

**SPRING 2025**  
**TIER-1**  
**9-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 Johnson*

**League Operator**  
*Melissa Frank*





## 9-Ball Higher Level Tournament Qualifying Criteria

National APA Rules require all APA players to have at least 10 actually played 9-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 9-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 or the Vegas Nationals. **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

**Teams with 2 or more common players on their team roster may now call for 1 official “waiting” time-out** (not to exceed 30 minutes) to wait for a player common both to their team and another World Qualifier team (still competing in another match on another table) to finish that match. **To stay warmed-up**, their opponent will be permitted to practice (by themselves on the assigned table) until the common player completes their match for the other team on the other table. **When it’s your turn to put up a player and the player you want to put up is still involved in a match for another team on another table**, simply notify the opposing captain as to the player you are choosing to put up, and that you need to call an official “waiting” time-out. **Mark the back of both scoresheets with the starting time of the “waiting” time-out (using the time indicated on the clock at the Tournament Director’s control desk)**. Remember, a team may only call for a maximum of 1 “waiting” time-out and the time may not exceed 30 minutes! Once the time reaches 25 minutes, ask the Tournament Director to come to the scoring table. If the other match is not completed at the end of the combined 30-minute period, the team will have to immediately put up another player or forfeit the remaining matches. **If the match is finished within 30 minutes**, the players originally chosen must play the assigned match and cannot be changed. **If the match is not completed within 30 minutes**, and the team with the common player must choose a different player to put up, then the opposing team will be allowed to also choose a different player, even if their team was the first to put up! Players common to 2 or more teams can only coach **one** match.

**If two teams with common players are matched against one another, the common players are not allowed to play or coach for either team and the team match may be shortened by the Tournament Director, based on the number of common players involved.**

## 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

## 2025 APA WORLD QUALIFIERS

### *Section I*

*(For Teams Who Qualify in the Summer 2024, Fall 2024, or Spring 2025 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 2025**, 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 2025 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 2025**, 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 2025 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

## 2025 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.

# 9-Ball Roster & Handicap Report

<b>30105 Kaboose</b>	N 1079	<b>30209 Cue Disaster</b>	N 1072	<b>30308 Trump Train</b>	N 1086
FROM : Baltimore, MD		FROM : Halethorpe, MD		FROM : 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>	
2 30037 Reuter, Carrie		3 45059 Taggart, Crystal		4 35435 Rositzky, Buddy	
5 24882 Hamilton, Toni		5 40115 Kaczynski, Brendan		6 21814 Schlick IV, Malcolm	
2 44792 Bragg, Michael		5 51374 Helmick, Mark		3 56235 Burford-Sanders, Diana	
3 00568 Hamilton, Paul		5 80296 Conner, Anthony		6 16719 Stinebaugh, Charles	
4 36268 Rozankowski, Robert		4 48877 Choi, Steven		4 44053 Lapp, Austin	
6 21141 White, Steve		5 73472 Gardner, Will		1 47397 Rositzky, Brianna	
4 57367 Chin Sr, Kori		6 31662 Lewis, Desharn		7 04239 Gant, Daniel	
		2 49085 Johnson, Sean		2 04108 Dorsey, Sandi	
<b>30402 Chalk Dirty To Me</b>	N 1084	<b>30404 One More Bucket</b>	N 1080	<b>30502 The Take Over</b>	N 1082
FROM : Dundalk, MD		FROM : Dundalk, 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 74833 Carre, Loretta		6 09645 Icenrode, Joshua		7 37276 Snyder, Henry Bernard	
5 37081 Carre, Cassandra		7 03973 Icenrode, Henry		7 29751 Fields, Jeff	
3 79278 Heaney, Cindy		3 11732 Schoppert, Tyler		3 11420 Goode, Jasper	
3 37086 Howard, Kala		3 76298 Posluszny, Jessica		4 25760 Brice, Samuel	
6 47263 Mckinney, Aden		4 80425 Biles, Dwayne		5 48052 Davis, Nakia	
5 25163 Cagle, Amy		3 37887 Howard, Christiana		2 47572 Mills, Teshanna	
9 03292 Moricle, David		4 35468 Cuthrell, Andrew		4 46278 Hairston, Corey	
2 45746 Shaw, Parris		5 48847 Whitt, Josh		3 68187 Ballentine, Cozette	
<b>30702 Itch-N-Crew</b>	N 1092	<b>30805 90 Day Fiance</b>	N 1082	<b>30807 Hi</b>	N 1086
FROM : Baltimore, MD		FROM : Dundalk, MD		FROM : Dundalk, 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 20811 Livering, Karen		8 76221 Morgan, James		6 12959 Schanberger, Kelsey	
4 67010 Wolfe, L Nikki		3 13490 Morgan, Holly		7 79487 Kammer, Dylan	
6 54690 Fischer, George		2 45880 Pearson, Maurice		5 65514 Schanberger, Robin	
3 79880 Fischer, Dillon		5 11717 Marion Jr, Samuel		1 55751 Booth, Kristi	
5 73255 Bridgeman, Rachel		7 80661 Moreno, Eldrihn		3 36782 Beccaglia, Caren	
3 30300 Burke, Christina		5 80679 Moreno, Jesther		3 78301 Baranowski, Amanda	
7 79404 Burke Jr, Donald		4 70574 Nantz, Zachary		5 79185 Mohr, Kristen	
		3 79330 Edwards, April		5 36788 Hammond, Michael	
<b>30908 Still Deciding</b>	N 1084	<b>31006 El Dragon Sports Bar</b>	N 1090	<b>31105 Come On Gurl</b>	N 1091
FROM : Parkville, MD		FROM : Baltimore, MD		FROM : Columbia, 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>	
8 72026 Bambino, David		6 46353 Madden, Colin		6 00812 Stone, David	
3 03602 Carmon, Joshua		3 80201 Plasencia, Joanna		7 48184 Nash, Chris	
2 13858 Bambino, Aimee		3 80299 Blackwell, Heather		4 57718 Brown, Doug	
4 73844 Susnowitz, Ryan		4 80566 Epstein, Theodore		5 29808 Deleonardo, Brian	
4 28257 Munker, Steve		7 49264 Izzo, Mike		4 68466 Yarborough, Ed	
3 38446 Pulignani, Anthony		3 80583 James, Andrew		4 49005 Fitzgibbon, Jesse	
5 00512 Brashear, Justin		4 80684 Groopman, Alek		3 80671 Crumpton, Anthony	
4 12403 Shifflett, Christopher		4 29902 Shaw, Christopher			

