

APA SUMMER 2025 MIXED FORMAT 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





APA MIXED FORMAT LEAGUE



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

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

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

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

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

SKILL LEVEL – During your 8-Ball matches use your 8-Ball Skill Level and during your 9-Ball matches use your 9-Ball skill level. Players that are new to Mixed Format, and who are only active and established in one format (8-Ball or 9-Ball), use

the Skill Level of that format for all initial matches. Exception: If a player is a SL-1 in 9-Ball, they will play/count as a SL-1 in all 9-Ball matches but must play/count as a SL-2 in all 8-Ball matches. If a player is a SL-8 or 9 in 9-Ball, they will play/count at that level in all of your 9-Ball matches; however, they will play/count as a SL-7 in all 8-Ball matches.

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

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

COACHING - During the regular session, Non-Rated Players and SL-1 thru SL-3 players receive 2 time-outs (in their individual singles matches) while SL-4 and above players will receive only 1 time-out. During the playoffs and in all other HLT play, the players participating in a Singles match will receive only 1 time out.

During their 8-Ball/9-Ball Scotch Doubles matches (regular session, playoffs, and HLT) players may receive “Unlimited Mini-Coaching”, from their partner (10-15 seconds - suggested guideline). The non-shooting partner may advise the shooter as to which ball to shoot, what pocket to shoot it in, what English to use, what balls to break out, what ball to get shape on, etc.

Note that it is permissible for your partner to stay in the playing area while you are executing your shot, your opponents are to remain clear of the playing area until it is their turn at the table. If you need more time to discuss in detail your overall game strategy, you may call for “1” Official Time-out per game (1-2 minutes - suggest guideline). **Exceeding the above time guidelines is NOT a foul, however, it can result in a sportsmanship violation.** Again, two partners can be at the table at the same time and “mini coach” each other between shots. The only time it is considered an official time out is if they elect to discuss in detail their overall game strategy.

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

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

8-BALL MIXED FORMAT

REVISED COACHING POLICY

Policy Revision Date: 09/26/2018



SINGLES MATCHES

During the **regular session**, Non-Rated Ladies and SL-1 thru SL-3 players receive 2 time-outs (in their individual singles matches) while Non-Rated Gentlemen and SL-4 and above players will receive only 1 time-out. During the **playoffs and in all other HLT play**, all players participating in a Singles match will receive only 1 time-out.

SCOTCH-DOUBLES MATCH

During their 8-Ball or 9-Ball Scotch Double match (regular session, playoffs, and HLT) players may receive **“Unlimited Mini-Coaching”**, from their partner (15-30 seconds - suggested guideline). The non-shooting partner may advise the shooter as to which ball to shoot, what pocket to shoot it in, what English to use, what balls to break out, what ball to get shape on, etc. If they need more time to discuss in detail their overall game strategy, they may call for “1” Official Time-out per game (1-2 minutes - suggest guideline).

During the Scotch Doubles Match, neither player may not ask for or receive outside coaching from their other team members.

Exceeding the above time guidelines is NOT a foul however, it can result in a sportsmanship violation.



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!

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!**

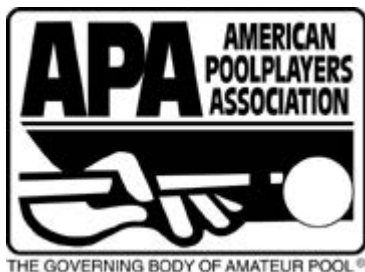
THERE IS ABSOLUTELY NO DRINKING ALLOWED IN THE PARKING LOT OR TAKING ALCOHOL IN OR OUT OF THE NEW GREEN ROOM!

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!





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-Annals, 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!

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 decorum

Make an example of yourself with
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 new policies and inform them that unacceptable behavior at the tournament site will no longer be tolerated.

