

SUMMER 2025

TIER-2

8-BALL TRI-ANNUAL

PLAYER INFORMATION PACKET



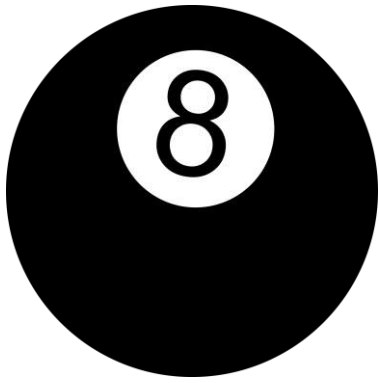
On-Site Tournament Director
Troy Myers

Assistant Tournament Directors
Mike Johnson / Steven Peacock / Derek Justice

Office Tournament Manager
Linda Corwin

League Operator
Melissa Frank





8-Ball

Higher Level Tournament Qualifying Criteria

National APA Rules require all APA players to have at least 10 actually played 8-Ball scores in their record prior to entering our APA World Qualifier. If they do not, they are not eligible to advance with the team and their name is automatically dropped from the APA World Qualifier roster by the computer!

If you have new players on your team that finish the Spring Session with only 6 or 7 lifetime APA 8-Ball scores, you may need to play them in both the semi-finals and the finals, and in multiple Tri-Annual matches in order to gain their eligibility to compete at the APA World Qualifier. **Subsequent Summer Session matches do not count toward the minimum of 10 required scores.**

Please Note: Each player must advance to the APA World Qualifier with the highest session-ending handicap he/she had from the time the team became qualified to their Spring session-ending handicap. The highest session-ending handicap must be based on 10 actual League match scores in the format in which he/she is advancing.



PICTURE I.D. REQUIRED

All participants at Higher Level Tournaments are required to present a current state certified positive picture I.D. in the form of a state I.D. from their state of residence, a passport, or a Military I.D. prior to competing in any APA Higher Level Tournament. This includes all Tri-Annuals, all of our APA World Qualifiers and all Mega and Regional Singles events.

Even though this requirement will not be mandatory (at this time) for the Divisional Playoffs or during regular session play, keep in mind that the opposing team still has the right to request I.D. prior to the start of any APA player match.

If you have a legal problem that does not allow you to obtain a Driver's License, **this rule still applies**. You may still obtain a picture I.D. (age majority card) from the MVA. If you do not have a proper I.D., check with your state officials to obtain a picture I.D. PRIOR to the event.

Also note that if traveling to the World Pool Championships, all airlines also require a positive picture I.D. for air travel.

**If you do not have a proper picture I.D.,
you will not be allowed to play!**

Exception: This rule may be waived by the Tournament Director or League Operator when it is felt that a player is who they say they are. Note that if it is later found out that the player was not who they were thought to be, the team will be disqualified and the Team Captain will be suspended from the APA!

PRIOR TO THE START OF EACH MATCH PLEASE VERIFY THAT YOU AND THE OPPOSING SCOREKEEPER HAVE WRITTEN IN THE SAME NAME, PLAYER # AND SKILL LEVEL FOR THOSE ABOUT TO PLAY.

Tri-Annual Championship

Captains Guide

Tournament Director: Troy Myers

“SPORTSMANSHIP - # 1 PRIORITY”

We will not tolerate any smart-remarks, name-calling, or intimidating behavior at the tournament site. Such action can get your team disqualified and your players suspended from playing in the APA. The moment someone from the opposing team is rude or acts up in any way, come see one of the Tournament Directors at the control counter. We will stop the problem before it goes any farther! Sportsmanship and fair play are our # 1 concerns in the APA. Team Leaders and fellow team members will be held responsible for the action of their teammates! If someone starts to act up, diffuse the situation before it escalates and get them out of the tournament facility. We're here to assist you in any way possible. You can never play a match under protest! The moment a concern arises, politely stop the match and calmly come up to the control counter to get proper clarification and direction. *If you continue the match in question, the match stands and no protest may be made at a later time!*

PROBLEMS - HOW TO PROPERLY HANDLE THEM

Your team should not attempt to handle a match-play problem by itself. Temporarily stop the current match and explain the situation to a Tournament Director. The issue will be handled for you. Never argue with or confront the other team.

Don't worry about skill levels ... that's our job! If you “perceive” that someone on the other team may be under-rated, **do not come up to the control counter and bring it to our attention vocally**, simply write a note on the back of your scoresheets and we'll research the player, and if the complaint is substantiated, the team will be disqualified and your team may have another opportunity in the tournament (based upon when the team is actually disqualified).

REFEREES - HOW TO PROPERLY USE THEM

Never give the referees a hard time; they are responsible league members who are here to help you. Referees are only available for “Good Hit-Bad Hit” calls. They are instructed not to answer rules questions, **so please verify all rules with the Tournament Director**. Referees may be watching as many as four tables, and your team should call a “Referee Time-Out” in order to make sure that the referee has plenty of time to get into position and is able to find out which category of balls is being played. If you fail to do this, the referee may not be able to make the call properly.

SCORESHEETS / SCOREKEEPING - CHECKING AND VERIFYING

Skill levels can go up or down during this event. Prior to each of your team matches, please make sure that you check the skill levels of all your members. If you don't, you may accidentally break the “23 Point Rule”.

Score keepers are to sit side-by-side at the score keepers table; coaches to their left and right; team members sit in the bleachers behind them. Verify with the other score keeper the number of time-outs taken after each one is called and announce scores after each game. Mark safeties, even if the shooter forgets to call them!

IDENTIFICATION - HOW AND WHEN TO ASK FOR I.D.

Per national rules, **always carry a valid picture I.D. with you.** Captains, do not shoot a player if they do not have a picture I.D. If you shoot a player who is under-age, your team will be disqualified. You are allowed to ask for I.D. prior to the start of that player match, or after that player match is over, but not during that player match. **If you choose to have a player carded after a match is over,** simply contact a Tournament Director and they will handle it from there. That player will be required to obtain and show proper I.D. before the subsequent round (unless waived by the League Operator), or that specific match will be forfeited. Your team may also face disqualification.

