



Fairfield TOURNAMENT RULES – Fairfield County CT APA

All MALES listed as 2's in **8-Ball** MUST play as a 3 in higher level tournament.

All MALES listed as 1's in **9-Ball** MUST play as a 2 in higher level tournament.

Handicaps are updated after each round of the tournament. Players can go up or down during the tournament. Captains, please check handicaps between rounds to ensure you do not break the 23 or Senior Skill level rules.

YOU WILL USE HANDICAPS LISTED ON YOUR PRINTED SCORESHEET IN HIGHER LEVEL PLAY NOT THE HANDICAPS LISTED ON THE APP.

All teams must comply with 23-rule and Senior skill level rule (SLs 6-9). If you have questions, please ask.

Only (1) time out per game regardless of Skill level. Please limit Time outs to 2 minutes. When taking a time out you must notify the opposing team captain. No giving a player instruction while they are shooting. Only the coach may approach the table during a time-out with the player. If the coach wishes to discuss the shot with another team member he must go to the table where they are seated. The coach does not have to be the same for each time out.

MATCHES WILL GO TO SUDDEN DEATH

9-Ball - Sudden Death will go into effect 3 hours after match start time. In sudden death all balls pocketed are "DOUBLE POINTS". The 1-8 balls count as two (2) points each, the 9-Ball counts as four (4) points. (Higher level forfeits are 20-0)

8-Ball - Sudden Death will be 3hrs & 30 min after match start time. Sudden death in 8- Ball will be up to two (2) games. The first game will be worth (2) points followed by a second game (if needed) worth one (1) point. If the two (2) points won in the first game determine a clear winner (there is no way opposing team can come back and win overall team match) then the match is over. If the two (2) points earned in the first game do not determine a clear winner, the Sudden Death match will continue with a second game. (Higher level forfeits are 3-0)

Sudden Death will be for any matches not started yet at the 3 hour (9 Ball) & 3 & ½ hour (8 Ball) mark

Tie breakers will be decided by the 1st team to win 3 matches. NOTE: During Sudden Death in 8 Ball the individual match winner will be the player who wins the 2-point rack

GAME RULES & SPORTSMANSHIP

NO SWEARING OR BAD SPORTSMANSHIP If a player gets loud or abusive, the team will be disqualified.

Handicaps in Fairfield Cup (Regionals) are based on your highest session ending skill level from Summer, Fall & Spring session (from the time your team qualified), you will play at the highest level.

HANDICAPS If you feel a player is under-rated, circle the name on your score sheet & they will be reviewed when the score sheet is entered. If a player on your team goes up in handicap, you may not dispute it. If you complain about a player's skill level while they are shooting you will be asked to leave the tournament. This is a form of sharking and will not be tolerated.

Forfeit because of no show/late team will be at discretion of League Operator ONLY. forfeit points for each match are 3-0 in 8-ball & 20-0 in 9-ball for playoffs/higher-level events.

Teams must have 3 members present to collect any prize money for tournament

If there is an ineligible player listed on your team, please let us know. Ineligible players are players who have not played required number of matches. They will not be listed on score sheets and their handicap cannot be used for "23" rule purposes. Ineligible players cannot coach. If an ineligible player is listed on your roster in error, you must notify the tournament director.

There is no Replay/GHOST Rule in Tournament play

On the lag, closest to the bottom rail wins. If the ball touches a side rail, you lose the lag.

No Soft breaking or Slow play!!!

Players may switch cue sticks at any time during their match if it is not a specialty cue. Jump & Masse cues are not allowed. A Break Cue CANNOT be used for a jump shot.

If a player is "accidentally" bumped during a shot; all balls (including the cue ball) will be put back as close as possible.

Please confirm BALL IN HAND with opponent before picking up cue ball.

Make sure the cue ball comes to a complete stop before you touch it. If there is any question about a good hit, call a referee "before" the player shoots. After a player shoots it is too late and, in most cases, will rule in favor of the shooter.

Please let cue ball come to a complete stop after pocketing 8-ball.

You must use a marker to mark a pocket for the 8-ball during this tournament. YOU SHOULD USE AN OBJECT AND DO NOT USE ONLY A CUBE OF CHALK!

DEFENSIVE SHOTS All team must mark defensive shots. Any team not marking defensive shots will be warned and might possibly have handicaps raised.

If you have a protest, bring it to the attention of the tournament director. It is the team's responsibility to locate the tournament director if a situation occurs. DECISIONS OF THE LEAGUE OPERATOR and ON-SITE TOURNAMENT DIRECTOR ARE FINAL.

No speaking to your players in a foreign language when their turn at table ALL PLAYERS MUST HAVE POSITIVE ID. If a player cannot produce a positive ID, tournament director will decide course of action.

(Fairfield Cup/Regionals/States Only) Only eligible qualified members of team will receive airfare to Las Vegas. Please complete team certification statement. Make sure every member of team signs it.

*****No ipods, earpieces for your phone or smart watches can be worn during your match. *****