



APA MIXED FORMAT LEAGUE

INFORMATION SHEET REVISED 04/02/25



- 6 Players/Team ... Everyone can play every week (if they want) ...
- Weekly Fees: \$50/Team
- 9-Ball matches played using Ball Count ... 8-Ball matches played using Game Wins!
- 2 matches of 8-Ball (10 Point limit); 2 matches of 9-Ball (10 Point Limit)
- 1 match of Alternate Shot Scotch Doubles ... (12 Point Limit)
- No More Forfeits (Players can Double or Triple play if needed)
- Two Tier Format Locally
- Each Session both the Tier-1 & Tier-2 Divisional Champions will advance to the Mixed Format Tri-Annual
- Divisional Champions will each receive cash, tee shirts or plaques, patches and a host location/tavern plaque
- Tri-Annual Winners will each receive \$600, 3rd-4th each receive \$300, 5th-8th place each receive \$250 and 9th-16th will each receive \$200.
- Two Tri-Annual Winners each session will advance to the annual Mixed Format Local Team Championship.
- **The Local Team Championship Winning Team will receive \$5,000 in Travel Assistance and advance to Las Vegas in August to vacation and play in the APA Mini-Mania Tournaments!**

NUMBER OF PLAYERS PER TEAM - 6 Players per team (EVERYONE ON THE TEAM CAN NOW PLAY EACH WEEK ... IF THEY WANT) ... FIVE MATCHES PLAYED PER NIGHT ... The first 2 matches will be traditional 8-Ball GAME WINS matches (10 Point SL Limit), the next 2 matches will be BALL COUNT 9-Ball matches (10 Point SL Limit), and the last match will be GAME WINS Scotch Doubles 8-Ball ... or ... BALL COUNT Scotch Doubles 9-Ball (12-Point SL Limit). The team that is trailing (has the least points) after the first four matches gets to choose the format for Scotch Doubles. In case of a tie, the team that lost the 4th match gets to choose the format. All 8-Ball matches will use the 8-Ball Games Must Win chart ... and a NEW Special 8-Ball “Points Earned” chart. All 9-Ball matches will use the 9-Ball “Race To” chart ... and the 9-Ball “Points Earned” chart.

HOW TO WIN - All 8-Ball and 9-Ball matches are played the same as traditional APA 8-Ball and 9-Ball matches, respectively. In 8-Ball (using the Game Wins chart) the first person to reach the number of games they need, wins their match. In 9-Ball (using the Ball Count chart) the first player to reach the number of balls they need, wins their match ... For all 8-Ball matches, use the NEW special 8-Ball “Points Earned” chart to determine the split (20 points available per player match). For all 9-Ball matches, use the 9-Ball “Points Earned” chart to determine the split (20 points available per player match) ... 100 points available per team match). In the Playoffs and HLT, the first team to 51 points wins. In the case of a 50/50 tie, the team that won 3 of the 5 matches is the winner.

BYES AND FORFEITS - Byes and team forfeits will be worth 60 points plus bonus (70 points total). The same for PARTIAL FORFEITS (team matches where less than three individual player matches are played). Individual Player match forfeits will be worth 15 Points during regular session (20 Points during playoffs and in HLT play). Teams will be issued 10 bonus points for turning paperwork in on time with complete weekly fees.

SURVIVAL RULE - If you are having problems with players showing up, you may add players to your team roster in order to bring it back up to five players. Please note: You must be down to four or less players to invoke the survival rule. The player(s) that you would like to add must be established players (SL-4 or less), if not, they must be approved by the League Operator. The survival rule cannot be invoked by any team that is currently in 1st through 4th place in a 9-team to 16-team division; 1st thru 3rd place in a 5-team to 8-team division; or 1st or 2nd place in a 4-team division.

10-POINT RULE - the total of the skill levels of the two players fielded in the two matches of 8-Ball cannot exceed 10 points; the total of the skill levels of the two players fielded in the two matches of 9-Ball cannot exceed 10 points. The total of the skill levels of the two players fielded in the Scotch Doubles Match cannot exceed 12 points.

