

APPROVED

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JERSEY SHORE APA LOCAL BYLAWS



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SECTION 1: LOCAL LEAGUE INFORMATION

INTRODUCTION

I would like to welcome you and your team to the American Poolplayers Association! This document explains the structure of the League at a Local Level and should be used in conjunction with your Official Team Manual provided by the APA. These Local Bylaws have been created for the smooth and efficient operation of the League and to help clear up common issues that will allow you to focus on your game. After all, the APA is all about having fun, meeting people, and playing pool!

Please read these Local Bylaws carefully and keep them with your Official Team Manual for your reference. All previous local bylaw documents are now null and void.

OFFICE HOURS

Local League Office hours are Monday through Friday 10 AM to 11 PM and Sunday 2 PM to 11 PM. If no one is available to take your call, please leave a message, including your phone number, and your call will be returned as soon as possible. We do encourage you to use e-mail wherever possible as this is the best way to get your questions answered quickly and efficiently.

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AGE REQUIREMENTS

You must be 18 years of age or older to compete in the Jersey Shore APA.

TEAM CAPTAIN RESPONSIBILITIES

The Team Captain is the team organizer. The Team Captain must have a phone with texting ability and e-mail address to allow for quick and effective communication with the Local League Office. If the Team Captain does not have e-mail, they must designate someone on the team to receive e-mail instead.

The Team Captain's responsibilities and duties include:

- Collecting weekly fees and APA membership dues from the team.
- Submitting payments, forms and other information to the Local League Office in a timely manner.
- Distributing information from the Local League Office to all members of the team. This would include rule amendments, tournament announcements, and any other League business.
- Responsibility for the conduct and good sportsmanship of all team members during League play.
- Making sure that proper and accurate scorekeeping procedures are followed.
- Having team players at the scheduled match site on time.
- Returning team envelope to the drop off location on time.

DIVISION REPRESENTATIVE RESPONSIBILITIES

Division Representatives (Division Rep) are appointed by the League Operator, or voted on by the Team Captains. There is one Division Rep per division. They are someone who has played in the League for a long time, is a person of integrity, and well respected by League members. They are your primary point of contact for questions about rules and other general inquiries about their division. They make sure that League information and notices are distributed, and understood by their players. They are a spokesperson for their division and ensure that all concerns, queries, and questions from the division are addressed. They carry the Official Team Manual on League nights and are available to answer any questions when necessary. The Division Rep will call the League Operator on a League night if deemed necessary. They also sit on the Board of Governors. You will find your Division Rep's phone number on each scoresheet.

For information regarding membership dues, weekly fees, team registrations, scheduling and roster changes, please contact the Local League Office.

BOARD OF GOVERNORS

The Board of Governors consists of Division Reps, Division Managers and the League Operator. The Board will act in accordance with approved APA guidelines, and will act as the Handicap Advisory Committee (HAC) and the Player Complaint Committee. The Board meets when needed to discuss any improvements, suggestions, or general comments about the Local League. The input from players is invaluable, so please ensure your Division Rep is made aware of your feedback before the end of the session and they will bring these up for review. It is essential that all players have a forum for their voice to be heard, and to understand that the Local League takes the wishes of its members in the highest regard when making decisions or changes. After the Board convenes the Division Rep informs their division of any conclusions that were reached. Although National rules cannot be changed, the Local Bylaws will continue to be updated based on player input.

HANDICAP ADVISORY COMMITTEE

The Handicap Advisory Committee (HAC) will consist of mainly highly skilled players that the Local League Office has appointed. This committee will review any handicap related complaints that come about during the session. The identities of the HAC will not be made public so they can watch games inconspicuously.

The Local League Office will decide which players are reviewed by the HAC. If you would like to have a player's handicap reviewed by the committee please follow the procedures outlined in the **Handicap Reviews** section below.

