

# CHAMPIONSHIP RULES

(in addition to the Rules for Participation found in 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** – It is a foul to shoot 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, they are not required 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 sitting team calls the foul before another shot is taken. In 8-Ball, if the 8-ball is pocketed during such a shot, the foul results in loss of game; and in 9-Ball, if the 9-ball is pocketed during such a shot, the foul results in ball-in-hand and the 9-ball is spotted. If the sitting team does not call the foul before the next shot is taken, the sitting team will not receive ball-in-hand, and the team that shot out of rotation will assume the new rotation for the remainder of the match. However, 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. In that circumstance, the sitting team must tell them the truth.
3. **CONCESSION OF GAME** – If the sitting team concedes a rack before the last ball is pocketed, the winning player's partner will break the next rack.
4. **NO GAMBLING** - Gambling on pool is not permitted at any APA function, including this Tournament. Therefore, you are prohibited from gambling on pool at the Tournament site, even after the Tournament has ended or you have been eliminated from the Tournament. Any participant that gambles will face disqualification from the Tournament and/or forfeiture of all awards and prize money.
5. **FORFEIT TIME** - Forfeits will be declared after 15 minutes have passed after a match has been called. If a team has registered for the Tournament, a Tournament Official may attempt to locate the team before a forfeit is declared, however Tournament Officials are not

responsible if a forfeit occurs. It is the team's responsibility to be present for their matches when they are called. The Tournament Director determines when a match is officially forfeited.

6. **COACHING** - One coaching time-out per team, per game, is allowed. If team members talk in between shots it will be deemed a coaching time out. However, team members may converse freely when neither is at the table shooting without being charged with a coaching time out. If the sitting team member suggests a time-out to the shooter, the time-out will be charged even if the shooter disagrees with the decision to take the time-out. However, if a shooter requests a time-out and the sitting team member refuses to take the time-out, no time-out will be charged. A player may line up the next shot, prior to making their shot, without being charged with a coaching time out.
7. **NO EARPHONES** - You are not permitted to wear earphones of any type during Tournament play. This includes ear buds, headphones, headsets, Bluetooth devices, etc. Hearing aids and non-electronic earplugs are allowed.
8. **CELL PHONE USE** – Cell phone use is prohibited while a player is taking his or her turn at the table and during coaching time-outs.
9. **GAME RULES** - APA game rules apply. The game rules are covered in the Official Team Manual. You should ensure that you are familiar with these rules. Further, these Championship Rules and the Rules for Participation also apply at this Tournament. Any and all Local Bylaw(s) applicable to your Local League, or interpretation(s) of the APA game rules made by your Local League Operator, which are not in full accord with the Championship Rules established by the APA do not apply at this event. It is your responsibility to know what is a Championship Rule and what is a Local Bylaw. In addition, you are obligated to review the Certification Statement prior to signing it and registering for the Tournament.
10. **FOULS** - You are encouraged to be familiar with the portions of the Official Team Manual that apply to the format you are playing in this

Tournament, including, but not limited to, what constitutes a foul in that format. Each player is advised to make certain you actually have ball-in-hand, before taking 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 run the risk of fouling the cue ball unintentionally.

11. **CUE BALL FOULS** Do not touch the cue ball while it is still rolling. Doing so may result in a foul.
12. **CLOSE SHOTS** - If a shot looks like it may result in a "bad hit," stop the game and get a Tournament Official to observe the shot and 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 a Tournament Official is not called, the ruling will most likely be in the shooter's favor.
13. **MARKING THE POCKET (8-BALL ONLY)** – A coaster, pocket marker, or any other reasonable marker must be placed next to the pocket the 8-ball is intended to enter. It is recommended that you do not use chalk as a pocket marker, as it can create confusion, but the use of chalk as a pocket marker is not prohibited. 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 at any time. However, even 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 will be deemed to 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.
14. **RULES OF CONDUCT**  
APA has established, and will strictly enforce, the following conduct rules for this Tournament and all Higher Level Tournament play:
  - a. No loud, abusive or profane language will be tolerated. You are in the League to have a

good time and to enjoy some friendly competition. If you experience a problem, one of the Tournament Officials will address it; simply bring the matter to their attention. Remember that in nearly every situation a ruling will be seen as favoring one side or the other side. Each team and player is required to accept official rulings without causing a scene.

