

SPRING 2026

TIER-2

8-BALL TRI-ANNUAL

PLAYER INFORMATION PACKET



Tournament Directors

Terry Justice & Derek Justice
Mike Johnson / Steven Peacock

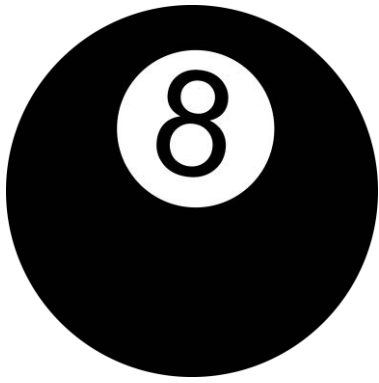
Office Tournament Manager

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

“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

00109 Five Sticks 3 Holes	O 2044	00201 McAvoy's	O 2052	00306 Break and Run	O 2033
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>	
3 48254 Riley, Torri		3 81038 Feehley, Will		6 01716 Alvey, Thomas	
5 50538 Bartholow, Adam		2 79057 Feehley, Sienna		5 07029 Lee, John	
6 34528 Toot, Dale		4 81056 Miller, Robert		4 71934 Michaloski, Denise	
3 46152 Frado, Tammy		3 27450 Koutouvalis, Litsa		3 17528 Lee, Heather	
4 02838 Carpenter, Jeremy		7 25595 Sutton Sr, Keith		6 13761 Fellner, Joseph	
4 47608 Thomas, Dave		4 15629 Stonebraker Sr, Richard		3 19784 Randall, Irene	
5 42084 Lumpkin, Evan		5 75889 Sutton Jr, Keith		5 27107 Findlay Jr, John	
		4 81578 Kim, James		5 35434 Steg, Bryan	
00406 Chalk is Cheap	O 2041	00501 FTR	O 2080	00608 It's All Relative	O 2049
FROM : Baltimore, MD		FROM : Baltimore, MD		FROM : White Marsh, 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 45766 May, Karie		5 36043 Baker, Christopher		4 08427 Peyton, John	
4 52548 Thanner, Karen		3 75217 Slattery, Heather		5 23215 Bartley, Brian	
5 23938 Fryer, Jeffrey		2 22292 King, Selina		5 02886 Sauter, Tim	
3 30465 Adams, Amy		3 11229 Harrington, Brandon		4 26729 Dietz, Link	
3 48419 Bayer, Adam		5 79648 Matamoros, James		4 74330 Cellini, Orlando	
5 27482 Sedlack, John		5 62771 Darr IV, Herman		3 78415 Sciabarrasi, James	
5 49786 Wolfe, Michael		3 09792 Tusing, Stacey		3 80225 Sauter, James	
4 43950 Lyle, Linda				3 16853 Bossler, Karl	
00803 Going For It !	O 2079	00908 Good Wood	O 2035	01003 Red Rooster	O 2046
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>	
3 52599 Bamba, Jennie		3 46963 Griffin, Maureen		7 32122 Walsh, Dave	
6 31037 Kane Jr, Thomas		6 72941 Karanja, Jonathan		3 05123 Mynar, Joe	
5 12572 Martin, Michael		4 02016 Moss, Thomas		4 64864 Seabrease, Robert	
3 07080 Jenifer, David		4 03130 Rock, Dan		5 76067 Smith, Jerry	
4 35582 Williams, John		3 46142 Morris, Cody		3 04542 Pross, Bill	
5 12451 Stansbury, Marcus		5 13655 Brice, Mark		4 79364 Jondo, Richard	
3 81575 Mccaskill, Jamal		7 59677 Rey Jr, Michael		4 72483 Lee Jr, Charles	
		4 14305 Nowowieski, Walter		3 80732 Craig, Phillip	
01202 C'mon Son!!!	O 2034	01303 Just want 2 drink	O 2045	01406 Butt's & Betty's	O 2053
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 10108 Stausebach, Chris		6 79216 Cate, Michael		4 48003 Decker, Kimberly	
5 22758 Bosak, Matthew		4 47589 Topi, Robert		4 48087 Decker, Karen	
4 26285 Palatucci, Michael		3 48135 Isella, Guy		4 08854 Gonzalez Jr, William	
3 37499 Durham, Amy		3 80161 Butler, Joshua		4 48168 Tapp, Corey	
5 27056 Reyes, Nicholas		4 47608 Thomas, Dave		5 49181 Tolen, Mike	
4 48604 Garcia, Julio		3 01567 Cataldi, Anthony		6 24933 Decker, Steve	
6 06017 Samuel, James		5 06809 Frazier, Travis		4 29272 Sikes, Rob	
4 29663 Trommer, Rick				3 36913 Seay, Jay	