WEBSITE

Our website address is www.jerseyshoreapa.com. This website allows you to:

- a) View schedules, team rosters, standings, and individual records for your division.
- b) View your lifetime APA statistics including win percentage.
- c) Print your scoresheets on-line. No need to drive to pick it up.
- d) Get the latest up to date information on playoffs, tournaments, or any other Jersey Shore APA events
- e) Communicate with other members in our forum. You can use the forum to make suggestions on the League, recruit players from your team, find a team yourself, or just engage in general chat. You are still under the League sportsmanship rules when utilizing the forum.

Team standings will be posted on the website as soon as possible. They will generally be posted by Friday for Sun/Mon/Tues divisions and by Monday for Wed/Thurs divisions.

In addition, we also have a Facebook page at www.facebook.com/jerseyshoreapa where you can view and share pictures of tournaments, get updates about the league, and chat with your fellow APA members.

Please sign up to both of these today, and join our growing on-line community.

Even if you don't sign up for the website, please make sure we have your e-mail address on file. All announcements are always made first on-line and through our e-mail mailing list – don't miss out on valuable information! The website and e-mail are the Local League Office's most efficient communication tools, helping to ensure that you get the most out of your experience and keeping you up to speed on what is happening at all times, be it upcoming Playoff match locations, Wild Card picks, tournaments, or any other information pertinent to the League.

You may also use the APA Member Services App; you can download it and start using today!

TEAM FEES

Team Fees are \$40 per week (\$65 for Double Jeopardy) regardless of the number of matches played including forfeits and Playoffs. If you are paying by check, please make your check payable to "Jersey Shore Pool League". There will be a \$25 charge for any returned checks plus loss of bonus points (see Scoresheets & Bonus Points Section). The weekly fee funds the Travel Assistance for Championship Qualified teams, the end of session Money Tournament, trophies, patches and all other awards that players can receive.

TEAM ENVELOPES

The team envelopes will be delivered to the drop-off location that specified. This is marked clearly on your envelope. There are two drop-off/pickups every week. One will deliver your envelope, the other will collect it.

- **Sun/Mon/Tues divisions:** Can pick up envelopes after 2 pm on Sundays
- **Wed/Thu divisions:** Can pick up envelopes after 4 pm on Wednesdays

Envelopes are due at the specified drop-off location by 8pm the day after play. The **Visiting Team** is expected to return the envelopes.

To save picking up your envelope before League play, you can print your score sheet from the website. Simply put your completed score sheet and payment in the opposing team's envelope.

SCORESHEETS & BONUS POINTS

In addition to the team points earned from weekly matches, teams will have the opportunity to earn bonus points during the regular season. Since most division standings are tight at the end of a season, a few lost bonus points can make the difference between being in the session Playoffs or not. Make a checklist, do everything right, don't lose bonus points! The Local League Office is more interested in giving out bonus points than taking them away. In this way, everything works smoothly and you can let your shooting do the talking.

Early Registration: Existing teams re-registering at the last-minute causes disruption for all other teams as schedules need to be redone and this could result in teams having to go to a different location at short notice. To mitigate this problem, existing teams will now be expected to submit their next session rosters to the Local League Office before the final week of regular session play. Teams that submit their rosters by this deadline will receive **2 Bonus Points in 8-Ball and 30 Bonus Points in 9-Ball** at the beginning of the next season. Teams that do not will be considered dropped for the following session. The rosters do not need to be entirely correct as all teams have the option to modify their rosters during the first four weeks of the session. Registration forms will be provided in the last four weeks of the regular session. New teams, or teams that are returning after a season off, will be afforded leniency, but please ensure you sign up in plenty of time before the new session begins to allow new schedules to be posted well in advance. This prevents last minute scrambling on the day of the match.

Scorekeeping: Bonus points can be earned with proper scorekeeping. Be careful not to lose points for your team by submitting an incomplete scoresheet. Make sure the scoresheet is legible, has all appropriate areas completed, and has the signature of both Team Captains.

