



Coastal Carolina

COASTAL CAROLINA APA HLT CAPTAIN'S NOTES

TEAM CERTIFICATION SHEETS:

THE TEAM CERTIFICATION FORM GIVEN TO YOUR TEAM MUST BE TURNED IN BEFORE YOUR FIRST MATCH. THE FORM MUST BE COMPLETELY FILLED OUT AND SIGNED BY ALL MEMBERS. 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.

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. WE 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.

***NOT NECESSARY FOR TRI CUPS. ONLY WORLD QUALIFIER (CITIES)**

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 FIVE OR A SIX. JUST LIKE IF A SIX OR A SEVEN HAS A BAD GAME, THEY SHOULD NOT BE MOVED DOWN TO A FOUR OR A FIVE.

OBSERVERS WILL BE AVAILABLE TO OBSERVE MATCHES THROUGHOUT THE ENTIRE TOURNAMENT UPON REQUEST BY TOURNAMENT OFFICIALS.

PHOTO ID:

EACH PLAYER MUST BE PREPARED TO PRESENT A PHOTO ID IF ASKED. IF HE/SHE CANNOT PRODUCE A PHOTO ID, THEY MAY 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. 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 COMPETITON. IF THERE IS A PROBLEM, SIMPLY BRING IT TO OUR ATTENTION AND WE 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 OR HER DESIGNEES WILL NOT BE TOLERATED.

5. EXCESSIVE SLOW PLAY WILL NOT BE TOLERATED. YOU WILL BE WARNED BEFORE ANY PENALTY OCCURS.

5. ALL HIGHER LEVEL TOURNAMENTS IN THE COASTAL CAROLINA APA ARE NON-SMOKING.

SEATING:

ONLY THE PLAYERS, COACHES AND SCORE KEEPERS WILL BE GUARANTEED SEATING IN THE TABLE AREA. THE COACH IS ALLOWED TO APPROACH THE TABLE 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 USE OR 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 LOSS OF GAME.

NO HEADPHONES OR BLUETOOTH DEVICES ALLOWED WHILE PLAYING. THIS IS CONSISTENT WITH THE NATIONAL TEAM CHAMPIONSHIPS RULES OF PLAY.

FORFEIT TIMES:

YOUR TEAM WILL FORFEIT THE MATCH IF THEY ARE NOT READY TO BEGIN PLAYING WITHIN **15 MINUTES** OF THE POSTED MATCH TIME (OR WHEN TOURNAMENT OFFICIALS DECLARE MATCHES BEGIN.) THE LEAGUE OPERATOR IS THE ONLY ONE WHO CAN OFFICIALLY DETERMINE WHEN A MATCH IS FORFEITED. TEAMS THEN MUST HAVE PLAYER PRESENT TO START SUBSEQUENT MATCHES WITHIN 2 MINUTES.

20 points are awarded in 9-Ball, 3 points awarded in 8-Ball for forfeits Higher Level Play.

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 TIMEOUT, 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 SEPARATE TIME OUT. 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.

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, REPEATED OFFENSES MUST BE REPORTED TO TD AND MAY RESULT IN DICIPLINARY ACTION.

PLAYERS WITH A SKILL LEVEL **OF 2 OR LESS** RECEIVE TWO TIME OUTS PER GAME. PLAYERS WITH A SKILL LEVEL OF 3 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 "MARK THE POCKET", "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 WILL MOST LIKELY GO 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!!!!

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 FIELDED 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.

MALES MUST PLAY AS A SKILL LEVEL 3 DURING CITY TOURNAMENT PLAY (SL 2 IN 9-BALL)

TOURNAMENT FORMAT:

TOURNAMENT FORMAT IS MODIFIED SINGLE ELIMINATION.

CUE BALL FOULS:

DO NOT TOUCH THE CUE BALL WHILE IT'S STILL ROLLING. DOING SO MAY RESULT IN A FOUL.

OTHER:

NO PHONES WHILE PLAYING. NO HEADPHONES. NO VIDEO TAPING OF SHOTS WILL BE USED FOR AFTER THE FACT CALLS.

ANY QUESTIONS, ALWAYS ASK THE TOURNAMENT DIRECTOR.

