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**Summer '25 Tricup/Wildcard**  
**(8 & 9-Ball)**  
**October 24 - 26, 2025**

**League Operators:**  
**Dawn Buchanan Marguerite Rueger**



**CONGRATULATIONS**

**AND**

**WELCOME TO THE**

**SUMMER '25**

**TRICUP/WILDCARD**

**TOURNAMENTS**



- Tournament directors for this event are Dawn Buchanan & Marguerite Rueger (Central Virginia APA League Operators).
- All players participating in this event are responsible for knowing the rules. It will be the responsibility of the team captain and /or whoever signs off as having received this handout for their team, to ensure all teammates understand the rules.
- **As with any of our locations, you cannot bring alcoholic beverages, drugs, or food into the establishment or drink or do drugs, in the parking lot. You, and your entire team, are subject to immediate disqualification if these rules, or those of the location are violated.**
- Skill Levels are what they were when you qualified for this tournament, based on 10 scores. This is your session-ending handicap from last session, which includes the final week of league, playoff scores, scores from Singles Qualifiers, etc. You could have gone up or down after we keyed your playoff matches and as a result, may have started this session, or currently be playing, at a different skill level than what's listed here - this is expected. You must play at the skill level listed on your scoresheet - it has been verified and is correct! If you played on a Tricup team and went up in skill level, and also are participating in the Wildcard (WC) Tournament, you would start the WC match at the higher skill level.



- All players have been checked for eligibility. If they didn't meet the individual requirements, 10 scores overall and 4 with your team last session, they have been removed from your rosters. They cannot play or be used towards the 23-rule. If you think a player shouldn't have been removed, you must see the tournament director before the balls are broken in the very first match. Failure to do so might make that player remain ineligible for the entire match. In addition, you could have verified the eligibility of all players on your team during business hours prior to the Tricup!
- If this is the Fall Session Tournament, you must be a paid member in the new year (starts in January) in order to play in this event, even if you are not playing on a team in the Spring Session. It is your responsibility to know if you are paid or not. You can pay your dues prior to any match you want to play. If you play and your dues were not paid, your individual match will be forfeited, which could obviously affect whether or not your team won.
- The only people who can play in the Tricup or Wildcard Tournaments are the players who met the individual requirement with your team from last session - the qualifying team! If this is the Fall Session Tournament and your team gets qualified from this tournament to the Vegas Cup, your rosters are immediately frozen - no additions or deletions - as it will already be after week 4 of the Spring session.



- If you get qualified from this Tricup to the Vegas Cup (World Pool Qualifier), it is YOUR responsibility to be sure your team remains eligible by retaining at least four original members from the qualifying team each session since qualifying.
- Teams that cannot meet the 23-rule (meaning their five lowest eligible players exceed 23 points) can play 4 players to 19 points & forfeit the 5<sup>th</sup> match. If their four lowest eligible players exceed 19 points, they can then play 3 players to 15 points & forfeit the last two matches.
- The first team to reach 51 points, or 50 points w/ 3 matches won, (in 9-ball) is the winner, and you should cease play. Also, cease play in 8-ball when the opponent cannot mathematically win the match. A forfeit in 9-ball is 20 points – 3 points in 8-ball. If a match ends in a tie after all 5 matches have been played, the winning team is the team that won 3 of the 5 individual matches. If a match is tied after the fourth match and neither team has a player for the 5<sup>th</sup> match, the winning team is the team that won the first two individual matches.
- This is a single elimination tournament and there are no league dues, or table-time, required for any Tricup or Wildcard tournament matches.



- Once called to your match table, each player will be able to "hit a few balls" prior to starting their individual match. Cease play immediately upon match completion.
- Standard APA game rules & local by-laws (those in effect during the Session for which the Tricup is being held) apply unless indicated otherwise in this handout. Please remind your teammates not to touch the cue ball (or any remaining balls on the table) on the game winning shot until all balls have come to a complete stop! Otherwise, you may be in jeopardy of having a foul called on you. Anyone can remind anyone not to touch balls, without it being a foul, so this shouldn't be an issue! NOTE: If on the game-winning shot, the tournament director, or a referee, or a consensus of by-standers who witnessed the shot, can confirm that the cue was (without a doubt) not going to scratch, we **WILL NOT** award a loss of game foul against a player who touched or picked up a cue ball that was barely rolling, OR moved object balls that also wouldn't have created a scratch situation on the cue ball! So, please exercise good judgment and sportsmanship!
- You will note attached to your Tricup scoresheet is a payment receipt form. Please keep this form attached to your scoresheet, and have it completed by the majority of eligible members of your team. Payment will be issued to the person(s) as you indicated and will be sent within the next few weeks. No form, no money!.



