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2025 VEGAS CUP

June 6-8, 2025

League Operators:

Dawn Buchanan

Marguerite Rueger

CONGRATULATIONS
AND
WELCOME TO THE
2025 VEGAS CUP!

Tournament directors for this event are Dawn Buchanan and Marguerite Rueger (Central Virginia APA League Operators).

All players participating in this event are responsible for knowing the rules. It the responsibility of the team captain, and/or whoever signs off as having received the teams' scoresheets for their first match played, to ensure all teammates have read and understand the rules.

Each team has been given a Team Certification Statement that must be completed and given to a referee **PRIOR** to throwing for your 1st match! To avoid potential dis-qualification, each player must certify him/herself at the skill level they believe represents their TRUE ABILITY, even if that level is higher or lower than what is listed on the scoresheet. Anyone that certifies him/herself at a higher level must notify the tournament director prior to the coin toss for any matches, and you would then play at that higher level. No player will be able to participate in this event until he/she has completed the form. Players that have not signed the certification statement will NOT be able to play for that particular round, or be used for the 23-rule. If they sign it prior to the next round, they would be available for that round (i.e. players cannot sign and play mid-match). Additionally, captains are NOT to complete this form for their players. If you play in another APA area and are higher in skill there than here, you **MUST** raise yourself to that level prior to the balls being broken in your first match, and notify the tournament director as to the change; otherwise, that players' match will be forfeited. We will highlight on your

FIRST match scoresheet those players that are ineligible to play as a result of not having signed the form. It is the Captain's responsibility to notify the opposing team, prior to the balls being broken in the first individual match in subsequent rounds, of those players who have not signed, and are therefore ineligible for that round. If you do not, your entire team match will be forfeited as you would have changed the course of the throwing for your opponent.

Regardless of who was on your team when you qualified for this event, the roster you will play with is your Spring Session roster. All players have been checked for eligibility. Ineligible players have been removed from your rosters so they cannot play OR be used for the 23-rule because they did not meet the individual requirements (10 overall scores and 4 with your team during the session). Reminder: New players must have earned their 10 overall by the end of the Spring Session.

Players are playing at their highest session-ending Skill Level (based on 10 scores), from the time the team qualified for this tournament, until the Spring Session, OR their current Skill Level if higher than their qualifying level, or the Skill Level as designated by us, after review, or their Skill Level in another area if higher than ours. Session-ending includes qualifier boards, singles regionals, nationals scores, playoffs, and Tricup scores. You may be playing in the current Session at a different Skill Level, which is OK, and often expected.

Regarding handicaps: Some people get extremely nervous while others show nerves of steel. Just because a 7 played like a 4 doesn't make him a 4! On the flip side, just because a 2 played like a 4, OR a 5 played like a 7, doesn't make them that rating either! No one's skill level will be raised during their individual match! Players may go up or down only after matches have been entered and reviewed.

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 5th match, the winning team is the team that won the first two individual matches.

Teams that cannot meet the 23-rule (meaning their 5 lowest eligible players exceed 23 points), can then and only then play 4 eligible players to 19 points & forfeit the 5th match. If their 4 lowest eligible players exceed 19 points, they can then and only then play 3 eligible players to 15 points & forfeit the last two matches.

Standard APA game rules & local by-laws (those in effect during the Spring Session) 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 loss of game 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 bystanders 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!

All scoresheets should be completed neatly and completely, which includes all player names and numbers, innings, safeties, signatures, etc. We don't want to track you down to get this information! If your match didn't need to finish, please write DNF in the individual match box on the sheet. If your team was in sudden death, please write SD in the individual match box on the sheet. DNF and SD are two different things (i.e. if you were in SD, you use that and not DNF). Please circle the winning team nice and big on the front of the scoresheet. Scoresheets are to be reviewed by a referee and then turned in to the League Operator to be keyed and reviewed. This should be done immediately upon match completion.

Only captains (or acting captains) who have read this handout should approach the tournament director, or a referee, with questions about these rules.

Names on Scoresheets: Nicknames do not appear. Please be sure when throwing, to use the name as listed on the scoresheet to avoid opponent thinking you're throwing someone other than who you are.

Common Players: If players are common to teams that meet, you should see a referee for clarification on what to do BEFORE you start your match.

Awards: We have HLT patches for 8 on the break, 9 on the snap, 8 break and run, 9 break and run and rackless. Be sure to mark the award on your scoresheet and have a ref initial it and give you the patch prior to turning in your scoresheet.

To keep the tournament rolling, it is not uncommon to play multiple, or even back-to-back matches on the same table.

