

9-BALL CITY TOURNAMENT

Captain's Meeting Notes

TEAM CERTIFICATION SHEETS:

THE TEAM CERTIFICATION FORM GIVEN TO YOUR TEAM MUST BE **TURNED IN BEFORE YOUR FIRST MATCH (AT TEAM CAPTAINS MEETING AT 7:30 OR EARLIER)**. THIS ENABLES TIME TO VERIFY ALL THE INFORMATION BEFORE THE TOURNAMENT. THE FORM MUST BE COMPLETELY FILLED OUT AND SIGNED BY ALL MEMBERS. IF YOU HAVE A MEMBER THAT HAS NOT SIGNED THE SHEET BEFORE THE START OF THE FIRST MATCH, THEY WILL MARKED INELIGIBLE AND NOT BE ALLOWED TO PLAY FOR THE ENTIRETY OF THE TOURNAMENT.

EVERY MEMBER MUST SIGN THE FORM, CERTIFYING THEIR APPROPRIATE SKILL LEVEL. PLAYERS SHOULD SIGN OFF ON THE TEAM CERTIFICATION FORM THE SKILL LEVEL THEY BELIEVE THEY ARE CAPABLE OF PLAYING (NOT NECESSARILY WHAT APPEARS ON THE ROSTER). ANY PLAYER WHO HAS NOT SIGNED THE FORM, WILL BE MARKED INELIGIBLE ON YOUR ROSTER.

A TEAM MAY BE SUBJECT TO DISQUALIFICATION IF ONE OR MORE PLAYERS ON A TEAM ARE DEEMED BY THE TOURNAMENT DIRECTOR TO BE PLAYING AT A SKILL LEVEL BELOW THE PLAYER'S TRUE ABILITY. READ THE TEAM CERTIFICATION STATEMENT CLOSELY AND ASK IF YOU HAVE ANY QUESTIONS.

"THIS TEAM CERTIFICATION PROCEDURE WAS DESIGNED TO PROTECT YOU! TEAMS THAT HAVE BEEN PLAYING IN GOOD FAITH AND WITH GOOD SPORTSMANSHIP WILL NOT BE IN ANY DANGER WHATSOEVER FROM THIS RULE. THE ONLY TEAMS THAT COULD POSSIBLY BE AFFECTED BY THIS RULE WILL BE THE TEAMS THAT MOST OF YOU WOULD **LIKE** TO SEE AFFECTED. I HOPE YOU WILL LOOK AT THIS PROCEDURE AS JUST ONE MORE POSITIVE STEP TAKEN BY THE APA TO PROVIDE YOU WITH A FAIR AND HIGHLY COMPETITIVE FORMAT."

ACCURACY OF SKILL LEVELS:

EACH PLAYER'S PRIOR SCORES AND SCORESHEETS ARE ON FILE AND HAVE BEEN CHECKED AND CERTIFIED. PLEASE DO NOT COMPLAIN ABOUT SOMEONE'S SKILL LEVEL JUST BECAUSE THEY HAVE A GOOD GAME. IF A TWO OR A THREE HAS A GOOD GAME, IT DOES NOT MEAN THEY ARE A SIX OR A SEVEN. JUST LIKE IF A SIX OR A SEVEN HAS A BAD GAME, THEY SHOULD NOT BE MOVED DOWN TO A TWO OR A THREE.

OBSERVERS WILL OBSERVE MATCHES THROUGHOUT THE ENTIRE TOURNAMENT.

PHOTO ID:

EACH PLAYER MUST PRESENT A PHOTO ID IF ASKED. IF HE/SHE CANNOT PRODUCE A PHOTO ID, THEY **WILL NOT BE ALLOWED TO PLAY**.

