

MATCH TIME GUIDELINES

The following time guidelines have been compiled through years of research and analysis and take into consideration all skill levels. The time guidelines listed below are easily achievable when teams and players do their best to follow these suggestions.

8-Ball Team Matches

- A team match should take no more than 4 hours.
- Individual matches should average 8 to 10 minutes per rack.

9-Ball Team Matches

- A team match should take no more than 3.5 hours.
- The average individual match should take between 30 to 40 minutes.

Masters Team Matches

- A team match should take no more than 3 hours.
- The average individual match should take between 45 to 60 minutes.

Doubles Team Matches

- A team match should take no more than 2 hours.
- Individual matches should average 8 to 10 minutes per rack in 8-Ball or 30 to 40 minutes in 9-Ball.
- A Doubles match should average 45 minutes.

QUICK REFERENCE GUIDE	
Average Shot	20 Seconds
Special Shooting Situation	45 Seconds
Time-Outs	1 Minute
New Player Selection	2 Minutes (still using last year's OTM)
Team Match Forfeit	15 Minutes (past appointed start time)
8-Ball Team Match	4 Hours
9-Ball Team Match	3.5 Hours
Doubles Matches (8-Ball & 9-Ball)	2 Hours
Masters Team Matches	3 Hours
Ladies Team Matches	2.5 Hours

NOTE: Exceeding the time guidelines is not a foul; however, it can result in a sportsmanship violation.

RULES OF CONDUCT

APA has established, and will strictly enforce, the following conduct rules for this Tournament and all Higher Level Tournament play:

- a. No loud, abusive or profane language will be tolerated. You are an APA member to have a good time and to enjoy some friendly competition. If you experience a problem, one of the Tournament Officials will address it. Simply bring the matter to their attention. Remember that nearly every ruling will be seen as favoring one side or the other. Each team and player is required to accept official rulings without causing a scene.
- b. Unsportsmanlike conduct directed toward an opposing player, team or a Tournament Official will not be tolerated.
- c. Anyone involved in an incident that involves either physical abuse, violence, or the throwing of an item will be disqualified immediately, and immediately banned from the Tournament site.
- d. Anyone caught hitting a cue against a table, wall, floor, etc., or recklessly swinging a cue will be disqualified immediately and be banned from the Tournament site.
- e. Abusive behavior directed to the Tournament Director or any of their designees, including Tournament Officials, will not be tolerated.
- f. Excessive slow play will not be tolerated. If your excessive slow play becomes a problem you will be entitled to one warning before any penalty is issued.

The penalties for violating any of the Rules of Conduct detailed above are as follows:

Except for incidents of slow play, a warning may or may not be given, and the Tournament Director can issue any of the four penalties below, regardless of whether any penalty has been previously issued, depending upon the severity of the situation.

1. Penalty Level 1 - Your opponent will be given ball-in-hand. If your opponent is still shooting, or already has ball-in-hand, then that player will be allowed to shoot until missing, and then be given ball-in-hand again.
2. Penalty Level 2 - Your opponent will be granted the game. (In 9-Ball, your opponent will be granted the game, along with points for all balls remaining on the table.)
3. Penalty Level 3 - Your opponents will be granted the match.
4. Penalty Level 4 - You will be ejected and/or disqualified.

NOTE: If the violation or disturbance that caused a prior penalty to be levied does not cease, the Tournament Director and/or their designated assistant has the right to go from one penalty level to the next penalty level immediately.

REQUESTING A REFEREE

Note: As a League Operator, you may want to inform your teams of the following information during the Team Captains Meeting. Explaining the appropriate way to Request a Referee could save a lot of time, confusion, and potential issues for the teams during your Tournament.

Referees are not active participants in a match. This means that Referees will not presume that a particular shot might result in a bad hit or any other condition that could produce a foul, and will not make calls or rulings, unless officially requested to do so. Referees are typically assigned to more than one table at any given time, but even in those cases when only one table is involved, the following procedures must be followed:

1. In most instances, a Referee will not enter the playing area unless the match has been temporarily halted by a TEAM CAPTAIN, COACH, or CURRENT MATCH PLAYER. You halt a match by calling a Referee Time-out, which allows time for the Referee to get into position to view the upcoming shot. No coaching is allowed during this period. The Referee's decision is final. Do not simply look over at the Referee, or ask the Referee to **watch the hit**, expecting some action to be taken. You must first halt the match and request the Referee to make a call or ruling. Teams are not allowed to use the Referee Time-out in an untimely manner, or in situations that are obviously non-essential. Teams that abuse the use of the Referees are subject to loss of time-outs. Using a Referee Time-out as a means to **shark** opponents will not be tolerated. For example:
 - a. You ask the Referee to "just watch what happens next".
 - b. Your opponent is shooting at a loose ball and no potential foul is obvious.
 - c. You wait until the last possible second to call the Referee Time-out. If the player strokes the shot, the call automatically goes to the shooter.

Remember that it is the responsibility of the Team, not the Referee, to be aware of potential infractions. Study the table situation and call a Referee Time-out if you feel that an infraction is likely to occur. The Referees are here to help you.

2. Contested plays are handled by calling a Referee Time-out, and asking the Referee if they were watching the table at that time, and was in a good enough position to make a call or ruling. If yes, the Referee will make a binding call.
3. Situations involving potential rule violations are also handled by calling a Referee Time-out. If necessary, the Tournament Rules will be checked. The Tournament Director may also be called in to render a decision.
4. Situations not requiring calls or rulings may be brought to the attention of the Referee by TEAM CAPTAINS ONLY. No other member of the team is allowed to ask for Referee assistance in these *non-playing* situations. If the request is reasonable, the Referee will monitor the situation and take appropriate action. If the problem cannot be solved to everyone's satisfaction, the match will be temporarily halted, the Floor Manager and/or Tournament Director will be called, and the parties involved will discuss the issue.

Please treat the Referees with courtesy and respect. These APA League members have volunteered for this duty in order to make your competition more enjoyable. Players or teams treating Referees in a disrespectful, demeaning or uncooperative manner are subject to disqualification by the Tournament Director.