Bonus points will only be awarded if all of the following are done:

- Innings are filled in for every game
- The winner and loser of every game is marked with the number of racks won
- Final match score is filled in
- Scoresheet is signed by both teams
- Envelope is at the pickup location on time
- All fees are up to date
- No abusive comments are written

The bonus points awarded will be as follows:

- **8-Ball** - 2 points per team per week.
- **9-Ball** - 15 points per team per week.
- **Registration** - 2 points for early registration

Remember these are bonus points that are awarded at the Local League Office discretion.

Keeping current with your weekly fees is important. If you fall behind in payments you may risk more than your bonus points including losing your place in the Playoffs and the opportunity to compete in end of session tournaments.

APA Membership Dues: If a player owes APA Membership Dues they must submit this fee on or before Week 3 of the session. From Week 4 on, if a player has not paid their APA membership and plays a match, the team will not be awarded a bonus point, and any match points the unpaid player earns will be awarded to the opposing team.

Past Due: If a player is past due with the APA Membership and plays a match, the team will not be awarded the bonus point and any match points the unpaid player earns will be awarded to the opposing team.

Abusive Language: No abusive language directed at the League, or League Operator will be tolerated on the scoresheets. All concerns should be written up in a calm and professional manner. This will guarantee that your concern is looked at, documented and addressed. Abusive comments or complaints are considered unprofessional and are likely to be ignored.

PATCHES

There are no limits on the number of patches you can earn in a season. Patches will be awarded each time the player meets the criteria for earning a patch. Patches are:

- **Rackless Night:** You win the lag and win every game.
- **8-on-the-Break:** You make the 8-ball on the break.
- **8-Ball Break-and-Run:** You make at least one ball on the break, and then run the rack.
- **9-on-the-Snap:** You make the 9-ball on the break.
- **9-Ball Break-and-Run:** You make at least one ball on the break, and then run the rack for ten points.
- **Beat a 6** (for SL3 and below): You beat an SL6 in 8-Ball
- **Beat a 7** (for SL4 and below): You beat an SL7 in 8-Ball
- **Skunked:** You win 20-0 in 9-Ball.
- **Clean Sweep:** Your team wins all 5 matches that night.

Patches are awarded the week after you earn it, and are stapled to your scoresheet. Please mark clearly on your scoresheet that you earned a patch so your award does not go unrecognized. If you don't receive your patch the week after you earned it, please write a note on the scoresheet so we can provide one next time.

INCENTIVES

From time to time, we will run incentives and promotions for new teams, new Team Captains, or new Host Locations. These could be in the form of team credits, free play, or APA apparel. All incentives will be posted online as well as in the team envelopes.

HANDICAP REVIEWS

The Equalizer® handicap system is designed to give each member a fair chance to win matches. For handicapped play to be truly meaningful, it is essential players are given a fair ranking. Of course, there will never be agreement on the exact skill level **for** every player **from** every player, but we will use a consensus and majority viewpoint via our HAC to make any adjustments deemed necessary. If you have a person in your division that you feel is over- or under-handicapped, or if you feel your own skill level is incorrect, please follow the procedures outlined below to address your concern with the Local League Office.

To Request Your Skill Level to be Reviewed

You must make the request yourself by submitting a Skill Level Evaluation Form.

To Request Another Player's Skill Level to be Reviewed

Notify your Team Captain and have them submit a Skill Level Evaluation Form.

The Skill Level Evaluation Form is located on the website under the "Contact & Feedback" tab. Please note that submissions should include a detailed request as to why a player's handicap should be adjusted.

Comments like "a SL3 made four balls in a row so he should be a 4" on the scoresheet are likely be rejected whereas specific evidence and signatures of Team Captains and/or the Division Rep will be evaluated.

As a result of having a formal handicap review process, we will no longer accept phone calls to complain about other members on other teams. You must submit the Skill Level Evaluation form. We will not divulge any information on players from another team.

