

## REGIONAL TOURNAMENT SITE

The enclosed flier contains information about your Regional tournament: location, event date, registration day/time, players meeting, number of participants in each tier, the name and telephone number of your Regional Tournament Director, and nearby lodging.

## ENTRY SKILL LEVEL / PLAYER ROSTER

Your Regional entry skill level (SL) will be highest of the following three levels: 1) your SL calculated AFTER you won your APA 8-Ball Classic and/or APA 9-Ball Shootout Local Qualifier Board; or 2) your present SL; or 3) your SL as reviewed by your local Handicap Advisory Committee (HAC) or the National Handicap Review Committee (NHRC). If your SL was raised by your local HAC, your League Operator should contact you. To determine the skill level you will be entering the Regional tournament with, refer to the enclosed player roster. Your skill level is listed next to your name on the roster. All skill levels are in the process of being reviewed by the NHRC. If the NHRC adjusts your skill level, we will make every effort to notify you prior to the event; however, in the event we do not reach you, understand that you will participate at the adjusted skill level. **If you have a question regarding your Regional skill level, contact your League Operator immediately.**

## FORMAT—MODIFIED SINGLE ELIMINATION

You have the opportunity to compete in the Regional event a minimum of two times. This format does not guarantee you two losses, only two chances to play. If you receive a bye in the first round, you still have two opportunities to play.

## SEEDING

At the Regional and National Level, you will be seeded by your skill level, which means you will be playing against opponents that are at or near your skill level.

## DRESS CODE

Men's proper dress includes nice jeans, dress slacks, dress shorts, collared and non-collared shirts in good taste, with casual leather or canvas shoes.

Women's proper dress includes dress slacks, nice jeans, skirts and dress shorts of appropriate length (shorts must have at least a 5" inseam), warm ups, dress blouses or sweaters, collared, and non-collared shirts in good taste, with casual leather or canvas shoes.



## RULES OF CONDUCT

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

1. 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.
2. Unsportsmanlike conduct directed to the opposing player or tournament official is not allowed.
3. 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.
4. 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.
5. Abusive behavior towards the Tournament Director or any of his designates will not be tolerated.
6. Excessive slow play will not be tolerated. You will be warned before any penalty occurs.

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 opponent will be given ball-in-hand. If the player is still shooting, or already has ball-in-hand, then that player will be allowed to shoot until missing, and then be given ball-in-hand again.

**Penalty Level 2** Your opponent 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 opponent 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.**

## MATCH TIME GUIDELINES

The APA has established guidelines to limit match play time in an effort to produce a tournament that adheres to a schedule that is productive and enjoyable for all the participants. We have a full schedule of rounds that must be completed in a timely manner. We strive to offer the best environment and playing conditions for our participants, while fulfilling our obligations to the tournament facility. The guidelines we have set are more than adequate for tournament status play; in most cases actual match play will take less than the time allotted. Please be courteous; long matches are exhausting to all the players. We ask for good sportsmanship in keeping to the schedule. Your cooperation will help make this tournament fun and exciting for everyone.

### TIME GUIDELINES FOR INDIVIDUAL MATCHES 8-BALL

Games Must Win	Match Time	Average Game Length
4 - 6	45 Minutes	10 Minutes
7 - 10	60 Minutes	8 Minutes

### ADDITIONAL TIME GUIDELINES

Each Practice Period	4 Minute Time Limit
Average Shot	20 seconds
Special Shooting Situation	45 Seconds (max.)

### TIME GUIDELINES FOR INDIVIDUAL MATCHES 9-BALL

40-60 Minutes

**EXAMPLE:** If a player with a "Games Must Win" of 5 is matched with a player with a "Games Must Win" of 4, the total of their "Games Must Win" is 9; so their match should last no longer than 60 minutes.

# Congratulations!

As an APA 8-Ball Classic and/or APA 9-Ball Shootout Local Qualifier Board winner from your area, you are now eligible to participate in the Regional Level of the APA 8-Ball Classic and/or APA 9-Ball Shootout. You are only a few victories away from a trip to Las Vegas to compete for the Championship title. The premier Championship event takes place at the Riviera Hotel & Casino in Las Vegas!



The **APA 8-Ball Classic** boasts the largest purse of any amateur singles pool tournament. A purse of **\$300,000** in cash and prizes is awarded in the APA 8-Ball Classic and **\$150,000** in cash and prizes is awarded in the **APA 9-Ball Shootout**.



## IMPORTANT PLAYER CERTIFICATION FORM

Please read and sign the enclosed Certification Statement and present it to the Tournament Director when you register at the Regional event. If you are competing locally at a skill level higher than the level at which you are scheduled to start the tournament, you must inform the Tournament Director by "certifying" yourself at the higher level. The Tournament Director will make the skill level adjustment prior to your first match. The Tournament Director is not allowed to lower a player's skill level prior to his or her first match. All skill levels will be updated between each round of competition during the tournament.