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.

# 9-Ball Roster & Handicap Report

<b>31505 F.A.A.F.O!</b> FROM : Baltimore, MD	N 1088	<b>31508 Bustin 9's</b> FROM : Baltimore, MD	N 1067	<b>31605 Sour Bombs</b> FROM : Kingsville, MD	N 1096
<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>	
3 43892 Colgan, Cherie		4 04073 Fisher, Michael		4 28641 Underhill, Lacy	
8 06643 Colgan, Bruce		2 13277 Norman, Amanda		3 73990 Marion, Wanda	
2 79442 Gray, Jessica		2 10308 Bennett Jr, Ronald		5 79029 Butrim, Mary	
2 56593 Warble, Patricia		8 01633 Dozier, Joshua		6 59742 McKinney, Chris	
3 08666 Evans, David		5 41683 Johnston, Vernon		2 19935 Hill, Mary	
5 49208 McLean, Melinda		4 09988 Singleton, Raymond		1 47477 Cortez, Catherine	
6 13761 Fellner, Joseph		6 44555 Burnham, Stephen		7 24889 Drzewiecki, Brady	
3 58128 Depasquale, Mary		3 77545 Walters Sr, Thomas		5 71850 Miller, Cathy	
<b>31609 S.B.I.N.C</b> FROM : White Marsh, MD	N 1093	<b>31808 Below Average</b> FROM : Kingsville, MD	N 1076	<b>31912 The Shyt Show</b> FROM : Essex, MD	N 1078
<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>	
2 53634 Mast, Colleen		8 24191 Davis, Robert		2 76991 Webster, Kelly	
4 79197 Rains, Jackie		6 07443 Stiles, Nicholas		5 59479 Webster, Maurice	
2 71691 Kimmel, Nicole		3 79877 McCarthy, Virginia		1 42437 German, Danielle	
3 36088 Kimmel, Kevin		3 31799 Paugh, Mandy		3 41091 Bahroun, Haytham	
5 53554 Blevins Sr, Steve		5 25070 Paugh, Carl		7 33063 Douglas, Christopher	
8 34023 Blevins, Steve		5 59487 Davis, Thurman		3 73358 Ceanfaglione, Matthew	
4 06669 Knauff, Rebecca		3 37532 Davis, Tiffany		3 12374 Chase, Gerard	
7 03242 Lund, Nicholas		4 79721 Bowers Jr, Douglas			
<b>32002 3 Pockets 5 Sticks</b> FROM : Baltimore, MD	N 1093	<b>32102 The Raptors</b> FROM : Dundalk, MD	N 1090	<b>32208 In &amp; Out</b> FROM : Essex, MD	N 1087
<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>	
6 77217 Royster, Nathaniel		8 51049 Jones, Kenny		4 73201 Winn, Alvin	
4 06885 Royster, Julia		4 56259 Wisniewski, Gregg		7 30396 Carter-Bey, Desmond	
4 38539 Wiatrowski, John		3 21169 Snyder, Daniel		3 06769 McFadden, Michele	
2 11477 Marx, Barbara		3 40758 Jones Sr, John		3 17553 McFadden, Christopher	
4 43715 James, Demitris		2 40557 Haley, Alyssa		3 73713 Adams, Ray	
4 12732 Scott, Jane		4 67460 Fluck, Chris		6 75935 Sankey, Michael	
4 00131 Harris, Tavon		6 16029 Lacy Sr, Reno		3 38720 Belton, Darius	
6 05281 Johnson Jr, Michael		5 79185 Mohr, Kristen		3 29479 Mullins, Amy	
<b>32213 Shootin' Blanks</b> FROM : Essex, MD	N 1075	<b>32303 Hell are we Doing?</b> FROM : Baltimore, MD	N 1089	<b>32408 We Dem Boyz</b> FROM : Dundalk, MD	N 1088
<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>		<u>SkI</u> <u>Number</u> <u>Name</u>	
3 47679 Feeheley, Melissa		5 64540 Jamison, Michael		3 80082 Wilson, Dakota	
5 55795 Lewis Jr, Cyril		5 02874 Santoro, Brian		6 06867 Dorman, Damond	
3 47668 Feeheley, Brian		3 38971 Demoss, Neal		5 79204 Chavis, Daniel	
2 49398 Feeheley, Ryan		4 13328 Shenton, Richard		4 03409 Lynch Jr, Ronald	
3 49106 Brewer, Lauren		3 61578 Mause, Ruth		6 26225 Sullivan Jr, Alan	
3 48525 Brewer, Anthony		3 08386 Woodward, Nichole		5 01326 Gowran, William	
4 38114 Brooks, Benjamin				3 44631 Davis, Kylie	
5 45910 Feeheley, Joshua				6 80190 Gray, Andrew	