DRESS CODE:

PROPER ATTIRE MUST BE WORN AT ALL TIMES IN AND AROUND THE TOURNAMENT SITE. THE APA LEAGUE STAFF SHALL DETERMINE WHAT APPROPRIATE ATTIRE IS AND WILL REQUIRE THE CHANGE OF IMPROPER ATTIRE. THE FOLLOWING GUIDELINES MUST BE FOLLOWED:

1. SHOES ARE REQUIRED TO BE WORN AT ALL TIMES DURING THE TOURNAMENT.
2. SLEEVELESS SHIRTS AND TANK TOPS ARE PROHIBITED (male players).
3. PROFANE AND OFFENSIVE CLOTHING IS PROHIBITED.

CONDUCT:

THE PRIMARY OBJECTIVE OF THE LEAGUE HAS ALWAYS BEEN TO PROVIDE PLAYERS OF ALL ABILITIES WITH THE FUN AND ENJOYMENT OF FRIENDLY COMPETITION. EACH PLAYER IS ALSO EXPECTED TO ACCEPT DEFEAT IN A SPORTSMANSHIPLIKE MANNER.

THE **AMERICAN POOLPLAYERS ASSOCIATION** HAS ESTABLISHED THE FOLLOWING CONDUCT RULES FOR HIGHER LEVEL TOURNAMENT PLAY. THEY WILL BE STRICTLY ENFORCED.

1. LOUD, ABUSIVE, OR PROFANE LANGUAGE WILL NOT BE TOLERATED AT THIS TOURNAMENT. THE APA KNOWS MOST OF YOU ARE IN THE LEAGUE TO HAVE A GOOD TIME AND ENJOY SOME FRIENDLY COMPETITION. IF THERE IS A PROBLEM, SIMPLY BRING IT TO MY ATTENTION AND I WILL HANDLE IT. REMEMBER, IN EACH SITUATION THE RULING MUST GO FOR ONE SIDE AND AGAINST THE OTHER SIDE, AND IT IS REQUIRED EACH PLAYER BE ABLE TO ACCEPT BEING RULED AGAINST WITHOUT CAUSING A SCENE.
2. UNSPORTSMANLIKE CONDUCT TOWARD THE OPPOSING PLAYER OR TOURNAMENT OFFICIALS IS NOT ALLOWED.
3. ANY PLAYER INVOLVED IN AN INCIDENT THAT INCLUDES EITHER PHYSICAL ABUSE OR THE THROWING OF AN ITEM AT THE OPPONENT OR TOURNAMENT OFFICIAL WILL BE DISQUALIFIED IMMEDIATELY, AND BE REQUIRED TO LEAVE THE TOURNAMENT PREMISES.
4. ABUSIVE BEHAVIOR TOWARDS THE TOURNAMENT DIRECTOR OR ANY OF HIS DESIGNEES WILL NOT BE TOLERATED.
5. EXCESSIVE SLOW PLAY WILL NOT BE TOLERATED. YOU WILL BE WARNED BEFORE ANY PENALTY OCCURS.

THE PENALTIES FOR VIOLATING ANY OF THE FIVE CATEGORIES DETAILED ABOVE ARE AS FOLLOWS: A WARNING WILL 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, THE PLAYER WILL THEN BE ALLOWED TO SHOOT UNTIL MISSING AND THEN BE GIVEN BALL-IN-HAND AGAIN.

PENALTY LEVEL 2 - YOUR OPPONENT WILL BE GRANTED THE GAME.

PENALTY LEVEL 3 - YOUR OPPONENT WILL BE GRANTED THE MATCH.

PENALTY LEVEL 4 - DISQUALIFICATION

SEATING:

ONLY THE PLAYERS WILL BE ALLOWED IN THE SECURED AREA. THE COACH IS ALLOWED TO ENTER ONLY DURING A TIME OUT. A SECURED AREA IS DEFINED AS BEING AROUND THE MATCH TABLE.

CELL PHONES AND OTHER ELECTRONIC DEVICES:

PLAYERS ARE NOT ALLOWED TO ANSWER THEIR CELL PHONE DURING A MATCH. IF A PLAYER DOES SO, IT COUNTS AS A TIME-OUT. IF THE PLAYER HAS ALREADY USED THEIR TIME-OUT, IT IS A SPORTSMANSHIP VIOLATION. PLEASE LET APA KNOW IF THIS OCCURS.