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 Family Ties & Alibis	O 2042	01704 Joe's Friends	O 2056	01805 Hamilton 8 Ballers	O 2080
FROM : Dundalk, MD		FROM : Baltimore, MD		FROM : Baltimore, MD	
<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 37086 Howard, Kala		4 04455 Mynar, Steve		5 11087 Coleman, Bakari	
6 47263 Mckinney, Aden		5 12680 Novak, Warren		4 10218 Henson, Anthony	
4 67010 Wolfe, Nikki		5 29690 Warthen, Ryan		5 10948 Smith, Perxton	
5 54690 Fischer, George		4 64864 Seabrease, Robert		3 33012 Ransom, Reginald	
3 45880 Pearson, Maurice		5 10671 Wagner, Chris		3 80808 Callaway, Lawrence	
2 81346 Cherrey, Tyera		3 08090 Pirkey, Carol		4 04626 Hopkins Jr, Antwan	
6 29634 McKinney, Jason		4 10255 Blevins, John		4 45998 Simpson, Kevin	
2 32447 McKinney, Tonya		3 65836 Pirkey, Keith			
01901 Smooth Operator	O 2078	02004 Blind Squirrels	O 2052	02302 Shot Makerz	O 2077
FROM : Dundalk, MD		FROM : Dundalk, MD		FROM : Dundalk, MD	
<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>	
5 41801 Taylor, Tim		5 35873 Toscano, Frank		5 03593 Schlesner, Darrell	
5 49897 Burton, Ronald		5 73181 Lukanich, Nicholas		4 07515 Kidwell, Norman	
6 81403 Burton, Jerald		4 42603 Rutter, Laura		3 74187 Yungandreas, Nickolette	
4 40584 Church, Cedonna		4 41888 Rutter, Michael		4 26733 Simms Jr, Charles	
5 54307 West, Ronald		5 10677 Tracey, Jonathan		5 65800 Hope, Michelle	
3 33539 Sherman, James		3 24931 Thoms, Vicky		7 25132 Collison, Keith	
5 25917 Meehan, Alexander		3 79140 Heaney, Steven		4 41599 Abel Jr, Norman	
4 27159 Meehan, Patrick		5 19354 Soddu, Dana			
02411 Micky's	O 2038	02610 M2C	O 2048	02709 Geriatric Committee	O 2054
FROM : Sparrows Point, MD		FROM : Halethorpe, MD		FROM : Dundalk, MD	
<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>	
4 23998 Rice, Jerry		4 37626 Brown, Sterling		4 00332 Edmonds, Robert	
4 21254 Petrovia, Christopher		4 39294 Carpenter, Aaron		4 52553 Ey, Michael	
3 42121 Nocar, Colleen		5 30731 Walker, Reginald		6 79246 Strzegowski, Aidan	
4 42858 Mitchell, Michael		5 03515 Jones-Bey, Marvin		3 46582 Kolbe, Sherry	
4 79285 Bassetti, Victor		6 13154 Burgess, Maurice		5 65800 Hope, Michelle	
5 32105 Schell, Heath		3 43301 Jackson, Daniel		5 11487 Yeager, George	
4 36788 Hammond, Michael		4 51513 Gale, Marlon		3 38759 Burton, Daniel	
3 55259 Berends, Dena				5 04249 Wild Jr, Mark	
03003 Team OGRE	O 2039	03303 "Wildcards"	O 2044	03702 NWO	O 2043
FROM : Linthicum, MD		FROM : Columbia, MD		FROM : Gwynn Oak, MD	
<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>	
4 25433 Burger, Marc		3 04163 Meehan, Mary		6 57713 Southworth, Joel	
5 17076 Henderson, Bill		6 31230 Singh, Jaspreet		5 42502 Kolarek, Jeremy	
4 06705 Dusenbery, Michael		4 79064 Marks, Susan		4 18288 Sohn, Bob	
5 10659 Lamarsh, Peter		5 20179 Baltaev, Nemat		3 50466 Curry Sr, Earl	
5 01045 Ureno, Joshua		4 57097 Mirazizov, Muzaffar		4 35110 Dearth, Jonathan	
4 42622 McMillan, Eric		4 32763 Akintoye, Ben		3 74229 Voss, Jeremy	
4 38500 Hilliard, Steven		4 10950 Harwood, Timothy		4 78226 Alexander, Keith	
4 41634 Lamarsh, Ripken				4 47391 LaFortezza, Fred	