IMPERSONATING A PLAYER:

THE ENTIRE TEAM OF A PLAYER WHO ENTERS OR PARTICIPATES UNDER FRAUDULENT CIRCUMSTANCES WILL BE DISQUALIFIED. ALL PLAYERS MUST BE ABLE TO SHOW A VALID PHOTO ID, IF ASKED.

SCOREKEEPING:

KEEP SCORE AS YOU WOULD ON LEAGUE NIGHT. **IT IS VERY IMPORTANT TO MARK DEFENSIVE AND NON-PERFORMANCE SHOTS.** PLAYER'S

HANDICAPS MAY BE RECALCULATED AFTER EVERY MATCH AND PLAYER'S CAN GO UP OR DOWN IN SKILL LEVEL AFTER EACH MATCH. ONCE A MATCH IS MATHEMATICALLY OVER, DISCONTINUE PLAY AND TURN IN YOUR SCORE SHEETS.

9-BALL SENIOR SKILL LEVEL PLAYERS:

ONLY TWO SENIOR SKILL LEVEL PLAYERS MAY PLAY IN ANY GIVEN TEAM MATCH. SENIOR SKILL LEVEL PLAYERS ARE THOSE WHO HAVE A SKILL LEVEL OF 6, 7, 8 OR 9. THERE IS NO MAX IN 8-BALL.

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

**EACH TEAM SHOULD BRING THEIR OWN SCORESHEET 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.

COMMON PLAYERS:

A COMMON PLAYER IS DEFINED AS A PLAYER ON MORE THAN ONE TEAM. WHEN TWO OF THESE TEAMS PLAY EACH OTHER IN A TEAM MATCH, ALL COMMON PLAYERS MUST SIT OUT AND CANNOT PLAY OR COACH.

ADJUSTMENTS WILL BE MADE TO MAKE A FAIR MATCH **IF ALL PLAYERS ON BOTH ROSTERS ARE PRESENT.*

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 MAY 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 SHOT CLOCK IS

ENFORCED, AND THE PLAYER FAILS 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.

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. (DOUBLE POINTS IN 9-BALL) THE TEAM MUST STILL COMPLY WITH THE 23 RULE. AS EXAMPLE, 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 GO INTO SUDDEN DEATH.IT IS NOT AN OPTION.

8-BALL SUDDEN DEATH - This rule is implemented **3 hours and 45 minutes** into an 8-Ball match. Each team match must be in the 5th individual match by the *3-hours-and-45-minutes* mark, or all subsequent matches will begin with a rack worth 2 team points. If that 2-point rack mathematically wins the team match, the team match will be over. If not, a second rack, worth 1 Team point will conclude that individual match.

This procedure will continue in each subsequent individual match until a team mathematically wins, or the overall match finishes in a tie: One point rack, followed by one, 1 point rack, if necessary. Tie Breakers will be decided by the team that won most matches. In case there are only four matches played, then the team that won the first two matches wins.

NOTE: During Sudden Death, the individual match winner will be the player who won the 2 point rack.

9-BALL SUDDEN DEATH - This rule is implemented **3 hours** into a 9-Ball match. Each team match must be in the 5th individual match by the *3-hours* mark, or all subsequent matches will consist of all points earned being doubled. Each object ball pocketed will count as 2 points and the 9-ball will count as 4 points.

*** It is at the League Operator's or Tournament Director's discretion when -or if- to implement the Sudden Death format.**

PROTESTS: THE TEAM CAPTAIN MUST AKE ALL PROTESTS TO THE LEAGUE OPERATOR OR TOURNAMENT DIRECTOR IN

A SPORTSMANLIKE MANNER. THERE IS A \$50 FILING FEE FOR ANY PROTEST. ANY TEAM DISRUPTING THE TOURNAMENT, CAUSING A SCENE, OR CAUSING OTHER PROBLEMS AT OR AROUND THE TOURNAMENT SITE WILL LOSE THEIR RIGHT TO PROTEST. THE LO OR td WILL RESOLVE ALL ISSUES ON THE SPOT. THE APA HAS THE HIGHEST AUTHORITY. ALL RULINGS MADE BY THE APA ARE FINAL.

PLEASE ASK IF THERE ARE ANY QUESTIONS.

GOOD LUCK!