

# CHAMPIONSHIP RULES

(in addition to the Rules for Participation found on the Event information trifold)

1. **FORMAT** – Players alternate shots, not turns. The lag will not count as part of the rotation.
2. **SHOOTING OUT OF ROTATION** – During a match, it occasionally occurs that a team member shoots out of rotation. Although it is sportsmanlike for the sitting team to remind the shooter that he is about to foul by shooting out of rotation, it is not a requirement for him to do so. Once the shooter has shot out of rotation, the foul has occurred and the sitting team will receive ball-in-hand (if the 8-Ball is pocketed during the shot – this foul results in loss of game; if the 9-Ball is pocketed during the shot – this foul results in ball-in-hand and the 9-Ball is spotted). The sitting team must call the foul before another shot is taken in the match. If the sitting team does not call a foul before the next shot is taken, no penalty may be assessed, and the team that shot out of rotation will assume the new rotation for the remainder of the match. Before any foul has occurred, the shooting team may avoid penalty by asking the sitting team which player's turn it is in the rotation. The sitting team must tell them the truth.
3. **NO GAMBLING** - Gambling is not permitted and will not be allowed at any League function. Therefore, League members are not permitted to gamble at the tournament site, even following elimination from the tournament. Any contestant involved with gambling risks disqualification from the tournament and forfeiture of all awards and prize money.
4. **FORFEIT TIMES** - Forfeits will be determined 15 minutes after a match has been called. If a team has registered for the tournament, every effort will be made to locate the team before a forfeit is declared. The Tournament Director determines when a match is officially forfeited.
5. **COACHING** - One coaching time-out per team, per game, is allowed.
6. **NO EARPHONES** – It is not permissible to wear earphones of any type during Tournament

play. This includes ear buds, headphones, headsets, Bluetooth devices, etc.

7. **CELL PHONE USE** - During the shooter's turn at the table, cell phone use is prohibited for that player.
8. **GAME RULES** - APA game rules apply. Any and all local bylaw(s) or interpretation(s) which are not in full accord with the National Rules established by the APA do not apply to your participation in this Event. It is your responsibility to know what is a National Rule (or standard) and what is a local bylaw (or standard). The game rules that will be used during this event are covered in the Official Team Manual. You should be familiar with these rules.
9. **FOULS** - Each player is advised before taking ball-in-hand, to make certain you actually have ball-in-hand. If you do not confirm ball-in-hand with your opponent, or with tournament officials, and there is a difference of opinion, then you subject yourself to the potential costly mistake of fouling the cue ball unknowingly.
10. **CUE BALL FOULS** - The cue ball is always alive. Do not touch the cue ball while it is still rolling. Doing so may result in a foul.
11. **CLOSE SHOTS** - If a shot looks like it may result in a "bad hit", stop the game and get a tournament official to make the call. Either player may stop the game to ask for a call. The decision of the tournament official is final. If a shot is close and an official is not called, the ruling will have a tendency to be in the shooter's favor.
12. **MARK THE 8-BALL** - The pocket the 8-ball is intended to enter must be marked with a coaster, pocket marker or any other reasonable marker. To avoid confusion, marking the pocket with chalk is not recommended. If a player pockets the 8-ball without marking the intended pocket, and the opponent calls the loss of game, it will result in a loss of game. Both players may use the same marker. Only one marker should be on the table. However, if more than one marker is on the table, as long as you clearly mark the pocket where you intend to pocket the 8-ball you have properly marked the pocket. If the marker is

already at the intended pocket from a previous attempt or game, it is not necessary for the shooter to touch it, pick it up, or reposition it. **Anyone** may remind a player to place the marker and it will not be considered coaching or a foul.

