GAME RULES
APA Team Captains Championship

Games Must Win				
Combined Skill Levels	6 & Below	7-9	10-12	13-15
6 & Below	3/3	3/4	3/5	3/6
7-9	4/3	3/3	3/4	3/5
10-12	5/3	4/3	4/4	4/5
13-15	6/3	5/3	5/4	5/5

1. A maximum of 5 players allowed on roster.
2. A player's highest skill level (SL) in this tournament will be the highest of either the player's skill level in 8-Ball or 9-Ball, unless the player is a SL8 or a SL9 in either format in which case their skill level in this tournament will be a SL7.
3. Teams choose 3 of the 5 team members to participate in each match. The total of the skill levels of the 3 players fielded cannot exceed 15. Only one player of skill level 6 or higher, sometimes referred to as a Senior Skill Level Player, can be fielded.
4. It is permissible for a team to count the skill level of an eligible player who is on the roster but not present at the match site towards the Team Skill Level Limit.
5. An ineligible player's skill level may not be used towards the Team Skill Level Limit.
6. Teams that cannot comply with the Team Skill Level Limit of 15, will play two players whose combined skill levels do not exceed 11, and forfeit the vacant match.
7. Team Captains flip a coin to decide who must declare their three players for the match first. Winner of the flip has the choice of declaring first or having the opposing Team Captain choose first.
8. The players are listed in ascending order (lowest to highest). That list determines the player rotation, and is locked for the match. Once both teams in a match have declared their players, the players cannot be changed unless the combined skill levels of the three players declared by a team exceed the maximum permitted combined skill level in which case the team will be allowed to declare three different players prior to first rack being struck.
9. Players of same skill level may be placed in order of preference.
10. If a team only has two eligible players for a match, the player with the highest skill level must be in Player Spot 3. The remaining player must be in Spot 2.
11. Teams with only two eligible players will play a race to 5.
12. Teams with only one eligible player will forfeit the team match.
13. Players lag to see who wins the first break.
14. Alternate between 8-Ball & 9-Ball racks, starting with 8-Ball.
15. Each individual rack is worth one team point.
16. Once the first two players have completed their rack of 8-Ball, the second two players in the rotation will play a rack of 9-Ball. Upon that rack's completion, the next two players in the rotation will play a rack of 8-Ball. Once set, the player rotation continues until a team reaches the required points necessary to win the match.
17. If a player is not present for any game in the rotation, they forfeit all subsequent games in their rotation spot.
18. For a 9-Ball game, the individual rack is over when the 9-ball is legally pocketed.
19. The winning team breaks with the next player in the rotation after each rack.
20. Each team is limited to one coaching time-out per game.
21. It is a loss of game to shoot out of rotation. Although it is sportsmanlike for the non-offending team to remind the other team that they are about to play a player out of rotation, they are not required to do so. However, before any infraction has occurred, the team that has posted a player out of rotation may avoid penalty by asking the non-offending team which player's turn it is in the rotation. In that circumstance, the team must tell them the truth, and the correct player in the rotation will assume their rightful spot in the game. Once the offending team has taken a shot out of rotation, the infraction has occurred, the game is over, and the sitting team will receive one point for the rack. Both teams will then move to the next game in the match, with players in the correct rotation. However, if the game is completed without the non-offending team calling the infraction, and the next rack is broken, the results of previous rack will stand, and the team that shot out of rotation will assume the new rotation for the remainder of the match.