



Masters

Our Masters Divisions will qualify teams for the Las Vegas APA Masters Championship which is part of our APA Showdown Series held every April or May. These divisions follow the APA Masters Game Rules found in our Official Team Manual (OTM). However, our local Bylaws override or revise some rules in the OTM. This special USAM format also has specific rules and guidelines helping all skill levels enjoy this amazing format.

Masters can be any combination of APA members, having up to 4 players on their roster, all skill levels are welcome to participate.

❖ MINOR MASTERS FEES & SCHEDULE

- Masters fees are \$13.00 per player for a scheduled match, no matter how many forfeits.
- Masters GREEN FEES are additional per host location, \$39 per match is due to APA.
- To maximize travel assistance monies, 2 patches per session per patch will be given out in Masters.
- Our Masters league year will begin with the Spring Session and end in the Fall Session. These divisions will be held roughly in two 5-to-6-month sessions.
- The maximum # of teams in a Masters Division will be 16.
- Masters divisions meet roughly every few weeks, playing at least two full matches. The second team match will be played immediately after the first team match or can be played simultaneously if ALL involved teams agree, and tables being available.
- Our Masters format may require teams to qualify in higher level tournaments in a different location than standard weekly matches.
- Currently each Sunday, the host location will be open by 11:00 am. The official match start time is 11am to 2pm or determined by each host location. We are always looking for a weeknight league!
- **Locations:** Minor Masters @ Cue's & Independent, Masters @ Mr. Cues



◆ MASTERS TEAM BUILDING

- Our Masters Divisions are divided into two groups, Masters & Minor Masters for players looking to improve their game in this competitive format!
- Master teams may have any skill level on a roster.
- A maximum of FOUR players will be permitted on a team roster but only THREE players will compete in each scheduled league match.
- Players may only participate on one Masters team.

◆ MASTERS LEAGUE PLAY

- Masters League play will follow the rules and format of the U.S. Amateur Championship unless stated differently in these Masters Rules & Guidelines.
- Players will lag for the break and each individual match will be a race-to-7 and will always START with a choice in format or the break. Matches can consist of up to five games of 8-Ball and up to eight games of 9-Ball. Players will earn one point for each game won.
- Teams must have at least ONE player present to post within 15 minutes of the official start time or the entire match may be forfeited. Play will begin if both teams have at least ONE player present and play must be continuous, or forfeits will be awarded to the team who can field players.
- The total maximum points available in a Masters team match is 21 points (three individual matches worth up to 7 points each).
- For each TEAM MATCH, Masters teams will receive 2 bonus points for turning in their scoresheets correctly and for their dues (\$39 per team match) being submitted correctly and paid-in-full. If one of these items is not done, NO bonus points will be given for that team match.
- All changes to a team roster must be approved by your local APA Atlanta office.
- Teams will NOT be allowed to add anyone to their roster after the 4th scheduled week in the session UNLESS the team can NO LONGER field the 3 players needed for their team match.
- Players are not allowed to switch teams in this division after the 4th scheduled matches week in the session without approval from League Management.
- New teams can NOT join a division after the 4th scheduled match in each session, call the Atlanta office for more details as exceptions are occasionally made for the health of a division.
- If the revised schedule doesn't allow a new team to play the two team matches they missed, the team joining late will receive LAST PLACE points.

- If a team has only two players present for a League match, the opposing team must allow that team to play someone twice. The opposing team gets to choose who plays twice. One player can NOT play all three matches in a specific team match without forfeiting.
- Teams receiving a BYE in their schedule will be awarded 15 points, which includes Bonus Points.
- NO COACHING will be allowed in any matches.
- NO ear buds, headsets, or Bluetooth devices may be worn while shooting.
- NO smoke breaks may be taken while shooting in a match until it is over.
- In 8-Ball matches, players are allowed to CALL their pocket for the 8-Ball.
- In 9-Ball matches, players have won the game when legally pocketing the 9-ball without scratching.
- In 9-Ball matches, PUSH-OUTS are also allowed. On the shot immediately following a legal break, the shooter may play a push-out. Please see the definition of a push-out in your APA Official Team Manual.
- The use of Jump Cues is allowed in our Masters Divisions UNLESS a location strictly prohibits their use.
- To protect the travel assistance budget, any team who drops out and/or is removed from the schedule after the 1st scheduled week (weeks 1 & 2) in that session, will owe their team fees for the rest of that session.
- Any unpaid amounts owed by any of our Masters Teams, due from dropping from the schedule, being removed from the schedule, or just unpaid Past Due amounts from a previous session, may cause suspension of those players from regular APA League play, events, and tournaments until the past due is PAID-IN-FULL.