TRI-ANNUAL PAPERWORK - APA CHAMPION T-SHIRTS - INDIVIDUAL PLAQUES - PHOTOS

Paperwork, Division Champion Host Location plaques and APA Division Champion T-Shirts or Individual Plaques will be handed out at the Captains meeting before the start of the event. Note that in our Tier-1 format, High Point Finisher patches, plaques, and T-Shirts or individual plaques will be presented to our 13-16 team divisions. **If you win your match,** carefully check the Tournament Charts for all future rounds (need help reading the board, see a Tournament Director).

Please turn in your scoresheets at the control counter when you finish your match; team fees are not due for this event.

Teams from the Satellite areas ... once you complete your first match (win or lose), turn in your scoresheet and get your team together for a Division Champion picture. The picture will be printed onsite and placed in your Host Location plaque for you to take with you back to your Host Location.

Teams that win in the Qualifying Round will be presented Tri-Annual trophies and have a Tri-Annual Championship team picture taken with their trophies.

ABOUT THE NEW GREEN ROOM

Charlie's Cue Repair is located in the main arena area! Supplies, cue repair, raffle tickets, etc. No food or drinks may be brought in from outside. Coin machine and phones in the front lobby by the kitchen; Cue balls for Coin-Op tables available at the bar, rental tables (when available) may be rented from the bar personnel. **ATM machine** located at the bar.

TOURNAMENT RULES TO REMEMBER

The current Bylaws of the league are used, unless specifically modified below for this event.

“COMMON PLAYERS” RULE

If you have two or more players on your team who are “both” on an additional team playing in the Tri-Annals or the World Qualifier, you may call for one (and only one) official waiting period time-out (not to exceed 30 minutes) to wait for one of the players (still competing in another match on another table) to finish their match. When it’s your turn to put up a player and the player you want to put up is still involved in a match on another table, simply notify the opposing captain as to the name of the player you are choosing, and that you need to call for an OFFICIAL “WAITING” TIME-OUT. Mark the back of both scoresheets with the starting time of the waiting” time-out (using the clock at the Tournament Director’s control desk). To stay warmed up, the opposing team’s player will be permitted to practice (by themselves) on the assigned table, until the common player has completed the other match for the other team. Once the time has reached 25 minutes, ask the Tournament Director to come to the scoring table. If the match is completed within the 30-minute grace period, the players originally chosen must play the assigned match and cannot be changed. If the match is not completed by the end of the 30-minute grace period, the team with the common players will at that time have to immediately put up another player or forfeit that match. The opposing team will also be allowed to choose a different player, even if their team was the first player put up.

Also, note that if two teams with common players meet, all common players must “sit-out”. The common players are not allowed to play or coach for either team. This prevents hard feelings between the teams. The non-common players will compete against each other in the team match. **If one or both teams cannot field 23 points with the remaining non-common players (according to their roster) the match will be shortened by the Tournament Director.** If both teams can meet the 19-point rule with four eligible players (according to their roster), they will play 4 matches to 19 points, and if tied at the end of the fourth match, the winner will be the team that won 2 out of the first 3 individual player matches. If either of the teams are unable to meet the 19-point rule, but both teams can meet the 15-point rule with three eligible players (according to their roster), then the teams would play three matches, and if tied at the end of the third match, the winner will be the team that won 2 out of the first 3 individual player matches. And finally, if neither team can meet the 15-point rule (with three non-common players), then the winner would be determined by ONE individual player match. **All common players advance with the winning team.**

Players common to two or more teams (who are not playing each other) may only coach for one team at a time. They must finish coaching one match before they can start coaching another. They cannot coach players on two tables at the same time. Also note that a player may not coach one match, while shooting in another match.

PLAYING AREA

No one is allowed in the playing arena (at any time) except for the shooters and their coaches and only during an official time-out! Do not walk in front of the scorekeeper tables at any time!

BREAKING - PRACTICE RACK

Lagging is mandatory at the World Qualifier unless “both” players agree to flip for the break.

If you lag, it is permissible to contact the end rail, but contacting the side rails, or scratching, loses the lag; if the balls collide, you lag over again. Both players will receive a chance to familiarize themselves with the table. Hit a couple of balls; check out the roll of the table; turn the table over to your opponent ... then get your match underway. Please limit your practice time at the table to 2-3 minutes per player!

TIME-OUTS

Only 1 time-out per game regardless of the skill level of the shooter. Calling for a non- available time-out by the coach (or other teammate) is illegal coaching and results in a ball-in-hand foul; if called for by the shooter, no penalty applies. Teams may call for a “Rule-Interpretation” time-out (not counted as one of your team time-outs) at any time to clear up a rule.

“SUDDEN DEATH”

4-Hour Sudden Death Rule is in effect. A team may officially choose to forfeit any match to save time and avoid Sudden Death (notify the opposing team and the Tournament Director before sudden death is officially announced). A forfeit does not give your opponent an automatic 3-0 or 20-0. You are simply forfeiting the remaining game or balls needed for your opponent to receive the win. You still receive credit for the games you won or balls you made.

ILLEGAL COACHING

Be careful what you yell out to your shooter so that you aren’t charged with an illegal coaching foul. It is permissible to say, “take your time”, however anything construed by the Tournament Director as “instructional” in nature i.e. “easy does it” will result in a ball-in-hand foul!

5-STAR SPORTSMANSHIP PROGRAM

The “FUN FACTOR” system works as follows: Write a number from 1 to 5 on the scoresheet (in the section which reads: “Team #xxxxx receives a ___-Star rating this match”). You will score the team only after all matches are over and only after both Captains have signed the scoresheet. Don’t let the opposing team know that you are giving them a bad rating unless you want them to get even and give you a bad rating in return. Write their rating in **privacy** ... before turning in your scoresheet at the Control Counter. The rating you give them will be 100% confidential.

SMOKING/VAPING AT THE GREEN ROOM

There is no smoking/vaping in The New Green Room. If you are a smoker/vaper, you must take your smoke break prior to the start of your match (and do so outside). Your match officially starts when your name is called, and/or you are put up for a player match. Do not wait until your name is called to run outside for a smoke even if your opponent says it’s okay! If you do, the first game of your match will be forfeited to your opponent! Do not run outside for a smoke break between games either (even if your opponent says it’s okay), same penalty applies ... loss of the next scheduled game! Do not run outside for a smoke break even if your opponent takes a bathroom break (even if your opponent says it’s okay) ... penalty is loss of the game in progress or loss of the next scheduled game! Smoking in the bathroom or other areas of the facility is loss of match and suspension from the APA! SMOKE EITHER BEFORE YOUR NAME IS CALLED OR WAIT UNTIL THE MATCH IS OVER TO SMOKE!

