



Revised July 5, 2018

## **MINOR LEAGUE MASTERS DIVISION**

### **Local Rules & By-Laws- Coastal Carolina APA**

Play will follow U.S. Amateur rules and format. All other rules, policies and procedures included in the APA official team manual apply to Masters Divisions, except as noted below.

(League procedures will be followed as in CCAPA bylaws. These can be downloaded on [www.CCPOOLPLAYERS.com](http://www.CCPOOLPLAYERS.com))

Monthly Fee is \$30/Team - Teams play two matches, once per month (Week 1/2, 3/4, etc. each time =\$60/team/month)

**a.** There will be a starting Skill Level Limit of 5 (8-Ball) in Minor league Masters (6 max in 9-Ball,) All players must have an established Skill Level in 8-Ball or 9-Ball, and be on a current, standard 8-Ball or 9-Ball team roster. \* **If a player on the team goes up past Skill Level 5 (in 8) or 6 (in 9) during the year they can still play during the session, however, be aware, that for the Local Playoff Championships at the end of the session, the total MAX Skill Level for the team will be 15 (8-ball) 17 (9-Ball) for the three players playing a match. The highest of player's skill levels will be used (8 or 9).** In other words if a team is made up of only 3 players, all who are Skill Level 5, for instance, and one player goes up to a SL 6, that player cannot play in the playoff tournament, and the team would have to forfeit one match, or play with regular Masters. **Make sure to have at least one player on the team that is low enough that if this happens, the team can still field 15 in 8 or 17 in 9. Be cautious of this when making rosters. If the team exceeds this limit, they will play with regular Masters.**  
**In addition, no one with a Skill Level of 7 in 8ball or 8 in 9-ball will be eligible, regardless.**

**b.** A **maximum** of 4 players will be permitted on a roster; 3 of the 4 team members will participate in each team match.

**c.** Each individual match will be a **race to 5** and will include 6 games of 9-Ball and 3 games of 8-Ball.

Players will earn 1 point for each game won.

A team can earn a maximum of 15 points per night.

**d. 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.

**e. Masters 9-Ball** - The player has won the game when he has legally pocketed the 9-Ball without scratching.

**f. Push Out** - The *push out* is allowed after the break during games of 9-Ball.

**g. Coaching** is not allowed.



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**h. 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, Local League bylaws or Host Location “house rules” may choose to limit or strictly prohibit their use.

**i. Byes** – 9 points are awarded to a team receiving bye points.

**j. Forfeits** – An individual player match is worth 3 points. (10 for full team forfeit)

**k.** Players should not take more than 20-30 seconds to shoot.

**l.** If object balls are **accidentally** disturbed at any time, balls are to be replaced as closed to the original positions as possible. If this cannot be accomplished and agreed upon by both players, then the game will be replayed.

**m. Playoffs** – Playoffs and championship matches will be scored as they are during league night. Points vs. Match wins. (However, in Las Vegas at the National Championship, matches will be scored by Match wins)

**Winners will be competing in the standard APA Masters division in Las Vegas,** as this is not a nationally approved APA format, instead it’s yet another chance for our players to make it to Vegas.

**n.** If you realize after the fact that an extra game of 8 or 9-Ball has accidentally been played- then that game is scratched and you move on to the other game.

**o.** Players must have played a **minimum of six (6) matches with their team during the session**, in order to be eligible to play in playoffs/championships. **Rosters are locked with six (6) plays remaining in the session (three months.)** Only players who appear on the roster the final six plays, *with the required number of matches played*, will be allowed to play. **To meet the National rules for all qualified Minor League Masters teams; all players must play a minimum of 4 matches during the spring session prior to end of session, (Spring Session begins January 1) in order to play in Cities and Las Vegas, and at least have 10 matches played in any format (Ladies, 8, 9 or Masters in the past year, prior to June 20 of the year of the National Championship)**

**In addition, all players must be on a roster in the summer session on a Minor League Masters, and Ladies, 8-Ball or 9-Ball division.**

**p. Teams are only allowed 1 month forfeit (= two matches) in order to play in playoffs. Make up matches must be played and turned three weeks before final 2 months (four matches) All weekly fees are still due by both teams.**

**q. Teams are allowed a maximum of 8 single match replays/Session.** After these have been utilized, teams who are short players, must forfeit all subsequent matches.

**r.** Top 75% of teams go to playoffs, including a *Wild Card*. (In other words, a division that has 8 teams will have the top five teams and a Wild Card advance.) This is approximate and will be determined once we know how many teams we have/session. 1 team advances to the National standard Masters Championship. (Based on a minimum of 14 teams total in our area.) \$2,000/team is awarded in travel assistance for winners. (Max



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\$600/person) No other monies are awarded. This is travel assistance only. If winning team chooses not to go to the Championships in Vegas, the runner up team goes.

**s.** Please note that in City play, the pocket **MUST be marked.** \* Cell phones cannot be used as markers.

**t. Qualified teams only** advance to the City Tournament\*Teams and players that have met the aforementioned criteria.

**PLEASE NOTE:** In City Tournament play, if you are not in your third match after 1 hour and 45 minutes, that match may go into SUDDEN DEATH. (1 hour if dual tables are used.) Unless double tables are used, then continuous play. Matches count in order of start.