**Melissa Frank
APA League Operator**

NOTES

8-Ball Open Roster & Handicap Report

10001 Polly Want a Racker O 7005
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	49208	McLean, Melinda
3	04836	Pasta, Robert
4	17230	Andreasik, Charlene
3	09812	Spies, Nancy
6	17961	Stalfort, Gary
6	01716	Alvey, Thomas

10004 We Dem Boyz O 7002
FROM : Essex, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	47689	Wickham, Brian
3	47948	Wickham, Ryan
4	48110	Wickham Jr, William
6	32924	Nash, Fred
4	74994	Eichelberger, Matt
6	16348	Green, Scott

10405 Sylvester's O 7006
FROM : Essex, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	73169	Miller, Joseph
4	29593	Wilson, Colleen
5	12963	Wilson, Robert
4	79429	VanCamp, Philip
4	05430	Fortini, Bryan

10407 Rack Em Up O 7004
FROM : Essex, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	65302	Claiborne, Steve
3	13820	Macey, Lamont
5	43769	Harris, Jeffrey
3	80500	Alfred, Naomi
2	79914	McCoy, Rebecca
6	71557	Rubin, Joshua

10604 Lallo's O 7009
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	12455	Sullivan, William
5	39444	Bolinger, Kevin
5	12083	Arnow, Aaron
3	75700	Heinmiller, Jeanne
4	79578	Nelson, Steevenson
3	79206	Hetterly, John

10802 The New Green Room O 7012
FROM : Dundalk, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	80161	Butler, Joshua
4	53464	Hoxter, Leo
2	80438	Hoxter, Tina
3	51292	Dash Jr, Kenneth
3	07105	Duke, Kurt

10809 Pool My Finger O 7004
FROM : Dundalk, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
7	60525	Roberts, Greg
3	68421	Roberts, Heather
6	04595	Carroll, Lindsay
3	76452	McNamara, Jennifer
4	53872	Massouda, Brian
5	60605	Dobash, Russell

11202 Any Given WINSDay O 7006
FROM : Inwood, WV

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	71269	Via, Lorenders
3	46660	Fleenor, Eric
3	49350	Whitaker, Brad
4	33811	Hart, Martin

11401 Mighty Mrphn Pket Rangers O 7008
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	22939	Mariella, Matthew
6	71536	Hwang, Hyon
5	27132	Smith, David
4	12139	Mullen, Kent
4	39062	Conserva, Casey
2	81061	Molina, Tyra

11404 Midnight Riders O 7002
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	00512	Brashear, Justin
3	80044	Bambarger, Kimberly
4	80053	Buckley, Rachel
4	80046	Moynihan, Colin
4	79790	Leonard, Brian
5	80136	Gray, Kurt

11602 8 Balls & Babes O 7005
FROM : Williamsport, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	11141	Middlekauff, Jaime
5	40930	Middlekauff, Josh
5	29591	Shaffer, Justin
3	79999	Blackwell, Catherine
3	79982	Blackwell, David
3	46172	Thomas, Zackery

11603 Emotional Damage O 7008
FROM : Williamsport, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	24009	Grove, Steve
5	10021	DiBenedetto, Nicholas
4	54872	Grove, Kevin
3	43849	Canfield-Grove, Annette
5	49395	Fletcher, Robert
4	42404	Suit, Michele

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

11804 Jakkis O 7010

FROM : Inwood, WV

<u>Sk</u>	<u>Number</u>	<u>Name</u>
4	18004	Cunningham Jr, Eugene
5	09383	Bott, Jacob
2	43314	Johnson, Joy
4	48326	Dinterman Jr, Martin
5	04132	Markley, Beth
5	11518	Semak, Pete

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

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9-Ball Roster & Handicap Report

10101 Polly Want a Racker N 7105
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	49208	McLean, Melinda
2	04836	Pasta, Robert
4	17230	Andreasik, Charlene
3	09812	Spies, Nancy
6	17961	Stalfort, Gary
7	01716	Alvey, Thomas