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# 9-Ball Roster & Handicap Report

<b>32712 The Jokesters</b>	N 1081	<b>32803 Rackless Rejects</b>	N 1069	<b>32902 F.A.F.O.</b>	N 1074
FROM : Dundalk, 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>	
2 34401 Ellison, William		5 69999 Cook, Daniel		6 71813 Draper Sr, Neil	
2 03338 Ellison, Dominique		3 46125 Weimer, Steve		4 80425 Biles, Dwayne	
5 33984 Dial, Joshua		8 37452 Bonnell, Anthony		4 75158 Branflick, Jocelyn	
4 11360 Hines, Stephen		4 40807 Bonnell, Gerald		4 45730 Lefavore, Noah	
5 45314 Royer, Russell		2 77014 Miller, Dave		3 17679 Zimmerman, Paul	
2 39013 Chatman, Chanel		5 08093 Dalton, Brian		3 28011 Reall, Raymond	
3 80648 May, Joshua		4 11159 Witemore Jr, Milton		2 70482 Vanover, Kenneth	
		2 01932 Snakovsky, Michelle		5 55999 Plummer, Henry	
<b>33008 Sloppy Mops</b>	N 1070	<b>33101 Trouble Shooters</b>	N 1068	<b>33206 Chawk Tuah</b>	N 1083
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>	
7 49966 Warthen, Matthew		5 34349 Cooke Sr, Donald		4 40138 Winebrenner, John	
7 59747 Andrews, Timothy		5 06127 Reinfelder, David		3 05447 Kessel, Michael	
3 40885 Taylor, Mary		3 40899 Rozankowski, Paulette		4 04464 Mapp, Steven	
2 79619 McLaughlin, Angela		6 17961 Stalfort, Gary		2 80515 Diodato, Kelly	
5 02874 Santoro, Brian		3 42867 Maas, Richard		4 75076 Mapp Jr, John	
2 28581 Reina, Joshua		3 02603 Plummer, Dana		6 56706 Pyles, Anthony	
4 05170 Baldwin Jr, Joseph		4 46928 Bowers, James		5 73181 Lukanich, Nicholas	
		2 80680 Wilt, Harrison		1 80940 Mayfield, Leah	
<b>33302 Can't Feel My Legs</b>	N 1094	<b>33405 Phillips Inn</b>	N 1073	<b>33507 Who's Driving Tonight</b>	N 1071
FROM : Dundalk, MD		FROM : Dundalk, MD		FROM : Essex, 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>	
8 24191 Davis, Robert		3 27892 Rothgeb, Elwood		3 29258 Purcell, Chance	
3 22021 Savage, Zack		4 37527 Kram, Christopher		3 19888 Snyder, Skip	
6 07443 Stiles, Nicholas		4 77746 Thomas, Hurley		5 34528 Toot, Dale	
7 51158 Nunamaker, Alex		4 11255 Robinson, Charles		4 79013 Flinchem, Sylvan	
4 46865 Austraw, Eric		3 62624 Robinson, Delia		6 24601 Strzegowski, David	
4 36700 Vanhorn, Bill		5 18490 Mills, Robert		4 37315 Strzegowski, Tracey	
3 80393 VanHorn, William				5 45839 Wetzal, Joseph	
2 80564 VanHorn, James				6 35356 Freburger, Craig	
<b>33601 Nine Is Not Enough</b>	N 1085	<b>33704 The Dark Side</b>	N 1103	<b>59001 Bruce's Legacy</b>	N 1092
FROM : Essex, MD		FROM : Essex, MD		FROM : Aberdeen, 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 43769 Harris, Jeffrey		5 02663 Downey III, Ray		8 56786 Campbell, Robert	
6 71557 Rubin, Joshua		2 12446 Downey, Ashley		2 24573 Campbell, Kimberly	
5 67477 Terasawa, Maaku		4 12471 Phillips, Brandon		5 32310 Curtis, Thomas	
5 45839 Wetzal, Joseph		6 31126 Lockner, Richard		2 73527 Rush, Nichole	
4 40804 Rollins, Joseph		6 74358 Swietkoski, Shawn		7 55881 Wilson, David	
4 79573 Howard, Derrell		5 08159 Fonzi Jr, David		5 45517 Greer, John	
5 22615 Testerman Jr, Charles		5 65847 Phillips, Andy		3 11761 Herring, Debbie	
		4 69693 Seifert, Teresa		3 36830 Alley, Joseph	

