

Additional LTC Rules and Clarifications

Practice Time:

- Practice tables will be marked on the match schedule when they are available. They are not going to be available during every round.

Match Play:

- Forfeits may be declared at anytime and during any match in higher level tournaments. Breaking down of the Cue Stick is NOT an automatic forfeit. In 9-Ball forfeits are worth 20 points. Both players are eligible to be recalled during the match UNLESS the rack is broken.
- Scoresheets will be delivered to the match table. The winner is responsible for returning COMPLETE and LEGIBLE scoresheets to the control table along with the cue ball. No red ink is allowed, pencils will be provided.
- Cueballs: personal cueballs may be used if BOTH team captains agree, otherwise it the cue ball that comes with the table.
- Patches: Must be claimed at the end of the round, they will not be held or tracked.
- Slow play: Deliberate slow play will not be tolerated. A shot clock may be requested but BOTH players will be clocked. Time guidelines are: 20 seconds for a shot, 45 seconds MAX for a difficult shot. Time outs are ONE minute. Captains have TWO minutes to call their next player.
- Time Outs: ONE minute MAX! One per game regardless of skill level. Only the coach or captain may call a time out. Since anyone can be a coach, if they call time out, the time out will be charged and that person will have to do the coaching unless it is by the captain who may designate another to coach.
- Cue Ball Fouls: The cue ball is always live except between games. A foul cannot occur until the rack is struck on a break.
- Sudden Death: A tournament official will call sudden death in all matches, EXCEPT FINALS, under the following circumstances:
 - 8 Ball: 3 hours and 45 minutes: If the balls have not been broken for the 5th match by that time, then all subsequent matches become a one game race.
 - 9 Ball: 3 Hours. If the balls have not been broken for the 5th match by that time, then all subsequent matches will have all ball counts, innings and defensive shots doubled. Matches that are not completed because a team has reached 51pts must be marked NF for Not Finished.
- Close Shots: If the cue ball and object ball are very close together the chances of having a double hit are extremely likely. To avoid this a player can elevate the butt of their cue by 30 degrees or angle by 30 degrees. If the cue ball and object ball travel in the same direction at relatively the same speed, this is consider proof of a double hit.
- Marking the pocket: for 8 ball matches, the pocket cannot be marked with a Cell phone or paper money. We recommend you not use chalk or quarters either. Cell phones should not be handled at all while shooting your match.

Ineligible and Common Players

- Ineligible players cannot be used toward the 23/19 rule. All eligible players are regardless if they are present or not. Ineligible players are not allowed to captain or coach.
- Common Players: There are many rules and individual situations regarding Common Player issues. If there are common players to both teams facing each other in a match, both team captains should approach the control table prior to starting their match. Common players cannot coach, captain or participate. They will be asked to leave the area around the match being played if they choose to advance with the winning team. They do not have to declare either team.

Certifications

- Certification sheets must be signed by all participating players prior to their first match. Certification sheets must be turned in before they will be allowed to play. Unsigned players are considered ineligible. I cannot give you advice on how to certify your players other than if they play in another league at a higher skill level, they MUST certify themselves at the higher skill level. I recommend that everyone read the certification sheets very carefully. I need certification sheets turned in at least 30 minutes prior to your first match.

Location Rules

- NO outside food or drink.
- You will be asked to tab out when your waitress' shift is over.
- Any APA player who leaves without paying their tab will be subject to legal prosecution and penalties from APA which could be suspension.