DOUBLE-PLAY / TRIPLE-PLAY RULE - In regular session, players may DOUBLE-PLAY or even TRIPLE-PLAY (play once in each of the three formats). NOTE: PLAYERS MAY NOT DOUBLE-PLAY IN THE SAME FORMAT! **In the Playoffs/HLT, no players may Triple Play ... and only two players are allowed to Double Play.**

MIXED FORMAT ELIGIBILITY

(Please refer to our APA Local Bylaws for complete details)

SKILL LEVELS - It sometimes takes a while for the skill levels of NEW and NON-ESTABLISHED APA members (players with less than 10 Total Matches Played (TMP)) in a given format to reflect a player's true ability. To better address this problem, we are implementing the following ELIGIBILITY CHANGES to our MIXED Format program beginning with week # 1 of the Summer Session of the 2023-2024 APA League Year:

REGULAR SESSION / LEAGUE PLAY ELIGIBILITY

When playing in an 8-BALL SINGLES MATCH, (during the Regular Session) all players are to use the skill level listed on their 8-Ball Roster and **when playing in a 9-BALL SINGLES MATCH** (during the Regular Session) they are to use the skill level listed on their 9-Ball Scoresheet/Roster.

Players with 10 or more Total Matches Played (established) in one specific format, who have "0" TMP in the other, are to play their first match in the new format using the skill level assigned to their "Established" format. Exception: If an "established" 9-Ball player is a SL-1 in 9-Ball, and new to 8-Ball, they will play their first 8-Ball match as a SL-2. If an "established" 9-Ball player is a SL-8 or SL-9 in 9-Ball, and new to 8-Ball, they will play their first 8-Ball match as a SL-7.

Players who are brand NEW to a specific format, and who are not established (with 10 or more scores) in the other format are to play their first match in the new format as a NEW PLAYER (SL-3).

TO BE ELIGIBLE TO PARTICIPATE IN DOUBLES MATCHES, all Mixed Format players are required to have **a minimum of "6" Total Matches Played (TMP) lifetime in "either" their 8-Ball "or" 9-Ball records.** Once their record shows a minimum of "6" Total Matches Played (TMP) lifetime in "either" 8-Ball "or" 9-Ball, they have gained eligibility to participate in "both" the 8-Ball DOUBLES and the 9-Ball DOUBLES matches. The skill level a player must use in their Doubles match will be based upon whether they are "Established" (have a minimum of 10 TMP lifetime) in that specific format, or not.

- (1) If "Established" in a specific format, they are to use the skill level listed on that specific format roster when playing in a Doubles match in that specific format.
- (2) If "Not Established" in a specific format, they are required to use the **higher of the skill levels listed on their 8-Ball and 9-Ball Rosters** when they play a DOUBLES MATCH in the format that they are not yet "Established" in.

EXCEPTION (DOUBLES MATCHES): If a team cannot field a legal 12-point lineup for their DOUBLES match (with the players "listed" on their current roster), they are permitted to use players who do not meet the above criteria, however those players must play in the DOUBLES match at the **HIGHER of either their current 8-Ball or 9-Ball skill levels.**

PLAYOFF ELIGIBILITY

To be eligible to advance to the playoffs, players not previously established in EITHER 8-Ball **or** 9-Ball are required to EITHER:

- (1) Physically shoot a minimum of "6" Individual SINGLES MATCHES (6-MP) in **"ONE SPECIFIC FORMAT"** during the Regular Session ... **or** ...
- (2) End the session "Established" with a minimum of 10 Total Matches Played (TMP) in one of the two formats ... and ... have played a minimum of "4" Regular Session Singles Matches (4-MP). 8-Ball & 9-Ball SINGLES Matches Played (MP) may be combined to meet the 4-MP requirement, but Doubles matches do not count.

Players NOT “Established” in a specific format will be required to play both their SINGLES and DOUBLES matches in that specific format at the **higher of the skill levels listed on their 8-Ball and 9-Ball rosters.**

During the playoffs, “Established” Players with “10” or more Total Matches Played (TMP) in a specific format are to use the skill level assigned to that format when playing in either a SINGLES or DOUBLES match.

