



Revised January 1, 2011

## **MASTERS DIVISION**

### **Local Rules – Coastal Carolina APA Masters**

Play will follow U.S. Amateur rules and format. All other rules, policies and procedures included in the APA manual apply to Masters Divisions, except as noted below. (League procedures will be followed as in CCAPA By-Laws.)

**a.** There will be **no Skill Level Limit**.

**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 7** and will include 8 games of 9-Ball and 5 games of 8-Ball. Players will earn 1 point for each game won. A team can earn a maximum of 21 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.

**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.



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**i. Byes** – 15 points are awarded to a team receiving

**j. Forfeits** – An individual player match is worth 5 points.

**k. Playoffs** – Playoffs and championship matches will be scored as they are in Las Vegas at the National Championship. (As of April, 2010) Each match is worth one (1) point. The team that wins two out of three games wins the match and moves on.

**l.** 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.

**m.** Players should not take more than 30 seconds to shoot.

**n.** 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. Also, rosters are locked with six (6) weeks remaining in the session. Only players who appear on the roster the final six weeks, will be allowed to play.

**o.** If the cue ball is heading toward a pocket and either player puts their hand in the pocket to stop it in case it scratches, it's a foul, **regardless** if the cue ball falls or not. The opponent gets ball in hand.

**p.** 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.

**q.** 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 league play, but it must be called loud and clear to the opponent.

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

**PLEASE NOTE:** In City Tournament play, if you are not in your third match after 2 hours and 15 minutes, that match will go into SUDDEN DEATH. In other words, each team match must be in the third individual match by the 2hour, 15 minute mark or all subsequent matches become a race to one (1).