

# Northern Nevada APA Team Captain Tournament: Rules

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This tournament will closely mirror the format and rules at the National Team Captain Championship. The Top 2 winning teams will go to Las Vegas in August 2025 to compete in that event, so today will be a great practice-run for that winning team!

## ELIGIBILITY REQUIREMENTS:

1. All participants today must be a Team Captain for at least 2 of the 3 sessions in this current league year (which includes summer 2024, fall 2024, and spring 2025).
2. All players on the winning team must remain active in the APA until the Vegas event.
3. The 3 people on the team must be a combined SL of 15 or lower, with only one SL6 or above per team.
4. All participants must have 20 scores in the last 2 years in ONE FORMAT OR THE OTHER from 6/1/23 to 6/1/25 (combining scores to meet the 20-scores-requirement is NOT permitted).
5. Once the tournament starts, skill levels aren't used (other than determining shooting order – see below).

## RULES:

1. One time-out per player per game will be allowed. Limit time-outs to ONE MINUTE MAX. Time-outs are simple, quick advice – not an opportunity to teach. ☺
2. The format today is Modified Single Elimination. This guarantees that each team will get to play twice, not necessarily lose twice. This is the same format used at all regional and national/world APA events.
3. Alternate between 8-Ball and 9-Ball from rack to rack. 8-Ball is the first rack.
4. Order of play is lowest skill player to highest skilled player in ascending order. If two or more players on one team are the same skill level, they get to pick the order, but they must inform their opponents of that order BEFORE the match starts.
5. Once the first 2 players complete 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 will play a rack of 8-Ball. Each rack is worth one point. Once set, the player rotation continues until a team reaches the required points necessary to win the match. See "Games Must Win" chart below to determine the required points necessary.

Combined SL's	6 & Below	7-9	10-12	13-15	16-17 (Vegas only)
6 & Below	3/3	3/4	3/5	3/6	2/6
7-9	3/4	3/3	3/4	3/5	3/6
10-12	3/5	3/4	4/4	4/5	4/6
13-15	3/6	3/5	4/5	5/5	4/5
16-17 (Vegas only)	2/6	3/6	4/6	4/5	5/5

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6. The winning team breaks with the next player in the rotation after each rack. NOTE: Many times today, you will be required to play TWO TABLES simultaneously. Obviously, when that's the case, the break will be determined by lag instead.
7. When you are required to play 2 tables simultaneously, points are taken into consideration/count in the order the racks were intended to be played.
8. When playing 9-Ball, making the 9-Ball is a win (no ball-counting).
9. Top two teams go to Vegas.
10. Entry fee today is \$20 per person with 100% payback divided evenly between the top 2 teams. In addition to 100% payback, we're adding \$500.
11. Top two teams get their travel money (award money) when they arrive in Vegas. We will cover your \$200 per team entry free/green fees. All award money is considered TRAVEL MONEY – only to be used for players who actually attend the Las Vegas event. If you don't attend, you don't get the money. NO EXCEPTIONS.
12. Vegas teams follow this same 3-person format, but there can be up to 5 people on your team. The 3 people you play in any given round must meet the 15-rule. The winning teams today will have the *option* of adding up to two additional players to their rosters. Each person they add will be responsible for meeting all other requirements. And, anyone they add will be on their own in regard to travel money.
13. Travel money is intended to cover some of your costs associated with getting to Vegas (gas), hotel room, and/or food/drinks while in Vegas.

Great sportsmanship is our #1 priority! Win or lose today, it's a great day of fun and competition amongst friends! ***Thanks for all you do as Team Captains.*** We appreciate all of you more than you probably realize!

No outside food or drink. Thank you to Coconut Bowl for hosting our event!

\*\*\*ONE TWIST FOR TODAY – *for the sake of time* – We will talk about this in detail at the pre-tournament meeting.

On the loser's side of the board, ALL players will play 9-Ball only. You will see 9-Ball stickers on the top of the tournament board above those rounds as a friendly reminder.