IN ORDER TO PREVENT ILLEGAL COACHING/AID, NO CELL PHONES MAY BE VISIBLE IN OR AROUND THE PLAYING AREA. THIS IS A NECESSITY DUE TO THE INCREASE IN THESE DEVICES' CAPABILITIES (EX. TEXT MESSAGES THAT CAN BE SEEN WITHOUT EVEN OPENING THE PHONE). IN ADDITION, A PLAYER SHOULD NOT HAVE THEIR CELL PHONE IN THEIR POSSESSION (IN POCKET OR HOLDER) WHILE PLAYING A MATCH. ALL BLUETOOTH PIECES (OR OTHER WIRELESS EAR DEVICES) MUST ALSO BE REMOVED. TEAM MEMBERS MUST LEAVE THE PLAYING/SEATING AREA TO TAKE/MAKE A PHONE CALL.

OTHER ELECTRONIC DEVICES SUCH AS IPODS AND MP3 PLAYERS ARE **NOT** ALLOWED TO BE USED BY PLAYERS SHOOTING A MATCH DURING TOURNAMENT PLAY. THIS WILL BE ENFORCED IN ORDER TO BE CONSISTENT WITH THE NATIONAL TEAM CHAMPIONSHIPS RULES OF PLAY, AS THESE DEVICES ARE NOT ALLOWED DURING PLAY AT THAT LEVEL.

FORFEIT TIMES:

YOUR TEAM WILL FORFEIT THE MATCH IF THEY ARE NOT READY TO BEGIN PLAYING WITHIN 15 MINUTES OF THE POSTED MATCH TIME. THE LEAGUE OPERATOR IS THE ONLY ONE WHO CAN OFFICIALLY DETERMINE WHEN A MATCH IS FORFEITED.

FORFEITS IN 9-BALL HIGHER LEVEL PLAY ARE 20-0.

PUTTING UP PLAYERS:

WHEN IT IS YOUR TEAMS TURN TO PUT UP A PLAYER, YOU HAVE THREE (3) MINUTES TO DECIDE WHO TO PUT UP FOR THE NEXT MATCH. YOUR OPPONENT THEN HAS THREE (3) MINUTES TO COUNTER WITH A PLAYER. THE MATCH SHOULD BEGIN IMMEDIATELY ONCE THE PLAYERS HAVE BEEN DETERMINED. IF YOU DON'T HAVE A PLAYER PRESENT TO PUT UP, YOU FORFEIT THE MATCH.

PRACTICE IS NOT ALLOWED ON THE TOURNAMENT TABLES BETWEEN MATCHES OR BEFORE A PLAYER BEGINS THEIR MATCH (NO 'shooting a few just to warm up').

COACHING:

IF A COACH (OR OTHER TEAMMATE) SUGGESTS A TIME-OUT TO THE PLAYER, THE TIME-OUT MUST BE TAKEN. HOWEVER, IF A PLAYER ASKS FOR A TIME-OUT, THE COACH CAN REFUSE TO TAKE IT AND NO TIME-OUT WILL BE CHARGED. **This is the National Rule and it will be enforced at this tournament.**

ANY MEMBER OF THE TEAM CAN BE THE COACH. THE COACH DOES NOT HAVE TO BE DESIGNATED UNTIL A TIME-OUT IS CALLED. IN ADDITION, A DIFFERENT COACH CAN BE DESIGNATED FOR EACH TIME OUT (APA OFFICIAL TEAM MANUAL #11A, PAGE 25). ONLY THE COACH AND THE PLAYER SHOOTING THE MATCH CAN APPROACH THE TABLE DURING A TIME OUT. THE COACH CAN CONFER WITH OTHER MEMBERS OF THE TEAM, BUT OTHER MEMBERS OF THE TEAM MAY NOT GET UP/APPROACH/OR WALK AROUND THE TABLE IN ANY WAY.

