



WHAT IS IT?

It's an extremely fun format consisting of teams with 2 to 3 members competing in a yearly division. Advancing teams will declare 2 of the 3 team members for our Vegas Qualifier and the Poolplayer Championships in Las Vegas. The 3rd teammate would be considered a substitute. All advancing players will need to meet the session match requirements & lifetime match requirements.

Scheduled matches consist of 2 standard singles matches and a 2-person scotch doubles (*alternate shot, not turn*) match. Doubles leagues consist of 13 weeks of scheduled matches, with the Vegas Qualifier every February.

- The singles matches are played using standard format rules and points.
- Doubles matches use the standard format rules with the point totals being doubled.
- The lag does not count as a turn in the partner rotation.
- A team shooting out of rotation will result in a foul, and Ball-In-Hand given to the opponent.
- One time out, per team per rack, is allowed for the Scotch Doubles match.
- Regular Doubles teams consist of rosters of up to 3 players of any gender.
- The 2 players who play the singles games must play the doubles game for that match.
- Teams must begin division play at a combined SL10 or less. The players participating in the doubles matches must equal a combined SL10 or less, at the start of a division session.
- Teams may increase in the session to a combined SL 12 and remain eligible for Vegas. If the team improves to a combined SL13 or higher, at least 1 player will need to be replaced so that the team returns to a combined SL10 handicap or less.
- The minimum team matches are 12.
- Yearly Doubles Leagues begin in March and End in February with the Vegas Qualifier.

THE LAG/BREAK: Either player may lag. The player who lags and wins the lag will be allowed to break. The player who lags and loses the lag will be allowed to shoot first. The game (alternating shot rule) does not start until the balls are broken in a match.

ALTERNATE SHOT: Players will alternate shots, not innings, during each game. If Player A pockets the 9-Ball to win a game, it will be Player B who breaks. Ball-in-hand foul if at any time during the match the alternating shot rule is violated.

COACHING: One coach per team per game will be allowed in Doubles matches. Regular time outs will be allowed in individual matches (skill level 3's and under – 2-timeouts per game, skill level 4's and above – 1 time out per game).

FEES: The team fee is \$30 per match

BONUS POINTS: 10 points, **Are only received if a team has NO past dues*

BYE POINTS: 60 points, ** Are only received if a team has NO past dues*

FORFEIT POINTS: Each singles match is worth 15 points & doubles the match is worth 30 points in 9-Ball Doubles.

FULL TEAM FORFEIT: 60 points are awarded for a full team forfeit, plus bonus points.

SINGLES FORMAT: A total of 20 points are available in each match.

DOUBLES FORMAT: A total of 40 points are available in each match.

POINTS FOR BYE WEEK: Whenever a division has an odd number of teams, one team each week will not have a match, the team with the bye shall be given 60 points for the week of the bye.

MEMBER SERVICE APP: Turn on the notifications to your stats app and it will send you league schedule reminders...

EARLY & MAKE-UP MATCHES: Teams can play their scheduled matches early and/or reschedule current matches if both teams agree. All early matches MUST BE COMPLETED by the original scheduled date. For Make-Up matches, the rescheduling team should contact the opposing Team Captain by 9pm the night BEFORE the official start time. NO SHOW teams, or teams who did NOT contact someone in the required time frame may forfeit their entire matches, if so desired by the opposing teams. NO rescheduling of matches or make-up matches can be played for the last week of each session. Un-played matches will be forfeited, and full fees will be due.

All regular scheduled League matches will always take priority over any early or Make-up matches. Teams can NOT delay the start time of a regular scheduled match to complete an early or Make-up match. Upon completion of early/Make-Up team matches, full team/green fees are due by both teams.

TEAMS THAT DROP OUT: If a team drops at any time during the session, they will be responsible for paying the remaining fees for the session. If a team drops causing the division to fold, then that team will be responsible for all division fees for the remainder of the session.

FULL TEAM FORFEIT: Teams should not have a full team forfeit due to scheduling limitations; every effort needs to be made to reschedule a missed match as it affects both teams

PLAYER ELIGIBILITY: Players do not have to be on an active 9-Ball or 8-Ball team. Established 9-Ball players start with current 9-Ball rating and new players start at skill level 3.

ROSTER CHANGES: Roster changes will be allowed during the session until the the 3rd match has been completed. Exceptions do apply for circumstances such as injury or illness.

SKILL LEVEL MOVEMENT: Teams must enter this division with a combined skill level of 10 or less. Teams whose skill level increases to 12 will be allowed to participate in this division and use a modified race chart. If their skill level increases to 13, a replacement of one player will have to be made to reduce the team skill level back to 10. At the beginning of each session, all teams must adjust their roster to a skill level 10 or under.

