



## **RULES & GUIDELINES**

Our Masters Divisions qualify teams for the Vegas APA Masters Championship which is part of our APA Showdown Series. These divisions follow the APA Masters Game Rules found in our Official APA Team Manual. However, our local Bylaws may override or revise some rules in the team manual. This special format also has specific rules and guidelines which take priority for these divisions. As an Atlanta APA member, it is your responsibility to read and become familiar with ALL rules and guidelines which are applicable to divisions that you join and play in.

**Master can be any combination of APA members, having up to 4 players on their roster. There is no skill level limit, all skill levels are welcome to participate!!!**

### **◆ MASTERS FEES & SCHEDULE**

- Masters fees are \$13.00 per player for a scheduled match, no matter how many forfeits.
- Masters team GREEN FEES are an additional per teams' host location.
- To maximize travel assistance monies, 2 patches per session will be given out in our Masters Division.
- Our Masters pool year will begin in Summer and end in Spring. These divisions will be held in three 4-Month sessions, Our Session C (spring) is January - May.
- The maximum # of teams in a Masters Division will be 16.
- Masters divisions meet roughly every 3<sup>rd</sup> week on a SUNDAY, 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 are available.
- Our Masters format is a rotating in-house division which will alternate TriCup locations each Session and Masters City Cup Playoffs will always be held at Mr. Cues II.
- Each Sunday, the host location will be open by 11:00 am. The official match start time is 11am to 2pm or determined per each host location.



#### ◆ MASTERS TEAM BUILDING

- Our Masters Divisions may be divided into two groups, Masters Tier 1 & Master Tier 2 for lower skill levels, any Masters teams can be made up of the same gender or a combination of male/female.
- 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 NOT play on more than one Masters team.

#### **To be eligible for Vegas: *(Per Nationals)***

- Players who are participating on a Masters Division roster must have at least ten (10) matches within the one-year period. Matches can be any combination of 8-Ball format, 9-Ball format or Masters Division.
- Players who do not participate on a Masters Division roster must have at least twenty (20) scores/matches played within the two-year period. Matches can be any combination of 8-Ball format, 9-Ball format or Masters Division.
- Players must have played at least four (4) times in either the 8-Ball format, 9-Ball format or Masters Division, in the Spring Session in the League area from which the team qualified to be eligible to play in this Tournament.
- One common player is allowed for those teams who qualified from Division play. (Both teams must have qualified from Division play in order to reap this benefit.)
- Players must be on an active Summer 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.

## ❖ MASTERS LEAGUE PLAY

- Masters League play will follow most of 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 field 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 money (\$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 home office.
- Teams will NOT be allowed to add anyone to their roster after the 3rd scheduled Sunday 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 3rd scheduled Sunday in the session without approval from League Management.
- New teams can NOT join a division after the 3rd scheduled Sunday in each session.
- 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 but must still pay their team fees for the missed team matches.
- If a team has only two players present for a League match, the opposing team may 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.
- Any player who plays twice must start their second match with a TWO game loss. The match will begin as usual, but 2 wins should be marked in the 9-Ball section of the player receiving them.
- 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.

### ❖ MASTERS LEAGUE PLAY (continued)

- In 9-Ball matches, the player has won the game when he has legally pocketed 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 integrity and structure of this division, any team who signs up for a Masters Division and fails to show up for their scheduled matches without notifying both of their scheduled opponent teams, may be subject to be dropped from the schedule with FULL TEAM FEES being owed.
- To protect the travel assistance budget, any team who drops out and/or is removed from the schedule after the 1<sup>st</sup> week in that session, will owe their team fees for the rest of that session. If their removal creates a BYE in the schedule, then that team will owe DOUBLE their team fees to make up for the BYE.
- 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 EARLY & MAKE-UP MATCHES:

- Teams can play their scheduled matches early and/or reschedule current matches if both teams agree. To do so, teams should follow the directions provided in their division.
- Since this division is only every 3<sup>rd</sup> week or once a month 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 Host Locations and a better experience for all teams involved, see rescheduling.

#### ❖ MASTERS RESCHEDULING CRITERIA:

1. Each team is ONLY allowed up to TWO early team matches per session. Please note that this is NOT two months of matches. Each month in your schedule is up to TWO team matches.
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. 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).
4. 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.
5. 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 monthly League Day. At that time, any unfinished matches will result in forfeits for both teams.
6. NO rescheduling of matches or Make-up matches can be played after the scheduled weekend of the 2<sup>nd</sup> to last week of each session. Un-played matches will be forfeited, and full fees will be due.
7. 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.
8. 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 play 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 to forfeit will receive their 2 points but, will be held responsible for paying their team forfeited matches and green fees.
- Forfeiting Full Team matches may cause a Playoff qualified team to lose their qualification.
- 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 special plaque, trophy, or t-shirt.