- Scoresheets must be filled out neatly and completely before being turned in to the control table. This must be done immediately upon match completion. If any matches were not finished, please clearly write DNF. If any matches were sudden death, please clearly write SD. Before turning in your scoresheet, please circle the winning team on the front of the scoresheet.
- Wildcards do not receive any money from this tournament, only the opportunity to qualify to the Vegas Cup.
- Please place all cell phones on vibrate during the tournament and avoid talking on your phone or taking unnecessary breaks during your individual match.
- Headphones cannot be worn during match play and we will not allow flash photography in the building.
- **Awards:** The individual player awards for all teams who won total points are here today - please be sure to pick them up! We do award Higher Level Tournament patches for 8-Break, 8-Break & Run, 9-Break, 9-Break & Run and Rackless Night. To receive your patch, you need to mark the award on your scoresheet and get a referee to initial it and give you the award, PRIOR to turning in your scoresheet; otherwise, they will not be awarded.
- **Common Players:** If players are common to teams that meet, they should abstain from playing, coaching,



throwing, etc. on either team! See tournament director before you start your match if you have questions about this rule and/or its consequences.

- **Regarding Skill Levels (SL's):** Some people get extremely nervous while others show nerves of steel in these events. Just because a SL7 played a match like a SL4 doesn't make that player a 4! On the flip side, just because a SL3 played like a SL5, doesn't make that player a 5! SL's can go up or down during the tournament, just like with regular league. Each match played is like another week of the league, with scores being updated and reviewed after each round. No one's skill level will be raised during a match.
- To eliminate any and all disputes, each table has been given an "official" pocket marker (for 8-ball). **You must use this marker to mark the pocket you are shooting the 8-ball into.** If the marker has been left at a pocket from a previous shot, or game, regardless of who was shooting, it does not have to be touched, or picked up and replaced. The pocket is considered marked when the majority of the "official" pocket marker is between pocket and its closest diamond. Anyone can remind anyone to mark the pocket without it being considered a foul.
- To keep the tournament rolling, it is not uncommon to play multiple, or even back-to-back matches on the same table.



- The top **EIGHT** finishers in 8-ball and the top **EIGHT** finishers in 9-ball from the Tricups will advance to the Vegas Cup. We will also advance to the Vegas Cup the highest two overall total point winners in both 8 and 9-Ball that qualified and participated in this event as such, that don't qualify on their own. These teams will also receive Vegas Cup Qualified t-shirts PROVIDED they check with the Tournament Director to see if they were one of the highest total point winners BEFORE leaving the tournament site. No shirts will be provided if this procedure is not followed. If the highest total point winner is already qualified for the Vegas Cup, we will go to the next team. In the event of ties for total points, and depending on the number of teams we are advancing, there may need to be a random draw between the tied teams. Please check with the tournament director, once you have been eliminated, to see if you are one of these teams. As some divisions play more weeks than others, the total points are based on the number of weeks that all teams had the same opportunity to play. If a team is already qualified for the Vegas Cup, and a replacement needs to be selected from this tournament, it will be a random draw from all teams that finished in the runner-up position (one round short of qualifying), and these teams will NOT get Vegas Cup t-shirts as we can only allot for the number that qualify according to our original criteria.



- From the wildcard tournaments, we will qualify one team in 8 and 9-Ball to the Vegas Cup. These teams will also receive Vegas Cup Qualified t-shirts.
- We have placed a bounty on the team(s) that won THEE overall highest total points in 8 and 9-ball. When you defeat a team in the Tricup (not the Wildcard tournament), it is your responsibility to immediately check with Dawn or Marguerite to see if you eliminated THEE highest total point winner. If you did, your team will receive \$100.00 cash on the spot! If you were the THEE highest total point winner and never got beat, you will get the \$100.00 for your team. In order to receive the bounty, you must check with the tournament director before leaving the tournament **on the day** you won or got knocked out; otherwise, it will not be awarded.
- Check the brackets to see when you play again. Matches that indicate a specific time, or sooner, or when called, mean exactly that. So, please be available to play in the event you are called before the scheduled time to avoid potential forfeits.
- Only captains (or acting captains) who have read this handout should approach the tournament director, or a referee, with questions. Other players with questions should first consult with their captain, or whoever signed off as having read this handout for their team.



