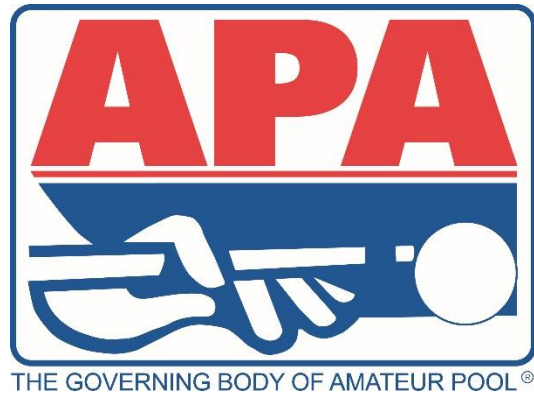


# Mohawk Valley APA Local Bylaws



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## **Introduction**

We 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 the Official Team Manual on the APA Member Services App and poolplayers.com. These Local Bylaws have been created for the smooth and efficient operation of the League. After all, the APA's motto is: **Have Fun. Meet People. Play Pool.**®

Please read these Local Bylaws carefully and keep them with the APA Official Team Manual for your reference. All Local Bylaws with dates prior to the revision date of this document are null and void.

## **Section 1: Local League Information**

### **Age Requirements**

You must be 18 years of age or older to compete in Mohawk Valley NY APA.

### **Office Hours**

League Office hours are Monday through Friday, 11 AM to 8 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. You may also email:

**Phone:** 607-651-0851

**Email:** [ryearwood@apaleagues.com](mailto:ryearwood@apaleagues.com)

### **Website**

Our website address is <https://www.mohawkvalley.apaleagues.com>.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Mohawk Valley NY APA events
- b) Set up your Member Services Account to:
  - View schedules, team rosters, standings and individual records for your division; and
  - View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page at your <https://www.facebook.com/Mohawk-Valley-APA-122277634496918/> where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

**Even if you don't sign up for your Member Services Account, please make sure we have your email address on file.** All announcements are made first online and through our email 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 Draws,

tournaments or any other information pertinent to the League.

### **Division Representative Responsibilities**

Division Representatives (Division Reps) are appointed by the League Operator or voted on by the Team Captains. There is one Division Rep per division. They are a person that has played in the League for a long time, is a person of integrity and is well respected by League members. Division Reps 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 a rule book 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. You will find your Division Rep's phone number on each score sheet. Division Reps help with League growth and single boards. They also give out patches and send in MVP list at the end of every session.

### **Team Captain Responsibilities**

The Team Captain is the team organizer. The Team Captain must have a phone and e-mail address to allow for quick and effective communication with the League Office. The Team Captain's responsibilities and duties include:

1. Collecting weekly fees and APA membership dues from the team.
2. Submitting payments, forms, and other information to the Local League Office in a timely manner.
3. 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.
4. Responsibility for the conduct and good sportsmanship of all team members during League play.
5. Making sure that proper and accurate scorekeeping procedures are followed.
6. Having team players at the scheduled match site on time.
7. Returning team envelope to the drop off location on time.

### **Team Fees**

Team Fees are \$45 per week (\$90 for Double Jeopardy) regardless of the number of matches played including forfeits and playoffs. **Beginning in Fall 2025 Session Team Fees will be \$50 per week (\$100 for Double Jeopardy.)** Electronic payments are due 48 hours from date of match. If you are paying by check, please make your check payable to Mohawk Valley APA. **There will be a \$35 charge for any returned checks plus loss of bonus points (see Scoresheets & Bonus Points Section).**

### **Scoresheets**

All Completed scoresheets along with membership applications, and membership dues are due 48 hours after your match is completed. In the event Scorekeeper is down, keep score on a blank scoresheet to update once the app is back in service.

The League will place great emphasis on proper scorekeeping. Be careful not to lose points for your team by submitting an incomplete scoresheet.

### **Bonus Points**

Your team will receive bonus points if all of the following occur:

- Innings are filled in for every game
- The winner and loser of every game is marked with the number of racks won and ball count and skill levels are also properly marked

- Final match score is filled in
- All fees are up to date
- Sportsmanship, Start/End time, table size all filled in correctly
- No abusive comments are written

The bonus points awarded will be as follows:

- **8-Ball** – 3 points per team per week
- **9-Ball** – 10 points per team per week

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

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the Playoffs and the opportunity to compete in tournaments.

### **Bonus Points for Bye Weeks**

Whenever a division has an odd number of teams one team each week will not have a match. In this instance, the team with the bye shall be given the following points for the week (including the bonus points a team would have received if all the paperwork was correct):

- 8-Ball – 8 points + 3 bonus points
- 9-Ball – 60 points + 10 bonus points

Note: Teams do not need to submit paperwork or fees for bye weeks. Bonus points are only awarded to teams in good standing with the League (No past due fees or sportsmanship violations).

