



Revised July 1, 2016

## MINOR LEAGUE 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 official team manual apply to Masters Divisions, except as noted below.

(League procedures will be followed as in CCAPA bylaws. These can be downloaded on [www.CCPOOLPLAYERS.com](http://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)

**a.** There will be a Skill Level Limit of 5 (8-Ball) in Minor league Masters (6 max in 9-Ball,) All players must have an established Skill Level in 8-Ball or 9-Ball, and be on a current, standard 8-Ball or 9-Ball team roster. **If a player on the team goes up past 5/6 in SL during the year they can still play during the session, however, if they are higher than 5 (6 in 9-Ball) when it's time for playoffs, they will not be eligible for the Local Championship playoffs. (That player will have to sit out, but can still go and play in Vegas.) If more than two players go up, the team will play in the Standard Masters Local Championship.**

**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 5** and will include 6 games of 9-Ball and 3 games of 8-Ball. Players will earn 1 point for each game won. A team can earn a maximum of 15 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** – 9 points are awarded to a team receiving bye points.

**j. Forfeits** – An individual player match is worth 3 points. (10 for full team forfeit)

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



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**l.** 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.

**m. Playoffs** – Playoffs and championship matches will 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) Winners will be competing in the standard APA Masters division in Las Vegas.

**n.** 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.

**o.** 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. 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 all qualified Minor League Masters teams; all players must play a minimum of 4 matches during the spring session prior to end of session, (Spring Session begins January 1) in order to play in Cities and Las Vegas, and at least have 10 matches played in any format (Ladies, 8, 9 or Masters in the past year, prior to June 20, 2016)**

**In addition, all players must be on a roster in the summer session on a Minor League Masters, and 8-Ball or 9-Ball division.**

**p.** 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) All weekly fees are still due by both teams.

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

**r.** 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. 1 team advances to the National standard Masters Championship. (Based on a minimum of 14 teams total in our area.) \$2,000/team is awarded in travel assistance for winners.

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

**t. 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 1 hour and 45 minutes, that match may go into SUDDEN DEATH. (1 hour if dual tables are used.) In other words, each team match must be in the third individual match by the 1hour, 45 minute mark (1 hr for dual table) or all subsequent matches become a race to one (1). This will be at the Tournament Director's discretion.