

MASTERS DIVISIONS

Play will follow U.S. Amateur Championship rules and format. All other APA rules, policies and procedures apply to Masters Divisions, except as noted below:

- There will be **no skill level limit**.
- A **maximum** of four players will be permitted on a roster; three of the four team members will participate in each team match.
- Each individual match will be a **race-to-7** and will include eight games of 9-Ball and five games of 8-Ball. Players will earn one point for each game won. A team can earn a maximum of 21 points per team match
- The winner of the lag will have 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
- **Masters 9-Ball** – The player has won the game when he has legally pocketed the 9-Ball without scratching.
- **Push Out** – On the shot immediately following a legal break during games of 9-Ball, the shooter may play a push-out. Any ball pocketed on a push-out does not count and is spotted. (PUSH-OUT: A player could protect his turn with a push-out. Push-outs can only be used immediately after the break by the breaker if he pocketed a ball on the break, or by the incoming player, if no balls were pocketed on the break. A player can elect to push-out if he doesn't like the shot he is faced with. Pushing-out involves announcing the intent to push-out, and then shooting the cue ball to a new position. The shooter doesn't need to satisfy the legal shot rule (driving a ball to a rail after a legal hit). The shooter's opponent then has the option to shoot from the new position or tell the shooter to take the shot. Normal game rules apply from that point on.)
- Coaching is not allowed
- **Jump Cues** – The use of jump cues is allowed in Masters Division play. Be aware that even though Masters' rules allow for the use of jump cues, Local League Bylaws or Host Location "house rules" may choose to limit or strictly prohibit their use.
- **Byes** – 15 points are awarded to a team receiving a bye
- **Forfeits** – An individual player match is worth five points.
- **Playoff Matches** are scored the same as in weekly play except a forfeited individual player match is worth seven points. In the case of a tie at the end of a team match, the tie would be broken by the number of individual matches won.