IT IS UP TO THE TEAM CAPTAINS TO KEEP TRACK OF TIME-OUTS. IT IS NOT A FOUL TO ACCIDENTALLY CALL A TIME-OUT WHEN THE PLAYERS TIME-OUT(S) HAS ALREADY BEEN USED. HOWEVER, IT IS A FOUL IF THE PLAYER USES A TIME-OUT THAT HE/SHE DOES NOT HAVE.

PLAYERS WITH A SKILL LEVEL OF 3 OR BELOW RECEIVE TWO TIME OUTS PER GAME. PLAYERS WITH A SKILL LEVEL OF 4 AND HIGHER RECEIVE ONE TIME OUT PER GAME. TIME OUTS ARE ONE (1) MINUTE AND SHOULD **NOT** EXCEED THAT TIME FRAME. NEITHER THE PLAYER NOR THE COACH MAY MARK THE TABLE IN ANYWAY.

TO ENSURE THERE IS NO OUTSIDE/ILLEGAL COACHING OCCURING DURING THE TOURNAMENT, TEAM MEMBERS/COACHES CAN ONLY TALK TO THE PLAYER ABOUT THEIR MATCH DURING A TIME

OUT OR BETWEEN RACKS (WHILE THE BALLS ARE BEING RACKED). COMMENTS SUCH AS "NICE SHOT" AND "GOOD HIT" ARE NOT CONSIDERED COACHING.

****COMMON PLAYERS AND INELIGIBLE PLAYERS ARE NOT ALLOWED TO PARTICIPATE AS A COACH.****

WATCHING SHOTS:

CALL A REFEREE BEFORE A CONTROVERSIAL HIT OCCURS. IF A SHOT IS NOT WATCHED BY A REFEREE THEN THE CALL AUTOMATICALLY GOES TO THE SHOOTER. ***DO NOT ARGUE WITH THE REFEREE ABOUT A CALL....THE REFEREE'S DECISION IS FINAL WITH REGARDS TO WATCHING SHOTS.***

REPLAYS:

REPLAYS ARE NOT ALLOWED IN HIGHER LEVEL TOURNAMENT PLAY. **NO EXCEPTIONS!!!!**

COMMON MEMBERS:

WHEN TEAMS MEET WITH COMMON MEMBERS, THE COMMON MEMBERS MAY NOT PARTICIPATE ON EITHER TEAM. THEY MAY NOT PLAY FOR, COACH OR ASSIST EITHER TEAM IN ANY WAY. THE COMMON MEMBER(S) WILL ADVANCE WITH THE WINNING TEAM (OR BOTH TEAMS IF NOT AN ELIMINATION MATCH). COMMON MEMBERS MAY NOT DECLARE FOR A TEAM.

THE FOLLOWING INFORMATION IS STRAIGHT FROM THE NATIONALS GUIDELINES:

WHEN TEAMS MEET THAT HAVE BOTH COMMON AND UNCOMMON PLAYERS ON THEIR ROSTERS, THE FORMULA IS AS FOLLOWS: **SUCH MATCHES ARE DETERMINED BY AN ODD NUMBER OF MATCHES BETWEEN COMMON PLAYERS.**

EXAMPLE: THE TWO TEAMS MEETING HAVE FIVE PLAYERS COMMON TO BOTH TEAMS. TEAM A HAS SEVEN PLAYERS ON ITS ROSTER (MEANING THEY HAVE TWO UNCOMMON PLAYERS) AND TEAM B HAS EIGHT PLAYERS ON THEIR ROSTER (MEANING THEY HAVE THREE UNCOMMON PLAYERS). A SINGLE INDIVIDUAL MATCH BETWEEN THE UNCOMMON PLAYERS WILL DECIDE THIS TEAM MATCH. IF THE TEAM CAPTAIN IS COMMON, THEN HE/SHE SHOULD NOT BE ALLOWED TO DECIDE WHO PLAYS WHOM. THE UNCOMMON PLAYERS SHOULD MAKE THE SELECTION.

