COMMON PLAYER GUIDELINES – UPDATED PROCEDURE

We have also placed the rule in the World Qualifiers Rules tri-fold

This document will outline how to handle Common Player situations when teams meet up in your tournament.
- Ineligible players are not considered in Common Player scenarios.
- Common Player(s) must be the ones to decide to either sit out or declare a team. Such decisions must be made prior to the start of the team match.
- When teams with eligible Common Player(s) meet up in the tournament, and those Common player(s) are not present at the start of the team match to decide to either sit out or declare a team, APA will make the decision at that point. If this occurs, the Common Player(s) will sit out and you will follow the Common Player guidelines below to determine the matchup.

During the World Pool Championships, teams may have no more than two common players per team, per format. However, during World Qualifiers we do allow teams to have any number of common players. The following guidelines address what you need to do if two teams with common players matchup against each other:

- **Step #1**: The Tournament Director should recommend that the player(s) common to both teams sit out of the match.
  - Why?
    - This eliminates the pressure and difficulty a player may face when weighing one roster over the other.
    - Common players who sit out of the match remain eligible for both teams.
  - Are there any special rules for common players who choose to sit out?
    - The player(s) must remain match neutral – they are not allowed to be a Team Captain, coach or participate in group consensus. If they do any of these, then they will have declared a team and must be marked ineligible on the opposing team.
    - Player(s) skill levels cannot be used toward the Team Skill Level Limit (23-Rule).

- **Step #2**: What happens if common player(s) choose not to sit out and declare a team? *If all common players choose to sit out, skip to Step #3.*
  - Common players MUST declare this to the Tournament Director prior to the start of the team match.
  - Once the player begins a match (not the lag), the player(s) have declared a team and will be subject to the outcome of that team's match. They no longer remain eligible on the opposing team, during World Qualifiers and the World Pool Championships should they advance.
  - The Tournament Director will then mark the player(s) ineligible on the opposing team's roster for the remainder of the event. Refer to Section 7 of the Survival Guide with directions to mark the player ineligible.
  - If the opposing team qualifies for the World Pool Championships, the player will remain ineligible on the Championship roster.

- **Step #3**: Determine the effects the common player(s) sitting out has on each roster.
  - Find the rosters for both teams and identify the common players who are choosing to sit out. Strike through those names on the rosters.
  - Identify all the remaining eligible players on the roster (those with printed handicaps); count how many remain on each roster and determine their combined handicap total for each team.

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- This includes players who may not be present at the tournament site, but who signed the Certification Statement, as they are considered eligible and their skill level can be used.

- **Step #4**: Determine the match length and skill level limit based on the remaining uncommon players.
  - Identical rosters.
    - If both teams are identical, then it is just like a bye. Flip a coin to determine which team will advance on the bracket.
  - Identical common players with one or more uncommon players exclusive to one roster.
    - If all of the common players are the same and only one roster remains with uncommon players, the team with the larger roster will advance.
  - The following "Conditions" must be followed in order. Once both teams meet the "Conditions" on the list, use that match setup. The following Conditions must be true for both teams in that scenario. If not, proceed to the next Condition.
    - **Condition #1**: If both rosters can field a team of five uncommon players with combined skill levels that do not exceed 23, then the match will consist of 5 individual matches to a skill level limit of 23.
      Note: In the event of a tie, the team that won the most individual matches would be the winner.
    - **Condition #2**: If both rosters can field a team of four uncommon players with combined skill levels that do not exceed 19, then the match will consist of 4 individual matches to a skill level limit of 19.
      Note: In the event of a tie, the team that won two out of the first three matches would be the winner.
    - **Condition #3**: If both rosters can field a team of three uncommon players, with combined skill levels that do not exceed a skill level limit of 15, then the match will consist of 3 individual matches to a skill level limit of 15.
      Note: In the event of a tie, the team that won the most individual matches would be the winner.
    - **Condition #4**: If both rosters can field a team of two uncommon players, with combined skill levels that do not exceed a skill level limit of 11, then the match will consist of 2 individual matches to a skill level limit of 11.
      Note: In the event of a tie, the team that won the first individual match would be the winner.
    - **Condition #5**: If both rosters can field one player, then the winner of the individual match between those two players will decide the team match.