

Northern Nevada APA “Scotch Triples” Tournament Rules

1. **Thanks for coming today. Excellent sportsmanship is #1. Have fun!** 😊 😊 😊
2. The tournament will be run today, following the “modified single elimination” format that is used at most major APA Regional and National tournaments. This format ensures that every team gets to PLAY at least 2 times (but not necessarily lose twice).
3. Use the bracket board to see who and where you play next. **It is your responsibility to check the board when you arrive to make sure you appear somewhere on the board.** Table numbers will appear on the bracket board, circled in color. **It is also your responsibility to know when and where you play next.** We will NOT come find you or call you when you are up, so check the tournament board frequently.
4. 3-person teams. Maximum combined skill level limit of 15 at the time of sign up. This is 8-Ball only today. All participating players must be on an active Northern NV APA roster.
5. For the most part, we’re using your highest 8-Ball skill level in the past 10 matches. If a player does not have an 8-Ball skill level, then obviously we use his/her 9-Ball skill level.
6. Use the scoresheet provided at the registration table. ONE scoresheet per match is all you need (teams can share score-keeping responsibility).
7. At the beginning of the match, one player from each team must lag to see who breaks first.
8. Also, at the beginning of the match, determine your shooting order. Write your players names on the scoresheet in the order they will be shooting. This will help ensure your team doesn’t forget the order in which each player shoots. You can change this order when you get to a new set of opponents, but not during a game.
9. Alternate shot. This means that after you pocket a ball, it’s now your partner’s turn to try. Rotate all 3 players, keeping that same order. Take turns each shot, even from game to game. So, if you win one game, your next shooter breaks on the next game. (The same person on your team who lags can also break, or you can alternate to one of your other shooters from lag to break... that’s up to you).
10. **At the completion of each rack, make a tally indicating who won on the scoresheet, and also make a quick note regarding the details of how that rack was won (to be discussed at Team Meeting immediately preceding the start of the tournament).** **Circle the winner at the end of the match – before turning in your scoresheet.**
11. One total time-out per team per rack. Limit time-outs to one-minute. Only one person on your team can talk to the shooter during the time-out. The 3rd player should stand-back and stay out of the conversation. Why?... Mainly because this will help ensure the time-outs last only 1 minute.
12. Once play starts, it should be continuous. Please make every effort to take breaks for bathroom, smoking, etc. BEFORE your team is playing (not during your match).
13. No earphones.
14. Patches for 8 on the Break and 8-Break and Run for today. Pick up TODAY if you get one.

TURN – 2 pages – TURN – 2 pages!!!

15. Avoid slow play. 20 seconds per shot average. If someone is consistently taking longer than 20 seconds to shoot, inform a tournament official. One warning will be given, which carries with the shooter throughout the tournament. If it continues, ball in hand will be awarded to opponent. If it happens again, loss of turn.... And then loss of game.

SUDDEN DEATH: At the 45-minute-mark from the time your match starts, you should be finished. If your match is still going on at that point, you enter the realm of "SUDDEN DEATH." **Your start time will be written next to your name on the tournament board. Please write your "Sudden Death Time" on your scoresheet, so that you remember to watch the time!** This is MANDATORY (even if both teams would prefer not to enter sudden death). As soon as the current rack is over, all subsequent racks will become a game of "last-ball" (instead of 8-Ball). (Games must win chart stays the same – the game you are playing just changes). The alternate shot format will continue, but you and your partners can shoot at ANY ball on the table in ANY order. The last shooter to make the last ball wins that rack. (In the rare event that a shooter scratches when shooting at that last ball on the table, it's NOT loss of game. That ball is just spotted, and the opponent gets ball in hand). It is in everyone's best interest to avoid sudden death. Be ready to play when it's your turn; avoid slow play. 20 seconds per shot average.

16. **Do NOT talk to your team-mates while it's your team's turn at the table. No giving advice to each other (unless you're using your official time-out). Doing so will result in a ball-in-hand foul the first time, followed by disqualification from the tournament. If a team complains that they "think" their opponents are giving each other advice without using a time-out, BOTH teams will be required to stand "away" from their own teammates throughout the rest of that entire match. "Away" means at opposite sides of the table. Don't let it come to this... obviously, this would take a lot of fun out of the event for you and your teammates.**

17. Winning team gets their names engraved on the travelling trophy (to be placed at APA host location of their choice—in the community they represented today—until next Reno vs. Carson tournament). Prize money distribution is listed at tournament table. **100% payback** to top 8 teams.

18. Certificates awarded to top 8 teams (top 24 players).

****THANKS TO COCONUT BOWL FOR AGREEING TO HOST OUR TOURNAMENT! WE GREATLY APPRECIATE THE EXCELLENT SERVICE PROVIDED BY THE STAFF!!!**

****NO OUTSIDE FOOD OR DRINKS PLEASE.**

****NO SMOKING. NO E-CIGARETTES.**

****PLEASE PICK UP YOUR FOOD AND DRINK STUFF (CLEAR OFF YOUR AREA) WHEN YOUR MATCH IS OVER TO MAKE ROOM FOR THE NEXT TEAMS WHO SHOOT AT THAT POOL TABLE.**