



LAKE AND OSCEOLA TEAM TOURNAMENT RULES

TIME OUTS

Time-outs are limited to one per player, per rack, regardless of skill level

- If any member of the team suggests a time-out to the shooter, the timeout will be charged
- If the player requests a time-out, the coach may refuse it
- Ineligible players cannot coach or participate in any group consensus

SKILL LEVEL

Each player will at their Highest Skill Level. A player's Highest Skill Level is the highest of the following:

- The player's current APA assigned skill level
- The player's **session-ending** skill level in the **session in which the team qualified** for the World Qualifier
- The player's highest session-ending skill level **in any session following** the session in which the team qualified
- The player's highest skill level **in any APA League area** in which the player currently plays
- The player's skill level at the end of the World Qualifier in the corresponding League year
- The skill level they played at during any prior National Singles Championships, National Team Championships, Poolplayer Championships or World Pool Championships
- The skill level that the player and team believe represents the player's best playing ability (Contact Ashley and Kevin to discuss reviews and appeals)

CLOSE HITS

Potential bad hit situations are usually fairly obvious. Disputes over these situations can almost always be avoided by having a third party, agreed upon by both shooters, watch the shot. The sitting team should protect itself by stopping the game prior to the shot. The shooter is required to stop if their opponent wants the shot watched. Once an agreed upon third party is asked to watch the shot, their call will stand and cannot be disputed. If the outside party cannot determine which ball was struck first, such as a simultaneous hit, the call goes to the shooter.

SUDDEN DEATH

8-BALL SUDDEN DEATH - This format is implemented 3 hours and 45 minutes into an 8-Ball match. Each team match must be in the 5th individual match by the 3-hours-and-45-minutes mark, or all subsequent matches become a modified race. First rack is worth 2 points, if that results possible tie a second rack is played for 1 point. In the result of a tie the team with the most wins takes the victory.

9-BALL SUDDEN DEATH - This format is implemented 3 hours into a 9-Ball match. Each team match must be in the 5th individual match by the 3-hours mark, or all subsequent matches will consist of 2 all points earned being doubled. Each object ball pocketed will count as 2 points and the 9-ball will count as 4 points.

Pool Etiquette

- 1.** Pay attention and be ready to shoot when it's your turn.
- 2.** Avoid loud noises when your opponent is shooting.
- 3.** Do NOT approach the table when it's your opponent's turn at the table. Step away from the table (out of your opponent's line of vision) when your turn is over.
- 4.** Closely observe the "house rules." Many bars do not allow jump shots or massé shots. House rules always prevail!
- 5.** Don't sit on the table.
- 6.** No smoking over the table. No food or drinks on the table.
- 7.** Don't break your cue down early. Wait until the game is officially over.
- 8.** Don't celebrate your opponent's misfortunes, and don't make excuses for your own.
- 9.** If you lose, congratulate your opponent, after all, they just beat the best poolplayer in town!
- 10.** Maintain a fun, light-hearted attitude.

QUICK REFERENCE GUIDE

Average Shot	20 Seconds
Special Shooting Situation	45 Seconds
Time-outs	1 Minute
New Player Selection	2 Minutes
Team Match Forfeit	15 Minutes (past appointed start time)
8-Ball Team Match	4 Hours
9-Ball Team Match	3.5 Hours
Doubles Matches (8-Ball & 9-Ball)	2 Hours
Masters Team Match	3 Hours
Ladies Team Match	2.5 Hours

HAVE FUN. MEET PEOPLE. PLAY POOL.