



Coastal Carolina

COASTAL CAROLINA APA TRI-CUPS 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.

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 SIX OR A SEVEN. JUST LIKE IF A SIX OR A SEVEN HAS A BAD GAME, THEY SHOULD NOT BE MOVED DOWN TO A TWO OR A THREE. 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. SLEEVELESS SHIRTS AND TANK TOPS ARE PROHIBITED (male players).
3. 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 COMPETITION. 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.

ELECTRONIC DEVICES:

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.

CELL PHONE AND SMARTWATCH USE – CELL PHONE AND SMARTWATCH USE IS PROHIBITED WHILE A PLAYER IS TAKING THEIR TURN AT THE TABLE AND DURING COACHING TIME-OUTS.

IN ORDER TO PREVENT ILLEGAL COACHING/AID, **NO CELL PHONES MAY BE VISIBLE IN OR AROUND THE PLAYING AREA.** THIS IS A NECESSITY DUE TO THE INCREASE IN THESE DEVICES' CAPABILITIES (EX. TEXT MESSAGES THAT CAN BE SEEN WITHOUT EVEN OPENING THE PHONE). IN ADDITION, A PLAYER SHOULD NOT HAVE THEIR CELL PHONE IN THEIR POSSESSION (IN POCKET OR HOLDER) WHILE PLAYING A MATCH. ALL HEADPHONES OR BLUETOOTH PIECES (OR OTHER WIRELESS EAR DEVICES) MUST ALSO BE REMOVED. TEAM MEMBERS MUST LEAVE THE PLAYING/SEATING AREA TO TAKE/MAKE A PHONE CALL. OTHER ELECTRONIC DEVICES SUCH AS IPODS AND MP3 PLAYERS ARE NOT ALLOWED TO BE USED BY PLAYERS SHOOTING A MATCH DURING TOURNAMENT PLAY. 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.

DECLARING PLAYERS: ONCE BOTH TEAMS IN A MATCH HAVE DECLARED A PLAYER, THE PLAYERS CANNOT BE CHANGED UNLESS THE PLAYER DECLARED BY ONE TEAM PUTS THAT TEAM IN JEOPARDY OF VIOLATING THE TEAM SKILL LEVEL LIMIT RULE OR THE LIMITED SENIOR SKILL LEVEL RULE.

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.

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 TIME OUT.

(APA OFFICIAL TEAM MANUAL #11A, PAGE 25).

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, BUT OTHER MEMBERS OF THE TEAM MAY NOT GET UP/APPROACH/OR WALK AROUND THE TABLE IN ANY WAY.

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, IT IS A FOUL IF THE PLAYER USES A TIME-OUT THAT HE/SHE DOES NOT HAVE.

PLAYERS WITH A SKILL LEVEL **OF 2 OR LESS** RECEIVE TWO TIME OUTS PER GAME. PLAYERS WITH A SKILL LEVEL OF 4 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: AS A REMINDER, DO NOT TOUCH THE CUE BALL WHILE IT IS STILL ROLLING. DOING SO MAY RESULT IN A FOUL.

CLOSE HITS: 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.

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.

TIE BREAKERS

8-BALL – IN THE EVENT AN 8-BALL TEAM MATCH IS TIED, THE TEAM THAT WON THE MOST INDIVIDUAL MATCHES WILL BE DECLARED THE WINNER OF THE TEAM MATCH.

IF AN 8-BALL TEAM MATCH IS TIED AFTER FOUR MATCHES AND NEITHER TEAM CAN FIELD A FIFTH PLAYER, THE TEAM THAT WON TWO INDIVIDUAL MATCHES FIRST WILL BE DECLARED THE WINNER. WHEN SUDDEN DEATH IS IN EFFECT, THE PLAYER THAT WINS THE TWO-POINT RACK IN A SUDDEN DEATH MATCH IS DECLARED THE WINNER OF THAT PARTICULAR INDIVIDUAL MATCH.

9-BALL – IN THE EVENT A 9-BALL TEAM MATCH ENDS 50-50, THE TEAM THAT WON THE MOST INDIVIDUAL MATCHES WILL BE DECLARED THE WINNER OF THE TEAM MATCH.

IF THE 9-BALL TEAM MATCH IS TIED 40-40 AFTER FOUR MATCHES AND NEITHER TEAM CAN FIELD A FIFTH PLAYER, THE TEAM THAT WON TWO INDIVIDUAL MATCHES FIRST WILL BE DECLARED THE WINNER.

