



RULES OF PLAY

Unsportsmanlike conduct from any individual will not be tolerated. Any one disturbing the tournament by loud and abusive language or being argumentive will result in ejection from this tournament.

Any disrespectful conduct toward a referee or any APL staff member will not be tolerated. This will result in loss of game or loss of match or ejection from the tournament.

NOTE: Important additions/changes to rules "11", "21" and Double Hit Foul

1. Teams will win by playing pool, not through the interpretations of the rules. League Operator, Division Reps, and referees will be on site thru out the tournament in cases of controversy, their decisions are final!
2. Team Captains are responsible for checking their team in at the tournament desk prior to the start of the match. All registration fees, if any, have to be paid at the Captains meeting.
3. All matches will be played using the race grid.
4. This is a single elimination tournament.
5. All matches have a 4 hour time limit. At the end of 4 hours the proceeding match will be sudden death, a race to one.
6. The first team to win (3) matches will advance to the next round of play.
7. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct calls will be made at the sole discretion of the Division Reps, Referees or League Operator. These calls are very serious and will result in penalties from ball-in-hand to loss of game or match or ejection from the tournament. Every player has earned their right to play here and we expect all players to conduct themselves as winners.
8. There will be a 45 second shot clock that will be randomly monitored by the officials. Slow play will be given a first warning, and then Penalties will result from ball-in-hand to loss of game.
9. If a team is not present when their match is called the opposing team must wait 15 minutes before taking the 1st match and 5 minutes thereafter for each additional match until a 3-0 team win has been established. Once a match starts either team has (2)-two minutes to put up their next shooter.
10. Only the player (anyone on the team can keep score away from the table) is allowed in the playing area. Any person suspected of "sideline" coaching will be ejected from the playing area. Outside interference may result in a team being disqualified from competition.
11. The player must mark the pocket, when shooting the 9-ball, with an object that is large enough to see but not annoying to their opponent. Any player on the team may remind a player to mark the pocket. If a player is marking the wrong pocket and their coach or any player says mark the pocket when the player is ready to shoot and the player has no time outs left this is a ball in hand foul to the opponent. The coach and player must pay attention to their match. If the player is blocking the view of the coach the coach must get off their chair and look to make sure their player has marked a pocket before he says to mark the pocket. If there is a second marker left on the table for any reason after the shooter marks their pocket and makes the 9-ball does not constitute a loss of game as long as the shooter shoots the 9-ball in the pocket that they marked.
12. All Players will be allowed (1)-one minute time-out per game.
13. If there are common players on both teams these common players cannot play the match.
14. Teams are responsible for reviewing their team roster for possible errors. The APL is not responsible for typographical errors. If an error is detected it must be reported to the Tournament Director before the start of that team's first match. If an error is detected after the start of the team's match any changes made will be for future matches and will be at the Tournament Director's discretion.
15. A player cannot call safe and pocket a ball, on a good hit, and be considered a legal safe. A player can intentionally pocket the 9-ball with the cue ball at any time, before the 9-ball is the last ball on the table,

and will not be loss of game. The 9-ball is spotted and the incoming player has cue ball in hand. If a player intentionally knocks the 9-ball in with their stick, their hand or another ball other than the cue ball will be loss of game.

16. On the break, the breaking player must hit the first ball of the rack, being the 1-ball.
17. Any member of the team can call out "mark the pocket". We ask that encouragement to be controlled.
18. No cell phones in the playing area.
19. A player and coach cannot talk to each other except when either team calls a legitimate time out. A player may speak to team between racks for encouragement for a very short period of time.
20. Handicaps can and will be moved. If a player goes up 2 s/l the team is disqualified. If 3 players from the same team go up 1 s/l the team is disqualified.
21. Teams can forfeit a match at any time. They must furnish the opposing team with the name of the player they are using for the forfeit. A player cannot shoot again once they are used to forfeit a match. The player they are using for the forfeit does not need to be present. The team must also show they are within the 25 point team handicap with at least 5 players on their roster. At the end of the 3rd or 4th match a team must show they can make the 25 point team handicap. If they cannot they loose the entire match. (Example: if a team uses 20 handicap points in the first 3 matches they must have a 3 and a 2 or two 2's left on their roster or they will loose the entire match. If a team uses 23 handicap points in the first 4 matches they must have a 2 left on their roster or they will loose the entire match.)
22. The Amateur Pool League rule book and bylaws will prevail.
23. Re: typo page 24 APL rule book; the paragraph should have read "all balls" knocked of the table, not just the opponent's balls.
- 24 "Bill Oakes" rule; you may only use the tip to strike the cue ball. Striking the cue ball with the butt end of your stick is a foul and ball-in-hand to the opponent.
25. "Scott O'Donnell" rule; Legal Jump Shot, In order to perform a legal jump shot the butt of the cue must be raised at least 45 degrees and strike the cue ball with a downward stroke to rebound off the bed of the table in order to jump the cue ball over another ball. If the cue ball is struck on the bottom and intentionally scooped to jump the ball is a ball-in-hand foul to the opponent.

