

Northern Nevada APA Local Bylaws:

Masters Division

League Operators: Seth and Heather Allison 775-443-8844 or 775-276-1213

Field Coordinator: Bill Howard 775-842-7654

TEAMS ARE RESPONSIBLE FOR ALL INFORMATION IN THE APA OFFICIAL TEAM MANUAL AND FOR RULES/POLICIES OUTLINED IN THE REGULAR NORTHERN NEVADA APA BYLAWS.

Masters Division – Play will follow US Amateur rules and format.

1. There is NO skill level limit. No coaching.
2. A maximum of 4 players will be permitted on a roster; 3 of 4 team members will participate in each team match.
3. Each individual match will be a race to 7 and will include 8 games of 9-Ball and 5 games of 8-Ball. Player will earn 1 point for each game won. A team can earn a maximum of 21 points per night.
4. Captains flip and the winner has the choice to put up first. The winner of the lag then will have choice of game (8-Ball or 9-Ball) or the break. Once the format has been chosen, the entire set of that format must be completed before moving to the next format.
5. Master's 9 Ball – The player has won the game when he has legally pocketed the 9-Ball without scratching.
6. Jump Cues – The use of jump cues is allowed in Masters Division play. Be aware that even though Masters' rules allow for the use of jump cues, "house rule" may choose to limit or strictly prohibit their use.
7. Byes are worth 15 points. Forfeits (individual) are worth 5 points.
8. Pace of Play -- Players should not take more than 20 seconds to shoot on average.
9. If object balls are accidentally disturbed at any time, balls are to be replaced as close to the original position as possible. If this cannot be accomplished and agreed upon by both players, then the game will be replayed. Avoid arguments and ask for someone neutral to "watch the hit" when possible.
10. Marking your pocket: 8 Ball - If it is declared before the match and both players agree, players may decide to only CALL the designated pocket for the 8-Ball in weekly league Masters play, but it must be called loud and clear to the opponent. WE STRONGLY SUGGEST MARKING THE POCKET WITH A PHYSICAL OBJECT TO AVOID DISPUTES. When marking the pocket with a physical object, do NOT use money or table chalk. During Playoffs and higher, the pocket MUST be marked with a physical object.
11. During weekly league Masters play (including Playoffs), masters will be scored using points. However, please note that at the National Masters Championship, matches will be scored by Match wins.
12. If you realize after the fact that an extra game of 8-Ball or 9-Ball has accidentally been played, then that game is scratched and you move on to the other game.
13. Teams in each Masters Division compete for points throughout the regular session. The League Year in Masters goes as follows:
 - SPRING (12 weeks)
 - SUMMER (10 weeks)
 - FALL (10 weeks)
14. A team can join the Masters Division at the beginning of any of those 3 sessions. A team has the best chances of qualifying for the Local Masters Championships obviously by starting earlier in the League Year.
15. At the end of each of the above-outlined 3 sessions, we calculate total points earned. If the Division has 12 or more teams, the top points finisher in that session gets an automatic spot in the Local Masters Championships. Following, the next 3 highest placing teams in each division earn a spot in Masters Playoffs, which take place immediately following completion of each session. There are 2 weeks of Playoffs each session. During the 1st week of Playoffs, the first seeded team plays against a Wildcard Team (selected via random draw), while the second seeded team plays against the third seeded team. During the second week of Playoffs, the two winning teams from the first week of Playoffs compete against each other. The winner of that final week of Playoffs progresses to the Local Masters Championships. That's the case in both Spring and Summer sessions. In the Fall session, the process is the same, but – in Fall – the

TOP 2 winners from those Playoffs both qualify into the Local Masters Championships (again, that would be in addition to the top points finisher if the division has 12 or more teams that session).

Teams with past due fees are not eligible for the Wildcard Draw and not eligible to compete in Playoffs.

The Local Masters Championships take place sometime in late December or January. The date will always be announced several months in advance. All teams who qualified for the event via winning Playoffs during Spring, Summer, and Fall get to compete in these Local Masters Championships. Placement on the tournament board for the Local Masters Championship is completely random (no seeding). The winning team at the Local Masters Championship goes to Vegas. Travel money is awarded. If we end up getting two Vegas spots, which has happened many times, we send the top 2 winning teams to Vegas. Only players on the team who attend the event in Las Vegas get travel money. Money is awarded upon arrival to Las Vegas.

16. Note that each player must play 4 times with their team each session in order to qualify for Playoffs and any other awards.

17. Your Local Masters Championship roster is your FALL SESSION roster. This is also your Vegas roster if you happen to win. 4 matches are required in Fall in order to participate in the Local Masters Championships and to participate at the national event.

18. Upon qualifying for Local Masters Championships, the team must remain active in the Masters Division with at least 2 original members from that qualifying team.

19. Teams who qualify in Spring must continue in Masters in Summer and Fall. Teams who qualify in Summer must continue in Masters in Fall.

20. A maximum of 5 INDIVIDUAL game forfeits are allowed each session. It's not acceptable to continuously forfeit after qualifying. Everyone is paying to play, and excessive forfeiting will not be tolerated. Full team dues are required, even when there are forfeits.

21. Teams who drop (or who are dropped because of excessive forfeits, see above) after the 4th week are still responsible for paying weekly dues for the remainder of the session. Players on teams with unpaid dues will not be permitted to play on any Northern Nevada APA team until dues are paid.

22. Players who are participating on a Masters Division roster must have at least ten (10) League scores/matches within the one year period immediately preceding Local Masters Championships. Matches can be any combination of 8-Ball format, 9-Ball format, or Masters Division. If your team wins the Local Masters Championship, you must stay on an active Spring Session APA roster in either the standard 8-Ball or 9-Ball format or on a Masters Division roster in Northern NV APA. "

23. Reschedules are discouraged and should only be requested under extenuating circumstances. Teams are allowed two (2) reschedules maximum per session. Make up matches must be played within 3 weeks of the original-scheduled-date (and must take place before the end of the regular session of course). Make up matches must be played at the original scheduled location. A team requesting a reschedule must give their opponents at least 48 hours notice. The opponents need to give the requesting team at least one option of a day and time that works for them. If the requesting team doesn't like the option provided, they will need to go back to the original scheduled date.

24. Playing a player twice is NOT PERMITTED in the Masters Division – not even in the first 4 weeks (effective August 2022). Again, you are infact permitted to change your roster as much as needed during the first 4 weeks of a session.

25. Roster changes are only permitted in the first 4 weeks of each session. Exceptions for later roster changes are only considered for teams NOT yet qualified. In the rare case of approval of such an exception for a not-yet-qualified team, the player coming into replace another player must be equal to or lesser in regards to skill level (league operator discretion will be used). During the first 4 weeks, if a team is making a roster change, that's completely acceptable; however, the team must inform their opponent before the match starts.

26. Patches will be awarded for the following in Master division weekly play: 8 on the Break, 8 Break & Run, 9 on the Snap, 9 Break and Run. These are special patches, different than regular league play. If you want the match, you must indicate so on the scoresheet.

27. Bonus Points - Each week, two (2) Bonus Points are awarded in Masters Division when the following conditions are met.

- Your \$30 weekly team fee is paid in full.
- A picture or scanned copy of your scoresheet is emailed to nvpool@yahoo.com (subject line should be team #).
- Your score-sheet is complete and legible.
- Your team has no past due weekly fees.

28. Team fees - \$30 per night regardless of how many players play (including forfeits and Playoffs). Pay online via the APA app.

Revised: February 2025