Note that “Established” APA Members (with 10 or more previous scores in either their 8-Ball “or” 9-Ball record) are still only required to shoot a minimum of “4” SINGLES MATCHES during the regular session to be eligible to advance to the playoffs. This can be a combination of both 8-Ball and 9-Ball Singles Matches. Please note that Doubles matches do not count towards this requirement.

COACHING – During the regular session, Non-Rated Players and SL-1 through SL-3 players receive 2 time-outs (in their individual singles matches) while SL-4 and above players will receive only 1 time-out.

Coaching Time-Out Change For The Playoffs - Previously, in not only our Tri-Annals and Local Team Championship, but also in our LOCAL PLAYOFFS (Semi Finals & Finals), coaching in the singles matches has been limited to only one “1” time-out per player per game, regardless of the skill level of the player. Now during the Mixed Format Playoff Singles Matches (Semi Finals & Finals Only) we will be following the APA Official Team Manual (OTM). * * * **Starting with our Summer 2025 Mixed Format Local Playoffs (SEMI-FINALS and FINALS) we will now be allowing SL-1, SL-2, and SL-3 players to receive “2” Official time-outs per game. SL-4 and above will still only be allowed “1” time-out per game. For the TRI-ANNUALS and the LOCAL TEAM CHAMPIONSHIP, all players will still be limited to only “1” Official Time-Out per game during the Mixed Format Singles Matches.**

During their 8-Ball/9-Ball Scotch Doubles matches (regular session, playoffs, and HLT) players may receive “Unlimited Mini-Coaching”, from their partner (10-15 seconds - suggested guideline). The non-shooting partner may advise the shooter as to which ball to shoot, what pocket to shoot it in, what English to use, what balls to break out, what ball to get shape on, etc. **Note that it is permissible for your partner to stay in the playing area while you are executing your shot, your opponents are to remain clear of the playing area until it is their turn at the table.** If you need more time to discuss in detail your overall game strategy, you may call for “1” Official Time-out per game (1-2 minutes - suggest guideline). **Exceeding the above time guidelines is NOT a foul, however, it can result in a sportsmanship violation.** Again, two partners can be at the table at the same time and “mini coach” each other between shots. The only time it is considered an official time out is if they elect to discuss in detail their overall game strategy.

SCOTCH DOUBLES - To determine the Skill Level to use for a Scotch Doubles team match, add the skill levels of the two partners together. If their combined Skill Level is an ODD number, ROUND THE NUMBER “UP” to the next EVEN number, then divide by 2. Example: Team A consists of a SL-7 and a SL-4 player. Their combined skill levels are 11 ... rounded up to 12 ... divided by 2 ... so the team plays as a SL-6 in 8-Ball or race to 46 Balls in 9-Ball. Team B consists of a SL-4 and a SL-5. Their combined skill levels are 9 ... rounded up to 10 ... divided by 2 ... so the team plays as a SL-5. If they play an 8-Ball Scotch Doubles match against each other, the race would be 5/4 (games) respectively. If they play a 9-Ball Scotch Doubles match, the race would be to 46/38 (points). The team that is trailing (has the least points) after the first four matches chooses the format for Scotch Doubles. In case of a tie, the team that lost the 4th match gets to choose the format.

8-BALL MIXED FORMAT 20-POINT SCORING SYSTEM - Please note that in 8-Ball, we have based the value of a “Total Shut-Out” on the Skill Level of the losing player the higher the Skill Level, the larger the split. It is much easier to shut-out a SL-2/3 player, than a SL-7 player. If you shut-out a SL-2/3 player the maximum split you will receive is 16/4; shut-out a SL-4 player and the split is 17/3, etc. The only way to receive a 20-0 split is to “shut-out/skunk” a SL-7. Before anyone says it’s not fair for the loser to receive points, please note that we wanted to keep the chart simple and keep every player match worth 20 points (and the total team match worth 100 points). This is the same as issuing differential numbers (12/0 instead of 16/4 for the shut-out of a SL-2/3 player; 14/0 instead of 17/3 for the shut-out of a SL-4 player, 16/0 instead of 18/2 for the shut-out of a SL-5 player, etc.).