### **Past Due Procedure**

**First Week Past Due:** Scoresheet will be stamped Past Due – Captain / Co-Captain will be called.

**Second Week Past Due:** Scoresheet will be stamped Final Notice – Entire Team will be called.

**Third Week Past Due:** Team Name will be changed to TEAM DROPPED DUE TO NON-PAYMENT and all players will be marked ineligible.

Any team that falls two weeks behind in paying their team fees will receive a FINAL NOTICE on their next scoresheet.

- If the fees are not brought current by the third week, the team will be dropped from the League for non-payment.
- All players on the team will become equally responsible for their share of the fees that are due, including those for the remainder of the session, and will not be able to rejoin the League until they have paid their portion.
- The Local League Office will not be responsible for fees or monies paid to a Team Captain or other team member not ultimately paid to the League. Teams having rosters with players who owe money to the League will not be able to participate in any matches until such monies are paid.
- Teams that are habitually late may be required to replace their Team Captain with another, more responsible player.

### **Other Financial Related Issues**

If a player on your roster has (\$\$\$) in their name, it means there is financial problem between that person and the Local League Office. There are a variety of possible reasons for the (\$\$\$). It is the responsibility of

the player or Team Captain to contact the Local League Office to determine the reason.

The player with the (\$\$\$) in their name cannot play until the problem is resolved, this includes Playoffs, Higher Level Tournaments and any tournaments conducted by the League.

If the player plays a match without first contacting the Local League Office, your team will automatically lose points. **The bonus points plus the points for the match!**

### **Comments on Scoresheets**

All concerns should be written on the scoresheet in a courteous and professional manner. This will guarantee that your concern is considered, documented, and addressed. Abusive language directed at the League, or the League Operator will not be tolerated on the scoresheets. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

### **Patches**

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

- 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.
- Rackless: Your opponent didn't break during your match.
- Clean Sweep: 5-0 in 8-Ball.
- Shutout: You win 20-0 in 9-Ball.
- Mini Slam: 8-on-the-Break and 8-Ball Break-and-Run **or** 9-on-the-Snap and 9-Ball Break-and-Run.
- Grand Slam: 8-on-the-Break, 8-Ball Break-and-Run, 9-on-the-Snap **and** 9-Ball Break-and-Run.
- I beat 6 and 7 (8 Ball)– Must be the same skill level or lower to receive. Ex: 7 beat a 6 doesn't earn patch.
- I beat 7, 8, and 9 (9 Ball) - Must be the same skill level or lower to receive. Ex: 8 beat a 7 doesn't earn patch
- I won my first match

Patches are awarded the week after they are earned and will be in the team envelope. 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. **There is no fee for patches.**

**Members who earn patches must write the patch earned on the scoresheet or note it in the "comments box" of the Scorekeeper App.**

### **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 or APA apparel. All incentives will be posted on-line and in the APA app.

### **Most Valuable Player Award**

At the end of each session (prior to Playoffs), the Local League Office will recognize 3 Most Valuable Players from each division with 4 or more teams. One from each 8-Ball tier: 2-3, 4-5, 6-7 and one from each 9-Ball tier: 1-3, 4-5, 6-9. Winners are determined by their PA (Percentage of Available Match Points). This is the percentage of available points a player earns for their team during the session.

The Tie Breaker will be win percentage. Win Percentage is calculated by taking the number of League Matches you played in the session, divided into the number of matches you won during the session. For example. If you play 12 matches during the session and win 7 of them, you're win percentage is 58.3%

In addition, the player must have competed in 50% of the team's played matches in that particular division and have a skill level based on at least 10 lifetime matches played in the particular format. (i.e. in a 14-week session, player must have played at least 7 times. Replays do not count.) Player must also be in good standing with the League (no past due fees or sportsmanship violations.)

**In 9-Ball, skill level 6's, 7s, 8s, & 9s and skill level 6s & 7s in 8-Ball, will only need 6 matches within the division, per session to be eligible for the MVP Award.**

All MVP recipients will be awarded a special MVP patch and plaque. **The Local League Office has final decision on Division MVP's.**

## **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 during the first six weeks of a session. If team make-ups are not possible, the new team will be issued points equal to one point (15 in 9-Ball) less than the last place team's total team points to that date.

### **Rescheduling Matches**

On occasion, usually due to inclement weather, or Covid/illness related issues a match may need to be rescheduled. If you plan to reschedule a match, you must notify the League Office and get prior approval. Please use the following procedure:

- Contact the League Office for approval.
- Contact the Team Captain of the team you plan to reschedule with and notify them of your intent to reschedule.
- Contact host location to inform of the reschedule and give the date you intend to reschedule too.
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as the APA World Pool Championship.
- 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. Exceptions with special conditions may be made by the Local League Office.