## IMPORTANT IDENTIFICATION REQUIREMENTS

A current picture I.D. is required! **Accepted: State I.D. from state of residence, military I.D., or a passport.** Your I.D. must be available for review at registration and prior to competing in each match. If you do not have a proper picture I.D., you will not be allowed to play. In all Higher Level Tournament events it would be considered standard procedure for good sportsmanship if, at the beginning of each match, contestants provided proper identification to their opponents before shaking hands.

Go to [poolplayers.com](http://poolplayers.com) to find out more about the National Singles Championships!



# Rules for 8-Ball & 9-Ball Singles Regional Event

**1. PRACTICE TIME** - Practice is not allowed on any tournament table, except during specified periods, and only with the permission of your Tournament Director. You are encouraged to practice on all tables designated for that purpose, and are asked to share the practice tables with any other contestant who wishes to use them. Generally speaking, a 10 or 15 minute time limit is advised for any one or two individuals using the practice table, if other contestants are waiting. Any table designated as a practice table during the event should be reserved for those contestants who have not yet been eliminated from the tournament. Practice is not allowed on tournament tables during play, even though a table may not be in use during short periods.

**2. 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.

**3. FORFEIT TIMES** - Forfeits will be determined 15 minutes after a match has been called. If a player has registered for the tournament, every effort will be made to locate the player before a forfeit is declared. The Tournament Director determines when a match is officially forfeited.

**4. COACHING** - Coaching is not permitted. Violations could result in a foul being called for illegal aid. Do not confer with anyone other than your opponent, Referee or the Tournament Director; it could be misunderstood as coaching.

**5. OBLIGATION TO PRESENT AND CHECK IDENTIFICATION OF ALL PLAYERS** - All players must have a current valid Photo ID in the form of a state-issued Driver's License or non-driver Identification Card, a Military ID, or a Passport. Players must have their Photo ID with them at all times during the Tournament and should present their Photo ID to your opponent without having to be asked. It is the responsibility of every player to verify that all opposing players have current valid Photo IDs that positively identify each player as being the person shown on the scoresheet. Do not assume a player is who they say they are. If an opposing player has not voluntarily presented his Photo ID to you for verification, it is your responsibility to request the opposing player present his Photo ID and to be satisfied with the opposing player's identity prior to the lag. If you are not satisfied with the identity of an opposing player, you must immediately call over a Referee to examine the identity of the questioned player. If the Referee cannot readily verify the player's identity from the player's Photo ID, he may consult the Tournament Director. The determination of identity made by the Tournament Director, in its sole discretion and judgment, is final. If you fail to verify the opposing player put up in a match and an opposing player turns out to be an imposter or to not have a valid Photo ID, in APA's sole judgment and discretion, you may be bound by the results of the match and you may not be granted any relief or remedy. If a player is put up to play and does not have his Photo ID, the match will be forfeited to the opponent without right of protest or appeal. It is no excuse that a player's Photo ID was lost, left somewhere, or that the player needs to go get it. An imposter or a player who cannot verify his identity is subject to immediate disqualification from the Tournament and is subject to indefinite suspension from further participation in the APA, in APA's sole judgment and discretion.

**6. FRAUDULENT CIRCUMSTANCES** - Any player who enters or participates under fraudulent circumstances will be disqualified.

**7. SCOREKEEPING** - Scoresheets with *innings* recorded and *defensive shots* marked must be kept by both players or by an official scorekeeper. If it is determined a player is not marking defensive shots, then the National Handicap Review Committee may arbitrarily raise that player's skill level. Scoresheets must be signed and turned in to the Control Table to receive credit for match wins. Refusal to sign a scoresheet does not affect any match protest. It is the responsibility of the winning player to make sure the Control Table receives proper scoresheets. **8-BALL ONLY** - Mark **Early 8's** (E8), **8-ball Scratch** (8S), **8 Wrong Pocket** (WP), **8-on-the-Break** (8OB), and **Break-and-Runs** (BR) on your scoresheets. Patches for **8-on-the-break** and **Break-and-Runs** may be awarded. Patches must be claimed by the Player at the Control Table when the scoresheets are turned in for processing. **9-BALL ONLY** - Mark all balls pocketed, dead balls, **9-on-the-Snap** (9OS) and **Break-and-Runs** (BR). Patches for **9-on-the-Snap** and **Break-and-Runs** are awarded. Patches must be claimed by the Player at the Control Table **when** the scoresheets are turned in for processing. **NOTE: Any player caught fraudulently keeping score—adding innings, altering scoresheets in any way, etc. — is subject to disqualification.**

**8. DRESS CODE** - Proper attire must be worn at all times in and around the tournament site. The Tournament Director shall determine what is proper attire, and is responsible for requiring the change of improper attire on the part of any contestant. Any change of improper attire is not just cause for delay in the progress of a match. Refer to the ***Tournament Dress Code*** to learn what is considered proper attire. The dress code will be enforced.

**9. NO EARPHONES** - It is not permissible to wear earphones of any type during Tournament play. This includes ear buds, headphones, headsets, Bluetooth devices, etc.

**10. CELL PHONE USE** - During the shooter's turn at the table, cell phone use is prohibited for that player.

**11. NO SMOKING AT THE POOL TABLE** - Ashtrays will be provided on each player table. (If smoking is permitted at the Host Location.)