❖ MASTERS PLAY-AHEAD & MAKE-UP MATCHES:

- Teams can play their scheduled matches early and/or reschedule current matches if both teams agree to do so, please make sure the Atlanta office is aware of any rescheduling.
- Since this division is only every few weeks roughly and the complete schedule is posted at the beginning of each session, all teams and players should schedule appropriately to attend. To keep rescheduling from being misused along with providing more stability for our hosting locations and better experience for all.

❖ MASTERS RESCHEDULING CRITERIA:

1. Each team is ONLY allowed up to TWO early team matches per session. Please note that these are NOT two months of matches. It's TWO team matches or basically 1 scheduled week of play (*IE week 3 & 4*).
2. All early matches MUST BE COMPLETED by the original scheduled date.
3. For Make-Up matches, the rescheduling team should contact the opposing Team Captain by 9pm the night BEFORE the official start time.
4. NO SHOW teams, or teams who did NOT contact someone in the required time frame may forfeit their entire match(s), if so desired by the opposing team(s).
5. A forfeit taken from an opposing team(s) may be overruled if a personal emergency or work schedule change happens, after the required contact deadline, that prevents the team from showing. League Management reserves the right to determine what is a legitimate emergency that affects the entire team from NOT showing. Also, proof of any such emergency or work-related issue may be needed to overrule the opposing team from taking the forfeit.
6. Teams can have NO MORE than TWO team Make-Up matches open at one time. All rescheduled Make-Up matches MUST be completed by the end of your NEXT scheduled league Date. At that time, any unfinished matches will result in forfeits for both teams.

7. NO rescheduling of matches or Make-up matches can be played after the scheduled weekend of the 2nd to last week of each session. Un-played matches will be forfeited, and full fees will be due.
8. 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.
9. Upon completion of early/make-up team matches, full team/green fees are due by both teams.

❖ **MASTERS FORFEIT POINTS & FEES:**

- Individual match forfeits will be worth 5 points in regular league and 7 points in Playoffs.
- Teams receiving a FULL team match forfeit will receive a total of 15 points, which includes Bonus Points, and the team giving the full team forfeit will receive 2 points.
- Teams who don't show up for their scheduled match thus causing a FULL team match forfeit will receive NO points and will be held responsible for paying their teams forfeited matches and green fees.
- Two Full Team forfeited matches per session will cause a qualified team to lose their qualification and not be eligible for the current Masters Vegas Qualifier.
- During the last week of scheduled matches (last 2 team matches) of a session's regular weekly play, a team cannot forfeit more than two individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.
- Teams who agree to a request to reschedule a Make-Up match from another team, but then can't complete the match, each team will be responsible for paying their own full team and green fees for the uncompleted match.

❖ **MASTERS RECORDING FORFEITS:**

- To record PARTIAL forfeits on both scoresheets, the team receiving the forfeit(s) should write their team #, the player's name(s) who is present to play, and the forfeit points (5 points) in "Score". In the opponent's section, write the forfeiting team's #, "FORFEIT" in the "Player Name(s)" section, and 0 in "Score".
- To record FULL forfeits on both scoresheets, in the signature area, the team receiving the forfeit should write their forfeit points (15) in the total points box and sign the scoresheet. Bonus Points will be given when the full forfeit is inputted. In their opponent's section, the team receiving the forfeit should write 0 as their opponent's points and write "FORFEIT" in the signature area.
- The team who finishes the session with the highest points will be that session's Masters Division Champion and each member will be awarded a plaque, trophy, or t-shirt.



To be ELIGIBLE for our Masters Cup, all teams must:

1. Meet the forfeit match guidelines and have no past dues.
2. Remain active in our Masters Division for the following Session.
3. Players meet the required matches on their team for the session.
4. Keep enough original players to meet our eligibility requirements.