- b. Unsportsmanlike conduct directed toward an opposing player, team or Tournament Official will not be tolerated.
- c. Anyone involved in an incident that involves either physical abuse, violence, or the throwing of an item will be disqualified immediately, and be immediately banned from the Tournament site.
- d. Anyone caught hitting a cue against a table, wall, floor, etc., or recklessly swinging a cue will be disqualified immediately and be banned from the Tournament site.
- e. Abusive behavior directed to the Tournament Director or any of its designees, including tournament officials will not be tolerated.
- f. Excessive slow play will not be tolerated. If your excessive slow play becomes a problem you will be entitled to one warning before any penalty is issued.

The penalties for violating any of the Rules of Conduct detailed above are as follows:

1. Penalty Level 1 - Your opponent will be given ball-in-hand. If your opponent 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.
2. 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.)
3. Penalty Level 3 - Your opponents will be granted the match.
4. Penalty Level 4 - Disqualification.

**NOTE: Except for incidents of slow play, a warning may or may not be given, and the Tournament Director can issue any of the four penalties above, regardless of whether any penalty has been previously issued, depending upon the severity of the situation. If the violation or disturbance that caused a prior penalty to be levied does not cease, the Tournament Director and/or its designated assistant has the right to go from one penalty level to the next penalty level immediately.**

- 15. WARNINGS** – If a warning is given in an individual match, that warning will follow the team throughout the remainder of the Tournament. For example, if a player is warned for sharking his opponent, and in a subsequent match a player from that same team is warned for sharking his or her opponent, the result will be ball-in-hand for the opponent. Such warnings will be noted by a Tournament Official on the scoresheets.
- 16. SPORTSMANSHIP** - The primary objective of APA has always been to provide players of all abilities with the fun and enjoyment of friendly competition. Naturally it is expected that every player hopes to do well, and that all players and teams will be doing their best to win. However, each player and team is also expected to accept defeat in a sportsmanlike manner. Two common examples of bad sportsmanship are: conceding an unfinished game; and undoing a cue during play. Both forms of conduct are frowned upon by professionals, and have no place in 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 determination of the Tournament Director, such sportsmanship violations by a team are excessive. Another cause of sportsmanship concerns are fouls. A foul is a foul and should be observed as such regardless of whether the player believes that he will get caught failing to disclose a foul. Generally speaking, a professional player will call a foul on himself. Likewise, good sportsmanship dictates that amateur players admit a mistake, and live with the consequences. However, it is

technically the responsibility of a player, and his or her team captain, to protect the outcome of the player's match. Therefore, all players are advised to pay attention to their games.

- 17. 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 Higher Level Tournament play. The use of some specialty cues (see **Specialty Cues** described below) may be limited. 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** – Specialty Cues are 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 Jump Cue is a Specialty Cue designed for attempting jump shots. They may not be used to perform jump shots or massé shots in standard APA League play or in this Tournament.

**Break Cues** – A Break Cue is a Specialty Cue designed for breaking. They are sometimes combined with jump cues to form a jump-break cue. These cues are allowed in APA play, or this Tournament, for breaking. They may not be used to perform jump shots or massé shots in standard APA League play or in this Tournament.

**Regular Shooting Cues** – A Regular Shooting Cue is any cue designed to shoot the majority of shots in a game of pool. These cues may be used to perform jump shots, massé shots, and break shots in all APA League play and in this Tournament. However, you may not “break down” your Regular Shooting Cue to perform a jump shot.

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 this Tournament and in all APA events. The Tournament Director shall have the right to inspect a player's cue(s) at any time during the 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.

- 18. BEVERAGES** - Hotel regulations prohibit coolers, glass beverage containers or outside beverages from being brought into the Tournament rooms or hotel ballrooms. Beer and other beverages are available for sale at the Tournament site.
- 19. NO SMOKING** – Due to Nevada state law, smoking is not permitted within the tournament room. The use of electronic cigarettes/vaporizers are also not allowed in the tournament room.
- 20. PROTESTS** - All protests must be made in a sportsmanlike manner. There is a \$50.00 filing fee for any protest, which is refundable if the filing team wins the protest. Any team whose players disrupt the tournament, cause a scene, or cause other problems at or around the tournament site will lose the right to protest. The Tournament Director will resolve all issues on the spot. APA, as Tournament Director, is the highest authority. Any rulings made by APA are final.

**GOOD LUCK & GOOD SHOOTING**



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## APA DOUBLES CHAMPIONSHIP RULES