IN THE ABOVE EXAMPLE, IF TEAM A HAD EIGHT PLAYERS ON ITS ROSTER AS TEAM B, THEN THE MATCH WOULD BE DECIDED BY THREE INDIVIDUAL MATCHES BETWEEN THE THREE UNCOMMON PLAYERS. OF COURSE, IF UNCOMMON PLAYERS FROM THE SAME TEAM WON THE FIRST TWO MATCHES, THEN THE THIRD INDIVIDUAL MATCH WOULD NOT BE NECESSARY.

THESE SOLUTIONS ALLOW THE UNCOMMON PLAYERS TO HAVE THEIR FATE IN THEIR OWN HANDS. OTHERWISE, THE COMMON PLAYERS COULD POSSIBLY GET TOGETHER AND ARRANGE WHICH OF THE UNCOMMON PLAYERS WOULD ACCOMPANY THEM TO THE NEXT ROUND.

NOTE: IN 9-BALL, IF THE MATCH IS GOING TO BE DECIDED BY THREE INDIVIDUAL MATCHES, THE FIRST TEAM TO REACH 31 POINTS IS THE WINNER. IF THE MATCH IS GOING TO BE DECIDED BY ONE INDIVIDUAL MATCH, THEN THE TEAM THAT WINS THAT MATCH IS THE WINNER.

23 RULE:

THE 23 RULE WILL BE ENFORCED. NO TEAM MAY PLAY FIVE (5) PLAYERS WHOSE SKILL LEVELS EXCEED 23. IN ADDITION, A TEAM MUST SHOW IT COULD HAVE FIELDDED THE 23 RULE IF THE MATCH HAD GONE THE ENTIRE FIVE INDIVIDUAL MATCHES. THIS MEANS THAT A TEAM CANNOT LEAD OFF WITH THREE PLAYERS WHOSE SKILL LEVELS TOTAL 19 UNLESS THERE ARE TWO SKILL

LEVEL 2'S LISTED ON THE ROSTER. HOWEVER, THE TWO SKILL LEVEL 2'S DO NOT NEED TO BE PRESENT AT THE TOURNAMENT SITE.

WHAT HAPPENS IF A TEAM IS UNABLE TO COMPLY WITH THE 23-RULE? IF THE TOTAL SKILL LEVELS OF THE LOWEST FIVE PLAYERS LISTED ON THE ROSTER EXCEED 23, THE TEAM WILL HAVE TO PLAY FOUR PLAYERS WHO SKILL LEVELS DO NOT EXCEED 19 AND FORFEIT THE 5TH MATCH. IF THE SKILL LEVELS OF THE LOWEST FOUR PLAYERS ON THE ROSTER EXCEED 19, THEN THEY CAN PLAY THREE PLAYER TO 15 AND FORFEIT THE FOURTH AND FIFTH MATCHES. FORFEITS IN 9-BALL HIGHER LEVEL PLAY ARE 20-0.

SENIOR SKILL LEVEL PLAYERS (9-BALL ONLY):

ONLY TWO SENIOR SKILL LEVEL PLAYERS MAY PLAY IN ANY GIVEN TEAM MATCH. SENIOR SKILL LEVEL PLAYERS ARE THOSE PLAYERS WHO HAVE A SKILL LEVEL OF 6, 7, 8 OR 9.

TOURNAMENT FORMAT:

THIS TOURNAMENT IS A MODIFIED SINGLE ELIMINATION TOURNAMENT. THIS MEANS YOU ARE GUARANTEED TO PLAY TWICE, NOT LOSE TWICE. IF YOU HAVE QUESTIONS REGARDING THE BOARD, PLEASE ASK.

SCOREKEEPING:

KEEP SCORE AS YOU WOULD ON LEAGUE NIGHT. IT IS VERY IMPORTANT TO MARK DEFENSIVE AND NON-PERFORMANCE SHOTS. PLAYER'S HANDICAPS ARE RECALCULATED AFTER EVERY MATCH AND PLAYER'S CAN GO UP OR DOWN IN SKILL LEVEL AFTER EACH MATCH.

