



# **TRI CUP TOURNAMENT RULES**

*Tri Cups are a continuation of your play off structure, but have rules that are similar to Higher Level tournaments like your Local Team Championship and the National Team Championship.*

1. **PRACTICE TIME** - Practice is not allowed on any tournament table, except during specified periods, and only with the permission of the League Operator or Tournament Director. You are encouraged to practice on all tables designated for that purpose, and are asked to share the practice tables with any other contestants who wish to use them. Generally speaking, a 10 or 15 minute time limit is advised for any one or two individuals using the practice table if other contestants are waiting. Any table designated as a practice table during the event should be reserved for those contestants who have not yet been eliminated from the tournament. Practice is not allowed on tournament tables during play, even though a table may not be in use during short periods.
2. **FORFEIT TIME** - Forfeits will be determined 15 minutes after a match has been called. If a team has registered for the tournament, every effort will be made to locate the team before a forfeit is declared. The League Operator or Tournament Director determines when a match is officially forfeited.
3. **SUDDEN DEATH FORMAT** - When the ***Sudden Death*** format is in effect, all other League rules apply to player selection. We ask all players to help keep to the schedule by being ready to play when their match is called, and by observing the ***Match Time Guidelines***.

**8-BALL SUDDEN DEATH** - This format is implemented 3 hours and 45 minutes into an 8-Ball match. Each team match must be in the 5<sup>th</sup> individual match by the *3-hours-and-45-minutes* mark, or all subsequent matches become a one game race.

**9-BALL SUDDEN DEATH** - This format is implemented 3 hours into a 9-Ball match. Each team match must be in the 5<sup>th</sup> individual match by the *3-hours* mark, or all subsequent matches will consist of all points earned being doubled. Each object ball pocketed will count as 2 points and the 9-ball will count as 4 points.

4. **DECLARING PLAYERS** - Once both teams in a match have declared a player, the players cannot be changed unless the 23 Rule is in jeopardy.

5. **How many should they get at this level? COACHING** – All Skill Levels receive one time out per game. If a coach suggests a time-out to the player, the time-out must be taken. However, if a player asks for a time-out, the coach can refuse to take it and no time-out will be charged. Mark all coaches (time-outs) with a “T” on your scoresheet. Coaches are allowed to place the cue ball (during a coaching time-out) in a ball-in-hand situation. All rules regarding fouling the cue ball apply to the coach when placing the cue ball for a player.

**\*Common players and Ineligible players are not allowed to participate as a coach.**

6. **SCOREKEEPING** - Scoresheets with *innings* recorded and *defensive shots* marked must be kept by a member of both teams or by an official scorekeeper. If it is determined a team is not marking defensive shots, then the League Operator or Tournament Director may arbitrarily raise some or all skill levels of players on that team. Scoresheets must be signed and turned in to the Control Table to receive credit for match wins. Refusal to sign a scoresheet does not affect any match protest. It is the responsibility of the winning team to make sure the Control Table receives proper scoresheets.

**8-BALL ONLY** - Mark **Early 8's** (E8), **8-ball Scratches** (8S), **8-on-the-Breaks** (8OB), and **Break and Runs** (BR) on your scoresheets. Patches for **8-on-the-Break** and **Break and Runs** may be awarded. Patches must be claimed by the Team Captain at the Control Table **when** the scoresheets are turned in for processing.

**9-BALL ONLY** - When one team reaches 51 points, **the match is over**. Do not finish out that individual match; simply mark on the scoresheet **Not Finished** (NF). Make sure you mark all balls pocketed, dead balls, **Break-and-Runs** (BR) and **9-on-the-Snaps** (9OS). Patches for **9-on-the-Snap** and **Break and Runs** maybe awarded. Patches must be claimed by the Team Captain at the Control Table **when** the scoresheets are turned in for processing.

**IMPORTANT NOTE: ANY TEAM CAUGHT FRAUDULENTLY KEEPING SCORE—ADDING INNINGS, ALTERING SCORESHEETS IN ANY WAY, ETC.—WILL BE SUBJECT TO DISQUALIFICATION.**

7. **NO SMOKING** - Smoking is not permitted at the pool table; however, ashtrays may be provided on each team/player table pending location acceptance.
8. **GAME RULES** - APA game rules apply. The game rules used during your event are covered in the Official Team Manual. You should be familiar with these rules.
9. **FOULS** - Fouls may be called by the player or by his/her coach. It should be kept in mind, since everybody on the team may communicate with the coach, that in effect, anyone on the team may call a foul, but only a call made by the coach or the player makes it official. Before taking ball-in-hand, each player is advised to make certain they actually have ball-in-hand. If you do not confirm ball-in-hand with your opponent, or with tournament officials, and there is a difference of

opinion, then you subject yourself to the potential costly mistake of fouling the cue ball unknowingly.