SECTION 2: LOCAL LEAGUE PLAY

ADDING NEW TEAMS

Occasionally, in order to fill a bye, the League Operator may add new teams to a division. If team make-ups are not possible, the new team will be issued points equal to one point in 8-Ball and 15 points in 9-Ball less than the last place team's total team points (excluding bonus points) to that date.

ROSTER CHANGES

You can add or remove players up to the halfway point of the Summer and Fall Session, and up to the 4th week of the Spring Session (**Jersey Shore APA World Qualifier qualified teams CAN NOT make any roster changes after the 4th week in the Spring Session; teams who have yet to qualify will need to speak with the League Operator and obtain approval if they want to make changes**). Simply write the name neatly on the scoresheet and indicate if that player has played in the APA before. After this you must get League Operators approval before that person can play or any points earned by that player will not count, and the team will lose the bonus point for the week. Situational roster changes will be determined by the League Operator whether it is deemed that a player needs to be added for the survival of the team (if the team goes down to four players for example, or is forfeiting matches because they can't make points).

All new members must fill out an APA membership application form, and sign it. The form includes a box indicating if you have played APA before. If you falsify the information in this box and claim to have never played APA before when you have, you will be permanently suspended from the Jersey Shore APA, and are liable to having your APA membership permanently revoked by the APA National Office.

DISPUTES ON LEAGUE NIGHT

Please refer to **Protests and Disputes** in the General Rules section of the Official Team Manual before calling your Division Rep. You should not refuse to play a match unless you truly feel unsafe. If you feel that you, a team member, or your team is in danger, pack up your sticks and leave the area immediately. File a protest with the Local League Office the following day.

GENERAL GAME RULES

- No masse' shots allowed. This shot involves aligning your cue vertically and hitting directly down on the cue ball.
- If permitted by the Host Location, you may jump by playing the shot with a regular shooting cue only. You may not "scoop" the ball by hitting below center to elevate it. This is a ball-in-hand foul. To jump, you must hit down on the cue ball.
- If you break down, or unscrew your stick, that is a sportsmanship violation. The opposing team should mark this on the scoresheet for the League Operator to handle. If the shooter needs to switch shafts or playing cues (for example, the tip has come off), they must do this on their turn at the table and notify the opponent prior to doing so.
- If the Host Location does not provide a bridge then you do not require one foot on the floor at all times.

- If a team insists on taking extra coaches during a rack even after the opposing team has already told them they are out of coaches, this will be considered a sportsmanship violation. Please report this to the Local League Office by putting a note on your scoresheet.
- You cannot mark the playing surface in any way (during a timeout or otherwise) to assist in aiming a shot.
- The Local League Office does not have any gender skill level restrictions for play at the Local Level. For skill level restrictions during Championship Level Events, please refer to the Minimum Championship Skill Levels section found in Tournament Information And Rules of the APA Official Team Manual.

ELECTRONIC EQUIPMENT

Electronic equipment that allows the shooter to communicate with another person is not allowed during a match.

Interference

If any outside physical interference occurs from someone other than the shooter while shooting a shot, and that causes a foul to occur, it will be considered interference and no foul will be called. The opponent places the ball(s) where they think and the shooter continues.

Push Shot Rule

A Push Shot as described in the Glossary section of the Official Team Manual will not be called a foul.

BYE WEEKS

Some divisions will have an odd number of teams in them, so one team each week will not have a match. In this instance, the team shall be given the following points for the week (these points include the bonus points a team would have received if all the paperwork was correct):

- **8-Ball** – 10 points
- **9-Ball** – 75 points

Please note that teams do not need to submit paperwork or fees for bye weeks.

RESCHEDULING MATCHES

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you plan to reschedule a match you must notify the Local League Office. Please use the following procedures:

- Contact the Team Captain of the team you plan to reschedule with and notify them of your intent to reschedule.
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as aa APA Championship Tournament.
- Rescheduled Matches must be played within two weeks of the original scheduled match date or before the day after the last scheduled match of the session, whichever comes first. Exceptions with special conditions may be made by the Local League Office.