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8-Ball Open Roster & Handicap Report

04108 We threw this together O 2055 <i>FROM</i> : Baltimore, MD	04201 The Bailey-McLain Ticket O 2040 <i>FROM</i> : Essex, MD	04312 Moose Traxx O 2042 <i>FROM</i> : 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>
5 66288 Calvert, John	4 08410 Bailey, Jack	5 50431 Timms, Charles
4 68509 Calvert Jr, John	4 65174 McLain, John	6 27879 Zimmerman, Gerald
5 56679 Serio, Tony	4 58128 Long, Mary	5 13655 Brice, Mark
6 73376 Marousis, Haralambos	3 81055 Bryant, Samuel	3 44630 Kueberth, Phillip
4 63909 Alt, Barbara	4 05028 Markley, Jeff	4 33513 Blizzard, Kevin
3 33302 Selwocki, Gerard	5 46480 Barksdale, Derrick	2 81435 Price, Wilsie
4 01849 Bell, Michael	3 81113 Markley, Jenn	5 41221 Hacker, Sam
3 36565 McFadden, Mishaun	4 81440 Burzynski, Michael	3 79153 Hacker, Meaghan
04511 PERFECT POSITION O 2048 <i>FROM</i> : Kingsville, MD	04709 "Just the Tip" O 2055 <i>FROM</i> : Essex, MD	49113 Ball Breakers! O 2050 <i>FROM</i> : 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>
7 42526 Fendlay, David	3 32802 Feibel, Angelina	4 39223 Cooper, Lashuna
4 21976 Meller, Marylin	5 04885 Schneider, Edward	5 35311 Jones, Windsor
3 32451 Lankford, Bonnie	3 45346 Rosenboro, Charise	7 44177 Wyatt, Walter
5 44198 Stanton, Alfred	4 26640 Maxwell, Daniel	6 43842 Blackburn, Timothy
4 43524 Prior, Debra	5 41683 Johnston, Vernon	4 12116 Simmons, Abdul
4 33814 Cooper, Lori	2 31713 Schneider, Kiana	4 39528 Renwick, Leroy
6 20602 Taylor, Craig	3 81370 Feher, Camren	5 18685 Reed, Rick
3 46254 Kolb, Lisa	4 30656 Ross, Zack	
49301 Tight Rack! O 2034 <i>FROM</i> : Kingsville, MD	49501 UR WERTS NIGHTMARE O 2047 <i>FROM</i> : Bel Air, MD	68409 Rail Riders O 2051 <i>FROM</i> : Betterton, 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 03632 Michalik, Thomas	5 49510 Wert, Brandy	4 20106 Hutcheson, Robert
4 03554 Libertino Jr, Angelo	5 61035 Wert, Dwayne	5 10761 Crouch Jr, Charles
6 13761 Fellner, Joseph	4 43636 Wert, Londin	3 23299 Larrimore, Zeke
5 79189 Wetzel, Robert	6 41326 Wert, Logan	4 24503 Walbert Sr, David
4 79441 Thompson, Pat	4 52719 Ball, Ronald	6 26917 Larrimore, Zachary
4 34861 Swearingen, Marie	3 80894 Kingsley, Mike	6 27954 Larrimore, Travis
3 79663 Michalik, Thomas	4 43402 Cooper, Michael	3 54637 Broussard, Eric
4 21976 Meller, Marylin	4 77298 Dawson, Tammy	4 48846 Zinnel, Mitchell
68608 Timing is Everything O 2037 <i>FROM</i> : Salisbury, MD	68808 Bank Shot Bandits O 2046 <i>FROM</i> : Cambridge, MD	69202 Bay Country Moose O 2036 <i>FROM</i> : Queenstown, 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 08981 Ogg, Jim	4 46053 Spencer, Jon	5 26870 Hughes, Frederick
5 62003 Johnson, Jerry	4 80322 Kimmey, Austin	3 38850 Whitesell, Jama
3 79530 Christian, Shanaeya	5 80688 Bramble, James	4 32978 Dorrell, Heath
4 26022 Watkins, Mitchell	5 39113 Hall, Kenton	6 40113 Tindle, Andrew
6 13526 Brown Sr, Willie	6 37918 Cannon, Ricky	6 37552 Wengryniuk, John
5 33198 Cannon, Berton	3 81626 Cannon, Kolby	5 50979 Bradley, Dusty
4 80995 Mitchell, Robert		3 79339 Madigan, Trey
6 80987 Mitchell, Brandon		2 79331 Madigan, Fran

