

TEAM CHAMPIONSHIPS MATCH TIME GUIDELINES

The APA has established guidelines to limit match play time in an effort to produce a tournament that adheres to a schedule that is productive and enjoyable for all participants. We have a full schedule of rounds that must be completed in a timely manner. We strive to offer the best environment and playing conditions for our participants, while fulfilling our obligations to the tournament facility.

The guidelines we have set are more than adequate for tournament status play; in most cases actual match play will take less than the time allotted. Please be courteous; long matches are exhausting to all the players. We ask for good sportsmanship in keeping to the schedule. Your cooperation will help make this tournament fun and exciting for everyone!

TIME GUIDELINES FOR 8-BALL MATCHES		
Total Games Must Win	Match Time	Average Game
4 – 6	45 minutes	10 minutes
7 – 10	60 minutes	8 minutes

TIME GUIDELINES FOR 9-BALL MATCHES	
Match Time	40-60 minutes

TIME GUIDELINES FOR MASTERS		
Race to	Match Time	Average Game
7	60 minutes	8 minutes

TIME GUIDELINES FOR DOUBLES MATCHES		
Total Games Must Win	Match Time	Average Game
4 – 6	45 minutes	10 minutes
7 – 8	60 minutes	8 minutes

Example: If a player with a *Games Must Win* of 5 is matched with a player with a *Games Must Win* of 3, the total for their *Games Must Win* is 8, and their match should not last any longer than 60 minutes.

ADDITIONAL TIME GUIDELINES	
Each 8-Ball Team Match	4 Hours
Each 9-Ball Team Match	3 Hours
Each New Player selection	2 minute limit
Each coaching	1 minute limit
Average Shot	20 seconds
Special Shooting Situation	45 seconds (maximum)

Note: The Tournament Director may impose *Sudden Death* in team competition for teams that are not adhering to the guidelines.

REQUESTING A REFEREE

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 he or she was 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 National Rules will be checked. The Floor Manager and/or 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.