



2025/2026 League Year

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 ACCORDING TO SCHEDULE. Some dates have been avoided due to tournaments and or Holidays. If you need to request/do a make-up match, see main Local By-Laws.

Make-up matches should be played prior to date of play, if at all possible at original location where the match is scheduled. **NO MAKE-UP MATCHES CAN BE TURNED IN WITH ONLY ONE MONTH LEFT IN THE SCHEDULE** (two matches left). These matches will not be added.

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)



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

l. If object balls are **accidentally** disturbed at any time, balls are to be replaced as close to the original positions as possible.

m. 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.

n. **Playoffs** – Playoffs and championship matches will be scored as they are during league night. Points vs. Match wins. (However, at the National Championship, matches will be scored by match wins)

o. Players must have played a **minimum of six (6) matches with their CCAPA team during the session**, in order to be eligible to play in playoffs/championships.

Rosters are locked with six (6) plays remaining in the session. (~3 months) Only players who appear on the roster the final six plays, *with the required number of matches played*, will be allowed to play.

p. TO MEET THE NATIONAL RULES FOR QUALIFIED MASTERS TEAMS;

- Players who are participating on a Masters Division roster must have at least **ten (10)** matches scored within the one-year period prior to the end of February of the league year. Matches can be any combination of regular 8-Ball format, 9-Ball format or Masters Division.

- Players must have played at least four (6) times in either the 8-Ball format, 9-Ball format or Masters Division, in the Spring Session in the League area from which the team qualified to be eligible to play in this Tournament.

- Players must be on an active Spring Session APA roster in the Championship League Year in either the standard 8-Ball or 9-Ball format or on a Masters Division roster, in the League from which they qualified.

q. \$500/player travel assistance to the National Championship is awarded for the winning team(s) of the local Masters Qualifying tournament. This is travel assistance only. If winning team chooses not to go to the National Championships, the runner up team goes, and all travel assistance moneys will be forfeited, and awarded the runner up team. Any individual player that chooses not to go to the championship, also forfeits travel assistance.



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r. 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.

Teams are allowed a maximum of 6 replays matches/Session in the first 3 months only. After these have been utilized, teams who are short players, must forfeit all subsequent matches.

s. 75% of teams go to playoffs.

The number of teams at the end of a division will produce the following number of teams for playoffs:

4=3, 5=4, 6=5, 7=5, 8=6, 9=7, 10=8, 11=8, 12=9, 13=10, 14=10, 15=11, 16=12.9 (This includes WC)

*Total number of teams in a division that this is based on, will be the session ending number of teams, in case any drop off. **This INCLUDES the Wild Card.** In other words, in an 8 team division, top 5 go, along with a Wild Card=6.

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

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

PLEASE NOTE: In Local Qualifier Tournament play, we normally try and finish in one day. But in Las Vegas, if you are not in your third match after 2 hours and 15 minutes, that match may go into SUDDEN DEATH. If dual tables are used, then at 1 hour and 10 minutes the match may go into Sudden Death. This will be at the Tournament Director's discretion.