**12. 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 an APA Regional or National 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 your event are covered in the Official Team Manual. You should be familiar with these rules.

**13. SKILL LEVELS** - The APA is the sole judge of a player's ability, and may at any time raise a player's skill level if the APA believes that he is not playing up to his true ability. It is especially important the skill level at which you participate in this event reflects your true ability according to National Rules and standards. **This is your responsibility.** You are advised by the APA to make certain you fully understand and conscientiously follow all of the National rules and standards. If you determine that your skill level is not accurate, then you must notify your League Operator or Tournament Director prior to entering and playing in the event. Doing so will not necessarily prevent your disqualification; it will, however, help in determining your eligibility status.

**NOTE: If a player is currently active in more than one APA League area, the player must certify and participate at the highest skill level.**

**14. 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.

**15. 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.

**16. 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.

**17. MARK THE 8-BALL (8-Ball Only)** - A coaster, pocket marker or any other reasonable marker (to avoid confusion, although it is permissible, we do not recommend marking the pocket with chalk) must be placed next to the pocket the 8-ball is intended to enter. If a player pockets the 8-ball without marking the intended pocket, and the opponent calls 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.

**18. DISQUALIFICATION DUE TO SKILL LEVEL INCREASE** - If Higher Level Tournament play is to be truly meaningful and rewarding, then those who play below their true ability must be penalized. Any evidence of a player playing at a skill level below his true ability, should be reported immediately to the Tournament Director.

In order to conduct a fair and equal tournament for all APA players, APA must ensure that all participants are playing at skill levels that are not below their true ability. Handicap manipulation compromises the fairness and integrity of tournament play and cannot be tolerated. Accordingly, the APA may disqualify any player if, in APA's sole judgment and absolute discretion, the player is deemed by the APA to be playing at a skill level below his true ability. The determination of whether a player is playing at a skill level below his true ability is necessarily subjective; APA is the sole judge of a player's ability and may make such a determination in its absolute judgment and discretion.

A National Handicap Review Committee, consisting of APA National staff members, League Operators, and APA National Tournament Directors has been formed to review the performance of each player after every round of play and make skill level adjustments as necessary. They will also investigate complaints and review elevated skill levels to determine the eligibility status of the players. Players may be disqualified at any time during or after tournament play if the committee concludes the player has, without justification, played at a skill level below his

true ability. It is up to the disqualified player to provide an explanation or justification for the elevated skill level.

**19. PROTESTS** - All protests must be made to the Tournament Director in a sportsmanlike manner. There is a \$50.00 filing fee for any protest, which is refundable if the player filing wins the protest. Any player disrupting the tournament, causing a scene, or causing other problems at or around the tournament site will lose the right to protest. The Tournament Director will resolve all issues on the spot. The APA is the highest authority. The APA operates the Regional tournaments through respected League Operators serving as authorized designates at the tournament site. Any rulings made by the APA are final.

**20. RULES OF CONDUCT** - Read the "Rules of Conduct" and make sure you understand the penalty level system. It is designed to stop a problem while it is still a small problem. The Rules of Conduct may be used by the Tournament Director or designated tournament official at this event for any form of misconduct.

**21. WARNINGS** - If a warning is given in an individual match, that warning will follow the player throughout the remainder of the event. For example, if a player is warned for sharking his opponent, and in a subsequent match the same player is warned for sharking his opponent, the result will be ball-in-hand for the opponent. Such warnings will be noted by a Tournament Official on the scoresheets.

**22. 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. On the other hand, 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 himself. 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 the outcome of his/her match. Pay attention to your game.

**23. EQUIPMENT REGULATIONS** - In general, any piece of equipment designed specifically for pocket billiards, with the exception of laser devices and mechanical cues, is acceptable in APA Tournament play. Some specialty cues (see Specialty Cues described below) may be limited in use. Special equipment, such as bridges and cue extenders, are legal. You may change cues and/or cue shafts during a game provided the cues and/or shafts you are switching to do not violate any rules of use, and you remain within the Time Guidelines.

**Specialty Cues** - Cues specially tailored to perform specific shots. These include, but are not limited to, jump cues, break cues, and jump-break cues (combination of jump cues and break cues).

**Jump Cues** - A specialty cue designed for attempting jump shots. They may not be used to perform jump shots or massé shots in standard APA League and tournament play.

**Break Cues** - A specialty cue designed for breaking. Sometimes combined with jump cues to form a jump-break cue, these cues are allowed in APA play for breaking. They may not be used to perform jump shots or massé shots in standard APA League and tournament play.

**Regular Shooting Cues** - Any cue designed to shoot the majority of shots in a game of pool. These cues may also be used to perform jump shots, massé shots and break shots in all APA League and tournament play.

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 the 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) are found to be in violation of this regulation, the player shall immediately cease using the objectionable cue during tournament play, or face immediate disqualification and forfeiture of all prize money earned and/or entry fee paid.

**24. DISQUALIFICATION** - APA has the absolute and final authority to make all rulings affecting participation in the APA Singles Championship programs including player ability (i.e. correction of skill levels) and disqualification. Disqualification from this event for any reason will mean forfeiture of all titles, awards, prize