# COMMON PLAYER GUIDELINES

During the LOCAL TEAM CHAMPIONSHIP teams may have more than 2 common players per team, per format.  It is not necessary for them to choose a team(s) until they advance to the NATIONAL TEAM CHAMPIONSHIP.

Because they do not have to choose at the LTC, some of the Common Player Guidelines in the Operations Manual may not apply.  The modifications for the Guidelines are listed below.

**REMEMBER:**  When a common player has decided to sit out and advance with the winning team, they cannot act as coaches nor can they participate in a group consensus.

**SECTION 8-14:**

**PROBLEM:**  What happens if two teams with three or more common players are separated by the draw, and both teams qualify for the National Championship?

**SOLUTION:**  Do not let this happen.  Teams with three or more common players should be drawn into the same bracket so both teams will not qualify to advance.  Obviously, if you allow both teams with three or more common players to qualify for the National Championship, the common players would have to choose with which team they would advance to the Championship.  If, for instance, two team rosters carrying five common players were to both advance according to the problem mentioned above, then either or both team rosters would be severely weakened as the common players choose teams for the National Championship.

**PROBLEM:**  What happens when teams with common players meet each other?

**SOLUTION 1:**  If both teams are absolutely identical, then it is just like a bye and the team advances to the next round.
**SOLUTION 2:**  If one team has one more player than the other, and every player is common except that one extra person, then the team with the larger roster advances.  In other words, the uncommon player (meaning the player that is not on the roster of both teams) is entitled to advance with the rest of the teammates.
**SOLUTION 3:**  When teams meet that have both common and uncommon players on their rosters, the formula is as follows:  ***Such matches will be determined by an ODD number of matches between UNCOMMON players.***

**EXAMPLE:**  The two teams meeting have five players common to both teams.  Team A has seven players on its roster (meaning they have two uncommon players) and Team B has eight players on their roster (meaning they have three uncommon players).  A single individual match between the uncommon players will decide this team match.  If the Team Captain is common, then they should not be allowed to decide who plays whom.  The uncommon players should make the selection.
In the above example, if Team A had eight players on its roster just as Team B, then the match would be decided by three individual matches between the three uncommon players.  Of course, if uncommon players from the same team won the first two matches, then the third individual match would not be necessary.
These solutions will allow the uncommon players to have their fate in their own hands.  Otherwise, the common players could possibly get together and arrange which of the uncommon players would accompany them to the next round.

**NOTE:**  In 9-Ball, if the match is going to be decided by three individual matches, the first team to reach 31 points is the winner.  If the match is going to be decided by one individual match, then the team that wins that match is the winner.

## SECTION 8-17:

**PROBLEM:**  What happens if players are listed on the roster of two teams that are playing in different matches at the same time?

**SOLUTION:**  The only practical solution to this minor complication is to avoid this situation through careful scheduling and advance planning.  If you arrange your tournament draw so teams with the largest number of common players play each other in the first round, then the odds of this situation occurring will quickly diminish.  If you arrange your draw so teams with three or more common players draw into the same round, try to separate the teams in the schedule wherever possible.  Once a team match has begun, do not allow play to be slowed or stopped by a team waiting on a common player to be available to play next in that team match.

**PROBLEM:**  What happens when the 23-Rule becomes a factor when teams with common players meet?

**SOLUTION**:   There is no standard solution.  There are so many different possible scenarios that this situation must be handled on a case-by-case basis.

**EXAMPLE 1**:  Two teams with four common players meet.  Team A has seven members and Team B has eight members.  A *maximum* of three individual matches played by *uncommon players* *will decide this team match.*  The skill levels of Team A's three uncommon players are 3, 4, & 4'; the skill levels of Team B's four uncommon players are 4, 5, 6, & 7.

**SOLUTION:**  *Limit the teams to an overall limit of the three players who play to a total skill limit of 15.*

**EXAMPLE 2**:  Two teams with two common players meet.  Both teams have eight members.  This team match would normally be decided by five individual matches between the uncommon players.  However, the skill levels of the two common players are 2 & 3.  The skill levels of Team A's remaining six uncommon players are 7, 6, 6, 5, 5, & 4; the skill levels of Team B's remaining six uncommon players are 6, 5, 5, 4, 3, & 3.  With all of their players, Team A has no problems meeting the 23-Rule, but when you take the two common players (SL 2 & 3) out of the equation; they cannot meet the 23-Rule.  They can, however, meet the 3 to 15-Rule.  Team B, who can easily meet the 23-Rule with five of their remaining uncommon players, may argue that Team A should have to play 3 to 15 and forfeit two points.

**SOLUTION:**  The team match will be decided by *three matches* instead of five and *both teams will have to play 3 to 15.*

We realize there may be other important complications still undiscovered that could arise as a result of allowing players to enter this first step of Higher Level Tournaments on more than one team.  Please call our Tournament Department if you find there are still some questions or situations that need to be addressed.