

8 Ball Doubles Rules All APA Rules Apply

1. **FORMAT:** Players alternate shots, not turns. The first break of the team match starts the rotation. If a player makes the 8-ball or 9-ball, their teammate breaks the next rack.
2. **LAGGING:** The lag will not count as part of the rotation. Teams are not allowed to flip a coin instead of lagging for the break.
3. **SHOOTING OUT OF ROTATION:** It is a foul to shoot out of rotation. Although it is sportsmanlike for the sitting team to remind the shooter that they are about to foul by shooting out of rotation, they are not required to do so. Once the shooter has shot out of rotation, the foul has occurred and the sitting team will receive ball-in-hand if the sitting team calls the foul before another shot is taken. In 8-Ball, if the 8-ball is pocketed during such a shot, the foul results in loss of game; and in 9-Ball, if the 9-ball is pocketed during such a shot, the foul results in ball-in-hand and the 9-ball is spotted. If the sitting team does not call the foul before the next shot is taken, the sitting team will not receive ball-in-hand, and the team that shot out of rotation will assume the new rotation for the remainder of the match. However, before any foul has occurred, the shooting team may avoid penalty by asking the sitting team which player's turn it is in the rotation. In that circumstance, the sitting team must tell them the truth.
4. **CONCESSION OF GAME:** If the sitting team concedes a rack before the last ball is pocketed, the winning player's teammate will break the next rack.
5. **NO GAMBLING:** Gambling on pool is not permitted at any APA function, including this Tournament. Therefore, you are prohibited from gambling on pool at the Tournament site, even after the Tournament has ended or you have been eliminated from the Tournament. Any participant that gambles will face disqualification from the Tournament and/or forfeiture of all awards and prize money.
6. **FORFEIT TIME:** Forfeits will be declared after 15 minutes have passed after a match has been called. If a team has registered for the Tournament, a Tournament Official may attempt to locate the team before a forfeit is declared, however Tournament Officials are not responsible if a forfeit occurs. It is the team's responsibility to be present for their matches when they are called. The Tournament Director determines when a match is officially forfeited.

7. **COACHING:** One coaching time-out per team, per game, is allowed. If team members talk in between shots it will be deemed a coaching time out. However, team members may converse freely when neither is at the table shooting without being charged with a coaching time-out. If the sitting team member suggests a time-out to the shooter, the time-out will be charged even if the shooter disagrees with the decision to take the time-out. However, if a shooter requests a time-out and the sitting team member refuses to take the time-out, no time-out will be charged. A player may line up the next shot, prior to making their shot, without being charged with a coaching time-out.
8. **NO EARPHONES:** You are not permitted to wear earphones of any type during Tournament play. This includes ear buds, headphones, headsets, Bluetooth devices, etc. Hearing aids and non-electronic earplugs are allowed.
9. **CELL PHONE AND SMARTWATCH USE:** Cell phone and smartwatch use is prohibited while a player is taking their turn at the table and during coaching time-outs.
10. **GAME RULES:** APA game rules apply. The game rules are covered in the Official Team Manual. You should ensure that you are familiar with these rules. Further, these Championship Rules and the Rules for Participation also apply at this Tournament. Any and all Local Bylaws applicable to your Local League, or interpretation(s) of the APA game rules made by your Local League Operator, which are not in full accord with the Championship Rules established by the APA do not apply at this event. It is your responsibility to know what is a Championship Rule and what is a Local Bylaw.
11. **MINIMUM SKILL LEVELS:** Ladies may participate at their assigned skill level, even if that assigned skill level is lower than a skill level 3. All other players must participate at a skill level 3 or higher. To be eligible to participate at a skill level lower than a SL3, the player's State/Province issued picture ID, Military ID or passport photo ID must identify her as female.
12. **CUE BALL FOULS:** Do not touch the cue ball while it is still rolling. Doing so may result in a foul.
13. **CLOSE HITS:** If a shot looks like it may result in a "bad hit," stop the game and get a Tournament Official to observe the shot and make the call. Either player may stop the game to ask for a call. The decision of the Tournament Official is final. If a shot

is close and a Tournament Official is not called, the ruling will most likely be in the shooter's favor.