GOOD LUCK ... GOOD SHOOTING ... AND THANKS FOR PLAYING IN THE APA!

ELIGIBILITY REQUIREMENTS

2026 APA WORLD QUALIFIERS

Section I

(For Teams Who Qualify in the Summer 2025, Fall 2025, or Spring 2026 Tri-Annuals)

If your team wins a World Qualifiers slot (at one of the above Tri-Annual Championships), this information applies to you! Congratulations and please read this info very, very, carefully.

The first rounds of the 8-Ball APA World Qualifiers are tentatively scheduled in June 2026, at The New Green Room Billiards. There will be 60 teams competing in a modified double-elimination tournament with 12 teams advancing to the APA 8-Ball World Pool Championships held August 2026 at the Westgate Las Vegas Resort and Casino in Las Vegas, Nevada.

The first rounds of the 9-Ball APA World Qualifiers are tentatively scheduled in June 2026, at The New Green Room Billiards. There will be 60 teams competing in a modified double-elimination tournament with 12 teams advancing to the APA 9-Ball World Pool Championships held August 2026 at the Westgate Las Vegas Resort and Casino in Las Vegas, Nevada.

- ❖ **For a team to retain its team eligibility** to compete in the above World Qualifier and have the opportunity to advance to the APA World Pool Championships, the team (once qualified) must play all subsequent sessions leading up to the World Qualifier. If qualified in 8-Ball, the team must remain in an APA 8-Ball league and if qualified in 9-Ball, the team must remain in an APA 9-Ball league. This eligibility requirement helps guarantee accuracy of skill level ratings. Teams who play in the Spring Session are already current and do not need to continue play in the following Summer session. **For a qualified team to retain its eligibility, the team must maintain at least four (4) original team members on their roster during all subsequent sessions leading up to the World Qualifier.** The team must also remain competitive during subsequent sessions, especially the Spring Session. All non-competitive teams will be subject to a strict review by the APA Executive Review Committee and may face handicap re-evaluations or team disqualifications. **Individual players must also remain personally competitive during the Spring Session. Non-competitive individual team members (felt to be dumping) will be reviewed by the APA Executive Review Committee and may face handicap re-evaluation or suspension.**
- ❖ **For an eligible team member to retain their individual player eligibility** and be able to advance with their team to the World Qualifier and have the opportunity to advance to the APA World Pool Championships, **all eligible team members must be listed on the qualified team Spring roster and shoot at least 4 times during regular Spring session play ... and they must have at least 10 actually shot league match scores in their record prior to finishing the Spring Session program and entering the World Qualifier.**
- ❖ **If a player who was eligible to shoot on a team in the Spring Tri-Annuals, did not shoot enough times (in that format) during the end-of-session playoffs and the Spring Tri-Annuals ... to accumulate at least 10 total scores in their record (before exiting the Spring Tri-Annuals), they lose eligibility and cannot advance with their team to the World Qualifier (they also lose eligibility to receive additional awards and prizes).** Subsequent **Summer Session scores do not count** towards the 10 required scores.

ELIGIBILITY REQUIREMENTS

2026 APA WORLD QUALIFIERS

Section II

- ❖ **If a team that qualifies in the Summer Tri-Annuals elects to drop an eligible player from their Fall roster, that player loses their individual player “originality” and “eligibility” and can no longer advance with their team to the World Qualifier or the APA World Pool Championships unless they are re-added to the team by week # 4 of the Spring session and shoot at least 4 times with the team during the Spring session. If re-added to the roster (before week # 4 of the Spring session); and if they shoot at least 4 times with the team during the Spring session, and if they have at least 10 actually shot league scores in their record by the end of the Spring session ... the player regains both their “eligibility” and “originality” and are again eligible to shoot with the team in all levels of Higher-Level Tournament play, including the World Qualifier, if the team should advance that far.**
- ❖ **The only players eligible to advance with a Qualified team to the World Qualifier are those players listed on the Qualified team’s “Spring” roster (as of week # 4 of the Spring session) who are deemed eligible by the following criteria:** (1) they were listed as eligible players on the team’s roster when the team qualified in the Tri-Annuals; they have at least 10 scores in their record by the end of the Spring Tri-Annual Championships; and they have shot with the team at least four times during the Spring session; or (2) they are replacement players who meet all “replacement” player eligibility, have been approved by the League Operator, and have shot at least four times with the team during the Spring session. Any player dropped from your qualifying roster and not re-added to the Spring roster (by week #4) has lost their eligibility to advance with the team and share in any awards or prize monies. **Exception:** Since our Fall Session Tri-Annuals do not finish until after the 4th week of the Spring Session, those teams that qualify after week # 4 will be allowed last minute roster changes. They may elect to add back players who were originally on their Fall roster or replace any non-eligible players. If the player they add to their Spring roster is currently active on another team, that team will be allowed to add a replacement player.
- ❖ **If a team elects to replace a dropped player(s) with a “new” or “non-established” (less than 10 scores in their record) or non-approved player on their Spring roster, or if a team elects to keep a player on the roster who was “non-established” when the team qualified, that “new” (or non-established/non-approved) player will not be eligible, nor can they ever gain eligibility, to play with the team in the World Qualifier or the APA World Pool Championship or share in any prizes or awards (unless your team again “qualifies” in the Spring Tri-Annual).** The player they replaced is also non-eligible to compete or share in any prizes or awards. New, non-eligible players are automatically removed from your World Qualifier roster (think twice before carrying non-eligible players on your Spring roster and limiting your World Qualifier roster to less than a full field of eight players).
- ❖ **Your team may elect to replace a dropped player(s) with a veteran / “established” APA member who is approved by the League Operator. Replacement player(s) must meet the following criteria:** (1) they must have had at least 10 scores in their record (preferably 20 scores) as of the date your team qualified in the Tri-Annual Championship; (2) they must have shot in our local APA league area, and in the same format within the past 12-18 months; (3) they must be approved by the APA League Operator (your request must be submitted to the league office prior to week #4 of the Spring Session); and (4) they must have shot with the team at least four times during the regular Spring session. Don’t try to find the “best 4”, etc. Replacement players will be carefully reviewed and if they are “borderline” players or have “limited” scores in their record (10 minimum), they will be authorized only after their skill level is adjusted to a proper level.

