



## Scotch Triples Format Tournament Rules



1. **Thanks for playing and thanks to the location for hosting us! Excellent sportsmanship is #1. Have fun! 😊**
2. Tournament Format: “modified single elimination” that is used at most major APA Regional and National tournaments. This format ensures that every team gets to PLAY at least 2 times (but not necessarily lose twice).
3. Use the bracket board to see who and where you play next. **It is your responsibility to check the board when you arrive to make sure you appear somewhere on the board.** Table numbers will appear on the bracket board, circled in color. **It is also your responsibility to know when and where you play next.**
4. All participating players must be on an active San Diego APA roster. 3-person teams with combined 8-Ball skill cap of 15 by the skill level cutoff date. If a player does not have a current 8-Ball skill level, then we will use his/her 9-Ball skill level if it is higher.
5. Use the scoresheet provided at the registration table. ONE scoresheet per match is all you need (teams can share score-keeping responsibility).
6. At the beginning of the match, one player from each team must lag to see who breaks first and who will post their shooting order first. Write your players names on the scoresheet in the order they will be shooting. This will help ensure your team doesn't forget the order in which each player shoots. You can change this order when you have a new opponent, but not during a match.
7. APA 8-Ball Game Rules with Alternate Shot. This means that after you pocket a ball, it's now your partner's turn to shoot. Rotate all 3 players, keeping that same order. Take turns each shot, even from game to game. So, if you win one game, your next shooter breaks on the next game. Any player can lag and the same or different player can break first.
8. **At the completion of each rack, make a tally indicating who won on the scoresheet. Circle the winner at the end of the match – before turning in your scoresheet.**
9. One total time-out per team per rack. Limit time-outs to one-minute. Only one person on your team can talk to the shooter during the time-out. The 3<sup>rd</sup> player should stand-back and stay out of the conversation.
10. Once play starts, it should be continuous. Please make every effort to take breaks for bathroom, smoking, etc. BEFORE your team is playing (not during your match).
11. No earphones. This includes ear buds, headphones, headsets, Bluetooth devices, etc. Hearing aids and non-electronic earplugs are allowed.
12. Avoid slow play. 20 seconds per shot average. If someone is consistently taking longer than 20 seconds to shoot, inform a tournament official. One warning will be given, which carries with the shooter throughout the tournament. If it continues, ball in hand will be awarded to opponent. If it happens again, loss of turn.... And then loss of game.  
**SUDDEN DEATH:** At the 45-minute-mark, if your match is not complete by the end of the current rack, then all subsequent racks will be games of 9-Ball (instead of 8-Ball). Whichever team legally sinks the 9-ball wins that game. **Your start time will be written next to your name on the tournament board. Please write your “Sudden Death Time” on your scoresheet, so that you remember to watch the time!** This is MANDATORY (even if both teams would prefer not to enter sudden death). (Games must win chart stays the same – the game you are playing just changes). The alternate shot format will continue. It is in everyone's best interest to avoid sudden death. Be ready to play when it's your turn.
13. Prize money distribution is listed at tournament table. **100% payback of entry fees plus SDAPA will add money that matches amount of entry fees. Money is awarded to top finishing teams.**