

2018 City Championship Cup

SPECIFIC INFORMATION COMING IN A SEPARATE EMAIL

To: _____, Captain of Team # _____

From: APA Atlanta

Date: 05/29/2018

YOUR FIRST MATCH IS SCHEDULED FOR:

SPECIFIC INFORMATION COMING IN A SEPARATE EMAIL

_____ JUNE _____ at _____ a.m. / p.m.

Congratulations on qualifying for the 2018 City Championship Cup! The tournament will be held Friday June 1st through Sunday June 3rd. This year, there will be 47 Open 8-Ball teams competing for **5** advancing slots to Las Vegas and 20 9-Ball teams competing for **3** advancing slots.

Travel assistance money has been increased again this year. Each winning 8 ball team will receive up to \$4,810.00 (\$575.00 per person, assuming your team has eight players – including \$250 paid in entry fees) in travel assistance money. Each winning 9 ball team will receive up to \$4010.00 (\$475.00 per person, assuming your team has eight players – including \$250 paid in entry fees) in travel assistance money. This money is to help offset the team's travel costs. Your team's travel money will be issued promptly upon receipt in the league office of the team's travel itineraries and completed travel assistance agreement (**please note – travel arrangement deadline is Friday June 29th or earlier!**). You must make your own travel arrangements (we suggest you call as early as possible to book your trip to Las Vegas.) When you land in Las Vegas and register your team, your team will receive an additional \$350.00. This helps to ensure that all teams that win their way to Las Vegas will attend the tournament.

We **strongly** encourage you to become familiar with Section 9 (begins on page 85) of your new rule book entitled, "Higher Level Tournament Eligibility Information and Rules". *If you do not have a rule book contact the League Office immediately.*

You will receive a copy of your 2018 City Cup roster enclosed with this letter, if there are any discrepancies you must notify the league office prior to the City Cup.

NO ADJUSTMENTS TO ROSTERS OR HANDICAPS WILL BE MADE AT THE CITY CUP - NO EXCEPTIONS!

Below is a recap of the most frequently asked questions regarding the City Cup

Question 1 - *What roster do I use at the City Cup?*

Answer - Your Spring 2018 session ending roster is your official roster.

Question 2 - *How many original members must I play?*

Answer - Each team must have four original players from the roster that qualified for the City Cup. In this year's city tournament AND at the World Pool Championships in Las Vegas, you can play any of your players at any time.

Question 3 - *What handicap will I be at the City Cup?*

Answer - Every player must enter the Higher Level tournament with the handicap he had at the time his team became qualified for the City Cup, or the Spring Session ending handicap, whichever is higher. **Example:** Bob's team qualified during the Summer Session and his handicap was a 3. At the end of the Spring Session Bob's handicap was a 4. Bob must play at the City Cup as a 4. Susan was a 4 when her team qualified in the Summer session. At the end of the Spring session her handicap had dropped to a 3. Susan must play at the City Cup as a 4.

Question 4 - *Are male 2s allowed at the City Cup?*

Answer - No. No male 2s are allowed in 8-Ball and no male 1s are allowed in 9-Ball.

Question 5 - *How many scores must a player's skill level be based on?*

Answer - In order to go to Higher Level Tournaments, a player must have a skill level based on at least 10 regular league scores within the last two years. **NO EXCEPTIONS!** If a player is not listed on your roster, it is because that player does not have 10 actual scores in their player record, they did not have six matches played with your team in the spring, or the player is not on an active APA Atlanta roster in the format the team is participating in. If you feel that a player has played 10 times (forfeits do not count) call our office before the City Cup. If you wait until the tournament, it will be too late!

Question 6 - *How many times do I have to play with my team?*

Answer - "In order to be considered a full-fledged member of a team and **eligible to go to the National Championship with that team, a player must have played at least six times with the team since last joining the team.**" So, if you had a player on your team in the summer and that player dropped off during the fall, if that player comes back on your team in the spring, he must play at least six times in the Spring Session in order to be eligible to play in the City Cup or National Championship. The League Operator, in certain limited circumstances, may make exceptions to this section.