8-Ball Open Roster & Handicap Report

00103 Pick A Stick	O 0000	00205 Crazy 8's	O 0000	00303 Chalk & Walk	O 0000
FROM : Essex, MD		FROM : Baltimore, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
4 02242 Harris, Neal		4 01365 Pistorio, Angelo		3 01868 Green, Ian	
5 43769 Harris, Jeffrey		3 46133 Hoffman, Jerry		6 73169 Miller, Joseph	
3 80047 Sevison, Mark		* 6 02911 Weiss, John		4 20807 Ruth, Walter	
3 57781 Beyer, Jennifer		5 80706 Conroy, Ryan		4 79609 Hagerich, Shawn	
3 32876 Trabert, Michael		4 46600 Conroy, Terry		4 51163 Stollings, Sid	
6 34528 Toot, Dale		4 36051 McCann, Rich		4 32821 Clark, Charlie	
5 72049 Bauer, Michael		3 80994 Conroy, Quinn		3 48155 Brooks, Michael	
3 78142 Birchfield, David				6 05565 Ross, Robert	
00401 Long Time Friends	O 0000	00501 FTR	O 0000	00609 Scratch This	O 0000
FROM : Baltimore, MD		FROM : Baltimore, MD		FROM : Kingsville, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
3 54305 Winter, Anna		5 36043 Baker, Christopher		4 75942 Brown, Michael	
3 02600 Coppola, Luca		2 75217 Slattery, Heather		4 79429 VanCamp, Philip	
5 35394 Reynolds, Ray		5 33143 Nguyen, Anthony		3 44293 Gephardt, Debbie	
4 78407 Bouchard, Christopher		3 23689 Oguin, Tiffany		4 20444 Gephardt, Earl	
5 35716 Mcfadden, Sean		4 17621 Sidle, Jason		4 26733 Simms Jr, Charles	
4 47761 Sidebotham, Sean		4 81063 Shook, Chris		6 47828 Gravley, Shaun	
4 44373 Bezemer, Kevin		3 48545 Flis, Kimberly		3 56595 Heede, Lauren	
3 02016 Moss, Thomas				5 49690 Vicario, Zachary	
00705 Only Up From Here!!	O 0000	00806 "Tore Up"	O 0000	00902 Sharpshooters	O 0000
FROM : Baltimore, MD		FROM : Baltimore, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
4 61578 Mause, Ruth		6 03981 Snyder, Karl		4 00131 Harris, Tavon	
3 12177 Davis, Denise		4 48052 Davis, Nakia		4 79573 Howard, Derrell	
4 27219 Davis, Kurt		3 11420 Goode, Jasper		6 18329 Bonomo, David	
5 23938 Fryer, Jeffrey		4 46278 Hairston, Corey		2 79417 Smith, Alena	
6 18530 Schuler Sr, Greg		5 56028 Thompson, Tyrone		4 80087 Wonson, Sashay	
3 08386 Woodward, Nichole		4 37506 Stanley, Sidney		4 80174 Hayes, Justin	
4 28784 Pindell, Kelly				7 43040 Hinton, Teron	
5 23390 Mause, John				5 11541 Smith, Ian	
01205 Smells Like Team Spirits	O 0000	01306 Raw Dogs	O 0000	01402 Bender's	O 0000
FROM : Baltimore, MD		FROM : Essex, MD		FROM : Baltimore, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
5 80381 Oeltzschner, Georg		4 08995 Edelmann, Brittany		4 04557 Bowen, Jeff	
3 24702 Mrozinski, Steve		5 67876 Otero, Jose		5 79272 Mullen, Kate	
4 00876 Trossbach, Nicholas		7 24477 Ford, Mark		3 79690 Pratt, Alisa	
4 60713 Titlebaum, Andrew		4 56953 Jankowiak, Robin		4 37499 Durham, Amy	
3 45506 Wilson, Joshua		4 50531 Dozier, Richard		4 27021 Stephens, Shana	
3 80810 Kenerly, Gilliann		3 42749 Palmer, Brian		4 79946 Jamieson, Kevin	
4 81043 Kenerly, Matthew		4 41184 Rose III, William		3 10650 Stephens, John	
5 49660 Abbott, Richard		2 81181 Robinson, Kelly		6 71536 Hwang, Hyon	

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.