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8-Ball Open Roster & Handicap Report

69310 Slow Rollers

O 2035

FROM : Salisbury, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	26859	Douglass, Edith
7	40508	Marshall, Terrell
6	04140	Fooks, Roland
5	62003	Johnson, Jerry
5	29568	West, Robert
3	72790	Williams, Dwayne
5	50909	Birckhead, Leroy
3	12172	Parsons Sr, Gary

82308 The Short Stix

O 2049

FROM : Reisterstown, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	12032	Smoot, Marvin
5	80151	Smoot, Cory
3	50278	Stirn, Steven
6	03529	Gray, Ronnie
3	15079	McArthur, James
3	79483	Dorsey, Larry
2	49574	Tyler, Karen

82402 Felt Philosophers

O 2056

FROM : Westminster, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	69762	Clark II, Martin
4	44747	Ticha, Deborah
4	79977	Sturgeon, Ethan
4	47753	Fawley, Charles
5	29462	McGuire, Ryan
3	44304	Schill, Jessica
4	44338	Schill, John

86002 Great Balls of Fire

O 2054

FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	49673	Lichtenstein, Kyle
5	33003	Tozzolo, Mike
5	81274	Mejias, Manuel
3	81039	Groove, Shawn
4	81277	Allen, Brandon
5	49988	Clark, Richard
6	49342	Narayanan, Ajay
4	50242	Garg, Akshit

86115 Pocket Pounders

O 2037

FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	24689	Ryan, Patrick
4	31137	Deibert, Zoe
3	42009	Mills, Daryl
5	79983	Kieffer, James
6	05040	Ramirez, Bruce
4	80384	Fiorille, Jake
3	80721	Redden, Lindsey
4	81757	Yanick, Brian

86201 A Different Billiard

O 2041

FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	80259	Underwood, Brandon
5	80274	Simon, Justus
3	80291	Kipp, Isaiah
3	80285	Wilkerson, Marquaine
5	80309	Cunningham III, Edward
4	02578	Campbell, Brian

86401 Never Late

O 2036

FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	48321	Lohr, Timothy
5	10791	Hernandez, Danny
5	10776	Kuczarski, Tom
4	13350	Claros, Pedro
2	24896	Kuczarski, Dawn
5	48252	Przybocki, Mark
5	77554	Bowie III, Richard
5	74416	Loudin, Mark

86505 Consistently Inconsist

O 2039

FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	39319	Stewart, Dalton
3	31234	Warner, Nicole
7	29267	Warner, Todd
6	40378	Bolin, Richard
5	58346	Becraft, Karen
4	42521	Sill, Mary
5	41130	Douglas, Ray

86608 Come To Daddy

O 2079

FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	80283	Muttukumar, Sudharshan
5	33139	Boumel, Harry
4	37221	Boumel, Gabriel
5	30451	Bandler, Jerry
3	80310	Fernando, Nevis
3	81039	Groove, Shawn
3	81503	Fernando, Sukesh
4	81511	Suthanathan, Vipran

86701 Hustlin Shiny Balls

O 2078

FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	47606	Cirner, Todd
4	78187	Brinkley, Susan
3	03598	Gowl, Wade
6	42827	Kastin, Roman
4	07817	Strahler, Randall
3	73606	Lindelof Jr, David
7	23597	Stone, Kevin
4	07251	Guy, Donald

86807 "James Gang"

O 2051

FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	57114	James, Wayne
6	02606	George, Zane
3	57116	Cowan, Samantha
4	29326	Crutchley, Scott
4	77941	Wisner, Larry
3	24989	Bolyard, Annie
4	07251	Guy, Donald

87005 Tip Your Bartenders

O 2040

FROM : Sharpsburg, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	45952	Gettridge, Alison
5	03704	Mead, Michael
4	33667	Carr, Michael
5	22945	Gettridge, Terry
7	02974	Jones, Jimmy
3	24272	Grossnickle, Jason
3	81689	Mellott, Cohen

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8-Ball Open Roster & Handicap Report