10. **CLOSE SHOTS** - If a shot looks like it may result in a “bad hit,” stop the game and get a tournament official to 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 have a tendency to be in the shooter’s favor.
11. **THE 23-RULE** - The 23-Rule will be enforced. No team may play five players whose combined skill levels exceed 23. In addition, a team must show it could have fielded a legal team (meaning it could have fielded 5 players that did not exceed 23) if the match had gone the entire 5 individual matches. If the total skill levels of the lowest five players listed on your roster is equal to or less than 23, then your team can meet the 23-Rule. This means a team may not lead off with three players whose skill levels add up to 19 unless there are two 2’s listed on the roster. A team may not try to win with its first three players and disregard the 23-Rule. All the above applies to the Ladies Division except that it concerns the 19-Rule instead of the 23-Rule.

**WHAT HAPPENS IF A TEAM IS UNABLE TO COMPLY WITH THE 23-RULE?** If the total skill levels of the lowest five players listed on the roster exceed 23, the team will have to play four players whose skill levels do not exceed 19 in the Open Division (16 in the Ladies Division) and forfeit the fifth match. If the skill levels of the lowest four players on the roster exceed 19, then they can play three players to 15 (13 in the Ladies Division) and forfeit the fourth and fifth matches.

12. **FORFEITING MATCHES** – Individual matches may be forfeited at anytime during a team match. If an individual match is forfeited **after** the rack has been broken, the skill level of both players in the match will count towards the 23-Rule (19-Rule in the Ladies Division). If an individual match is forfeited **before** the rack has been broken, the player on the team receiving the forfeit remains eligible to play again as the forfeit does not count as a match played. Both teams must be able to show at the end of the team match they could have fielded a legal team. (Meaning they could have fielded five players that did not exceed 23 (19 in Ladies Division) had all five individual matches been played.) For example; if the opposing team puts up a SL7, your team cannot forfeit using an unavailable player so your opponent can’t play their SL7. The opposing team would regain the use of their SL7 as long as they can show that they can still remain within the 23-Rule had all five individual matches been played.
13. **INELIGIBLE PLAYERS** - Ineligible players are those players who, for whatever reason, are not eligible to play in any match during this tournament. However they can be used as a forfeit towards the 23 rule.

**\* Ineligible players are not allowed to participate as a coach.**

14. **COMMON PLAYERS AT THIS LEVEL** - A common player is defined as a player on more than one team. A common player may choose to play with one team and still yet advance with both teams after the match has concluded. If common players choose to sit out they cannot coach or captain.  
**NOTE: Matches will not be held up for players who are participating on multiple teams.**
15. **WARNINGS** - If a warning is given in an individual match, that warning will follow the team throughout the remainder of the event. For example, if a player is warned for sharking their opponent, and in a subsequent match a player from that same team is warned for sharking their opponent, the result will be ball-in-hand for the opponent. Such warnings will be noted by a tournament official on the scoresheets.
16. **SPORTSMANSHIP** - The primary objective of the League has always been to provide players of all abilities with the fun and enjoyment of friendly competition. Naturally, each player arrives hoping to do well, and all players will be doing their best to win. Each player is expected to accept defeat in a sportsmanlike manner.

Two common violations of good sportsmanship are conceding an unfinished game and undoing a cue during play. Both forms of conduct are frowned upon by professionals, and should be eliminated from 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 opinion of the League Operator or Tournament Director, a repeated violation of this conduct rule occurs.

Another area of good sportsmanship concerns fouls. A foul is a foul and should be observed as such. Occasionally, a player feels that a foul is a foul only if they get caught. Generally speaking, a professional player will call a foul on themselves. Likewise, good sportsmanship in the amateur ranks requires a player to admit a mistake, and live with the consequences. However, it is technically each player's responsibility to protect themselves. Pay attention to your game.

