



Revised February 29, 2016

OFFICIAL RULES OF THE OCAPA 8-BALL DOUBLES DIVISION

All rules of the APA Official Team Manual and OCAPA By-Laws are in effect with exception of the following:

FORMAT- Two individual 8-Ball matches and one 8-Ball doubles match will be played each night. The night begins with a coin toss. The winner of the coin toss has the choice of posting the first individual match or having their opponent post first. Once the first individual match is completed, start the next match. After both individual matches are completed, the doubles match will be played. Each individual match will be worth up to 3 points (scored 3-0, 2-0 or 2-1) and the Doubles match will be worth up to 6 points (scored 6-0, 4-0 or 4-2). When calculating your Doubles match points, score the match using the 3-point scoring system and multiply the points won by 2. Points will be combined at the end of the session to determine a winner and which teams will participate in Play-Offs. *The 3-point scoring system will be used in this division.

THE LAG/BREAK- Either player may lag. The player who lags and wins the lag will be allowed to break. The player who lags and loses the lag will be allowed to shoot first. The game (and the alternating shot rule) does not start until the balls are broken in a match.

ALTERNATE SHOT- Players will alternate shots, not innings, during each game. If Player A pockets the 8-Ball to win a game, it will be Player B who breaks. It will be a ball-in-hand foul if at any time during the match the alternating shot rule is violated.

COACHING- One coach per team per game will be allowed in Doubles matches. Regular time outs will be allowed in individual matches (skill level 3's and under – 2 time outs per game, skill level 4's and above – 1 time out per game).

FEES- The team fee is \$30.

BONUS POINT- Three bonus point can be earned each week if: the fees are paid in full, your envelope is postmarked the day following your scheduled match, proper scorekeeping is kept and your team prints the scoresheet each week from the website. If your team uses a copy of the scoresheet or a blank scoresheet without league office approval, then you will not earn the bonus points.

SCORESHEETS- Each team is responsible for printing their scoresheet from APA Online Member Services for the match. Scoresheets will be available the day prior to your match at 12pm.

INDIVIDUAL MATCH SCOREKEEPING- You MUST keep track of innings and defensive shots since this division will affect your individual handicap. If your team does not keep track of innings and defensive shots during the individual matches, each player will be given a zero inning score which will directly affect your handicap.

DOUBLES MATCH SCOREKEEPING- You do not need to keep track of innings or defensive shots since Doubles matches will not affect your handicap. Write your team name in the "player name" field. Use the modified race chart to complete the "games must win" column. Keep track of the games your team wins in the game blocks and complete the games won, match points earned and running total columns.

MAKE-UP MATCHES- There will be NO make-up matches allowed in this division.

FORFEITS- The official start time of this division is 7:30PM. The league office will grant a forfeit if the preceding rules are followed: If after 16 minutes the opposing team is not available, the first individual match is forfeited. If after 31 minutes the opposing team is not available, both the second individual match and Doubles match are forfeited. Individual forfeits in 8-Ball will be 2 points in regular play. The forfeit of a Doubles match will be worth 4 points. Full fees are due from each

team regardless of how many matches are played on a given night. If a full team forfeit occurs, the forfeiting team is responsible for both team's fees. The team receiving the full team forfeit will receive BYE points plus the bonus point if the team is not past due any amount. The forfeiting team will receive zero points.

BYES- Byes will be worth 7 points (3 individual match points and 4 doubles match points) plus 3 bonus points. Teams do not need to print their scoresheets and send them into the league office for a bye. No weekly fees are due for a bye week.

TEAMS THAT DROP OUT- If a team drops at anytime during the session they will be responsible to pay the remaining fees for the session. If a team drops causing the division to fold, then that team will be responsible for all division fees for the remainder of the session.

PLAYER ELIGIBILITY – All players (including the alternate player) must have at least 10 matches played in the 8-Ball or 9-Ball format within the last 2 years to be eligible to enter this division.

ALTERNATE PLAYER- A 3rd player may be added to your team roster prior to the start of the 4th week of the session. This player must be able to participate with either player on your team when fielding to the 10-point skill level rule and meet all player eligibility requirements. This player will be listed 3rd on the scoresheet each week. This player will be allowed to participate in place of one of the two original members four times per session. This player is not eligible to participate in Play-Offs or any higher level tournament. An asterisk (*) will be placed after the team name to denote how many times the alternate player has been used throughout the session.

ROSTER CHANGES – Roster changes will not be allowed during the session. Exceptions do apply for circumstances such as injury or illness.

SKILL LEVEL MOVEMENT- Teams must enter this division with a combined skill level of 10 or less. Teams whose skill level increases to 12 will be allowed to participate in this division and using a modified race chart. If their skill level increases to 13, a replacement of one player will have to be made to reduce the team skill level back to 10. At the beginning of each session, all teams must adjust their roster to a skill level 10 or under. The playoff winner from Season One will be allowed to enter Season Two using their current two player roster even if their original two player roster exceeds the skill level limit of 10 since they are required to participate in the Season Two division to remain qualified for the Championship event.

MATCHES PLAYED REQUIREMENT- All original players must have at least 20 8-Ball scores within the last 2 years no later than the last week of regular session doubles play in order to become eligible for the APA Doubles Championship spot in Las Vegas. If an original player on the team does not have the required matches played, they will still be able to participate in Play-Offs to win the division title and cash, but they will forfeit their spot into the Doubles Championships to the team finishing behind them in Play-Offs.

PLAY-OFFS- Play-Off information will be located on the homepage of the website after the 4th week of the session. Play-Offs will take place over the course of 3 weeks and will be played back to back weeks. The first place team in division standings will earn a BYE until the final week of Play-Offs. Playoffs will consist of one Doubles match. There will be no individual matches in playoffs. Playoff fees will be \$10.

CASH DIVISION- This is a cash division with advancement to a higher level tournament. Patches and trophies will not be awarded to teams.

8-BALL DOUBLES CHAMPIONSHIPS- The winner of Play-Offs will be invited to participate in the APA 8-Ball Doubles Championships held in April at the Westgate Casino in Las Vegas. Please note: If there is more than one division in this format, the winner of each division will Play-Off the weekend following the last week of Play-Offs to determine who will advance to the Championship tournament. In order to remain eligible for this tournament, the winning team from Season One must return to the OCAPA 8-Ball Doubles division in Season Two. All players must be actively participating on a current OCAPA 8-Ball team or Doubles roster from the time they qualified until the event in April.

GAMES MUST WIN CHART

		YOUR OPPONENT						
		<i>6 or less</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>11</i>	<i>12</i>
YOU	<i>Skill Level</i>							
	<i>6 or less</i>	2/2	2/3	2/3	2/4	2/4	2/5	2/5
	<i>7</i>	3/2	3/3	3/3	3/4	3/4	2/4	2/5
	<i>8</i>	3/2	3/3	3/3	3/4	3/4	3/5	3/5
	<i>9</i>	4/2	4/3	4/3	4/4	4/4	3/4	3/5
	<i>10</i>	4/2	4/3	4/3	4/4	4/4	3/4	3/5
	<i>11</i>	5/2	4/2	5/3	4/3	4/3	4/4	4/5
<i>12</i>	5/2	5/2	5/3	5/3	5/3	5/4	5/5	