8-Ball Open Roster & Handicap Report

01508 Green Room O 0000 <i>FROM</i> : Dundalk, MD	01802 Turkey Shooters O 0000 <i>FROM</i> : Baltimore, MD	01903 Shot Time!! O 0000 <i>FROM</i> : Baltimore, MD
<u>Skl</u> <u>Number</u> <u>Name</u>	<u>Skl</u> <u>Number</u> <u>Name</u>	<u>Skl</u> <u>Number</u> <u>Name</u>
4 35468 Cuthrell, Andrew	4 04455 Mynar, Steve	3 44829 Piotrowski, Connie
4 52418 Howard, Nicole	5 12680 Novak, Warren	3 48063 Piotrowski, Binh
5 80120 Crespo, Jonathan	5 21916 McCully, Brian	4 02478 Cox, Thomas
5 13230 Folk, Jason	6 19316 Stofko, Jim	3 06769 McFadden, Michele
4 76350 Ferrell, Lisa	3 65836 Pirkey, Keith	4 65174 McLain, John
5 32263 Ervin, Jared	5 29690 Warthen, Ryan	4 73358 Ceanfaglione, Matthew
	4 20236 Hall, Jack	5 48779 Allison, Sean
	4 51484 Pietrolungo, Philip	
02007 Off The Break O 0000 <i>FROM</i> : Dundalk, MD	02303 P.I.T.A. O 0000 <i>FROM</i> : Dundalk, MD	02411 Micky's O 0000 <i>FROM</i> : Sparrows Point, MD
<u>Skl</u> <u>Number</u> <u>Name</u>	<u>Skl</u> <u>Number</u> <u>Name</u>	<u>Skl</u> <u>Number</u> <u>Name</u>
4 23389 Schleicher, Patrick	3 40557 Haley, Alyssa	4 23998 Rice, Jerry
5 68364 Ward, Ronnie	3 67460 Fluck, Chris	4 21254 Petrovia, Christopher
2 46252 Bailey, Kathleen	3 32920 Daniels, Robert	3 42121 Nocar, Colleen
4 21449 Schleicher, Paul	6 56452 Burke, Ted	3 42858 Mitchell, Michael
3 80775 Tusha, Victor	4 58757 Daniels, Zach	4 12220 Karn, Michael
7 57993 Schroeder, Anthony	5 80190 Gray, Andrew	4 79285 Bassetti, Victor
3 80695 Aubuchon-Zachary Jr., Mitchell	5 12344 Hammacher Jr, Paul	5 32105 Schell, Heath
4 76869 Oswinkle Jr, William		4 36788 Hammond, Michael
02603 The Dream Team O 0000 <i>FROM</i> : Halethorpe, MD	02714 Big Sticks on Cue O 0000 <i>FROM</i> : Dundalk, MD	02805 Pool Of Misfits O 0000 <i>FROM</i> : Halethorpe, MD
<u>Skl</u> <u>Number</u> <u>Name</u>	<u>Skl</u> <u>Number</u> <u>Name</u>	<u>Skl</u> <u>Number</u> <u>Name</u>
4 29987 Houck, Steven	5 71528 Hager, Joshua	4 80296 Conner, Anthony
6 09463 Jackson, Antwon	4 07782 Hager, Brad	3 45059 Taggart, Crystal
3 49579 Council, Salim	4 28750 Hadel, Garrett	6 43977 Chun, Randall
4 06800 Harrell Jr, Monte	3 02999 Ford, Matt	2 02865 Foster, Lindsey
5 79634 Davis, James	6 50034 Kramer, Shawn	3 24628 Olszewski Sr, Robert
6 01860 Wees, Sean	4 21442 Valente, Susan	3 48877 Choi, Steven
4 35622 Queen Jr, Donald	5 44287 Whitley, Paul	4 51374 Helmick, Mark
3 80578 Abdoun, Ouedraogo	3 80324 Giorgakis, Emmanouil	6 09023 Houck Jr, Joseph
03003 Team OGRE O 0000 <i>FROM</i> : Linthicum, MD	03305 S.T. F. D. O 0000 <i>FROM</i> : Columbia, MD	04105 So High O 0000 <i>FROM</i> : Halethorpe, MD
<u>Skl</u> <u>Number</u> <u>Name</u>	<u>Skl</u> <u>Number</u> <u>Name</u>	<u>Skl</u> <u>Number</u> <u>Name</u>
4 25433 Burger, Marc	6 48184 Nash, Chris	4 35435 Rositzky, Buddy
5 17076 Henderson, Bill	5 00812 Stone, David	3 56235 Burford-Sanders, Diana
4 06705 Dusenbery, Michael	4 57718 Brown, Doug	3 56582 Sias, Justin
5 10659 Lamarsh, Peter	5 47772 Dasarathy, Keshava	7 05363 Clark, Tim
5 01045 Ureno, Joshua	3 69056 Nichols, Tyrone	4 44053 Lapp, Austin
4 42622 McMillan, Eric	4 68466 Yarborough, Ed	4 12267 Reilly, Mark
4 38500 Hilliard, Steven	5 29808 Deleonardo, Brian	3 36749 Ellis, Nicole
4 41634 Lamarsh, Ripken	4 49005 Fitzgibbon, Jesse	3 69576 Rittenhouse, Josh

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.

8-Ball Open Roster & Handicap Report

04206 Captain's Crew O 0000 FROM : Essex, MD	04314 They Not Like Us O 0000 FROM : Dundalk, MD	04506 Twisted Quackers O 0000 FROM : Kingsville, MD																																																																																	
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8-Ball Open Roster & Handicap Report

86102 Cue Tips O 0000
FROM : Frederick, MD

<u>Sk</u>	<u>Number</u>	<u>Name</u>
7	53359	Wyrick, Randy
5	03219	Hanner, Edward
4	11225	Turner, James
4	80272	Ciocco, Jeffrey
4	28599	Emma, Francis
4	15331	Dimartino, Dave
3	06384	Turner, Anni

86206 Infamous Ball Busters O 0000
FROM : Frederick, MD

<u>Sk</u>	<u>Number</u>	<u>Name</u>
5	11241	Banker, Dylan
4	80471	Bumpass, Johnathon
3	80402	Holmes, Chase
5	80488	Cook, James
5	80499	Meredith, Eric
4	23014	Bigelow, Russell
4	49270	Fretwell, Michael
7	41102	Burzio, Timothy

86407 Crazy 8's O 0000
FROM : Frederick, MD

<u>Sk</u>	<u>Number</u>	<u>Name</u>
7	46580	Knickerbocker, Clinton
4	80905	Ringgold, Vincent
3	47760	Self Jr, Rallie
3	80935	Douglass, Glenn
4	41442	Harmon, Darlene
5	44622	Ruark, Patrick
3	81076	Underwood, Jason

86507 Double Entendre O 0000
FROM : Frederick, MD

<u>Sk</u>	<u>Number</u>	<u>Name</u>
4	35429	Olsen, Saruul
5	63953	Lor, Ti
4	39462	Olsen, Todd
4	79878	Carr, Nicholas
5	50961	Vallely, Jeffrey
3	47760	Self Jr, Rallie
4	23804	Terry, Douglas
4	02469	Geouge, Robert

86607 "James Gang" O 0000
FROM : Frederick, MD

<u>Sk</u>	<u>Number</u>	<u>Name</u>
6	57114	James, Wayne
6	02606	George, Zane
3	57116	Cowan, Samantha
3	29326	Crutchley, Scott
4	77941	Wisner, Larry
3	61933	Garner-Allen, Debra
3	24989	Bolyard, Annie