Inclement Weather: Inclement weather is generally but not limited to snow or ice conditions. The Local League Office will use school closings and state warnings to determine whether reschedules due to Inclement Weather will be granted. If you feel that weather conditions may interfere with your match contact your Division Rep for additional instructions.

FORFEITS

Arriving late is disrespectful to the waiting team. Their time as well as your time is valuable. If you think your team may be late for a match, try to contact the opposing Team Captain.

Local League start time is 7:00 p.m.. If one member from each team is present, the match can begin. If one team does not have someone present by 7:15, the first match will be a forfeit. If there is not a member present by 7:30, match 2 will be a forfeit. If at 7:45 there is still no one present, it is a team forfeit.

After the beginning of the match, play must be continuous unless agreed upon by both Team Captains. Please be ready to play when your match is called, and not use this time to go to the bar, take a smoke break or use the bathroom. Continuous play applies during an individual match too. You cannot agree with your opponent to take a smoke break during your match. You are holding up everyone else!

In the event of a full team forfeit or no-show, the team receiving the forfeit is required to call the Division Rep or League Operator and notify them that the opposing team has not shown up. Teams will receive the same points as a bye week (see above) if their scoresheet is filled out with players that were ready to play, and the weekly fees are included.

PREVENTING FORFEITS (PLAYER MAY PLAY TWICE ON ONE NIGHT)

To help prevent forfeits and for matches to be awarded on the table rather than by forfeit, one player shall be allowed to play twice (we will call this a Ghost Player) on the same night in the following circumstances:

- a. A team is shorthanded, i.e., fewer than 5 players show up
- b. A team has 5 or more players present, but is unable to meet the 23-Rule.

Guidelines for using a Ghost Player are as follows:

- The opposing Team Captain must be notified that you will need to use a Ghost Player before any of your players leave that night.
- The opposing Team Captain picks the Ghost Player.
- All team members who are eligible to be the Ghost Player (keep the team under 23-Rule) that show up from the team that is short of players must be available for the 5th match otherwise the opposing Team Captain will have the option to call the forfeit.
- The Ghost Player is to be used for the last match of the evening. If a player is required to leave early, the opposing Team Captain must be notified as soon as possible. The opposing Team Captain has the option to play the match involving a Ghost Player prior to that member leaving, choose another player from those remaining or take a forfeit.
- Only one player may be the Ghost Player per League night. For example: If a team has only three players present, one of the three can be the Ghost Player and the 5th match will be a forfeit.
- If both teams have to use a Ghost Player, the order of what team has to put up first stays the same as it would have without a Ghost Player.
- A Ghost Player can only be used up to 4 times per team per regular session. It is the team's responsibility to keep track of how many times their team has used a Ghost Player. If a team attempts to use a Ghost Player more than 4 times, that one match will be recorded as a forfeit and that team will lose its bonus point that week.
- The opposing Team Captain cannot pick a player that causes a violation of the 23-Rule.
- If at any time during League night the players you have present meet the 23-Rule, you cannot use a Ghost Player.
- In order to use a Ghost Player, you must still follow the guidelines in the Official Team Manual (the 4 players put up plus the lowest skill level on your team's complete roster must be able to meet the 23-Rule, etc.)
- If you have 5 or more players present on League night and you cannot meet the 23-Rule, using a Ghost Player is still allowed (per above restrictions).
 - **Note:** In order to use this exception, you must show that you can meet the 23-Rule with 5 or more active players on your roster had they shown up that night.

If you cannot meet any of the above requirements then you must refer back to the Official Rule Book pertaining to the 23-Rule and forfeits.

Under no circumstances can you break the 23-Rule. Any team that does will lose all point for the entire team match that did not follow the 23-Rule that night.

This rule will not be allowed in Playoffs, the Money Tournament (Tri-Cup), or the Jersey Shore APA World Qualifier.