10104 We Dem Boyz N 7102
FROM : Essex, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	47689	Wickham, Brian
3	47948	Wickham, Ryan
4	48110	Wickham Jr, William
6	32924	Nash, Fred
5	74994	Eichelberger, Matt
7	16348	Green, Scott

10505 Sylvester's N 7106
FROM : Essex, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
7	73169	Miller, Joseph
4	29593	Wilson, Colleen
5	12963	Wilson, Robert
4	79429	VanCamp, Philip
3	05430	Fortini, Bryan

10507 Rack Em Up N 7104
FROM : Essex, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	65302	Claiborne, Steve
3	13820	Macey, Lamont
5	43769	Harris, Jeffrey
3	80500	Alfred, Naomi
1	79914	McCoy, Rebecca
6	71557	Rubin, Joshua

10704 Lallo's N 7109
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	12455	Sullivan, William
4	39444	Bolinger, Kevin
5	12083	Arnow, Aaron
2	75700	Heinmiller, Jeanne
3	79578	Nelson, Steevenson
2	79206	Hetterly, John

10902 The New Green Room N 7112
FROM : Dundalk, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
2	80161	Butler, Joshua
3	53464	Hoxter, Leo
2	80438	Hoxter, Tina
3	51292	Dash Jr, Kenneth
3	07105	Duke, Kurt

10909 Pool My Finger N 7104
FROM : Dundalk, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
8	60525	Roberts, Greg
3	68421	Roberts, Heather
5	04595	Carroll, Lindsay
2	76452	McNamara, Jennifer
4	53872	Massouda, Brian
6	60605	Dobash, Russell

11302 Any Given WINsDay N 7106
FROM : Inwood, WV

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	71269	Via, Lorenders
4	46660	Fleenor, Eric
3	49350	Whitaker, Brad
4	33811	Hart, Martin

11501 Mighty Mrphn Pket Rangers N 7108
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	22939	Mariella, Matthew
5	71536	Hwang, Hyon
5	27132	Smith, David
5	12139	Mullen, Kent
5	39062	Conserva, Casey
2	81061	Molina, Tyra

11504 Midnight Riders N 7102
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	00512	Brashear, Justin
3	80044	Bambarger, Kimberly
3	80053	Buckley, Rachel
3	80046	Moynihan, Colin
5	79790	Leonard, Brian
5	80136	Gray, Kurt

11702 8 Balls & Babes N 7105
FROM : Williamsport, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	11141	Middlekauff, Jaime
6	40930	Middlekauff, Josh
6	29591	Shaffer, Justin
2	79999	Blackwell, Catherine
3	79982	Blackwell, David
3	46172	Thomas, Zackery

11703 Emotional Damage N 7108
FROM : Williamsport, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	24009	Grove, Steve
6	10021	DiBenedetto, Nicholas
4	54872	Grove, Kevin
3	43849	Canfield-Grove, Annette
5	49395	Fletcher, Robert
3	42404	Suit, Michele

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9-Ball Roster & Handicap Report

11904 Jakkis N 7110

FROM : Inwood, WV

<u>Sk</u>	<u>Number</u>	<u>Name</u>
5	18004	Cunningham Jr, Eugene
4	09383	Bott, Jacob
2	43314	Johnson, Joy
5	48326	Dinterman Jr, Martin
4	04132	Markley, Beth
6	11518	Semak, Pete

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MIXED FORMAT SUMMER 2025 TRI-ANNUALS

M = MATCH NUMBER

ROUND 1 - SAT. 9/20 @ 6PM

\$200 9TH - 16TH

ROUND 2 - SUN. 9/21 @ 11AM

\$250 5TH - 8TH

ROUND 3 - SUN. 9/21 @ 5PM

\$300 3RD - 4TH



Maryland & E. West Virginia

The New Green Room
Sept. 20th-21st, 2025

