

8 Ball Blast Rules

The Blast is a City Championship qualifying event.

1. No players with less than 4 matches played with the team during the session your team qualified will be eligible to participate. No players with less than 6 lifetime matches played are eligible. Ineligible player's skill levels can still be used towards the 23 rule, but those players will forfeit their match. Ineligible players will be marked with an "I". Forfeits are worth 3 points.
2. Blast scores do count towards the 10 lifetime matches needed rule for the City Championships. The asterisk on the score sheet means we don't have that player's address on file, not that they are ineligible.
3. This is a single elimination tournament. Teams will play to 8 points or to the point one of the teams is mathematically eliminated. Winning teams advance to City Championships. Some teams drew directly into City Championships through a blind draw.
4. Skill levels will be pulled from the end of the session your team qualified. Skill levels will be reviewed heading into the Blast and can go up or down during this event. The 23 rule is still in effect.
5. The APA team manual and San Diego APA local bylaws are in effect for this event.
6. Sudden Death will be used for any matches that have not begun after 3 hours and 45 minutes from the match start time. Sudden Death will be enforced at the 3:30 minute mark for any matches prior to the 5th match that have not started. Sudden Death is up to 2 games, with the first game worth 2 points and the second game worth 1 point in each sudden death match, and all games are played provided that both teams are still mathematically capable of winning the match. The first game of each sudden death match decides the individual team match winner for tie breaking purposes.
7. Practice tables will only be available in the morning of the event from the time the doors open until we call the first round. All other times even when tournament tables don't have any tournament play in progress cannot be used for practice once the tournament starts. Upon release of tournament tables back to the host location they can be rented once the location officially opens.
8. Poor sportsmanship will not be tolerated. Think before you act.
9. The host location has graciously accepted to host this event. Any disrespect to the location, staff or equipment will be grounds for immediate removal from the premises.
10. Seating is limited. Please allow enough seating for members of both teams competing in a match.
11. Players are not allowed to wear ear buds, ear phones or blue tooth devices while playing a match.
12. Teams are limited to 1 coach per player, per game, regardless of skill level. Coaching should not exceed 1 minute. Slow play will not be tolerated. We are on a time schedule, and every effort to keep on schedule is a must.
13. Close hits can be watched by any neutral party. Do not interrupt the player to ask for someone to watch a hit if the player is in stance and stroking. Recognize a possible situation and react before it becomes a situation.
14. Please be aware of your surroundings when playing in a match. Watch out for other shooters!
15. Common players in a match are allowed to sit out or choose a team. Common players that elect to sit out may not coach or be involved in any way with the match. The tournament director must be notified prior to the start of the match what the intentions are of each common player.
16. Please do not park in any time allotted spaces. Please do not park in front of the pet hospital or Tesla.
17. Tip your bartenders and/or waitresses! They are working hard to accommodate you. Please put cigarette butts in proper receptacles rather than tossing them on the ground.
18. No ear phones or blue tooth devices during a match. Also, mind your belongings. Someone always leaves something behind
19. Not all rules, situations or scenarios can be or will be documented. The tournament director is the highest authority for this event, and all decisions made by the tournament director are final.

Good Luck All!