To be ELIGIBLE for your Masters Vegas Qualifier, all players must:

1. All qualified players remain active on their Masters and/or Open teams throughout the league year.
2. Play at least FIVE Masters matches during the session they qualified for and any subsequent sessions.
3. Qualified teams must have 2 original members to keep qualification.
4. Teams cannot have any past dues and meet our forfeit guidelines to stay qualified.
5. Players must have TEN APA matches (8-Ball, 9-Ball and/or Masters) in the past year by their Masters VQ.
6. Qualified teams must have competed in at least 2 sessions; exceptions on a per case basis.

◆ MASTERS VEGAS PLAYOFFS

- Atlanta APA is guaranteed **one** Masters Vegas slot when team counts meet national requirements.
- If an additional Vegas slot is available, travel assistance offered for additional awarded trips may vary from what Vegas slot winner received.
- Having more teams in our Masters Divisions will also allow our area to be on the list to obtain additional unused Vegas Slots from other APA League areas if they become available.
- Our Masters Vegas Qualifier will be held each February for the previous league year.
- Masters Cups & Vegas Qualifier will be played in a Modified Single-Elimination format and usually on Saturday at rotating locations between Mr. Cues & Cues.
- Wild Card drawings for Masters Cups will be for 1 team from each division for both Session.
- TWO original players from a qualified session must remain to be considered the original qualified team.
- Teams who qualify in Session A, but want to fill an empty spot on their roster, or replace a dropped player, may do so by the 2nd scheduled match week of Session B. The player who is added must meet all the eligibility requirements (*See National Requirements above*).
- At the end of Session B, qualified teams cannot replace any players for their Masters Cups.
- If slots are available, teams who are Division Champions for both sessions may receive special bracket seating in their Playoffs.
- Travel assistance monies will be based on the # of teams participating during the past league year.
- Travel fund payouts are paid per member, Not Per Team.
- **Team Captains Tournament:** Masters only team captains cannot qualify for this tournament.

MASTERS RECAP

- **Division Winners:** Win either Plaques, Trophies or T-shirts. Additionally, depending on the number of teams qualifying for the sessions Masters Cup, Byes may be given to the highest standing team first.
- **Sessions:** 2 (12 weeks Spring & 14 weeks Fall) **sessions estimate*
- **Qualifying for Masters Cups:** Each session will qualify roughly 60 percent of the field; this will vary by session and one team will also be drawn from a Wild Card.
- **Masters Cup:** 4 to 16 teams will qualify to play at the end of the session tournament, payouts will be for teams that finish 1st through 3rd in the Masters Cash Cup. Each Masters Cup will qualify multiple teams for Masters Vegas Qualifier.
- **Masters Vegas Qualifier:** We will be sending our best Masters team every year to fabulous Las Vegas in Spring to compete for the National Championship experience and participate in the MiniMania Tournaments. The winning team will receive travel assistance per player, not per team.
- **Masters Vegas Qualifier Bracket:** Will be separate brackets with each format qualifying 1 team for the National Championships in Las Vegas. Each Vegas Qualifier bracket will be a Modified-Single Elimination of 16:1, 12:1 or 8:1 bracket.
- **Masters Vegas Qualifier Winners:** 1 per format if team counts meet national slot requirements; if a slot is not granted, qualifying event will turn into a Vegas Experience.

Standard Masters & Minor Masters Scoresheet:

T#	Player Name	Player #	9-Ball Games								9-B	9-BR	8-Ball Games					8-B	8-BR	Score
			1	2	3	4	5	6	7	8			1	2	3	4	5			
			1	2	3	4	5	6	7	8			1	2	3	4	5			
			1	2	3	4	5	6	7	8			1	2	3	4	5			
			1	2	3	4	5	6	7	8			1	2	3	4	5			
			1	2	3	4	5	6	7	8			1	2	3	4	5			
			1	2	3	4	5	6	7	8			1	2	3	4	5			

To be eligible for Vegas: (Per Nationals)

- Players who are participating in a Masters Division roster must have at least ten (10) matches within the one-year period prior to the Masters Vegas Qualifier. Matches can be any combination of 8-Ball format, 9-Ball format or Masters Division.
- Players must have played at least five (5) times in either the 8-Ball format, 9-Ball format or Masters Division, in the Fall Session in the League area from which the team is qualified to be eligible to play in this Tournament.
- Players must be on an active Spring Session APA roster in either the standard 8-Ball or 9-Ball format or on a Masters Division roster, in the League from which they qualified.

** Atlanta APA reserves the right to make changes to any of these Masters rules as deemed necessary*