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# 9-Ball Roster & Handicap Report

<b>59002 Chalk is Cheap</b>	N 1066	<b>59107 The Greene Turtle</b>	N 1087	<b>59201 Tic Tac</b>	N 1096
FROM : Aberdeen, MD		FROM : Bel Air, MD		FROM : Forest Hill, 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 50865 Tucker, Charles		4 48505 Cress, John		3 36741 Goodman, Kathi	
2 36608 Tucker, Debbie		8 35888 Wehage, Louis		4 51146 Goodman, Craig	
5 11373 Nunez, Darrell		9 80557 Cress, Nick		4 75153 Hoffman, Bruce	
3 48006 Jose, Narvaez		2 80563 Insley, Kenneth		5 66559 Jacobs, Matt	
6 49117 Christley, Duane		3 80711 Cress, Corey		4 74383 Gessner, Geoffrey	
3 66435 Tucker, Paul		4 80630 Insley, Kevin		2 43705 Falcone, Aaron	
2 51169 Nunez, Michele		2 80904 Forrester, Aaron		5 63921 Little, Rodger	
4 52363 Jackson, Robert		2 80982 Nemecek, Joe		6 02160 Boyd, James	
<b>59202 Right on Cue</b>	N 1001	<b>78106 Choptank</b>	N 1073	<b>78304 Valor House</b>	N 1067
FROM : Forest Hill, MD		FROM : Cambridge, MD		FROM : Pittsville, 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 43524 Prior, Debra		9 35676 Bell, Daniel		6 32704 Farlow, Kevin	
2 32451 Lankford, Bonnie		2 29162 Valasko, Mary		5 65639 Albert, David	
7 44198 Stanton, Alfred		7 30994 Abbott, Kenneth		3 43390 Webster, David	
4 52719 Ball, Ronald		5 13293 Brandt, Corey		2 36003 Albert, Cheryl	
7 42526 Fendlay, David		5 39110 Bolden, Deandre		4 28546 Albert, Nicholas	
4 43663 Woltz, Eric		4 36901 Morse Jr, David		5 11401 Stade, King	
3 80473 Burmeister, Shelly		4 80693 Watson, Tywine		4 39518 Corron, James	
2 70416 Manley, Pamela					
<b>78702 Sold The Farm</b>	N 1065	<b>95802 RADIOACTIVE</b>	N 1079	<b>96004 Shotz Happen</b>	N 1076
FROM : Rock Hall, MD		FROM : Frederick, MD		FROM : New Windsor, 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>	
7 18508 Stokes, Kevin		4 80135 Hall, William		3 79330 Edwards, April	
2 43658 Stokes, Amy		5 10901 Matthews, Kevin		4 10161 Cook, Brandon	
3 75266 Alther, Doyal		5 43737 Flores, Alexis		3 47598 Johnson, Nicholas	
6 16492 Reynolds Sr, Julius		3 44669 Weller, Kenneth		3 80546 Stephens, Daniel	
7 18515 Kendall, Chris		2 11993 Matthews, Connie		4 39019 Botsford, Fred	
3 80331 Orsino, Nicholas		7 71294 Conner, Andy		5 79745 Barnes, Lane	
3 40282 Stickland, Kevin		4 41994 Shew, Joe			
3 49098 Hague, Tristan		5 79791 Parker, Keith			
<b>96202 Corner Pocket Chaos</b>	N 1083	<b>96406 T. Town Tribe</b>	N 1081	<b>96503 Bad Nines</b>	N 1089
FROM : Hampstead, MD		FROM : New Windsor, MD		FROM : Frederick, 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>	
2 04772 Uphoff, Barbara		4 43234 Mullinix, Tyler		2 79206 Hetterly, John	
5 67290 Knight Jr, Martin		4 10210 Boilon, Stephen		5 39444 Bolinger, Kevin	
5 08687 Davis, Frank		2 43214 Mullinix, Anastasia		5 12083 Arnow, Aaron	
4 38052 Ledford, Barry		4 13284 Finn, John		2 39466 Gamboa, Luis	
2 25626 Knight, Lorraine		2 80369 Bixler, Sterling		3 75658 Snow, Diane	
9 30890 Green, Adam		4 27234 Weber, Benjamin		2 75700 Heinmiller, Jeanne	
5 30826 Branner, James		7 13440 Gyftopoulos, Eugenia		3 76807 Hoffman, Paul	
3 47598 Johnson, Nicholas		3 45177 Jones, Anthony			