#### To be ELIGIBLE for our WILDCARD drawing, all teams must:

1. Competed in subsequent sessions, exceptions may be made on a per case basis.
2. Remain active in our Masters Division for the following Session.
3. Keep enough original players to meet our eligibility requirements.

#### To be ELIGIBLE for your Masters Playoffs, all players must:

1. Remain active on their Masters and Open teams throughout their Showdown pool year.
2. Play at least FOUR Masters matches during the session they qualified for and any subsequent sessions.
3. Play their required matches on their Open team for each session.
4. Play at least TEN APA matches (8-Ball, 9-Ball and/or Masters) in the past year by their Masters Playoffs.
5. Qualified teams must have competed in at least subsequent sessions; exceptions on a per case basis.

#### ❖ MASTERS VEGAS PLAYOFFS

- Atlanta APA will receive **TWO** guaranteed Showdown Vegas Slot for this format by maintaining at least Twenty-four Masters teams per Showdown pool year. Additional Vegas Slots will be awarded for every Twelve teams over the initial twelve. We'll always try to get an extra Slot!
- Averaging at least 30 Masters teams in the pool year may earn additional awards, such as a Vegas Experience Trip, if an additional Vegas slot is not available. Any Travel Assistance offered for additional awarded trips will vary from what Vegas slot winners receive.

## ❖ MASTERS VEGAS PLAYOFFS (continued)

- 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 Playoffs will be held each June for the previous Showdown Division pool year.
- Masters Vegas Playoffs will be played in a Modified Single-Elimination format and usually on Saturday.
- We have Wildcard drawing for the Tricups from each division for all 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 Saturday of Session B. The player who is added must meet all the eligibility requirements (*See National Requirements above*).
- Teams who qualify in Session, but then lose enough players to reduce their roster to TWO or less players, will lose their Playoff eligibility and must re-qualify as a NEW team in the next Session.
- At the end of Session C, qualified teams can NOT replace any players for their Masters Tricups.
- At times, Atlanta APA may fill any BYES in these playoffs by drawing out Lucky Dog Teams. ONLY unqualified teams who played in ALL of our Sessions; A, B & C will be eligible for our Lucky Dog drawing.
- 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 Masters pool year.
- Travel fund payouts are paid per member, Not Per Team!
- **Per National Rules:** Masters only players will not be able to participate in local national qualifying events, this includes: 8-Ball Classic, 9-Ball Shootout, Jack and Jill, 8 & 9 Ball Doubles, and Team Captains.
- **Team Captains Tournament:** Masters only team captains cannot qualify for this tournament.

### **MASTERS TRICUP PLAYOFF CHART**

- **4 to 5 Teams:** 1<sup>st</sup> and one Wildcard advance to the session's Tricup.
- **6 to 7 Teams:** 1<sup>st</sup> and 2<sup>nd</sup> place teams and one Wildcard advance to the session's Tricup.
- **8 to 13 Teams:** 1<sup>st</sup> through 3<sup>rd</sup> place teams and one Wildcard team will advance to the session's Tricup.
- **14 to 16 Teams:** 1<sup>st</sup> through 5<sup>th</sup> place teams and one Wildcard team will advance to the session's Tricup.

\* *Showdown Slots are projected, multiple leagues running different simultaneously will change playoff chart.*



## **MASTERS LEAGUE RECAP**

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

**Sessions:** 3 (10 Summer, 10 Fall & 12 Spring)

**Tricups:** 8 to 16 teams per session will qualify to play in our end of session tournament, payouts will be for teams that finish 1<sup>st</sup> in the Tricup. Each Tricup will qualify 2 to 4 teams for Masters City Cup.

**Masters City Cup:** We will be sending our best teams every year to Vegas and always looking to send more as we meet National requirements! Each winning team will receive travel assistance per player to compete in the National Championship in Las Vegas.

**Masters City Cup Bracket:** Modified Single Elimination 16:2, 12:2 or 8:2 bracket.

**Masters City Cup Winners:** 2, Payouts are per player!

**MVP:** Masters ONLY Players can register for 9-Ball Tier III.

### Standard Masters Scoresheet:

T#	Player Name	Player #	9-Ball Games								9-OS	9-B & R	8-Ball Games					8-OB	8-B&R	Score
			1	2	3	4	5	6	7	8			1	2	3	4	5			

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