 Players per team (EVERYONE ON THE TEAM CAN NOW PLAY EACH WEEK ... IF THEY WANT) ... FIVE MATCHES PLAYED PER NIGHT ... The first 2 matches will be traditional 8-Ball GAME WINS matches (10 Point SL Limit), the next 2 matches will be BALL COUNT 9-Ball matches (10 Point SL Limit), and the last match will be GAME WINS Scotch Doubles 8-Ball ... or ... BALL COUNT Scotch Doubles 9-Ball (12-Point SL Limit). The team that is trailing (has the least points) after the first four matches gets to choose the format for Scotch Doubles. In case of a tie, the team that lost the 4th match gets to choose the format. All 8-Ball matches will use the 8-Ball Games Must Win chart ... and a NEW Special 8-Ball "Points Earned" chart. All 9-Ball matches will use the 9-Ball "Race To" chart ... and the 9-Ball "Points Earned" chart.

**HOW TO WIN** - All 8-Ball and 9-Ball matches are played the same as traditional APA 8-Ball and 9-Ball matches, respectively. In 8-Ball (using the Game Wins chart) the first person to reach the number of games they need, wins their match. In 9-Ball (using the Ball Count chart) the first player to reach the number of balls they need, wins their match ... For all 8-Ball matches, use the NEW special 8-Ball "Points Earned" chart to determine the split (20 points available per player match). For all 9-Ball matches, use the 9-Ball "Points Earned" chart to determine the split (20 points available per player match) ... 100 points available per team match). In the Playoffs and HLT, the first team to 51 points wins. In case of a 50/50 tie, the team that won 3 of the 5 matches is the winner.

**BYES AND FORFEITS** - Byes and team forfeits will be worth 60 points plus bonus (70 points total). The same for PARTIAL FORFEITS (team matches where less than three individual player matches are played). Individual Player match forfeits will be worth 15 Points during regular session (20 Points during playoffs and in HLT play). Teams will be issued 10 bonus points for turning paperwork in on-time with complete weekly fees.

**SURVIVAL RULE** – If you are having problems with players showing up, you may add players to your team roster in order to bring it back up to five players. Please note: You must be down to four or less players to invoke the survival rule. The player(s) that you would like to add must be established players (SL-4 or less), if not, they must be approved by the League Operator. The survival rule cannot be invoked by any team that is currently in 1st thru 4th place in a 9-team to 16-team division or currently in 1st thru 3rd place in a 5-team to 8-team division.

**SKILL LEVEL** – During your 8-Ball matches use your 8-Ball Skill Level and during your 9-Ball matches use your 9-Ball skill level. Players that are new to Mixed Format, and who are only active and established in one format (8-Ball or 9-Ball), use

the Skill Level of that format for all initial matches. Exception: If a player is a SL-1 in 9-Ball, they will play/count as a SL-1 in all 9-Ball matches but must play/count as a SL-2 in all 8-Ball matches. If a player is a SL-8 or 9 in 9-Ball, they will play/count at that level in all of your 9-Ball matches; however, they will play/count as a SL-7 in all 8-Ball matches.

**10-POINT RULE** - the total of the skill levels of the two players fielded in the two matches of 8-Ball cannot exceed 10 points; the total of the skill levels of the two players fielded in the two matches of 9-Ball cannot exceed 10 points. The total of the skill levels of the two players fielded in the Scotch Doubles Match cannot exceed 12 points.

**DOUBLE-PLAY / TRIPLE-PLAY RULE**- In regular session, players may DOUBLE-PLAY or even TRIPLE-PLAY (play once in each of the three formats). NOTE: PLAYERS MAY NOT DOUBLE-PLAY IN THE SAME FORMAT! In the Playoffs/HLT, no players may Triple Play ... and only two players are allowed to Double Play.

**COACHING** - During the regular session, Non-Rated Players and SL-1 thru SL-3 players receive 2 time-outs (in their individual singles matches) while SL-4 and above players will receive only 1 time-out. During the playoffs and in all other HLT play, the players participating in a Singles match will receive only 1 time out.

During their 8-Ball/9-Ball Scotch Doubles matches (regular session, playoffs, and HLT) players may receive “Unlimited Mini-Coaching”, from their partner (10-15 seconds - suggested guideline). The non-shooting partner may advise the shooter as to which ball to shoot, what pocket to shoot it in, what English to use, what balls to break out, what ball to get shape on, etc.

**Note that it is permissible for your partner to stay in the playing area while you are executing your shot, your opponents are to remain clear of the playing area until it is their turn at the table.** If you need more time to discuss in detail your overall game strategy, you may call for “1” Official Time-out per game (1-2 minutes - suggest guideline). **Exceeding the above time guidelines is NOT a foul, however, it can result in a sportsmanship violation.** Again, two partners can be at the table at the same time and “mini coach” each other between shots. The only time it is considered an official time out is if they elect to discuss in detail their overall game strategy.

**SCOTCH DOUBLES** - To determine the Skill Level to use for a Scotch Doubles team match, add the skill levels of the two partners together. If their combined Skill Level is an ODD number, ROUND THE NUMBER “UP” to the next EVEN number, then divide by 2. Example: Team A consists of a SL-7 and a SL-4 player. Their combined skill levels are 11 ... rounded up to 12 ... divided by 2 ... so the team plays as a SL-6 in 8-Ball or race to 46 Balls in 9-Ball. Team B consists of a SL-4 and a SL-5. Their combined skill levels are 9 ... rounded up to 10 ... divided by 2 ... so the team plays as a SL-5. If they play an 8-Ball Scotch Doubles match against each other, the race would be 5/4 (games) respectively. If they play a 9-Ball Scotch Doubles match, the race would be to 46/38 (points). The team that is trailing (has the least points) after the first four matches chooses the format for Scotch Doubles. In case of a tie, the team that lost the 4th match gets to choose the format.

**8-BALL MIXED FORMAT 20-POINT SCORING SYSTEM** - Please note that in 8-Ball, we have based the value of a “Total Shut-Out” on the Skill Level of the losing player .... the higher the Skill Level, the larger the split. It is much easier to shut-out a SL-2/3 player, than a SL-7 player. If you shut-out a SL-2/3 player the maximum split you will receive is 16/4; shut-out a SL-4 player and the split is 17/3, etc. The only way to receive a 20-0 split is to “shut-out/skunk” a SL-7. Before anyone says it’s not fair for the loser to receive points, please note that we wanted to keep the chart simple and keep every player match worth 20 points (and the total team match worth 100 points). This is the same as issuing differential numbers (12/0 instead of 16/4 for the shut-out of a SL-2/3 player; 14/0 instead of 17/3 for the shut-out of a SL-4 player, 16/0 instead of 18/2 for the shut-out of a SL-5 player, etc).