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# 9-Ball Roster & Handicap Report

<b>96608 9-Ball Combo</b>	N 1085	<b>96706 Don't Give A Shot</b>	N 1080	<b>96802 "BRUMBIES"</b>	N 1094
FROM : Frederick, MD		FROM : Reisterstown, MD		FROM : Frederick, 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 63953 Lor, Ti		5 19298 Segal, Michael		3 78187 Brinkley, Susan	
5 38837 Vidnovic, Tom		2 40310 Conover, Lillian		2 28595 Davis, Melissa	
3 75881 Russell, Erik		9 52972 Seliga, Jeff		5 20760 Clum, Gary	
3 79847 Pierre, Shawn		5 56159 Schaefer, Thomas		3 03598 Gowl, Wade	
5 39462 Olsen, Todd		4 76836 Krueger, Wayne		4 37338 Watson, Cooper	
4 35429 Olsen, Saruul		3 79314 Shumar, Christen		2 43890 Moran, Shawn	
5 02469 Geouge, Robert		3 27201 Freeman, Randy		8 23597 Stone, Kevin	
		2 80961 Segal, Abe			
<b>96808 See you next Tuesday</b>	N 1001	<b>96902 Frederick Moose #371</b>	N 1095	<b>97102 Hit &amp; Run</b>	N 1075
FROM : Frederick, MD		FROM : Frederick, MD		FROM : Williamsport, 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>	
6 64828 Spielman, Dave		3 31617 Alfred Jr, Mike		7 33673 Moats, Mick	
6 79176 Gibb, William		2 10146 Alfred, Katelyn		4 29293 Barr, Cory	
5 57423 Alfred, Mike		5 73476 McManus, Bryan		3 10327 Higgins, William	
2 10146 Alfred, Katelyn		5 57423 Alfred, Mike		3 02479 Cunningham-Brown, Krista	
4 06068 Alvarado, Miguel		3 77233 Mills, Ronald		6 14572 Twigg, David	
3 31617 Alfred Jr, Mike		5 49246 Donoghue, Michael		4 79282 Ray, Brittany	
3 58785 Shank, Terry		2 42463 Nichol, Dawn		5 70558 May, Philip	
4 12540 White, Thomas		4 12540 White, Thomas		3 13057 Hannon, Grace	
<b>97205 Shifted</b>	N 1072	<b>97403 Jakkis</b>	N 1068	<b>97502 Any Giving Sunday</b>	N 1071
FROM : Martinsburg, WV		FROM : Inwood, WV		FROM : Hagerstown, 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 10237 Duvall, Kevin		6 76200 Dinch, David		5 04785 Kerr, Robert	
5 66696 Showe, Donald		7 11221 Cogle, Calvin		2 28063 Prichard, Ashley	
2 43026 Phillips, Sandi		6 13644 Cross, William		7 01406 Hoke, David	
3 80464 Golliday, Kyle		4 39880 Cogle, Lisa		4 04680 Austin, Vernon	
3 79539 Jordan, Mark		4 71194 Fuston, Joe		2 38193 Benear, Victoria	
5 41616 Maccumbee, Nathan		3 48152 Hunter, Robert		5 72604 Ferguson, John	
3 80969 Knight, David		4 48326 Dinterman Jr, Martin		3 29447 Bussard, Jenna	
2 80772 Sailliez, Elisha		2 80835 Lupien, Nathalie		4 55465 Hoffman, Mark	
<b>97608 Hightimes N Hangovers</b>	N 1078	<b>97704 It's Leroy's Fault!</b>	N 1070	<b>97805 Copper Still</b>	N 1074
FROM : Williamsport, MD		FROM : Funkstown, MD		FROM : Martinsburg, WV	
<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>	
6 21858 Lewis, Frederic		4 17003 Sensenbaugh, Leroy		4 79369 Hite, Fabian	
4 43547 Lewis, Renee		4 31602 Sweitzer, Dawn		8 01051 Wrtachford, Gary	
5 78709 Haines, Melanie		6 11409 Surber, Edward		2 80165 Jackson, Mallory	
6 25696 Wolfe, Jessie		2 04471 Feuerstein, Sandy		3 48950 Kitchen, James	
5 71874 Wilson, Rodney		4 67285 Feuerstein, Stanley		2 42299 Nelson, Sharon	
2 39498 Lumadue, Elizabeth		5 37685 Showe, Jason		4 79554 Hite, Corey	
6 25095 DeVore, Jeremy		4 40794 Carpenter, James		4 11040 Cushwa, Robert	
1 80607 DeVore, Lauren		2 40691 Carpenter, Christina			