13. **WARNINGS** – If a warning is given to a player during a match, that warning will follow that player throughout the event. For example; if a player is warned for sharking their opponent and in a subsequent match again sharks an opponent, the result will be ball-in-hand for the opponent. Such warnings will be noted by a tournament official on the scoresheet.
14. **SPORTSMANSHIP** - The primary objective of the League has always been to provide players of all abilities with the fun and enjoyment of friendly competition. Naturally it is expected each player arrived hoping to do well, and it is expected all players will be doing their best to win. Each player is also expected to accept defeat in a sportsmanlike manner. Two common violations of good sportsmanship are conceding an unfinished game, and undoing a cue during play. Both forms of conduct are frowned upon by professionals, and should be eliminated from amateur play. All players are asked to allow opponents to finish the game before racking the balls or undoing cues. No penalty will be assessed unless, in the opinion of the Tournament Director, a repeated violation of this conduct rule occurs. Another area of good sportsmanship concerns fouls. A foul is a foul and should be observed as such. Occasionally, a player feels that a foul is a foul only if he gets caught. Generally speaking, a professional player will call a foul on themselves. Likewise, good sportsmanship in the amateur ranks requires a player to admit a mistake, and live with the consequences. However, it is technically each player's responsibility to protect themselves. Pay attention to your game.
15. **EQUIPMENT REGULATIONS** – In general, any piece of equipment designed specifically for pocket billiards, with the exception of jump cues and laser devices, is acceptable in APA League play. Special

equipment, such as bridges and cue extenders, are legal. You may change cues during a game. Jump shots are legal, when executed properly, but such shots must be attempted using a regular shooting cue\*. Cues especially designed for jump shots MAY NOT be used in competition. Players are not allowed to break their cues down to attempt jump shots. Specialty cues, such as break cues\*\* and jump cues, may not be used to perform jump shots\*\*\*.

- a. \*Any standard pool cue used to shoot the majority of shots in a match.
- b. \*\*Any cue specifically designed for breaking. This does not include regular shooting cues used for breaking
- c. \*\*\*Any piece of equipment not covered by this rule and in question will be ruled upon by APA. Cues with movable parts will generally NOT be allowed.

Any equipment bearing any message or image of a sexually explicit or political nature, or a message or image which may be offensive due to the use of profanity or by virtue of its promotion of violence, alcoholism or substance abuse shall be prohibited from use in all APA events. The Tournament Director shall be the enforcing authority of this regulation. The Tournament Director shall have the right to inspect a player's cue(s) at any time during a tournament without prior notice to the player, and if the cue(s) is found to be in violation of this regulation, the player shall immediately cease using the objectionable cue(s) during tournament play, or face immediate disqualification and forfeiture of all prize money earned and/or entry fee paid.

#### 16. RULES OF CONDUCT

The APA has established and will strictly enforce the following conduct rules for Higher Level Tournament play.

- a) No loud, abusive, or profane language will be tolerated at this tournament. You are in the League to have a good time and to enjoy some friendly competition. If you experience a problem, one of our tournament officials will address it; simply bring the matter to our

attention. Remember that in each situation the ruling will favor one side against the other side, and it is required that each player accept official rulings without causing a scene.

- b) Unsportsmanlike conduct directed to the opposing team or tournament official is not allowed.
- c) Anyone involved in an incident that includes either physical abuse or the throwing of an item will be disqualified immediately, and required to leave the tournament premises.
- d) Anyone caught hitting a cue against the table, wall, floor, etc., or recklessly swinging a cue will be disqualified immediately and required to leave the tournament premises.
- e) Abusive behavior towards the Tournament Director or any of his/her designates will not be tolerated.
- f) Excessive slow play will not be tolerated. You will be warned before any penalty occurs.
- g) The penalties for violating any of the six categories detailed above are as follows:

**A warning may or may not be given, depending upon the severity of the situation.**

**Penalty Level 1** Your opponents will be given ball-in-hand. If the opposing team is still shooting, or already has ball-in-hand, then that team will be allowed to shoot until missing, and then be given ball-in-hand again.

**Penalty Level 2** Your opponents will be granted the game. (In 9-Ball, your opponent will be granted the game, along with points for all balls remaining on the table.)

**Penalty Level 3** Your opponents will be granted the match.

**Penalty Level 4** Disqualification.

**Note:** If the violation or disturbance that caused the initial penalty level to be levied does not cease, the Tournament Director and/or designated assistants have the right to go from one penalty level to the next penalty level immediately.

**GOOD LUCK & GOOD SHOOTING**

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