TEAMS IN DEFAULT

Any team that does not show up for a match for two consecutive weeks will be deemed to be in default and will be dropped from the Division. Additionally, any team that has not paid their League Fees for two consecutive weeks is in danger of being dropped from the Division. Teams will be notified and failure to contact the Local League Office and settle accounts will result in a team default.

Teams that default are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members and players will be suspended from the League until their portion of the fees is paid. The Local League Office has the right to assign different portions of the outstanding fees to individual players as deemed necessary. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and no bonus points for the week if they play and do not clear their past due.

Teams that finish the season owing weekly fees will be required to pay the past due amount, and may be required to pay a \$70 deposit to be applied to the final two weeks of the following season before being allowed to re-enter the League.

TIPS TO STAYING ON TIME

1. Immediately after a match has begun, the Team Captains should determine what players will be playing next so they can have their bathroom/cigarette break ahead of time if necessary.
2. In the front of the Official Team Manual is a time guideline for coaching (1 minute), average shot (20 seconds), etc. Although we do not sit with a shot clock, please make your players aware of these general time limits. If a team is abusing these time limits, NICELY remind the Team Captain of this time limit. If they ignore this request, please make a note of it on the scoresheet.
3. It is important to stay on time for several reasons. Some Host Locations do not want to be there after 11pm. Some players have to work the next day and having matches run late may make a player decide they do not want to play League any more. Teams that make the effort to be on time do not feel it is fair to have to wait for teams who are habitually late. It is very important that the Team Captain who knows the team may be late communicate this with the opposing Team Captain.

SECTION 3: SPORTSMANSHIP & CONDUCT

SPORTSMANSHIP

It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is big part of playing in the APA. This is the weekly night out for many people and a break from the regular work grind. This is not a money league, and any sharking, hustling or anything of that nature will not be tolerated. We are all here to have fun and a good time. Please don't spoil it for others!

There is a fine line between cheering for your player and against their opponent. As a rule, cheer for your player's accomplishments and not their opponent's misfortunes. Individuals who are consistently deemed to not be displaying sportsmanship values may be subject to match forfeits, probation, suspension or termination of League and/or APA membership. For example, jumping out of your chair during a match that you are watching to say a hit was bad, or the 8-ball was not marked, will be deemed poor sportsmanship, and the player is liable to a suspension. It is fine to cheer for an 8-on-the-Break but it is considered poor sportsmanship to cheer for the cue ball to scratch as it heads towards a pocket. When you are not playing please sit, watch and enjoy the match. Let the two players get on with their own match. They will ask for your input if necessary.

The Local League Office has set the following guidelines to handle verbal abuse, bad language (profanity), physical contact, and other sportsmanship problems. For example, breaking cue sticks, throwing objects or sharking your opponent. Note: These guidelines are the minimum suggested penalties and are not limited to these recommendations. Based upon the specific circumstance, the Local League Office has the option to impose an even stronger penalty. It is important that those League members, who cannot act as such, adjust their behavior appropriately or risk being removed from the League.

Verbal abuse consists of name calling, threats, profanity, or any other language that could be considered as harassment, or that could cause embarrassment to other League members, or non-members. Physical contact is the hostile physical contact between two players or player and non-member(s). This contact can be in the form of bumping, shoving, pushing, or hitting.

Infraction	First Offense	Repeat Offenses
Profanity	Warning Letter	30 Day Suspension
Arguing Rules & Policies	Warning Letter	30 Day Suspension
Verbal Abuse	Warning Letter to a 30-60 Day Suspension	60-90 Suspension
Threatening Remarks/ Threatening Behavior	Warning Letter to a 1-year Suspension	30 Day Suspension to a Permanent Suspension
Throwing Objects/ Breaking Objects	60-90 Day Suspension	1 Year Suspension to a Permanent Suspension
Physical Fighting	Suspension (length to be determined by due process) to a Termination of Membership by the American Poolplayers Association	
All Other Physical Contact	Suspension (length to be determined by due process) to a Termination of Membership by the American Poolplayers Association	

Please refer to the **Conduct During League Play** section of the Official Team Manual, or call your Division Representative for further clarification.