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# 9-Ball Roster & Handicap Report

**98102 We Have No Cue?** N 1066  
FROM : Funkstown, MD

<u>Sk#</u>	<u>Number</u>	<u>Name</u>
4	65115	Longerbeam, Eddie
5	36770	Longerbeam, Logan
2	42689	Edelen, Breanna
3	66694	Cole, Karen
6	45878	Woods, Michael
5	15465	Saunders, Timothy
4	46366	Burkhardt, Joseph
5	07124	Minnick, Robert

**98202 9-Ball Wizards** N 1091  
FROM : Funkstown, MD

<u>Sk#</u>	<u>Number</u>	<u>Name</u>
5	06897	Funk, Curtis
2	24407	Purdum, Regina
6	53362	McElroy, Ben
5	77856	Snyder, Keith
5	03268	Webber, Jason
2	70631	McElroy, Judy
5	54322	Horner, Mark
4	42547	McCleaf, James

**98302 Ball Bashers** N 1095  
FROM : Hagerstown, MD

<u>Sk#</u>	<u>Number</u>	<u>Name</u>
4	09459	Moats, Jerry
4	66913	Reeder, Allen
3	46856	Burger, Dallas
3	11432	Reeder, Bryson
3	29447	Bussard, Jenna
3	47686	Reeder, Damion
4	46361	Hornbaker, Joshua

**98404 Just The Tip** N 1069  
FROM : Martinsburg, WV

<u>Sk#</u>	<u>Number</u>	<u>Name</u>
4	42977	Bahr, Melissa
8	47986	Mullen, Joshua
4	31949	Aitken, Charles
1	79802	McClure, Cyreasa
5	32626	Farris, Corey
4	43674	Strother, Michael
6	40559	Albright, Cameron
4	80880	Richards, Justin

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



# UNACCEPTABLE BEHAVIOR

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

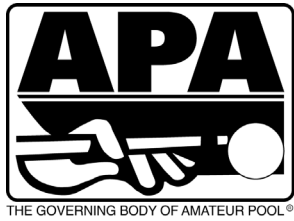
## **Make APA Play More Fun! - Conduct Yourselves Properly!**

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**





# **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](http://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!**



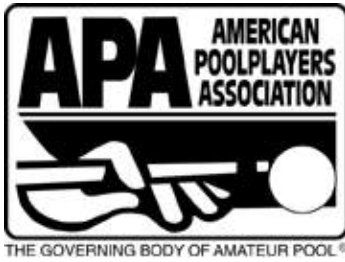
# REFEREE GUIDE / INFORMATION

## 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 4<sup>th</sup> 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 5<sup>th</sup> 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!



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



# NOTES



# SPRING 2025 TIER-1 9-BALL TRI-ANNUALS

# BRACKET 1

SAT. 5/10 @ 12 NOON - \$200

SAT. 5/10 @ 6 PM - \$200

SUN. 5/11 @ 11 AM - \$350

TABLE 17 →

M1	59202
M2	96808
M3	
M4	
M5	
M6	
M7	
M8	
M9	
M10	
M11	
M12	
M13	
M14	
M15	
M16	

M65	TABLE 24	-
M66	78702	
M67	59002	
M68	TABLE 22	
M69	98102	
M70	31508	
M71	TABLE 23	
M72	78304	
M73	33101	
M74	TABLE 21	
M75	97403	
M76	32803	
M77	TABLE 20	
M78	98404	
M79	97704	
M80	TABLE 19	
M81	33008	
M82	97502	
M83	TABLE 18	
M84	33507	
M85	30209	
M86	TABLE 17	
M87	97205	