- **Close hit situation?** Ask your opponent to wait for you to call a referee (ref) to watch the shot (ref's are easily identified by their orange aprons). DO NOT just grab a ref and ask them to watch it. If a ref is not readily available, feel free to ask another APA member to serve as your ref (person should be agreed upon by both shooters). Simply tell the ref what game you are playing (8 or 9-ball) and let him/her know what ball is attempting to be shot. Your ref can handle the rest. Once the ref is called to the table, he/she is there to watch for any foul, even if it was not necessarily the reason you called the ref to the table. If need be, a ref can call a ball frozen, even if the opponent didn't, in order to make an accurate call. A ref's duty is not to explain the rules to you or tell you how to shoot a shot to avoid a foul - he/she is there to make a call! Ref's can only call what they see and may see a shot differently than you - we're all human! Regardless, once you call a ref to watch a shot, please step away from the table - remember, you're not calling the shot now, the ref is! And, the ref's call is final! Do not argue the ruling, simply resume play. In a "split-hit" situation (didn't clearly hit shooters ball first OR clearly hit the opponent's ball first), the ruling will be in favor of the shooter. If a ref or the tournament director(s) was not "officially" called to a table to watch a shot, but was witness to a shot where there is a discrepancy, they can step in to make the official call.

- Start times should be within 5 minutes of table assignments. An entire team forfeit will be awarded if



the opposing team doesn't have a member available to shoot within 15 minutes of your scheduled, or called, match. Notify a ref, or tournament director, immediately if you do not have an opponent once called for your match.

- It is your responsibility to note your actual start time on your scoresheets, unless we have already done so. Please confirm the "official" time with the opposing captain so that the times agree. Why? Because as with all Tricups, you will be on sudden death throughout this entire tournament! We do this not only to keep our tournament on schedule, but also to prepare you for the format used at the World Championships in Vegas!
- **Sudden death rules: In 8-Ball:** You must be in the 5<sup>th</sup> match (must have lagged) by the 3 hour and 45 minute mark or all subsequent matches will be in sudden death. So, if your start time is 3:00 pm and at 6:45 pm you have not lagged for your 5<sup>th</sup> match, all matches remaining to be played will be in sudden death, regardless of the skill levels (teams must still play within the 23-rule). A sudden death match in 8-Ball will consist of two racks (or games). The first rack will be worth 2 points and the second rack (if needed) will be worth 1 point. If the 2 points won in the first rack determine a clear winner, such that there is no way the opposing team can come back and win the overall team match, the match is over. If the 2 points earned do not determine a clear winner, the sudden death match continues with a second rack, worth 1 point. Since



the first rack of sudden death is worth more points than the second, 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 match. **In 9-Ball:** You must be in the 5<sup>th</sup> individual match (must have lagged) by the 3-hour mark or all subsequent matches will be sudden death (points count double). So, if your start time is 3:00 pm and at 6:00 pm you have not lagged for your 5<sup>th</sup> match, all matches remaining to be played will have points count as double points (each object ball worth 2 points and the 9-ball worth 4 points). If you need further explanation about Sudden Death, please see a referee.

- Throws between matches should only take about a couple minutes, if that. Be prepared to throw! If you believe a team is taking excessive amount of time to throw, please let them know in a sportsmanlike manner. If it continues, advise a referee. If need be, a stopwatch may be used by the ref, and if the team hasn't thrown a player within two minutes, they will forfeit that individual match. Once your team has been placed on a stopwatch for throws, you will remain on a stopwatch for throws for the remainder of that team match.
- Coaching time-outs should be between 1 and 1  $\frac{1}{2}$  minutes, though some shots do require more time. If someone is taking an excessive amount of time, on every time-out, bring it to his/her attention in a sportsmanlike manner. If it continues, advise a ref - the player may be placed on



a stopwatch. In that event, if the actual shot is not taken by the 2-minute mark, the ref will award ball-in-hand to the opponent.

- It should take no longer than 30-45 seconds to take a shot - though, a critical shot may require extra time. If someone is taking an excessive amount of time to shoot on every shot, please advise that player of this in a sportsmanlike manner. If it continues, advise a ref - again, the player may be placed on a stopwatch. In that event, if the shot is not taken by the 45-second mark, the ref will award the ball-in-hand, and that player will remain on a stopwatch for the remainder of his/her match. Note that the tournament directors or referees can also be the one to notify a player if they are taking too long during time-outs or too long to shoot.
- Players are NOT allowed to play in two matches at the same time OR hold up the tournament because they are playing in another match, so please throw accordingly.



**BE GOOD SPORTS,  
MAKE SOME NEW FRIENDS,  
HAVE FUN, AND  
BEST OF LUCK TO EVERYONE!**

*Dawn and Marguerite*