



WHAT IS IT? Teams of 2-3 members compete in a yearly division. Only 2 players on a team will be allowed to advance to the Showdown Series tournament in Vegas. The 3rd teammate would be considered a substitute. Match play consists of 2 standard singles matches and a 2-person scotch doubles (*alternate shot, not turn*) match.

- The singles matches are played using standard format rules and points.
- The doubles match is double the points and standard format rules.
- 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 national minimum matches are 12, plus Playoffs.
- Yearly Doubles Leagues start in April/ May and End in February with City Cup.

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 8-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: 2 points, **Are only received if a team has NO past dues**

BYE POINTS: 8 points, ** Are only received if a team has NO past dues & completed scoresheets**

FORFEIT POINTS: 2 points per match (3 points in playoffs & tournaments) & 4 points per doubles match in 8-Ball (6 points in playoffs & tournaments)

FULL TEAM FORFEIT: 8 points are awarded for a full team forfeit, plus bonus points.

SINGLES FORMAT: A total of 3 points are available in each match.

DOUBLES FORMAT: A total of 6 points are available in each match.

BONUS 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 NO bonus points for the week of the bye.

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 MIDNIGHT 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 match(s), if so desired by the opposing team(s). NO rescheduling of matches or Make-up matches can be played for the last two weeks 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.

PLAYER ELIGIBILITY: Players do not have to be on an active 9-Ball or 8-Ball team. Established 8-Ball players start with current 8-Ball skill level and new players start at skill level 3 (25pts.)

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 8-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 Championship. If an original player on the team does not have the required matches played, they will still be able to participate in wildcard playoffs to win the session title, but they will forfeit their spot into the Doubles Championships to the team finishing behind them in Wildcards.

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

- Remained active on their Showdown team throughout their Showdown pool year.
- Played at least **SIX** Showdown matches during the yearly session they are qualifying for.
- Played at least twenty (20) 8-Ball scores within the last two (2) years.

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.

City Cup: 3 to 7 teams from each division will qualify to play in our end of session City Cup Tournament, Payouts will be for the 3 teams that win City Cup.

8-BALL DOUBLES CHAMPIONSHIPS: The wildcard playoffs qualifying teams will get slots into the Doubles City Cup tournament to play for a chance to participate in the APA 9-Ball Doubles Championships held in Las Vegas. No teams outside of the doubles league will be allowed into the 9-Ball Doubles City Cup Championship.

8-Ball Doubles Tiebreaker: If a Wildcard Playoff match ends in a tie, the team that won the doubles match will be declared the winner!

Dues: Teams will forfeit the City Cup slot if any past dues are owed.



8-Ball Doubles Wildcard Playoff Chart:

- **6 to 9 Teams:** Bye 1st place team, 2nd vs. Wildcard, 3rd vs. 4th; winners advance to the session's City Cup.
- **10 to 12 Teams:** Bye 1st place team, 2nd vs. Wildcard, 3rd vs. 10th, 4th vs. 9th, 5th vs. 8th and 6th vs. 7th; winners advance to the session's City Cup.
- **13 to 16 Teams:** Bye 1st place team, 2nd vs. Wildcard, 3rd vs. Wildcard, 4th vs. 11th, 5th vs. 10th, 6th vs. 9th and 7th vs. 8th; winners advance to the session's City Cup.

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

City Cup (Vegas Rules Below)

- Alternate Shot, Doubles match only.
- 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.
- Divisions where teams are allowed to have three players on the roster, any combination of players skill levels must equal 10 or less at the start of the division. Teams will reset at the start of the new League year. The team 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.
- Teams not participating in division play or qualifying tournaments will not be allowed to start the tournament in Las Vegas at a skill level above 10.
- Players must have twenty (20) 8-Ball scores within the last two (2) years by the entry deadline of March 3, 2025.
- Players must be on an active (Spring) APA roster in any 8-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 CHARTS:

Match Points Earned	Winner	Opponent
Shutout	3	0
Losing player made it to the Hill	2	1
Losing player won at least 1 game but was not on Hill	2	0

MATCH POINTS EARNED FOR DOUBLES MATCH ARE WORTH DOUBLE

SINGLES RACE CHART	SL	YOUR OPPONENT					
		2	3	4	5	6	7
	Y O U	2	2/2	2/3	2/4	2/5	2/6
3	3/2	2/2	2/3	2/4	2/5	2/6	2/6
4	4/2	3/2	3/3	3/4	3/5	3/5	2/5
5	5/2	4/2	4/3	4/4	4/5	3/5	3/5
6	6/2	5/2	5/3	5/4	5/5	4/5	4/5
7	7/2	6/2	5/2	5/3	5/4	5/5	5/5

DOUBLES CHARTS:

DOUBLES RACE CHART	SL	6	7	8	9	10	11	12
	Y O U	6 or Less	2/2	2/3	2/3	2/4	2/4	2/5
7	3/2	3/3	3/3	3/4	3/4	2/4	2/5	2/5
8	3/2	3/3	3/3	3/4	3/4	3/5	3/5	3/5
9	4/2	4/3	4/3	4/4	4/4	3/4	3/5	3/5
10	4/2	4/3	4/3	4/4	4/4	3/4	3/5	3/5
11	5/2	4/2	5/3	4/3	4/3	4/4	4/5	4/5
12	5/2	5/2	5/3	5/3	5/3	5/4	5/5	5/5

