



Tournament Rules Modified Round Robin Rules:

1. This is a group Round Robin tournament with teams divided into each group. Each team plays every other team in their group once. Any byes or full team forfeits will be awarded 3 points.
2. Each match will be 1 set of 5 (five) 8-Ball games between the teams involved. Each individual set between the players on the two teams will be **ONE GAME ONLY**.
3. Each captain must declare their 5 shooters before each set of matches BEGINS, listing them in descending order (highest to lowest skill levels) as players #1 through #5. That list determines the player matchups that will be played and is locked. The 5 players' skill levels cannot exceed **23**. Players lag for the break.
4. All APA rules apply including the 23 rule. Breaking 23 will result in loss of all points for that round. If a team cannot make 23, they must play 4 to 19 or 3 to 15. Un-played matches will be awarded to the opponent.
5. **Every player present for the tournament on your roster MUST have at least 1 game played by the end of the group play.** Unless the team cannot field the 23-skill level limit. Teams will lose 5 points for every player that has not played 1 time, unless playing that player forces the team to exceed the 23 Limit.
6. There will be **NO TIMEOUTS** or coaching in this event. Just put up your shooters and watch them play.
7. Teams must be in the **5th** game by 1 hour after start time. Any remaining games will not be scored to either team and the players for matches not played will not get credit for a game played.
8. Players will have **one minute** to come to the table and play when their match is ready to start. Matches will **not be held up** for anyone as play must be continuous.
9. Advancement to Finals bracket will be based upon the highest Point winner in each group and the highest point finisher from the remaining teams. If there are any ties within a group, they will be broken based upon head-to-head play results.
10. When determining the highest point finisher for the Finals round, should there be any ties, they will be broken by a SINGLE rack played between a skill level 4 on each team. If a team does not have a skill level 4, then each team will put up a skill level 3. Should multiple teams be ties (3 or more), cards will be drawn to determine who will play who with any odd numbered ties having one team sit out waiting for a winner to play. **ONLY ONE TEAM** will advance from this tie-breaking process.
11. Common Player rules as defined in the Official Team Manual will not be in effect for this tournament. Teams with 2 or more common players will be requested to meet with the Tournament Director to be given guidelines and assistance on matches as to how to keep their teams playing and not lose points. Should a common player be set to play at the same time on two teams OR is currently in a match and another group team match is waiting on them, they will need to forfeit either their match currently underway or the next one. There will be ONE minute allowed for them to choose which team will receive the forfeit as play must be continuous. There **CANNOT** be any discussion between such player and his teams in making his decision. Tournament Director must be advised of such issues and **ONLY** the Tournament Director may speak to players regarding the issue of needing to forfeit. The player **ONLY** must make the decision on which match to forfeit.

Final Play

12. When determining the highest point finisher for the Finals round, should there be any ties, they will be broken by a SINGLE rack played between a skill level 4 on each team. If a team does not have a skill level 4, then each team will put up a skill level 3. Should multiple teams be ties (3 or more), cards will be drawn to determine who will play who with any odd numbered ties having one team sit out waiting for a winner to play. **ONLY ONE TEAM** will advance from this tie-breaking process.