

World Qualifier Handout

Certification Statements must be completed and turned in prior to the first round. If a player has not signed, they will be ineligible until they do so. *players must sign their own name, they may not be pre-printed.

Tournament Structure

The top 3 teams will advance to the World Pool Championships. The 3 runner-ups will advance to the Mid-South Invitational.

This tournament is modified single elimination which means teams will get two opportunities to play, not necessarily two opportunities to lose.

Cell Phones, Smartwatches, & Earphones

Cell phones, smartwatches, and earphones of any type are not permitted. Hearing aids and non-electric earplugs are allowed.

All players must have a present ID

If a player does not have their ID at the start of a match it is a forfeit.

Coaching

A time-out may be taken only once per game for all skill levels. If a teammate suggests a time-out to a player, the time-out will be charged even if the player disagrees with the decision to take a time-out. However, if a player requests a time-out and the coach refuses to take the time-out, no time-out will be charged.

Sudden Death

The rack must be struck before the "marking of the scoresheet" to avoid sudden death.

8-BALL SUDDEN DEATH - This format is implemented *3 hours and 45 minutes* from the official start time. The first rack is worth 2 match points. The second rack is worth 1 point.

9-BALL SUDDEN DEATH – This format is implemented *3 hours* from the official start time. Everything is doubled (not halved). Each object ball pocketed will count as two points and the 9-Ball will count as four points.

NOTE: During 8-Ball Sudden Death, the individual match winner will be the player who wins the two-point rack.

Requesting a Referee

The proper way to get a Referee is by stopping the shooter BEFORE they are down and notifying them that you MAY or MAY NOT be getting a Referee to watch the shot depending on which ball they aim for.

Teams are not allowed to use the Referee in an untimely manner, or in situations that are obviously non-essential. Teams that abuse the use of the Referees are subject to loss of time-outs. Using a Referee as a means to shark opponents will not be tolerated.

*There is a winner and a loser in every match, try to be respectful whichever one you are.
Win with class....lose with dignity.*

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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 will 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 and will be grounds for penalization, disqualification and/or a ban from the tournament site.
- F. Excessive slow play will not be tolerated. If your excessive slow play becomes a problem, and remains a problem after you are warned about it, you may be penalized.

The penalties for violating any of the Rules of Conduct detailed above are as follows:

Except for incidents of slow play, a warning may or may not be given, and the Tournament Director can issue any of the four penalties below, regardless of whether any penalty has been previously issued, depending upon the severity of the situation.

Penalty Level 1: Your opponent will be given the ball-in-hand. If your opponent is still shooting, or already has ball-in-hand, then that player will be allowed to shoot until missing, and then be given ball-in-hand again.

Penalty Level 2: Your opponent will be granted the game in 8-Ball. In 9-Ball, your opponent will be granted the game, along with points for all balls remaining on the table.

Penalty Level 3: Your opponents will be granted the match.

Penalty Level 4: You will be ejected and/or disqualified.

NOTE: If the violation or disturbance that caused the Tournament Director to issue a prior penalty does not cease, the Tournament Director or their designee has the right to go from one penalty level to the next penalty level immediately.

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