

2025 Aloha LTC Guidelines

The Summer Session is essentially the Spring Session for the Aloha Division. Aloha LTC Rosters will be based off the Summer Session Rosters. All members needed a minimum of 10 lifetime matches by the end of the Summer Session to be eligible for this LTC. **If a player is not currently on your Aloha Team Fall Roster but is on an active 8 Ball roster in another Division, they will be eligible to participate so long as your team kept eligibility.**

This is a double elimination Tournament. Regular Open 8 Ball on the winner's side and Toledo Format on the loser's side. If a team from the loser's side should come back and beat the team from the winning side in the finals. We will have a winner take all Toledo Final which will be played on **Two Tables**

We will use timers for timeouts for matches on the winning side. 1 Timeout per rack regardless of skill level. When a timeout is called the player given the coach will bring the timer and flip it over on the corner of the pool table. Once the green sand runs out. The timeout is over. Those that continue to coach after being notified that the time out is over may be subject to a ball in hand penalty.

The teams playing on the loser's side in the Toledo format will list their 5 players chosen for the match. Lowest to highest. They will then exchange rosters with the opposing team. Players will play one rack at a time. Each rack is worth 1 point. **There are no timeouts in the Toledo format.** Teams will lag for the initial break. After the first rack the team who earns the point will break the next rack. The team that reaches 6 first is the winner. Teams who end up tied at 5-5 will play a sudden death rack where each team will get to choose between one of the 5 players that were declared for this match to shoot the sudden match. The two players chosen will lag for the break. **Toledo Matches 8037,8038,8041,8042, 8043 & 8045 will be played on two tables. Match 8047 if necessary, will also be played on 2 tables. There will be no timeouts in the Toledo Format. ONCE AGAIN. THE TOLEDO ROUNDS LISTED ABOVE WILL BE PLAYED ON TWO TABLES. TEAMS WHO HAVE PLAYERS PLAYING ON OTHER TEAMS, NEED TO BE AWARE OF AND REMIND THEIR CAPTAINS, IF NECESSARY, WHEN BEING CHOSEN TO BE PUT UP IN AN INDIVIDUAL MATCH OR WHILE THE LINEUP IS BEING SET FOR THE TOLEDO MATCH OF POSSIBLE CONFLICTS. MATCHES WILL NOT BE PAUSED IF A PLAYER CHOSEN TO SHOOT IS ALSO SHOOTING ON AN ALTERNATE TABLE.**

This is a higher-level tournament. Higher Level Tournament Rules and penalties will apply. So please remember to mark your pockets. As an added reminder, male twos are not allowed in Higher Level Tournament Play. Any teams who may have a male 2 will notice that their player will show up as a 3 on the printed scoresheet.

If it's a close shot please ask that the shot be watched. If it is not watched the call will go to the shooter. This includes double hits. **DO NOT ASK FOR A SHOT THAT DOES NOT NEED TO BE WATCHED.** If it is **CLEAR** to the ref that you are asking for a watched shot for the sole purpose of sharking your opponent or to be unsportsmanlike, it could result in a ball in hand foul.

There will be no arguing over shots that are watched and ruled on.

Cell phones may not be used to mark pockets. Apple watches or any other blue tooth watches including fit bits are also prohibited from being used or worn while shooting. This includes headphones or ear buds. Sudden Death will be 3:30hrs for the 8 Ball Open Format. Teams not on the 5th match within that time frame will be placed into sudden death. Any matches that have not yet started (Started meaning rack broken) will be placed into sudden death.

20-30 seconds for the average shot. 45 Seconds for a difficult shot. If you know you have a player that is slow. We advise you to work with your player or players now so that they are prepared for this event. Captains who feel a player is shooting too slow is to get a tournament referee to time them. Teams & Captains are not permitted to scream or comment to the shooter that they are taking too long. Players may be placed on the clock to determine shot times. Players who continue to shoot slow after being warned may be subject to ball in hand penalties.

As reminder. The round times are guidelines and estimates. Play will be continuous. Teams should arrive at least 30 minutes before their scheduled match time in case we are running ahead of schedule. With the exception of Rounds 1,2 and 7 which are first rounds of each day.

Although there is now more room in the back corner of Post 82, there is still only 1 viable team table for members to sit at, so we may still limit the number of members allowed per team on table 6 to avoid unnecessary arguments.

The winning team will advance to our new version of the Aloha Challenge in Hawaii February 18th – 25th• The league is paying for the flights as well as hotel accommodations. Teams are responsible for their own spending money. The hotel has already been reserved at the Hilton Grand Vacations Lagoon Tower. The hotel accommodations are for team players ONLY. Members who wish to bring added guest may do so however they will need to get an additional room as to not cause conflicts amongst the team members.

Warning: We will be live streaming this event. The certification/registration sheet the teams will need to sign also informs each team and player that this event will be streamed. **Also:** Teams who act up during the tournament by being unsportsmanlike, arguing over rules, rulings, skill levels or are disruptive in other manners may be disqualified from the tournament. We will not allow any members or teams to ruin this event & experience for others.

The Aloha LTC is a live tournament. Skill Levels may move up or down throughout the tournament. It is up to the teams to be aware and review team members skill levels when the scoresheets are handed out. Teams who do not review the scoresheets before the start of each round may miss a possible change in a members Skill Level that could put the team in Jeopardy of the 23rule. If team has a player whose skill level has changed and may now be higher then what was printed on the scoresheet, must notify the Tournament Director. Teams must bring a possible skill level discrepancy prior to the rack being broken in that particular match or it will not be reviewed. **SO PLEASE REVIEW YOUR TEAMS ROSTERS BEFORE THE START OF EACH ROUND.** We wish everyone the best of luck but most importantly we want everyone to have fun!