86701 Hustlin Shiny Balls O 0000
FROM : Frederick, MD

<u>Sk</u>	<u>Number</u>	<u>Name</u>
5	47606	Cirner, Todd
3	78187	Brinkley, Susan
3	03598	Gowl, Wade
5	42827	Kastin, Roman
5	07817	Strahler, Randall
3	73606	Lindelof Jr, David
7	23597	Stone, Kevin
4	60159	Heller, Brenton

87008 Miles Of Smiles O 0000
FROM : Funkstown, MD

<u>Sk</u>	<u>Number</u>	<u>Name</u>
5	05319	Stoner, William
2	08829	Stoner, Regina
6	06814	Delauney, Thomas
4	11085	Gantt, Quielan
3	08523	Gorgone, Nicole
6	20797	Delauney, Joe
4	46726	Guarino, Scott
6	43971	Bentz, Joseph

87104 Pocket Pounders O 0000
FROM : Hagerstown, MD

<u>Sk</u>	<u>Number</u>	<u>Name</u>
4	48053	Smith, Colin
3	80887	Warden, Kenneth
5	66283	Pepple, Jeff
3	80621	Higdon, John
5	65100	Rowe, Randy
7	41911	Upton, David
4	47727	Flohr, Dan
3	79282	Ray, Brittany

87407 The Crooked Cues O 0000
FROM : Charlestown, WV

<u>Sk</u>	<u>Number</u>	<u>Name</u>
4	01746	Dunbar, Warren
4	79163	Davenport, Braxton
4	31967	Chandler, David
4	79570	Dunbar, Logan
4	79595	Albert, James
3	02282	Dost, Gerald
6	38490	Curry, Anthony
3	49656	Mckinney, Lucas

87506 Chalk Is Cheap O 0000
FROM : Martinsburg, WV

<u>Sk</u>	<u>Number</u>	<u>Name</u>
6	21048	Vesledahl, Jeffery
6	73558	Greist, Brian
3	78933	Hann, Tiffani
5	57108	Dodson, Adam
3	35636	Zinzow, John
4	39377	Robey, Marcus
4	10794	Cogle Jr, Michael
4	42977	Bahr, Melissa

87708 Last Stop O 0000
FROM : Williamsport, MD

<u>Sk</u>	<u>Number</u>	<u>Name</u>
5	09300	Cunningham, Sonny
6	53576	Cook, Michael
4	12542	Craighead, Dave
4	78709	Haines, Melanie
4	53581	Cook, Lisa
3	45536	Neville, Earl
5	81082	Long, Steven

88007 Chalk Dirty to Me O 0000
FROM : Inwood, WV

<u>Sk</u>	<u>Number</u>	<u>Name</u>
3	42531	Ortiz, Johnny
3	42249	Blair, Edward
3	44018	Mason Jr, Kenneth
2	80124	Kneram, Destiny
2	69635	Anderson, Michele
4	05686	Davis, John
4	42180	Moler, David

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.

8-Ball Open Roster & Handicap Report

88106 Green Frog

O 0000

FROM : Martinsburg, WV

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	08659	Hoffman, Brian
3	10237	Duvall, Kevin
3	80969	Knight, David
3	81008	Keller, Karl
2	80962	Stull, Sharon
7	01537	Buckler, Justin
3	79851	Kirkpatrick, Luci
3	80772	Sailliez, Elisha

89102 Frankly...ldgas

O 0000

FROM : New Windsor, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	56943	Harrison, Sheryl
3	56941	Harrison, Clifton
3	35911	Bell Jr, Charles
5	45016	Short, Joseph
6	79799	Abbott, Douglas
6	80446	Clements, Ronald
4	79626	Wantz, Barbara
3	43147	Emory, William

89711 A-Town Pocket Killaz

O 0000

FROM : Hampstead, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	24263	Wilt III, Samuel
4	79986	Wilkinson, Heather
4	79901	Wilkinson, Brian
6	26327	Manis, Jacob
4	31422	Dedmon, Brett
3	79379	Dedmon, Carolyn
4	22446	Wilt, William
3	72686	Coffman, Robert

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.



DEFENSIVE SHOTS

**HAVE FUN ... MEET PEOPLE ... PLAY POOL
START CALLING & MARKING DEFENSIVE SHOTS!**

Make League Play More Fun! - Learn About Defensive Shots!

If you "call" and mark Defensive Shots on yourself and your team, no one will accuse you of sandbagging!

If you mark Defensive Shots played by your opponent or the opposing team, no one can sandbag and everyone will have more fun!

Have every member on your team learn about Defensive Shots by watching the APA Defensive Shots video at www.apapool.com.

- 1. Please remember to call all defensive shots (SAFETIES) out loud ... simply say SAFETY!**
- 2. If you feel your opponent just played a DEFENSIVE SHOT (SAFETY) without verbally calling it, simply mark the DEFENSIVE SHOT on YOUR SCORESHEET.**
- 3. Do not say anything about a player not calling, what you thought was a defensive shot. They may have felt that the shot was not a defensive shot and challenging them COULD LEAD TO A CONFRONTATION AND RESULT IN SPORTSMANSHIP PROBLEMS AND POSSIBLE SUSPENSIONS.**
- 4. Teams who play defensive shots but fail to mark them on their scoresheets (to try and keep their skill levels down) will be flagged for special handicap review.**
- 5. Teams who FALSELY mark safeties for the purpose of trying to get their opponents handicaps raised, will face suspensions.**

Also, check out the ... How To Keep Score ... videos on our website!



REFEREE GUIDE / INFORMATION

TEAM RESPONSIBILITIES

- ◆ Teams are required to show the highest respect for the referees at all times. Giving the referees a “hard time” will place the team member(s) involved in the “very possible danger” of being immediately disqualified from the event, removed from the premises, and indefinitely suspended from the league.
- ◆ Teams have the right to request a referee change at any time. No reason required.
- ◆ Referee calls are binding and final, and cannot be protested.

