



APA Mixed Format League



- ◆ 6 Players/Team ... Everyone can play every week (if they want) ...
- ◆ 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
- ◆ Both the Tier-1 & Tier-2 Divisional Champions & Runner Ups will advance to the Mixed Format Tri-Annual, and will all receive Patches
- ◆ The Divisional Final Champions will receive Championship T-Shirts or Plaques, along with a Host Location/Tavern Plaque
- ◆ The Tri-Annual Winner will receive \$200, 2nd place receives \$150, and 3rd & 4th place will each receive \$75
- ◆ The Tri-Annual Winner and Runner Up will both advance to the 2017 Local Team Championship
- ◆ Local Team Championship Winners will 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.

- **SKILL LEVEL** - If currently active in both 8-Ball and 9-Ball, use your 9-Ball skill level that is printed on the scoresheet. Please advise if your 8-Ball skill level is more than one level higher than your 9-Ball skill level. If active in only one format, use that Skill Level for all 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, you will play/count as a SL-7 in all 8-Ball matches. SL-7 players who only shoot 8-Ball may be assigned a higher level for their 9-Ball matches (based upon the strength of their 8-Ball record).
- **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.
- **WEEKLY FEES** - \$40/team ... less than \$7/player for a 6-player team.
- **COACHING** - In both the 8-Ball and 9-Ball individual matches, Non-Rated Ladies and SL-2 and SL-3 players receive two time-outs, while Non-Rated Gentlemen and SL-4 and above players receive one time-out. In both the 8-Ball and 9-Ball Scotch Doubles matches, each player can receive unlimited coaching from their partner. In Scotch Doubles there are no timeouts. The two partners have unlimited coaching between each other, but may not ask for or receive outside coaching from other team members.
- **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).