Question 7 - *Do we keep score at the City Cup? Can we take time outs?*

Answer - You will keep score just as you do on your weekly score sheets. We will use the same point system used during regular season play, with the same small adjustments that we have always made at higher level tournament play. There is

One time out per game per player at the City Cup. Each player will play the same format you play during weekly play.

Question 8 - How many original members must I keep on my Qualified Team?

Answer - Each qualified team must retain at least 4 Original members from their team roster when it gained eligibility. If a team fails to keep 4 original members then they will forfeit their eligibility to the City Cup.

Question 9 - How much does it cost to play at the City Cup?

Answer - Each team will pay a one-time green fee of \$40 for the entire tournament.

Question 10 - What if a player is on more than one qualified team at the City Cup?

Answer - If the two teams meet at the City Cup then the common player would sit out the match and advance with the winning team. Note: if a common player declares, PRIOR TO THE TOURNAMENT, which team he or she wants to play on, the league office will make the roster change. Remember, this request must be done in writing before ANY tournament match is played.

PLEASE READ THIS...

- **ATTENTION CAPTAINS – YOU MUST BRING THIS COMPLETED FORM WITH YOU TO THE TOURNAMENT! IF YOU PLAY A PLAYER THAT HAS NOT SIGNED THE TEAM CERTIFICATION, YOU WILL FORFEIT THAT MATCH!**
- **A TOURNAMENT RULES SHEET**. THESE ARE THE ADDITIONAL TOURNAMENT RULES WE GENERALLY COVER AT THE CAPTAIN'S MEETING. PLEASE SHOW THIS SHEET TO YOUR TEAMMATES. ALL OTHER RULES STILL APPLY.

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NOTES....

WE WILL HAVE OBSERVERS AGAIN AT THIS YEAR'S CITY CUP. THEY ARE THERE TO ASSIST OUR OFFICE IN WATCHING BOTH BEHAVIOR AND SKILL LEVELS OF A SMALL NUMBER OF PLAYERS. OUR OBSERVERS WILL NOT BE IDENTIFIED TO TEAM CAPTAINS OR PLAYERS, NOR WILL CAPTAINS OR PLAYERS BE INFORMED THAT THEY ARE BEING OBSERVED. PLAY YOUR BEST AND THE TOURNAMENT WILL BE FUN FOR EVERYONE!

GOOD LUCK AND GOOD SHOOTING

TOURNAMENT RULES SHEET

- 1) TO AVOID SLOW PLAY, WE WILL HAVE SHOT CLOCKS AVAILABLE AT THE CITY CUP. WHILE WE WILL BE PLAYING SUDDEN DEATH FORMAT (ANY MATCH WHICH BEGINS AFTER THE OFFICIAL START TIME PLUS THREE HOURS AND FORTY FIVE MINUTES IN 8 BALL WILL BE A RACE TO ONE. IN 9 BALL, ANY MATCH WHICH BEGINS AFTER THREE HOURS WILL HAVE POINTS DOUBLED). IF ANY ONE MATCH TAKES TOO LONG, THE TOURNAMENT DIRECTOR MAY AT HIS DISCRETION PUT A SHOT CLOCK ON BOTH PLAYERS IN THE MATCH AND/OR SPLIT TABLES. THE TIME LIMITS FOR THE SHOT CLOCK ARE:

NORMAL SHOTS: 20 SECONDS

DIFFICULT SHOTS: 45 SECONDS

A TIME VIOLATION WILL MEAN BALL IN HAND, HOWEVER, REPEATED TIME VIOLATIONS COULD RESULT IN OTHER PENALTIES, INCLUDING LOSS OF GAME AND/OR LOSS OF MATCH.