REFEREE RESPONSIBILITIES

- ◆ Referees are instructed to report sportsmanship problems to the tournament officials.
- ◆ Referees are asked not to give rule interpretations, or answer rules questions. The requesting Captain, coach, or player is responsible for temporarily halting the match, in order to seek clarification or confirmation from the Tournament Director, whenever a rule is involved. This eliminates mistakes and misunderstandings. Referees only make calls concerning “good hit-bad hit”, “frozen” ball and other possible playing foul situations. Note that Local League Bylaws over-ride the APA National Rules for local events.
- ◆ Referees are not responsible for watching every roll of the balls on their assigned tables. On potentially close-hit shots, it is the responsibility of the Captains, coaches, and players to protect themselves by calling an official referee time-out (prior to the shot actually being executed). Remember, close-hit calls go to the shooter.
- ◆ Referees are instructed to always make an attempt to “watch a hit” (whenever requested), however, it is the responsibility of the non-shooting player to “hold up the shooter” before asking the referee to watch a hit.
- ◆ Referees are asked to never offer calls, even if they see an obvious foul. It is your responsibility to ask them if they saw the shot and if the shot was “bad”. If they are 100% sure it was bad, then you will be awarded ball-in-hand. If they forget and initiate a call, remember “a foul is still a foul” and the call stands.
- ◆ Referees are asked to never discuss “game strategy/shot selection” with any of the players during their match.



HOW TO REQUEST REFEREE ASSISTANCE

Captains, coaches and match players should use one of the following methods to request referee help:

- 1.) If a shot looks to be “close” and you feel that a foul might occur, your team should **call for a free “referee time-out” and temporarily stop the match before the shot is played**. Note that the other team’s player may not recognize your voice, and may continue with their shot. Hold up the shooter by getting the attention of “YOUR” shooter (since your player will immediately recognize your voice). **Example: Joe, “HOLD UP THE SHOOTER, we need a referee to watch the hit!”** Having “YOUR” player hold up the shooter gives the referee time to determine the situation on the table, and to get into position to watch the hit. It may take time for the referee to get into place (because of activity on a nearby table), so be patient. When making a call, note that unless the referee is 100% sure that the hit was “BAD”, they are instructed to call the hit as “GOOD”. APA rules state that “SPLIT” hits are good and go to the shooter. It must be obvious to the referee that the hit was “BAD” for a ball-in-hand foul to be awarded.
- 2.) If a shot did not look to be “CLOSE” (before it was shot) or if something unexpected occurred during the shot (that you think might have been a foul), **call a free “referee time-out” and temporarily stop the match (before another shot is played)**. If a referee happened to be looking at your table at that time, and is 100% certain that the hit was “BAD”, they will give you a call. Their call is final and binding. Remember, the referees have been asked not to “initiate” any calls, even if they see a foul occur. You must **“VERBALLY”** ask them if they saw the shot, and if they could determine whether or not a foul occurred. If they are not 100% sure that the hit was “BAD”, the hit is considered “GOOD” and the call goes to the shooter.

Captains, coaches, and match players, *should not* simply “point at” or “yell for” a referee. In order to properly protect your team, please stop the match, by telling “YOUR” player to **“Stop the Shooter”** before seeking referee assistance.

SUDDEN DEATH

NOW IN EFFECT AT THE NEW GREEN ROOM!

SUDDEN DEATH FORMAT:

Sudden death will go into effect four (4) hours after the official starting time. At that time, any match in progress will finish in its entirety, however all subsequent matches will be played under Sudden Death rules.

9-Ball Sudden Death:

All balls pocketed in a 9-Ball Sudden Death match will count as “DOUBLE POINTS”. The 1-8 count as two (2) points each, while the 9-Ball counts as four (4) points.

8-Ball Sudden Death:

A Sudden Death match in 8-Ball will consist of two (2) games ... the first game will be worth two (2) points ... the second game (if needed) will be worth one (1) point. If the two (2) points won in the first game determine a clear winner (where there is no way the opposing team can come back and win the overall team match) the match is over. If the two (2) points earned in the first game of a Sudden Death match do not determine a clear winner, the Sudden Death match continues with a second game (worth 1 point). Since the first game of a SD match is worth more points than the second game, the winner of the first game will receive credit for that specific individual player match (for tie-breaking purposes) should the teams end up tied in total points at the end of the team match.

If after playing both games in the final Sudden Death match (Match 5), the teams are tied in total points, the winner will be the team that won three (3) of the five (5) individual player matches.

SUGGESTED TIME GUIDELINES FOR 8-BALL MATCHES

<u>Total Games Must Win</u>	<u>Match Time</u>	<u>Average/Game</u>
4-6	45 minutes	10 minutes
7-10	60 minutes	8 minutes

SUGGESTED TIME GUIDELINES FOR 9-BALL MATCHES

Match Time
40-60 minutes

ADDITIONAL SUGGESTED TEAM GUIDELINES

Each 8-Ball Team Match	4 Hours
Each 9-Ball Team Match	3 Hours
Each New Player Selection	2 Minute Limit
Each Coaching	1 Minute Limit
Average Shot	20 Seconds
Special Shooting Situation	45 Seconds (Maximum)

Here are some examples of Sudden Death in 8-Ball:

Example 1: Sudden Death Going Into the 4th Match:

Since a team can earn up to 3 points (2+1) per Sudden Death match, a team can be down by 5 points (2-0, 2-0, 2-1) after three (3) individual player matches and come back and win the overall team match by winning both games of Sudden Death in Match 4 and in Match 5 (all four games worth a total of six points) ... final score would be 7-6 in favor of the previously trailing team.

If a team is down by six (6) points after three (3) individual player matches the team match is over. Even if the team were to win all six (6) available points, they could only tie. Their opponents, by having already won 3 of the 5 individual player matches, would win the tie-breaker and the overall team match.

Example 2: Sudden Death Going Into the 5th Match:

If the team is down by four (4) or more points going into Match 5, the match is over. If a team is down by three (3) points going into Match 5 (and the opposing team is up 3-1 in individual player matches) – the match is over. The team could tie but would lose the tie-breaker 3-2, thus losing the overall team match.

