



Revised July 1, 2016

MASTERS DIVISION

Local Rules & By-Laws– Coastal Carolina APA

Play will follow U.S. Amateur rules and format. All other rules, policies and procedures included in the APA manual apply to Masters Divisions, except as noted below.

(League procedures will be followed as in CCAPA By-Laws. Can be downloaded on www.CCPOOLPLAYERS.com)

Monthly Fee is \$30/Team – Teams play two matches, once per month (Week 1/2, 3/4, etc. each time = \$60/team/month)

TEAMS WILL PLAY THE SECOND WEEK OF THE MONTH. If you need to make up, see main Local By-Laws.

a. There will be **no Skill Level Limit**.

b. A **maximum** of 4 players will be permitted on a roster; 3 of the 4 team members will participate in each team match.

c. Each individual match will be a **race to 7** and will include 8 games of 9-Ball and 5 games of 8-Ball. Players will earn 1 point for each game won. A team can earn a maximum of 21 points per night.

d. Captains flip and the winner has the choice to put up first.

The winner of the lag then will have choice of game (8-Ball or 9-Ball) or the break.

Once the format has been chosen, the entire set of that format must be completed before moving to the next format.

e. Masters 9-Ball – The player has won the game when he has legally pocketed the 9-Ball without scratching.

f. Push Out – The *push out* is allowed after the break during games of 9-Ball.

g. Coaching is not allowed.

h. Jump Cues – The use of jump cues is allowed in Masters Division play. Be aware that even though Masters' rules allow for the use of jump cues, Local League Bylaws or Host Location "house rules" may choose to limit or strictly prohibit their use.

i. Byes – 15 points are awarded to a team receiving

j. Forfeits – An individual player match is worth 5 points. (15 for full team forfeits)

k. Players should not take more than 30 seconds to shoot.

l. If the cue ball is heading toward a pocket and either player puts their hand in the pocket to stop it in case it scratches, it's a foul, **regardless** if the cue ball falls or not. This will result in ball in hand for opponent.



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m. If object balls are **accidentally** disturbed at any time, balls are to be replaced as close to the original positions as possible. If this cannot be accomplished and agreed upon by both players, then the game will be replayed.

n. If it is declared before the match and both players agree, players may decide to only **call** the designated pocket for the 8-Ball in league play, but it must be called loud and clear to the opponent.

o. Playoffs – Playoffs and championship matches will now be scored as they are during league night. Points vs. Match wins. (However, in Las Vegas, at the National Championship, matches will be scored by Match wins)

l. If you realize after the fact that an extra game of 8 or 9-Ball has accidentally been played- then that game is scratched and you move on to the other game.

p. Players must have played a **minimum of six (6) matches with their team during the session**, in order to be eligible to play in playoffs/championships, **and have a minimum of 10 total 8-ball, 9-ball or Masters matches combined, in the past two years by June 20, 2016.** Rosters are locked with six (6) weeks remaining in the session. Only players who appear on the roster the final six weeks, *with the required number of matches played*, will be allowed to play. **In addition, to meet the National rules for qualified Masters teams; all players must play a minimum of 4 matches during the spring session (Spring Session begins January 1) in order to play in Cities and Las Vegas.**

All Vegas qualified players must be on a roster in the summer session of the year they are playing at the Nationals, on either a Masters, 8-Ball or 9-Ball division.

q. Teams are only allowed 1 month forfeit (= two matches) in order to play in playoffs. Make up matches must be played and turned three weeks before final 2 months (four matches) Weekly fees are still due by both teams.

r. *Teams are allowed a maximum of 6 replays/Session. After these have been utilized, teams who are short players, must forfeit all subsequent matches.*

s. Top 75% of teams go to playoffs, including a *Wild Card*. *In other words, a division that has 8 teams will have the top five teams and a Wild Card advance.* This is approximate and will be determined once we know how many teams we have/session.

t. Please note that in City play, the pocket **MUST be marked**. * Cell phones cannot be used as markers.

u. Qualified teams only advance to the City Tournament**Teams that have met the aforementioned criteria.

PLEASE NOTE: In City Tournament play, if you are not in your third match after 2 hours and 15 minutes, that match may go into SUDDEN DEATH. 1 hour and 10 minutes if dual tables are used.) In other words, each team match must be in the third individual match by the 2hour, 15 minute mark 1 hr and 10 if dual) or all subsequent matches may become a race to one (1). This will be at the Tournament Director's discretion.