87102 Hot Pockets	O 2050	87404 Good Night Sleep Tight	O 2077	87503 Big Timber Hatchet House	O 2033
FROM : Hagerstown, MD		FROM : Charlestown, WV		FROM : Martinsburg, WV	
<u>Sk Number</u> <u>Name</u>		<u>Sk Number</u> <u>Name</u>		<u>Sk Number</u> <u>Name</u>	
6 30597 Wivell, Jordan		6 79507 Kidwell, Todd		4 74784 Dick, John	
5 29628 Laferte, Bryan		5 10133 Gunter, Charles		4 54322 Horner, Mark	
4 35527 Green, Andrew		5 41506 Duffy, Christopher		4 05471 Cogle, Debra	
5 80284 Wivell, Keith		4 30685 Grabiak, Ida		4 31556 Fredman, Gary	
5 61204 Meyer, Shane		5 73159 Penwell, Mike		3 38918 Heminway, Michelle	
3 80865 Wivell, Jonathan		3 81624 Warnick, Seth		6 44972 Robinson, Josh	
2 81265 Gerringe, Lydia		3 81688 Adkins, Robert		3 81771 Redman Jr, Lawrence	
5 43815 Shanholtz, Kaleb					
87701 Quick's Sticks	O 2053	88006 Straight Shooters	O 2045	88103 The Copper Still	O 2043
FROM : Williamsport, MD		FROM : Inwood, WV		FROM : Martinsburg, WV	
<u>Sk Number</u> <u>Name</u>		<u>Sk Number</u> <u>Name</u>		<u>Sk Number</u> <u>Name</u>	
5 43448 Berger, Rocky		5 38094 Barnes, Jamie		5 04132 Markley, Beth	
4 06302 Quick, Sandra		6 46686 Look, Chad		4 73694 Tobin, Justin	
5 28681 Quick Jr, Warner		4 80947 Lange, Matt		5 11518 Semak, Pete	
3 05748 Bockstanz, Wayne		5 15569 Roop, Gene		3 79267 Davey, Deborah	
4 40430 Bitler, Jeremy		3 81134 Ritter III, George		5 44876 New, Martin	
7 42833 Forrest, Timothy		3 81273 Ware, Eddie		6 71470 Hart, Gary	
2 47529 Bitler, Michelle		3 81589 Albright, Colton		6 76196 Walls, Kevin	
4 81424 Osborne, Trey				4 79778 Sims, Christopher	
89104 All about the Break	O 2038	89709 Stupid Decisions	O 2047		
FROM : New Windsor, MD		FROM : Manchester, MD			
<u>Sk Number</u> <u>Name</u>		<u>Sk Number</u> <u>Name</u>			
7 79511 Rowe, Danny		6 79393 Alder, Jamie			
3 46479 Follis, Heather		5 31939 Delullo, Darren			
5 79397 Windsor, Frank		4 25478 Engel, Roy			
3 81095 Frankland, Holly		4 46878 Cerniglia, Michael			
3 81086 Frankland, Thomas		3 32467 White, Kera			
4 81322 Kim, George		3 28525 Collins, Cheryl			
3 81109 Haifley, Tom		5 44872 Touras, Chris			
		5 81653 Alder, Eddie			

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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

SPRING 2026 TIER-2 8-BALL TRI-ANNUALS

BRACKET 1

SAT. 5/16 @ 12 PM - \$200

SAT. 5/16 @ 6 PM

SUN. 5/17 @ 11 AM

M = MATCH NUMBER

SUN. 5/17 @ 5 PM - \$350

TABLE 24	00306	M33	
	87503		
TABLE 23	49301	M34	
	01202		
TABLE 22	69310	M35	
	00908		
TABLE 20	69202	M36	
	86401		
TABLE 21	68608	M37	
	86115		
TABLE 19	89104	M38	
	02411		
TABLE 18	86505	M39	
	03003		
TABLE 14	04201	M40	
	87005		
TABLE 17	00406	M41	
	86201		
TABLE 13	04312	M42	
	01508		
TABLE 11	88103	M43	
	03702		
TABLE 10	03303	M44	
	00109		
TABLE 4	88006	M45	
	01303		
TABLE 8	68808	M46	
	01003		
TABLE 7	49501	M47	
	89709		
TABLE 6	04511	M48	
	02610		