14. MARKING THE POCKET (8-BALL ONLY): A coaster, pocket marker, or any other reasonable marker must be placed next to the pocket the 8-ball is intended to enter. It is recommended that you do not use chalk as a pocket marker, as it can create confusion, but the use of chalk as a pocket marker is not prohibited. If a player pockets the 8-ball without marking the intended pocket, and the opponent calls loss of game, it will result in a loss of game. Both players may use the same marker. Only one marker should be on the table at any time. However, even if more than one marker is on the table, as long as you clearly mark the pocket where you intend to pocket the 8-ball you will be deemed to have properly marked the pocket. If the marker is already at the intended pocket from a previous attempt or game, it is not necessary for the shooter to touch it, pick it up, or reposition it. **Anyone** may remind a player to place the marker and it will not be considered coaching or a foul. **NOTE: Making contact with a marker is not a foul. If a pocket marker is placed on the rail and accidentally interferes with the shot (either in a positive or negative way), the shot stands.**

15. SPORTSMANSHIP: The primary objective of APA has always been to provide players of all abilities with the fun and enjoyment of friendly competition. Naturally it is expected that every player hopes to do well, and that all players and teams will be doing their best to win. However, each player and team are also expected to accept defeat in a sportsmanlike manner. Two common examples of bad sportsmanship are: conceding an unfinished game; and undoing a cue during play. Both forms of conduct are frowned upon by professionals, and have no place in amateur play. All players are asked to allow opponents to finish the game before racking the balls or undoing cues. No penalty will be assessed unless, in the determination of the Tournament Director, such sportsmanship violations by a team are excessive. Another cause of sportsmanship concerns are fouls. A foul is a foul and should be observed as such regardless of whether the player believes that he will get caught failing to disclose a foul. Generally speaking, a professional player will call a foul on himself. Likewise, good sportsmanship dictates that amateur players admit a mistake, and live with the consequences. However, it is technically the

responsibility of a player, and their Team Captain, to protect the outcome of the player's match. Therefore, all players are advised to pay attention to their games.

16. EQUIPMENT REGULATIONS: Laser devices, mechanical cues and training/practice aids may not be used in Tournament play. Some specialty cues may be allowed on a limited basis. Special equipment, such as bridges and cue extenders, are legal. Players are expected to use equipment consistent with its intended purpose. In addition, players must use the rack, cue ball and object balls provided at each table. Additional equipment guidelines applicable during Tournament play are set forth below:

Jump Cues/Shafts/Tips: : Are not allowed.

Break Cues/Shafts/Tips: Sometimes combined with jump cues to form a jump-break cue, these cues/shafts/tips are allowed in Tournament play for breaking only.

Regular Shooting Cues/Shafts/Tips: These cues/shafts/tips may be used to perform jump shots, massé shots and break shots in all APA League and Tournament play. You may not "break down" your Regular Shooting Cue to perform a jump shot.

NOTE 1: Using a regular shooting cue to break does not qualify it as a "break cue".

NOTE 2: Wheelchair players and players who are limited in their height are allowed to use a junior cue or "shortie" as a regular shooting cue.

NOTE 3: You may only switch cues/shafts/tips between racks, immediately following your break shot, or in instances of cue/shaft/tip failure that prevent the cue/shaft/tip from performing.

Any equipment bearing any message or image that is sexually explicit or political nature, or may be offensive due to the use of profanity or the promotion of violence, alcoholism or substance abuse, shall be prohibited from use in this Tournament. The Tournament Director shall have the right to inspect a player's cue(s) at any time during the Tournament without prior notice to the player, and if the cue(s) are found to be in violation of this rule, the player shall immediately cease using the objectionable cue during Tournament play, or face immediate disqualification and forfeiture of all prize money earned and/or entry fee paid.

17. BEVERAGES: Hotel regulations prohibit coolers, glass beverage containers or outside beverages from being brought into the Tournament rooms or hotel ballrooms. Beverages are available for sale at the Tournament site.

18. NO SMOKING: Due to Nevada state law, smoking is not permitted within the Tournament rooms. The use of electronic cigarettes/vaporizers are also not allowed in the Tournament rooms.