Start times should be within 5 minutes of table assignments or called matches. An entire team forfeit will be awarded if the opposing team doesn't have at least one member available to shoot within 15 minutes of your scheduled, or called, match time. Notify a ref immediately if you do not have an opponent once called for

your match. Once two players have been "thrown" for a match, they can each hit a few balls prior to starting, but should then begin play immediately.

Throws between matches should take only about a couple minutes, if that. Be prepared to throw! If you believe a team is taking an excessive amount of time, let them know first to please speed it up, in a sportsmanlike manner. If it continues, let one of your ref's know. If need be, a team could be placed on a timer for throwing and if the throw has not been made within 2 minutes, that individual match would be forfeited. 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.

It is your responsibility to note your actual start time on your scoresheets, unless we have already provided it. Please confirm the time with the opposing captain so that the times agree. Why? Because as with all Higher Level Tournaments (HLT's), you will be on sudden death throughout this entire tournament. We do this not only to keep on schedule, but also to prepare you for the format in Vegas.

Sudden death rules: In 8-Ball: You must be in the 5th 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 5th 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 5th 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 5th 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). **In Ladies:** Sudden Death will be implemented 2-hours-and-30-minutes into a match. The rack must be struck in the 3rd individual match by the 2-hours-and-30-minute mark or a single rack is worth 2 points. If that mathematically wins the game, the match will be over. If not, there will be a second rack worth 1 point. Therefore, all 3 points will still be available in each match. If you need further explanation about Sudden Death, please see a referee.

Coaching time-outs should be between one and 1½ minutes, though some shots do require additional time, so please be good sports and use good judgment. If someone is taking an excessive amount of time, on every time-out, bring it to his or her

attention in a sportsmanlike manner. If still a problem, get a ref - the player may be placed on a timer! Once on a timer, if the shot is not taken by the 2-minute mark, regardless of the shot difficulty, the ref will award the ball-in-hand to the opponent. In addition, it should take no longer than 30-45 seconds to take a shot - though again, a critical shot may require extra thought! Otherwise, look the table over & shoot! If someone is taking an excessive amount of time to shoot, on every shot, let him or her know first in a sportsmanlike manner. If it continues, get a ref-again, the player may be placed on a timer! Once on a timer, if shot is not taken by the 45-second mark, regardless of the shot difficulty, the ref will award ball-in-hand to the opponent, and that player will remain on a stopwatch for the remainder of that match. This is in preparation for Nationals.

As a courtesy to all tournament players, all player and spectator cell phones should be placed on vibrate today, and you should not be talking on your phone or taking multiple breaks during your individual match. If brought to the tournament director's attention that your phone continues to ring, you may be asked to leave it with the tournament director until the conclusion of the tournament!

To eliminate any disputes, each table has been given an "official" pocket marker (for 8-ball). You must use THIS marker to mark the pocket where you are shooting the 8-ball. If the marker has been left at a pocket from a previous shot, regardless of

who was shooting, it does not have to be touched, or picked up and replaced to mark the same pocket. Anyone can remind anyone to mark the pocket without it being considered a foul! A pocket is considered "marked" if the majority of the marker is between two pockets' center diamond and the pocket where the ball is intended to be made.

Close hit situation? Ask your opponent to wait for you to call a referee to watch the shot (ref's are clearly identified by their bright, orange vests). 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. Ref's can only call what they see and may see a shot differently than you. Regardless, once you call a ref to watch a shot, non-shooters should step away from the table and let the ref make the call, which is final! Do not argue the call, simply resume play.

If a ref, or tournament director, was not "officially" called to the table to watch a shot, but was witness to it, and a discrepancy arises, they can step in to make the call. Don't assume a ref will make the call for you just because he/she happens to be watching your table. Remember: As the opponent, you should stop the shooting player and give the referee time to get to the table to watch the shot in order to avoid discrepancies.

The team advancing to the World Pool Championships will receive the travel fund and trophies from this event. There is no other prize money.

As with all of our tournaments, there is a relaxed dress code. We do not allow "wife beaters tank tops," etc. and have the sole right to determine what is considered appropriate attire.

Headsets, earbuds, etc. are not allowed to be worn in this event! And, there is no flash photography allowed in the location.

Players cannot play in two matches at the same time, so plan your throws accordingly.

This is a single elimination tournament. The winning teams from each bracket will advance to their respective World Pool Championships in Las Vegas! These teams should not have any players leave the tournament until they have met with one of the Tournament Directors.

Have fun and good luck to everyone!