- 2) **SUDDEN DEATH WILL BE THE SAME HERE AS WILL BE PLAYED IN LAS VEGAS - IN 8 BALL, IT WILL BEGIN AT OFFICIAL TIME PLUS 3 HOURS & 45 MINUTES. IN 9 BALL, IT WILL BEGIN AT OFFICIAL TIME PLUS 3 HOURS. IF YOUR TEAM IS IN YOUR FIFTH MATCH, FINISH YOUR MATCH AS NORMALLY DONE. IF ANY MATCH IS NECESSARY TO START AFTER 3 3/4 HOURS IN 8 BALL OR 3 HOURS IN 9 BALL, IT WILL BE A RACE TO 1 IN 8 BALL. THIS ONE GAME IS WORTH TWO POINTS. IF THE POINT SPLIT AFTER THAT MATCH DOES NOT GIVE ONE TEAM OR THE OTHER AN INSURMOUNTABLE LEAD, THEN ANOTHER ONE GAME BETWEEN THE SAME PLAYERS WILL BE PLAYED. THIS GAME IS WORTH ONE POINT. CALCULATE IF THERE IS AN INSURMOUNTABLE LEAD AFTER EACH GAME. THERE MIGHT BE AN INSTANCE WHERE A SECOND SUDDEN MATCH IS NECESSARY (FOR EXAMPLE IF YOU ARE ONLY IN YOUR THIRD OR FOURTH MATCH WHEN SUDDEN DEATH ARRIVES) – IF SO, THE SAME PROCEDURE WILL BE FOLLOWED UNTIL THERE IS AN INSURMOUNTABLE LEAD.**

IN 9 BALL SUDDEN DEATH, ALL POINTS WILL BE DOUBLED.

- 3) ONE TIMEOUT PER GAME REGARDLESS OF HANDICAP. EACH TIMEOUT IS LIMITED TO ONE MINUTE. ONLY THE COACH AND SHOOTER CAN APPROACH THE TABLE. IF YOUR PLAYER CALLS TIMEOUT, THE COACH CAN REFUSE TO TAKE IT; IF YOUR COACH CALLS TIMEOUT, **YOU MUST TAKE IT!** IF YOU OR YOUR TEAMMATES ASK THE PLAYER 'DO YOU WANT A TIMEOUT' OR SOMETHING SIMILAR, **YOU JUST TOOK A TIMEOUT!** BE SURE YOU WANT A TIMEOUT IF YOU ASK!!

- 4) NO JUMP CUES ARE ALLOWED – YOU MUST EXECUTE ANY JUMP SHOT WITH YOUR REGULAR GAME CUE – THIS **CANNOT** INCLUDE YOUR BREAK STICK (additionally, you cannot break down a jump break cue to shoot the jump shot).
- 5) PLEASE TURN OFF ALL CELL PHONES AND PAGERS WHILE PLAYING, SCORKEEPING, OR COACHING.
- 6) NO HEADSETS OF ANY TYPE MAY BE WORN WHILE PLAYING (MUSIC, IPOD, PHONE, ETC). HEARING AIDS ARE ALLOWED.
- 7) ONLY THE PLAYER AND **ONE** OTHER PERSON CAN BE IN THE PLAYING AREA! PLEASE BE CONSIDERATE OF OTHERS...
- 8) EACH PLAYER **MUST HAVE A PHOTO I.D. TO PLAY IN THIS EVENT**. EACH PLAYER SHOULD PRODUCE AN I.D. PRIOR TO A MATCH. ONCE A MATCH HAS STARTED, WE WILL NOT STOP IT TO VERIFY ID. WE WILL VERIFY ID ON A CASE-BY-CASE BASIS AND WAIT UNTIL THE MATCH IS COMPLETE TO VERIFY ID – IF YOUR PLAYER DOES NOT HAVE AN ID WHEN ASKED, WE RESERVE THE RIGHT TO DISQUALIFY THAT PLAYER!
- 9) How To Win

IN 9 BALL, FORFEITS COUNT AS 20 POINTS.
IN 8 BALL, FORFEITS COUNT AS 3 POINTS.

TO WIN IN 9 BALL, FIRST TEAM TO 51 POINTS OR 50-50 AND WON 3 OF 5 MATCHES

TO WIN IN 8 BALL, FIRST TEAM TO ACHIEVE AN INSURMOUNTABLE LEAD IN POINTS.

BOTH FORMATS: IF THE MATCH IS TIED AT THE END, THE TIEBREAKER IS WHICH TEAM WON 3 OF 5 MATCHES

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