## **SUDDEN DEATH FOR THE 3-POINT SYSTEM WILL WORK AS FOLLOWS:**

In the first game of Sudden Death (SD), the rack is worth two (2) points. If those two (2) points mathematically win the team match, the match is over, and the second game of SD becomes unnecessary. However, if the two (2) points earned in the first game of SD do not mathematically win the team match, there would be a second rack worth one (1) point. This procedure would apply for all individual matches of SD.

For example, if we do not have a winner after the first game of SD in individual match four (worth two (2) points), we will play a second game of SD in match four (worth one (1) point). If after the two games of SD in individual match four, we still do not have a mathematical winner of the team match, we will go into SD in individual match five. Just like in individual match four, the first game of SD in individual match five is worth two (2) points. If those two (2) points mathematically win the team match, the match is over. However, if those two points do not mathematically win the team match; A second game of SD, worth one (1) point will decide a winner.

In short, there will be a possibility of two games of SD for each individual match, unless the points earned make it mathematically impossible for the other team to come back and win. If the points are tied at the end of all SD play, the overall individual matches won will determine the winner.

Here are more examples of how SD will be applied in various situations. I will focus on the fifth individual match of SD for the purpose of remaining concise.

### **IF AFTER FOUR INDIVIDUAL MATCHES...**

- **Team A & Team B are tied in team points.**

- If Team A wins the first game of SD, putting them two (2) points ahead of Team B, the match is over because Team B cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.
- If Team B wins the first game of SD, putting them two (2) points ahead of Team A, the match is over because Team A cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.

- **Team A is up one (1) point and up in the individual matches 3-1.**

- If Team A wins the first game of SD, putting them three (3) points ahead of Team B, the match is over because Team B cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.
- If Team B wins the first game of SD, putting them one (1) point ahead of Team A, the match will go to a second SD game to determine the winner. If Team B wins the second SD game, they will win the match because they have more points than Team A. If Team A wins the second SD match, they will tie Team B in points, but will win because they won three out of the five individual matches. This is the tiebreaker.

- **Team A up one (1) point and the individual matches are tied 2-2.**

- If Team A wins the first game of SD, putting them three (3) points ahead of Team B, the match is over because Team B cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.
- If Team B wins the first game of SD, putting them one (1) point ahead of Team A, and up 3-

2 in individual matches won, the match is over because Team A cannot earn more than one (1) point in the second SD game and Team B holds the tie-breaker on individual match wins. Therefore, the second SD game is unnecessary.

- **Team A up two (2) points**

- If Team A wins the first game of SD, putting them four (4) points ahead of Team B, the match is over because Team B cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.
- If Team B wins the first game of SD, tying them with Team A in points, the match will go to a second SD game to determine the winner. If Team B wins the second SD game, they will win the match because they have one (1) more point than Team A. If Team A wins the second SD match, they will win the match because they have one (1) point more than Team B. The tiebreaker is unnecessary for this match because one team will finish with more points than the other will.

- **Team A is up three (3) points and up in the individual matches 3-1.**

- Team A wins. Since SD is only worth a maximum of three (3) points, Team B can only tie Team A, and since Team A holds the tiebreaker of individual matches won, the match is over. Therefore, SD is unnecessary.

- **Team A is up three (3) points and the individual matches are tied 2-2.**

- If Team A wins the first game of SD, putting them five (5) points ahead of Team B, the match is over because Team B cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.
- If Team B wins the first game of SD, putting them one (1) point behind Team A, the match will go to a second SD game to determine the winner. If Team B wins the second SD game, they will win the match because they have tied Team A in points, but they hold the tiebreaker of 3-2 individual matches won. If Team A wins the second SD match, they will win the match because they have two (2) points more than Team B.

- **Team A is up four (4) or more points.**

- Team A wins. Since SD is only worth a maximum of three (3) points, Team B cannot gain enough points to tie or win the match. Therefore, SD is unnecessary.

I would also like to state that we are encouraging anyone running Tri-Cups this summer to provide us with feedback on your experience with this new SD structure in terms of its timeliness, fairness, etc. As I mentioned earlier, we will continue to monitor all aspects of the new format and suggest adjustments as needed. We firmly believe this current proposal is the fairest option, which offers the smallest incentive for deliberately going into SD. If feedback begins to contradict this position we will reevaluate accordingly.

Finally, changing how SD is implemented on a league-by-league basis would affect the handicap system. Therefore, for LTCs, if SD is utilized, it must be in accordance with the system described above. I hope this helps and again, I look forward to additional feedback during and after Summer Tri-Cups!