Rules for Coaches

- 1) A referee can declare anything a coach says that can affect the strategy of a game a time- out.
- 2) A coach cannot turn down a time-out from a player. A player cannot turn down a time-out from a coach. Coaches cannot ask things like: "Are you okay"? Or "do you want a time-out"? These will be considered a time-out. Asking a player if they want a time out, when there are no time outs left, will result in a ball-in-hand to the opponent. If a coach is not sure if his player has any time outs left should ask the opposing coach quietly if in fact his player has any time outs left. A player may ask the coach if they have a time out left without it being a foul.
- 3) Coaches should not leave their chairs except for a time-out during a game. If they do a referee can declare that a time out.
- 4) Coaches can call out "mark your pocket", or "time out". The can also cheer their players on. We ask that encouragement to be controlled. Referees will determine if the encouragement is strategy or not. Time-outs or fouls could result.
- 5) The captain, coach and their player in a match can call fouls. Spectators and other team mates cannot call fouls. If a dispute arises, the referee will make the final call.
- 6) A captain, coach or player may ask a referee to watch a shot or make a call.
- 7) If a captain, player or coach has a question regarding rules they should ask the referee.
- 8) After each match, both teams must sign and turn in the score sheets for review.
- 10) There is no conferencing between players during a time out. Only the coach and shooter in the match may converse with each other. If a conference occurs between the coach and any member of the team, other than the shooter, it will be a warning the first time and second time will be a ball in hand foul to the opponent.
- 11) Coach cannot use the players cue, house cue or his own cue (any cue) to show the player how to line up or shoot a shot during a time out. If this occurs it is a ball in hand foul to the opponent.

Referees Function

Referees are there to resolve disputes. They will not interject themselves into a match unless they are called to observe a situation. If a referee or tournament director sees a foul they cannot call the foul unless it is a blatant foul that needs clarification and the player that fouled or their captain or coach denies the foul. Make sure you, the captain, coach, and your player pay attention to your game. Have total control of all matches. If

there is a situation that cannot be resolved the referee will get advice from the head referee. If the dispute still cannot be resolved the head referee will consult with the tournament director whose decision is final. Referee will randomly monitor player shots. Shots should not take more then 45 seconds. Referee will monitor the (1) minute time-out.

Game Forfeits

The following will be considered automatic forfeit of the game if:

- 1) The opponent offers to shake hands before the 9-ball is shot;
 - 2) The opponent picks up the rack before the 9-ball is shot;
 - 3) A player rakes the balls on the table at any time even if they think the game is over;
 - 4) If a player starts to break down their cue stick (not break stick or jump cue).
 - 5) If a player makes the 9-ball and stops the cue ball from rolling it is a loss of game.
 - 6) If a player grabs the rack after the player makes the 9-ball and the player that made the 9-ball stops the cues ball before it comes to a rest it is loss of game for the player that stopped the cue ball before it came to a rest.
 - 7) If a player intentionally moves or pockets the 9-ball without striking the cue ball first is a loss of game.
- If other scenarios arise that are questionable the referee will make a decision if the scenario should be considered loss of game.

Moving Ball Violations and Other Fouls

Player moves ball with butt of stick during warm up stroke:

Opponent has the option of leaving the ball where it stopped or have the ball placed where it was.

Player touches any ball with bridge at any time when shooting a shot:

This is a foul since players are responsible for any accidents occurring when using specialized equipment.

Player moves a ball with stick during shot and causes the ball to move out of the way keeping the cue ball from striking the ball when it should have:

This is a foul since the cue ball moved into an area where the moved ball originally was. The outcome of the shot has been affected and restoration at this point is impossible.

Player has ball in hand and while positioning the cue ball he drops it and moves an object ball: This is a foul since the rule is very strict on placement. When placing the cue ball into position, by either the coach or player, the player becomes live and anything moved or touched while at the table with ball in hand is considered a foul.

Stopping the cue ball after marking the pocket and pocketing the 9-ball:

This is a foul and loss of game since a player interfered with the cue ball before it came to a stop.

Double Hit Foul

As long as the shooter hits the cue ball with a stroke, and not a push, is no foul when the cue ball and the target object ball are touching (frozen) or the distance (width) of a piece of chalk. A push is when the shooter lays the cue tip onto the cue ball and does not bring his/her arm back before the stroke and pushes the cue ball rather then stroking it.

There is no foul if a shooter strokes the cue ball no matter where it is in relation to the object ball.