BANNED PLAYERS

If a Host Location has banned a player from entering their establishment, the team must play without them that evening. The League has no right to insist a Host Location allow a person in to their establishment for a League Match.

SUSPENDED PLAYERS

The Jersey Shore Pool League Inc., (dba Jersey Shore APA) will honor any suspensions from a neighboring APA area.

SECTION 4: LOCAL LEAGUE PLAYOFFS & TOURNAMENTS

SESSION PLAYOFFS, TRI-CUPS AND JERSEY SHORE APA WORLD QUALIFIER

At the end of the regular session, some teams in the division will make the cut to either going directly to the Tri-Cups, the Playoffs or if your team is the "Top Dawg" you will get a spot directly to the Jersey Shore APA World Qualifier. All other teams will be eligible for the "Wild Card" draw which is your second chance into the playoffs. Below is the chart that shows where you have to finish in your division for these spots.

Number of Teams in Division	Playoff Structure
4-5	1 st receives team and individual awards 1 st vs Wild Card – winner to Tri-Cup and team award
6-9	1 st goes direct to Tri-Cup, receives team and individual awards, bye in Tri-Cup if available 2 nd vs Wild Card – winner to Tri-Cup and team award
10-13	1 st goes direct to Tri-Cup, receives team and individual awards, bye in Tri-Cup if available 2 nd vs Wild Card – winner to Tri-Cup and team award 3 rd vs 4 th – winner to Tri-Cup and team award
14-16	1 st goes direct to Tri-Cup, receives team and individual awards, bye in Tri-Cup if available 2 nd goes direct to Tri-Cup, receives team and individual awards 3 rd vs Wild Card – winner to Tri-Cup and team award 4 th vs 5 th – winner to Tri-Cup and team award

Note 1: Spots get passed down if a team is already Jersey Shore APA World Qualifier qualified

Note 2: In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

Teams must qualify to "The Jersey Shore APA World Qualifier" either through Tri-Cups, Top Dawg or Team Leader Board.

Summer Session will have the (4 in 8-Ball, 2 in 9-Ball) top finishers from the Tri-Cup going to The Jersey Shore APA World Qualifier plus the Top Dawgs

Fall Session will have the (6 in 8-Ball, 2 in 9-Ball) top finishers from the Tri-Cup going to The Jersey Shore APA World Qualifier plus the Top Dawgs

Spring Session will have the (8 in 8-Ball, 4 in 9-Ball) top finishers from the Tri-Cup going to The Jersey Shore APA World Qualifier plus the Top Dawgs

The Jersey Shore APA World Qualifier will have 24 teams for 8-Ball and 12 teams for 9-Ball using a Modified Single Elimination Format. Any spots open after the above will be filled by using the Team Leader Board.

Teams who already have a spot in The Jersey Shore APA World Qualifier *do not play in Tri-Cups or Playoffs unless they specifically request to do so.*

Top Dawg – is the team that finishes highest over all the divisions in points. They go direct to The Jersey Shore APA World Qualifier.

Team Leader Board – A ranking of the teams based on the points they have earned for all 3 sessions. If there are additional spots for The Jersey Shore APA World Qualifier, the highest ranked team who isn't already qualified would get the spot(s).

Individual Leader Board – A ranking of the individual players based on the "Percentage of Available Points" they earned, sometimes referred to as "Points Per Match". This is used for the MVP program.

Tri-Cups

The Tri-Cup is the tournament that qualifies your team to play in The Jersey Shore APA World Qualifier. Only teams who are not already in The Jersey Shore APA World Qualifier compete in Tri-Cups. The roster used is the roster you qualified into the Tri-Cups from.