MATCHES PLAYED REQUIREMENT: All original players must have at least (20) 9-Ball scores within the last 2 years no later than the last week of regular session doubles play to become eligible for the APA Atlanta Doubles Vegas Qualifier. If an original player on the team does not have the required matches played, they will forfeit their spot into the Doubles Vegas Qualifier to the team finishing behind them in the standings.

To be ELIGIBLE for your Vegas Qualifier Playoffs, all PLAYERS must have:

- Remained active on their 9-ball doubles team throughout their doubles league year.
- Played at least **Five** doubles matches during the yearly session they are qualifying for.
- Played at least twenty (20) 9-Ball matches within the last two (2) years prior to the Vegas Qualifier.

Division Winners: Win either Plaques, Trophies or T-shirts. Additionally, depending on the number of teams qualifying for the session, Byes will be given to the highest to lowest Division winners first.

Vegas Qualifier: We qualify teams from each division using the APA National playoff structure to play at the end of the session Qualifying Tournament, Payouts will be for the 3 teams that advance to the PoolPlayer Championships, and NO team outside of the doubles league will be allowed into the 9-Ball Doubles Qualifier.

9-Ball Doubles Tiebreaker: The team that won the doubles match will be declared the winner.

Dues: Teams will forfeit the Vegas Qualifier slot if any past dues are owed.



Vegas Qualifier & Vegas Rules:

- Alternate Shot
- One coach per team per game will be allowed.
- You must be at least 18 years of age to participate.
- Ladies may participate at their assigned skill level, even if that assigned skill level is lower than a skill level 3. All other players must participate at a skill level 3 or higher.
- Any combination of players with a combined skill level limit of 10.
- Teams will be allowed to advance to the event in Las Vegas if their skill level increases to 11 or 12 by using a modified race chart. If their skill level increases to 13, a replacement of one or both players will have to be made to reduce the team skill level back to 10.
- Players must have twenty (20) 9-Ball scores within the last two (2) years prior to the Vegas Qualifier.
- Players must be on an active (Spring) APA roster in any 9-Ball format in the League area the team represents.
- Players must be from the same League area.
- Players may only participate on one team.
- Preregistration is required.
- The Points Must Win chart will be used.
- Roster changes will not be accepted at the tournament site in Las Vegas.



SINGLES MATCH CHARTS:

Player's Skill Level	Points Required to Win
1	14
2	19
3	25
4	31
5	38
6	46
7	55
8	65
9	75

Loser's S/L	SCORE OF MATCH								
	20-0	19-1	18-2	17-3	16-4	15-5	14-6	13-7	12-8
1	less than 3	3	4	5&6	7	8	9&10	11	12&13
2	less than 4	4&5	6&7	8	9&10	11&12	13&14	15&16	17&18
3	less than 5	5&6	7-9	10&11	12-14	15&16	17-19	20&21	22-24
4	less than 6	6-8	9-11	12-14	15-18	19-21	22-24	25-27	28-30
5	less than 7	7-10	11-14	15-18	19-22	23-26	27-29	30-33	34-37
6	less than 9	9-12	13-17	18-22	23-27	28-31	32-36	37-40	41-45
7	less than 11	11-15	16-21	22-26	27-32	33-37	38-43	44-49	50-54
8	less than 14	14-19	20-26	27-32	33-39	40-45	46-52	53-58	59-64
9	less than 18	18-24	25-31	32-38	39-46	47-53	54-60	61-67	68-74

DOUBLES MATCH CHARTS:

Doubles Points Must Win Chart									
S/L	4 or Less	5	6	7	8	9	10	11	12
POINTS MUST WIN	19	22	25	28	31	35	38	42	46

Score Of Doubles Match	Loser's S/L	40-0	38-2	36-4	34-6	32-8	30-10	28-12	26-14	24-16
	4 & Under	Less than 4	4-5	6-7	7-8	9-10	11-12	13-14	15-16	17-18
	SL 5	Less than 5	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-21
	SL 6	Less than 5	5-6	7-8	9-10	11-12	13-15	16-18	19-21	22-24
	SL 7	Less than 6	6-7	8-9	10-12	13-15	16-18	19-21	22-24	25-27
	SL 8	Less than 6	6-7	8-10	11-13	14-16	17-20	21-23	24-27	28-30
	SL 9	Less than 7	7-8	9-11	12-15	16-19	20-23	24-27	28-31	32-34
	SL 10	Less than 7	7-8	9-12	13-16	17-20	21-14	25-28	29-33	34-37
	SL 11	Less than 8	8-9	10-12	13-16	17-21	22-26	27-31	32-36	37-41
	SL 12	Less than 8	8-9	10-13	14-18	19-23	24-28	29-33	34-39	40-45

*APA Atlanta reserves the right to make changes as deemed necessary.