IMPORTANT NOTE: ANY TEAM CAUGHT FRAUDULENTLY KEEPING SCORE—ADDING INNINGS, ALTERING SCORESHEETS IN ANY WAY, ETC.—WILL BE SUBJECT TO DISQUALIFICATION.

THE WINNER OF THE MATCH SHOULD BRING THEIR SCORESHEET, AS WELL AS THEIR OPPONENTS TO THE APA TABLE AS SOON AS THEIR MATCH IS COMPLETE. SCORESHEETS MUST BE FILLED OUT COMPLETELY OR THEY WILL NOT BE ACCEPTED BY APA STAFF.

SLOW PLAY:

IT IS VERY UNSPORTSMANLIKE TO PLAY SLOW! IF A PLAYER IS PLAYING SLOW, PLEASE INFORM A REFEREE OR OTHER APA STAFF IF A PLAYER IS PLAYING SLOW SO THAT THE ISSUE MAY BE ADDRESSED.

APA STAFF/REFEREE WILL TAKE THE FOLLOWING STEPS:

1. WATCH THE PLAYER TO DETERMINE THAT THEY ARE PLAYING SLOW (TAKING MORE THAN 30 SECONDS FOR SOME OR ALL SHOTS).
2. ISSUE A WARNING TO THE PLAYER'S TEAM CAPTAIN IN AN ATTEMPT TO EXPEDITE PLAY.
3. CONTINUE TO OBSERVE TO SEE IF SPEED OF PLAY IMPROVES.
4. IF SPEED OF PLAY DOES NOT IMPROVE, A SHOT CLOCK WILL THEN BE PLACED ON **BOTH** PLAYERS.

EACH PLAYER WILL HAVE THIRTY (30) SECONDS FROM WHEN THE CUE BALL STOPS MOVING TO WHEN THE CUE BALL STARTS MOVING. IF THEY FAIL TO EXECUTE THE SHOT WITHIN THE REQUIRED TIME, THE OPPONENT WILL BE AWARDED BALL IN HAND. THE CLOCK WILL REMAIN ON BOTH PLAYERS FOR THE ENTIRE MATCH.

THE CAPTAIN'S WILL THEN BE ASKED IF THEY WISH THE SHOT CLOCK TO BE USED IN THE NEXT MATCH.

SPLITTING TABLES:

EACH TEAM MATCH MUST BE IN THE 4TH INDIVIDUAL MATCH BY TWO HOURS & FORTY-FIVE MINUTES (2:45) OR **WE WILL SPLIT TABLES**. EACH TEAM MATCH MUST BE IN THE 5TH INDIVIDUAL MATCH BY THREE AND ONE-HALF HOURS (3:30) OR **WE WILL SPLIT TABLES**. **SUDDEN DEATH** WILL OCCUR IF NECESSARY AT LEAGUE OPERATOR'S DISCRETION. IN SUDDEN DEATH, EACH SUBSEQUENT MATCH WILL BE A RACE TO ONE (1) NO MATTER WHAT THE PLAYER'S HANDICAP. THE TEAM MUST STILL COMPLY WITH THE 23 RULE. IN OTHER WORDS, YOU MAY NOT PLAY 20 POINTS AND USE A SEVEN FOR THE SUDDEN DEATH MATCH. ***DO NOT ARGUE WITH THE REFEREE WHEN YOU ARE TOLD TO SPLIT TABLES.....IT IS NOT AN OPTION, BUT MANDATORY.***

BIDS BACK TO THE NEXT CITY TOURNAMENT:

THE SECOND PLACE TEAM WILL GAIN A BID BACK TO THE NEXT CITY TOURNAMENT. ALL OTHER TEAMS MUST REQUALIFY BY THE MEANS OULINED IN THE BY-LAWS.

PLEASE ASK IF THERE ARE ANY QUESTIONS!!!!!!!
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