M97	TABLE 2	-
M98	TABLE 1	-
M99	TABLE 3	-
M100	TABLE 4	-

M = Match Number  
HPF = High Point Finisher in a 13-16 Team Division

\$1,000 - ADVANCES TO 2025  
WORLD QUALIFIER



\$1,000 - ADVANCES TO 2025  
WORLD QUALIFIER



\$1,000 - ADVANCES TO 2025  
WORLD QUALIFIER



\$1,000 - ADVANCES TO 2025  
WORLD QUALIFIER



# SPRING 2025 TIER-1 9-BALL TRI-ANNUAL

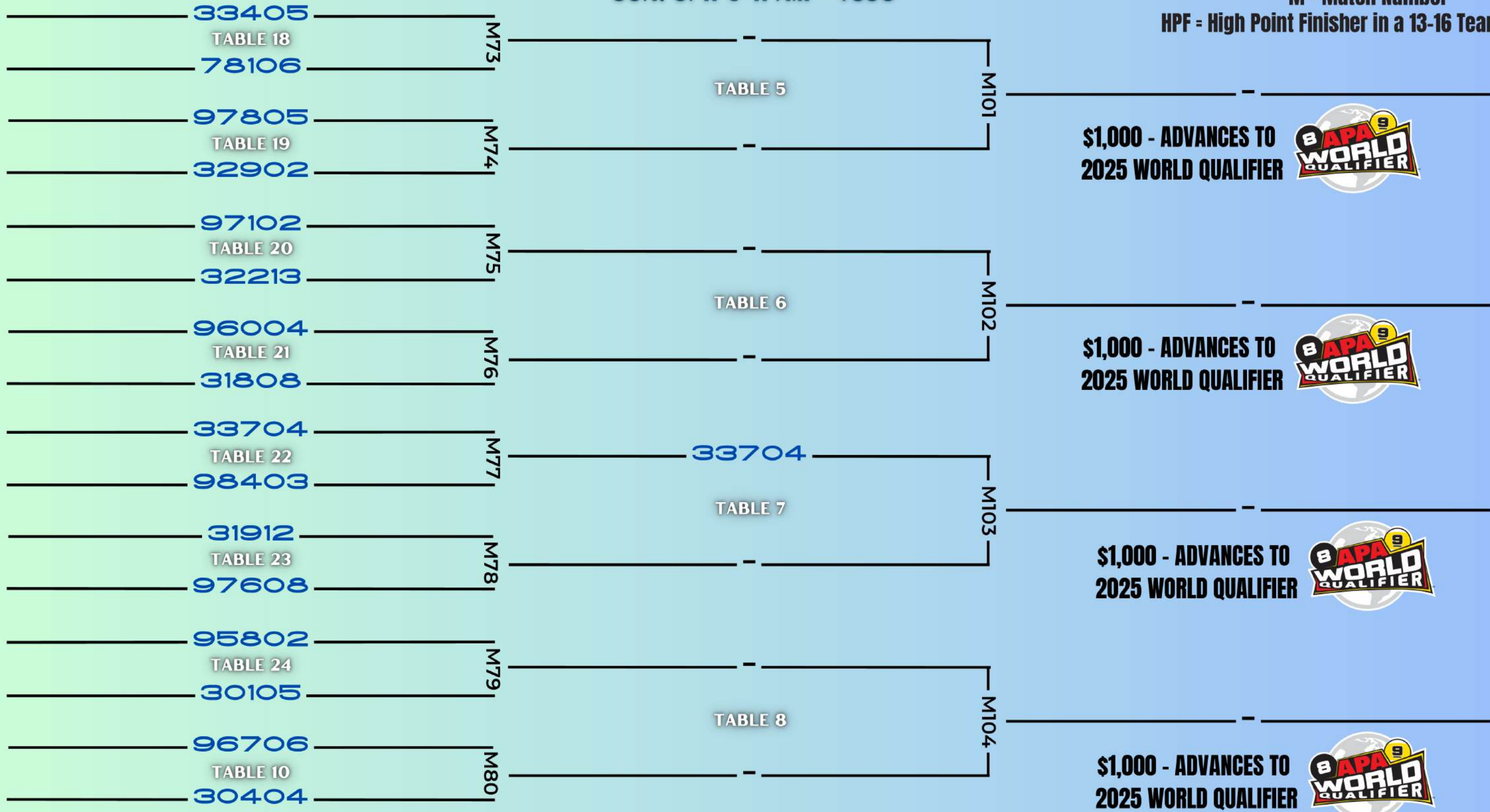
SAT. 5/10 @ 12 NOON - \$200

SUN. 5/11 @ 11 AM - \$350

# BRACKET 2

M = Match Number

HPF = High Point Finisher in a 13-16 Team Division



# SPRING 2025 TIER-1 9-BALL TRI-ANNUAL

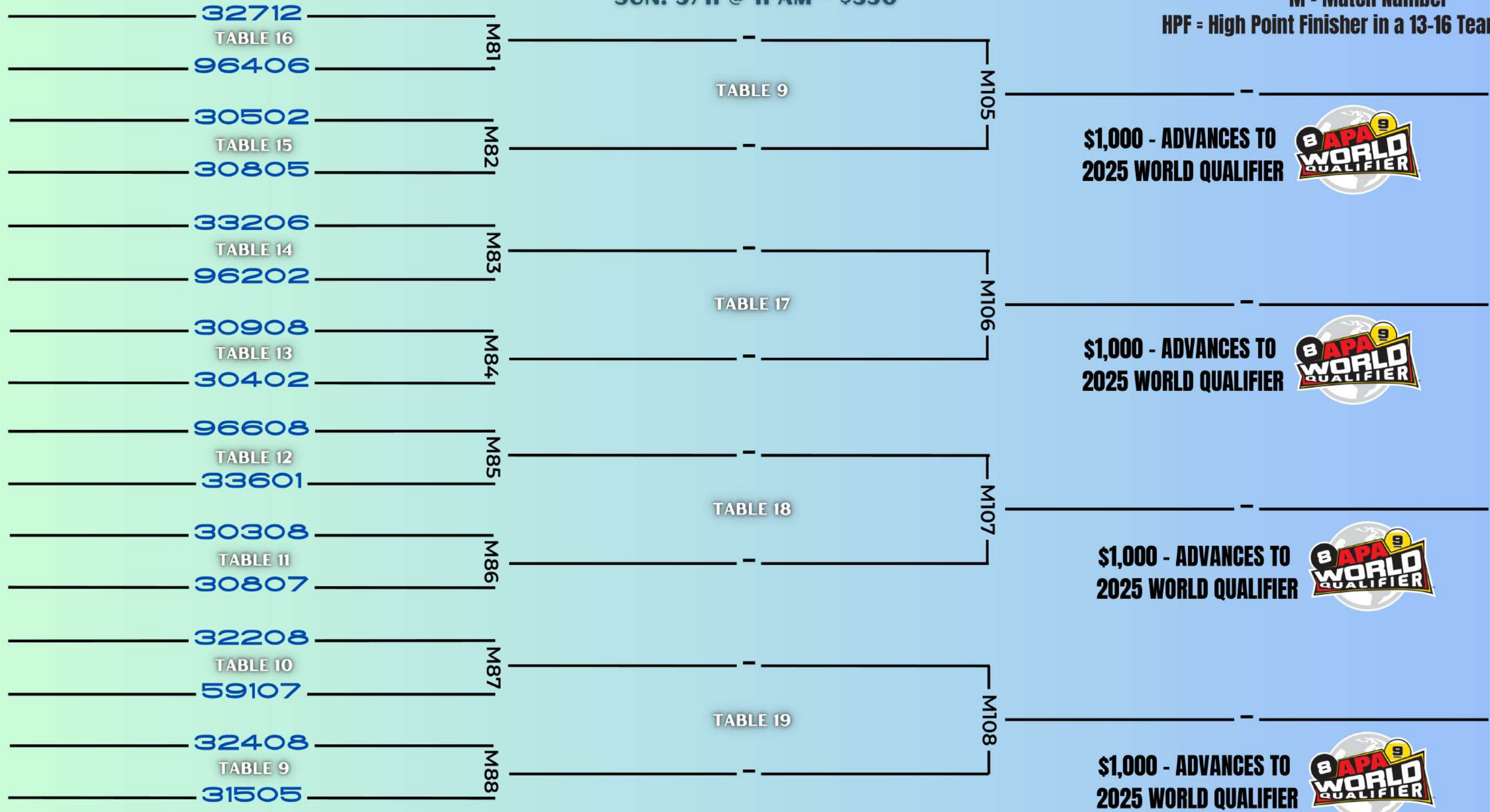
SAT. 5/10 @ 6 PM - \$200

SUN. 5/11 @ 11 AM - \$350

# BRACKET 3

M = Match Number

HPF = High Point Finisher in a 13-16 Team Division



# SPRING 2025 TIER-1 9-BALL TRI-ANNUAL

SAT. 5/10 @ 6 PM - \$200

SUN. 5/11 @ 11 AM - \$350

# BRACKET 4

M = Match Number

HPF = High Point Finisher in a 13-16 Team Division

96503	M89
TABLE 1	
32303	
32102	M90
TABLE 2	
31006	
31105	M91
TABLE 3	
98202	
59001	M92
TABLE 4	
30702	
31609	M93
TABLE 5	
32002	
96802	M94
TABLE 6	
33302	
96902	M95
TABLE 7	
98302	
31605	M96
TABLE 8	
59201	

TABLE 22

TABLE 21

TABLE 20

TABLE 24

\$1,000 - ADVANCES TO  
2025 WORLD QUALIFIER



\$1,000 - ADVANCES TO  
2025 WORLD QUALIFIER



\$1,000 - ADVANCES TO  
2025 WORLD QUALIFIER



\$1,000 - ADVANCES TO  
2025 WORLD QUALIFIER