TABLE 1

TABLE 2

TABLE 3

TABLE 4

TABLE 8

TABLE 6

TABLE 7

TABLE 5

M65

M66

M67

M68

M69

M70

M71

M72

TABLE 21

TABLE 24

TABLE 23

TABLE 22

M81

M82

M83

M84

TABLE 17

TABLE 24

M89

M90



\$1,000 - ADVANCES TO 2026 WORLD QUALIFIER



\$1,000 - ADVANCES TO 2026 WORLD QUALIFIER



SPRING 2026 TIER-2 8-BALL TRI-ANNUALS BRACKET 2

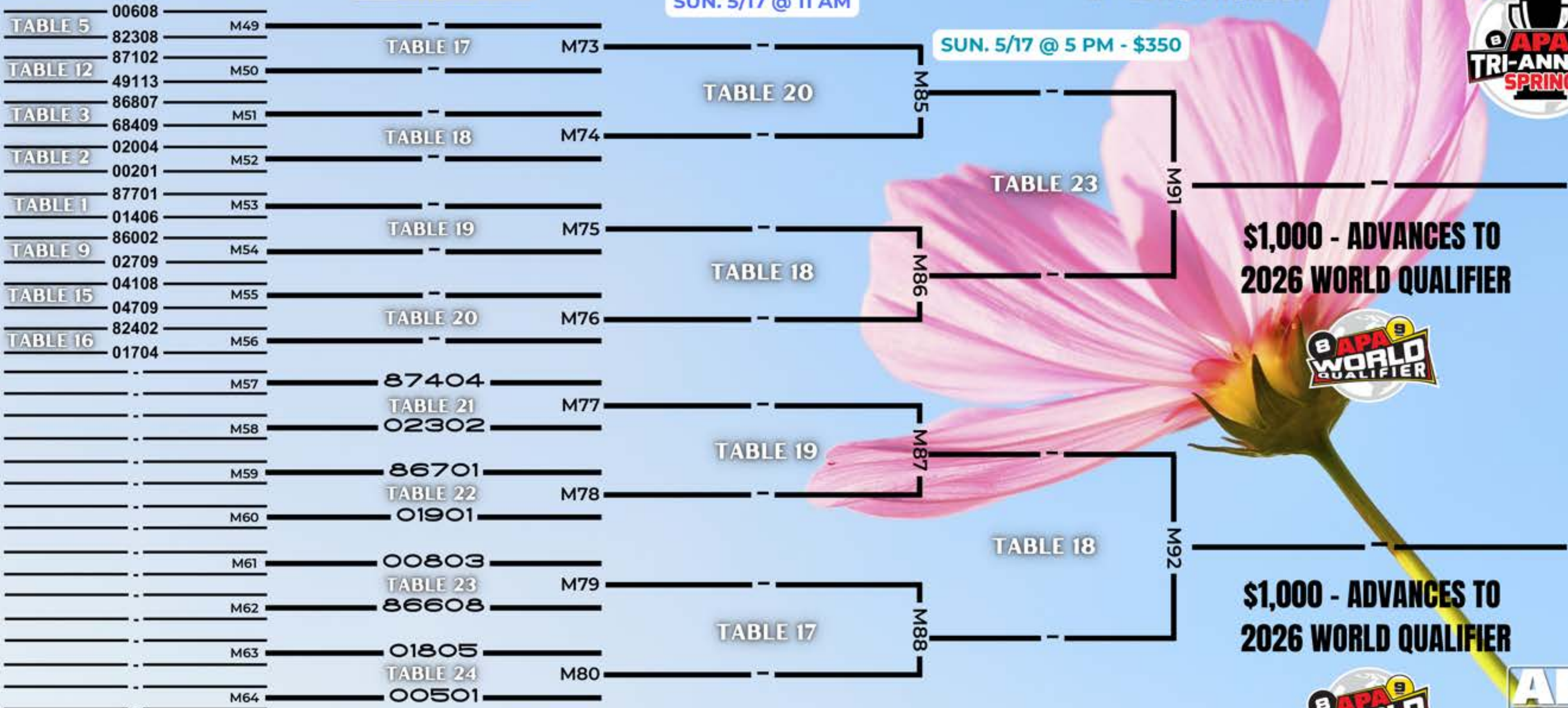
SAT. 5/16 @ 12 PM - \$200

SAT. 5/16 @ 6 PM

SUN. 5/17 @ 11 AM

M = MATCH NUMBER

SUN. 5/17 @ 5 PM - \$350



**\$1,000 - ADVANCES TO
2026 WORLD QUALIFIER**



**\$1,000 - ADVANCES TO
2026 WORLD QUALIFIER**