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.

IMPORTANT NOTE: ANY TEAM CAUGHT FRAUDULENTLY KEEPING SCORE—ADDING INNINGS, 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.

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, PLAYER WILL BE WARNED, AND REPEATED SLOW PLAY MAY RESULT IN THE OPPONENT BEING AWARDED BALL IN HAND. (THIS WILL ALWAYS BE UP TO THE TOURNAMENT DIRECTOR)

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, IF IN THE MIDDLE OF A MATCH, THE MATCH FINISHES, THEN ANY AND ALL SUBSEQUENT MATCHES WILL BE IN SUDDEN DEATH. NO MATTER WHAT THE TWO PLAYER'S HANDICAP. IN 8-BALL, THE FIRST RACK WILL BE WORTH 2 POINTS, AND IF MATCH STILL NEEDS TO BE DECIDED, THEN A SECOND RACK WILL BE PLAYED, WHICH IS WORTH ONE POINT. (IN 9-BALL SUDDEN DEATH, POINTS DOUBLE - 2 PER BALL, 4 POINTS FOR THE NINE. 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. This includes the rare occasion of splitting tables, which is also solely at the TD's discretion.**

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.

EXCESSIVE SKILL LEVEL MOVEMENT - IF HIGHER LEVEL TOURNAMENT PLAY IS TO BE TRULY MEANINGFUL AND REWARDING, THEN THOSE WHO PLAY BELOW THEIR TRUE ABILITY MUST BE PENALIZED. ANY EVIDENCE OF A PLAYER PLAYING AT A SKILL LEVEL BELOW THEIR TRUE ABILITY SHOULD BE REPORTED IMMEDIATELY TO A TOURNAMENT OFFICIAL AT THE CONTROL TABLE. YOU AND YOUR TEAM MUST CERTIFY THAT YOUR SKILL LEVEL, AS SHOWN ON THE SCORESHEET OF EACH MATCH YOU PLAY, IS YOUR HIGHEST SKILL LEVEL AS THAT TERM IS DEFINED IN THE CERTIFICATION STATEMENT. LIKEWISE, YOU AND YOUR TEAM MUST CERTIFY THAT THE SKILL LEVELS OF EACH OF YOUR TEAMMATES, AS SHOWN ON THE SCORESHEET OF EACH MATCH YOUR TEAM PLAYS, IS THE HIGHEST SKILL LEVEL OF EACH OF THOSE INDIVIDUALS.

27. 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 AN APA MEMBER 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 NEARLY EVERY RULING WILL BE SEEN AS FAVORING ONE SIDE OR THE OTHER. EACH TEAM AND PLAYER ARE REQUIRED TO ACCEPT OFFICIAL RULINGS WITHOUT CAUSING A SCENE.

B. UNSPORTSMANLIKE CONDUCT DIRECTED TOWARD AN OPPOSING PLAYER, TEAM OR A 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 IMMEDIATELY BANNED FROM THE TOURNAMENT SITE.

D. ANYONE CAUGHT HITTING A CUE AGAINST A TABLE, WALL, FLOOR, ETC., OR RECKLESSLY SWINGING A CUE MAY BE DISQUALIFIED IMMEDIATELY AND BE BANNED FROM THE TOURNAMENT SITE.

E. ABUSIVE BEHAVIOR DIRECTED TO THE TOURNAMENT DIRECTOR OR ANY OF THEIR 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.

such regardless of whether the player believes that they will get caught failing to disclose a foul. A professional player will call a foul on himself; likewise, good sportsmanship dictates that amateur

players acknowledge when they commit a foul. However, it is technically the responsibility of a player, and

their Team Captain, to protect the outcome of the player's match. Therefore, all players are advised to pay

attention to their games and to be aware of when their opponent commits a foul.

30. EQUIPMENT REGULATIONS – Laser devices, mechanical cues and training/practice aids may not be used in

Tournament play. Some specialty cues may be allowed on a limited basis. Special equipment, such as bridges

and cue extenders, are legal. Players are expected to use equipment consistent with its intended purpose.

Additional equipment guidelines applicable during APA Tournament play are set forth below:

PLEASE ASK IF THERE ARE ANY QUESTIONS.

GOOD LUCK!