Player Eligibility: Players must have played at least 4 times during the session the team qualified from to be eligible to play in the Tri-Cups and have 10 lifetime match scores (League Operator has discretion on this).

MONEY TOURNAMENT

The Money Tournament is separate from the Tri-Cup and will be held at the end of each session. Teams who finish 1st and 2nd in their division will play in the Money Tournament for that session. The Money Tournament participants are the players on the roster during the session they qualified.

Player Eligibility: Players must have played at least 4 times during the session the team qualified from to be eligible to play in the Money Tournament and have 10 lifetime match scores (League Operator has discretion on this).

IMPORTANT: In order to participate in any of the team events, your team must be active at the time of that event!

JERSEY SHORE APA WORLD QUALIFIER

The Jersey Shore APA World Qualifier (formerly referred to as the Local Team Championship or LTC) is an annual tournament that takes place in May/June each year where the winning teams win travel assistance to Las Vegas and the opportunity to represent the Jersey Shore APA in the World Pool Championships.

If a team qualifies for The Jersey Shore APA World Qualifier, they must meet the following criteria to maintain their eligibility.

- Must maintain Jersey Shore APA World Qualifier eligibility in accordance with the Official Team Manual.
- Teams that qualify in the Summer Session must remain active and play in the Fall and Spring Sessions.
- Fall qualifying teams must remain active in the Spring Session.
- Qualified teams must be participating in regular League play during the time any tournaments they wish to participate in are held.
- Teams must be up to date with all League fees and memberships.

HOW TO MAKE SURE YOUR TEAM STAYS ELIGIBLE

Sandbagging is a term used to define deliberately missing shots, losing matches on purpose to keep skill levels down, or bringing in known skilled players at the beginner rating. See your Official Team Manual for a full description of sandbagging.

To prevent deliberate sandbagging after a team has qualified for The Jersey Shore APA World Qualifier, the team must finish in the top 75% of the division in each subsequent session following the qualification. We understand the roster may change and it can be hard to maintain a strong showing in sessions following the qualification; your players may have gone up in skill level or your star player may have left the team. We do not want teams to lose eligibility so we have given teams a lot more flexibility than is given in other APA areas. The following table will be used for teams to retain their eligibility and there will be absolutely **no exceptions** to this rule. If your team is in danger of losing your eligibility, the Local League Office may submit a warning as we get towards the end of a session.

Teams in Division	Must finish in top:
4	3
5	3
6	4
7	5
8	6
9	6
10	7
11	8
12	9
13	9
14	10
15	11
16	12

Ties will count. For example, if you finish tied for 9th in a 13 team division, you will maintain your eligibility. Winning the Wild Card will not count as finishing in the top few teams.

The following restrictions apply to Jersey Shore APA World Qualifier qualified teams:

- Your Spring roster is your Jersey Shore APA World Qualifier roster, not the roster that originally qualified.
- In order to play in the Jersey Shore APA World Qualifier a player must play 4 matches with the eligible team in the Spring session and have 10 lifetime match scores.
- For Jersey Shore APA World Qualifier qualified teams, only players with 20 matches played lifetime can be added to the Spring roster and roster changes after the 4th week of the session cannot be done.
- Additions to the Fall roster are not restricted.
- You must keep four original members from the roster that qualified.

The draw for The Jersey Shore APA World Qualifier will be random. Byes will be given first (if available) to teams that qualified to The Jersey Shore APA World Qualifier in more than one session during the year.

INDIVIDUAL EVENTS

MVP: At the end of each session, one person in each division who has the highest "Percentage of Available Points" and has competed in at least half the session will receive an MVP award. This is a prestigious award that shows that you are the most consistent and feared player in the entire division! Also, there will be an MVP tournament each session consisting of the top eight (8) players from the MVP rankings. This MVP tournament will qualify players into the APA Singles Regionals for a chance to win a trip to the APA Poolplayer Championships in Las Vegas.

Important: In order to compete in any individual event, you must be on an active roster at the time of the event.