If a team is down by three (3) points going into Match 5, (and the individual player matches are tied 2-2) they can still win the overall team match. By winning both Sudden Death games, they will earn 3 points (2+1), tie their opponents in total points, and win the tie-breaker by finishing 3-2 in individual player matches. **If the team that is ahead by three (3) points wins the first game of Sudden Death, they win the overall team match. If they lose the first game but win the second game, they still win the overall team match.**

If a team is down by two (2) points going into Match 5, they can still win the overall team match by winning both Sudden Death games. By winning both Sudden Death games, they will earn 3 points (2+1) and edge out their opponents in total points. **The team that is ahead by two (2) points only needs to win the first game of Sudden Death to win the overall team match however, if they lose the first game, but win the second game, they still win the overall team match (by winning total points).**

If a team is down by one (1) point going into Match 5, (and the opposing team is up 3-1 in individual player matches) they need to win BOTH Sudden Death games to win the overall team match. If they only win the first game (worth 2 Points) and their opponents win the second game (worth 1 point), the score at the end of the match would be tied and their opponents would win the tie-breaker by a score of 3-2 in individual player matches won. **The team that is ahead by one (1) point only needs to win the first game of Sudden Death to win the overall team match.**

If a team is down by one (1) point going into Match 5, (and the individual player matches are tied 2-2) it would be a race to one (1) game only! If the team that is down by one (1) point wins the first game, they win two (2) points and the individual player match. They are now up 3-2 in individual player matches (for tie-breaking purposes). Even if the team that was initially ahead by one (1) point were to win a second game and tie their opponents, they would still lose the tie-breaker 3-2, so there's no need for a second game of SD. **Needless to say, if the team that is ahead by one (1) point wins the first game of Sudden Death, they win.**

If two teams are tied in points going into the Match 5, it would be a race to one (1) game only!

PLEASE— NO FLASH PHOTOGRAPHY

Please be courteous of other players while they are shooting.

If you would like to take pictures,
you may do so only without use of a flash.

BE CAREFUL!

KEEP AN EYE ON YOUR POSSESSIONS!!!

When you travel, be aware of pickpockets and purse/cue snatchers.

**PLEASE
BE AWARE OF YOUR SURROUNDINGS!**

THERE IS ABSOLUTELY NO DRINKING ALLOWED IN THE PARKING LOT OR TAKING ALCOHOL IN OR OUT OF THE NEW GREEN ROOM!

If you are caught taking any alcohol outside of the building, bringing alcohol inside the building, or drinking in the parking lot, you will face being barred from the facility and a minimum 30-day to 1-year suspension from the APA. If your actions were to cause The New Green Room to lose their beverage license, we would lose our tournament facility! This is a serious matter!



NEW POLICY: THERE IS ABSOLUTELY NO SMOKING/VAPING ALLOWED IN THE NEW GREEN ROOM!



Poolplayers Etiquette

Good Sportsmanship



Have pride in yourself.

Respect your opponent.

Win or Lose -
it's how you accept victory or defeat.

Control your emotions...
don't let them control you.

Accept victories and losses with
goodwill and dignity.

Be an example of Good Sportsmanship.

Win with Sportsmanship...Others will Follow!



This message brought to you by





UNACCEPTABLE BEHAVIOR

***CAPTAINS - TALK WITH YOUR PLAYERS ABOUT UNACCEPTABLE BEHAVIOR!
HAVE FUN ... MEET PEOPLE ... PLAY POOL!***

Make APA Play More Fun! - Conduct Yourselves Properly!

1. The moment an APA member conducts themselves in an inappropriate manner, our Referees will temporarily stop the match! This includes but is not limited to banging balls/cue sticks on the table; throwing chalk or other objects; profanity; making sexist or racist comments; or making smart remarks out loud (where someone might hear it) about a player's skill level ability - either to your opponents or to your own team mates. If you feel someone is dogging shots, mark DEFENSIVE SHOTS on the scoresheet and write them up.
2. Our Referees will politely inform the APA member(s) violating these policies that their behavior is unacceptable! We expect the problem to immediately go away and not return for the duration of the team match.
3. Based upon how the APA member responds to the warning, the referee may either restart the match immediately ... or call for the assistance of a Tournament Director or Floor Manager (at which time penalties may apply). Our Tournament Officials are here to help you and are not to be verbally abused.
4. If the situation is not immediately resolved, APA members involved are subject to immediate suspension ... which could cost your team the chance of advancing to the next round. **It is in the team's best interest to police it's own members and avoid this type of situation.**

Please make every member on your team aware of these policies and inform them that unacceptable behavior at the tournament site will not be tolerated.

**Melissa Frank
APA League Operator**

NOTES

SUMMER 2025 TIER-2 8-BALL TRI-ANNUALS

BRACKET 1

SAT. 9/20 @ 12 PM - \$200

SAT. 9/20 @ 6 PM

SUN. 9/21 @ 11 AM

M = MATCH NUMBER

SUN. 9/21 @ 5 PM - \$350

TABLE 24	00205	M33	---	---
	68607			
TABLE 23	87506	M34	TABLE 1	M65
	01402		---	
TABLE 22	02411	M35	---	
	49109			
TABLE 21	88007	M36	TABLE 19	M66
	02303		---	
TABLE 5	00303	M37	---	
	87104			
TABLE 19	86407	M38	TABLE 3	M67
	04314		---	
TABLE 18	88106	M39	---	
	00103			
TABLE 17	04703	M40	TABLE 4	M68
	86206		---	
TABLE 20	86102	M41	---	
	02603			
TABLE 15	68405	M42	TABLE 5	M69
	86507		---	
TABLE 14	01205	M43	---	
	69201			
TABLE 13	02805	M44	TABLE 6	M70
	04206		---	
TABLE 3	00401	M45	---	
	87708			
TABLE 1	49307	M46	TABLE 7	M71
	00806		---	
TABLE 11	00501	M47	---	
	87008			
TABLE 2	00609	M48	TABLE 8	M72
	01903		---	

TABLE 17

TABLE 20

TABLE 23

TABLE 24

TABLE 21

TABLE 20

\$1,000 - ADVANCES TO
2026 WORLD QUALIFIER

\$1,000 - ADVANCES TO
2026 WORLD QUALIFIER



SUMMER 2025 TIER-2 8-BALL TRI-ANNUALS

SAT. 9/20 @ 12 PM - \$200

SAT. 9/20 @ 6 PM

SUN. 9/21 @ 11 AM

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SUN. 9/21 @ 5 PM - \$350

