



GAME RULES

2018 APA Team Captains Championship



Games Must Win					
Combined Skill Levels	6 & Below	7-9	10-12	13-15	16-17
6 & Below	3/3	3/4	3/5	3/6	2/6
7-9	4/3	3/3	3/4	3/5	3/6
10-12	5/3	4/3	4/4	4/5	4/6
13-15	6/3	5/3	5/4	5/5	4/5
16-17 (Vegas Only)	6/2	6/3	6/4	5/4	5/5

- ◆ A maximum of 5 players allowed on roster.
- ◆ Teams may choose any 3 of the 5 team members to participate in each match.
- ◆ The total of the skill levels of the 3 players fielded in any team match cannot exceed 15.
- ◆ If, *after starting* the Qualifying Tournament or Championship Tournament at a combined skill level limit of 15, the team improves in skill level to where it can no longer comply with the 15-Rule, then it must play three players whose combined skill levels do not exceed 16, and will use a modified race chart. If, during the Qualifying Tournament or Championship Tournament, a team's skill levels elevate to the point where the skill levels of the lowest three players on the roster exceed 16, then they can play three players to 17, and will use a modified race chart. If the combined skill levels of the team's three lowest skilled players increases to 18 the team will no longer be qualified to participate in the tournament and will forfeit the remainder of their matches.
- ◆ Only one player of skill level 6 or higher, sometimes referred to as a senior skill level player, may play in any given match.
- ◆ If a team has only three players eligible, and two of the three are skill level 6 or higher, one of the senior skill level players must forfeit their spot in the rotation.
- ◆ Each team is limited to one coaching time-out per game. If a player is not at the table shooting, the team members can converse freely without being charged with a coaching timeout.
- ◆ Alternate between 8-Ball & 9-Ball racks, starting with 8-Ball.
- ◆ Team Captains flip a coin to decide who must declare their three players for the match first. Winner of the flip has the choice of declaring first or having the opposing Team Captain choose first. The players are listed in ascending order (lowest to highest). That list determines the player rotation, and is locked for the match. Once both teams in a match have declared their players, the players cannot be changed unless the combined skill levels of the three players declared by a team exceed the maximum permitted combined skill level in which case the team will be allowed to declare three different players prior to first rack being struck.
- ◆ Order of play will be lowest skill level to highest.
- ◆ Players lag to see who wins the first break.
- ◆ Once the first two players have completed their rack of 8-Ball, the second two players in the rotation will play a rack of 9-Ball. Upon that rack's completion, the next two players in the rotation will play a rack of 8-Ball. Once set, the player rotation continues until a team reaches the required points necessary to win the match.
- ◆ The winning team breaks with the next player in the rotation after each rack.
- ◆ Each individual rack is worth one team point.
- ◆ It is a loss of game to shoot out of rotation. Although it is sportsmanlike for the non-offending team to remind the other team that they are about to play a player out of rotation, they are not required to do so. However, before any infraction has occurred, the team that has posted a player out of rotation may avoid penalty by asking the non-offending team which player's turn it is in the rotation. In that circumstance, the team must tell them the truth, and the correct player in the rotation will assume their rightful spot in the game. Once the offending team has taken a shot out of rotation, the infraction has occurred, the game is over, and the sitting team will receive one point for the rack. Both teams will then move to the next game in the match, with players in the correct rotation. However, if the game is completed without the non-offending team calling the infraction, and the next rack is broken, the results of previous rack will stand, and the team that shot out of rotation will assume the new rotation for the remainder of the match.
- ◆ A player's highest skill level (SL) in this tournament will be the highest of either the player's skill level in 8-Ball or 9-Ball, unless the player is a SL8 or a SL9 in either format in which case their skill level in this tournament will be a SL7.
- ◆ Each team may play only one player with a skill level 6 or higher in any team match.