

MASTERS FORMAT

- Must be APA members.
- Up to a maximum of 4 players on roster.
- Teams may choose any 3 of the 4 team members to participate in each match.
- No Skill Level Limit
- Follow USAM rules and format.
- Race-to-7 (8 games of 9-Ball and 5 games of 8-Ball).
- Player will lag with winner of lag having choice of game (8-Ball or 9-Ball) or the break. Once the format has been chosen, the entire set of that format must be completed before moving to the next format.
- Player will earn one point for each game won. Team can earn a maximum of 21 points per night.

**APA Game Rules apply with some exceptions which are listed below.
Please consult your Official Team Manual for both 8-Ball and 9-Ball rules.**

HOW TO GET STARTED

Players will lag with winner of the lag having the choice of game (8-Ball or 9-Ball) or the break. Once the game has been chosen, the entire set of that game must be completed before moving to the next game.

AFTER THE BREAK IN 9-BALL

On the shot immediately following a legal break, the shooter may play a *push out*. On a push out, the cue ball is not required to contact any object ball or any rail. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and is spotted. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as no rule is violated. An illegal push out is penalized according to the type of foul committed.

HOW TO WIN IN 8-BALL

A player has won the game when all of the balls of his numerical group have been pocketed, and he has legally pocketed the 8-ball in a properly called pocket without scratching. Note: You cannot play the 8-ball at the same time you play the last ball of your category. The 8-ball must be a separate shot.

HOW TO WIN IN 9-BALL

A player has won the game when he has legally pocketed the 9-ball without scratching.

BYES

15 points are awarded for a bye.

FORFEITS

An individual player match is worth 5 points.

COACHING

Coaching is not allowed.

JUMP CUES

The use of jump cues is allowed in Masters Division play. Be aware that even though Masters format rules do allow jump cues, there may be Local Bylaws or individual "House Rules" in many location limiting or prohibiting the use of jump cues.

TIEBREAKING IN PLAYOFFS

Playoffs and championship matches are scored the same as in weekly play, except a forfeited individual player match is worth 7 points. In case of a tie at the end of a team match, the tie would be broken by the number of individual matches won.

HOW TO KEEP SCORE

PLAYER INFORMATION — **The winner of the lag is listed first (on top).** List his team number, last name and initial and player number (the from team roster).

THE "GAMES" BLOCKS — A separate box has been created for each game. Indicate who won the game by marking an "X" in the upper or lower block in the right hand portion of each game box. Upper for the player listed first (on top) and lower for his opponent.

THE "SCORE" BLOCK — This is where the total number of games won by each player is recorded.

THE "W-L" BLOCK — Indicate who won or lost the match with a "W" or "L" in the "W-L" block.

TEAM CAPTAIN'S SIGNATURE BLOCK — When your team match is over, add up the total number of games won shown in the "SCORE" block earned by each team. Record the total number of points earned by your team on both scoresheets in the block provided at the end of your Team Captain's signature line and then signs both scoresheets.