### **Inclement Weather**

Inclement weather is generally, but not limited to, snow or icy conditions. The Local League Office will use school closings and state warnings to determine whether to reschedule play due to inclement weather. If you feel that weather conditions may interfere with your match, contact your Division Rep for additional

instructions. **Please use good judgement and common sense on these occasions.** If the roads are or become too dangerous to travel, please do not attempt to make it to your match site. No forfeits will be allowed for inclement weather. **Player safety comes first!**

### **Forfeits**

Arriving late is disrespectful to the waiting team. Their time, as well as yours, is valuable. If you think your team may be late for a match, try to contact the opposing Team Captain. Occasionally a new team misreads, or misunderstands the schedule. Some leniency will be granted where new teams or new divisions are involved. Teams joined to play, not to receive forfeits.

Unless otherwise specified, all League matches will begin promptly at 6:30pm (Sunday 5:00pm) on the scheduled night of play. Play will begin immediately even if only one player (two members for each team playing Double Jeopardy) from a team is present and it is past 6:30pm (Sunday 5:00pm). Matches may start even if one or both available players do not have scoresheets. However, the match must still be scored even if it is on a blank piece of paper. This information can be transferred when the player with the scoresheets arrives.

If no members are present to start the match within the 15-minute grace period, a full team forfeit will be called. Both teams are responsible for regular weekly fees.

After beginning the match, play must be continuous unless agreed upon by both Team Captains. Please be ready to play when your match is called and do not use this time to go 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. By doing so, you are holding up the match for everyone else, and this is unsportsmanlike.

In the event of a full team forfeit or no-show, the team receiving the forfeit is required to call the Division Rep and notify them that the opposing team has not shown up. Teams will receive 8 points in 8-Ball & 60 points in —9 Ball, plus the bonus point if their scoresheet is filled out with players that were ready to play, and the weekly dues are included.

### **Preventing Forfeits**

#### **(Player May Play Twice on One Night)**

Refer to **Team Match Play** in the General Rules section of the Official Team Manual, which states “**YOU MAY ONLY PLAY ONCE** in a team match.” However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, Mohawk Valley APA has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows **one player** (the “Replay Player”) from a team (the “Replay Team”) to play twice on the same night in the following circumstances:

- The Replay Team does not have enough players present or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the

roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.

- The Replay Team's need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.
- The Replay Team notifies their opponent of the need to use/or potential need to use the Replay Rule **prior to the start of the 3<sup>rd</sup> individual match.** The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.
- The opposing team gets to pick which player from the other team will be the Replay Player. The opposing team can pick any player present except those whose play would cause the Replay Team to violate the Team Skill Level Limit rule (23-Rule) or the Limited Senior Skill Level rule. All players who have already played must be available as a choice for the "replay" match.
- The "replay" must be played as the last match of the night. If a "replay" is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams.
- Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own player. The team scheduled to put up a player in the 5<sup>th</sup> match designates their Replay Player first.
- Once a "replay" is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the "replay" match, the "replay" match is cancelled and the new player must play.
- There is no limit on how often a team can use the Replay Rule during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in affect during **the last 4 weeks of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier.**

### **Slow Play**

Slow Play will not be tolerated. 20 seconds per shot and no longer than 1 minute per time-out. If slow play is occurring, it is up to the Team Captain or Co-Captain of the team to speak respectfully with the other Team Captain or Co-Captain of the team about the slow play. If the problem continues to occur after speaking with the Team Captain or Co-Captain of the opposing team, this will result in a sportsmanship violation. We do realize with new members, shot selection and time-outs may take a bit longer than 1 minute; with respect to sportsmanship, please use proper judgment when enforcing either of these two violations. **It is up to the Team Captains to ensure slow play is prevented.**

### **Match Etiquette**

Smoking, restroom, and other breaks must be done prior to the player starting their match. A player is not allowed to take a smoke break once the first rack is broken and the match has started. This ensures continuous non-interrupted play. Bathroom breaks should also be taken prior to the match being played, but we realize sometimes this cannot be prevented. Please use proper judgment in regard to or abuse of restroom breaks during play.

### **Teams in Default**

Any team that does not show up for its 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 can be dropped from the Division. Teams who have failed to pay their League fees for two consecutive weeks will be notified of the past due status. If their account is not made current in a timely manner, the team will be deemed in default and may be dropped from the division.

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying his/her share of the team fees owed. The defaulting team's 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 it deems appropriate. 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 any week they play while their fees are past due.

### **Racking**

Refer to **Racking** in the Game Rules section of the Official Team Manual. For clarification, the rule states that Balls are racked by the non-breaking player, with the head (front) ball on the foot spot. **Players cannot rack their own racks!**

## **Section 3: Sportsmanship and 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 a 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 your opponent. As a rule, cheer for your player's accomplishments and not the 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.

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.

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

### **Sportsmanship Ratings**

Every week teams can rate their opponents on sportsmanship. If a rating is not supplied by a team, their opponent will be deemed to have received a 4 (the target sportsmanship rating). These ratings will be tracked and teams that continually rate low in sportsmanship will be contacted and placed on probation. Continued low ratings may result in the team being asked to leave the League. Teams that continually rate high in sportsmanship may be eligible for team awards or entries into Higher Level Tournaments at the discretion of the League Operator.

#### **How to Rate the Opposing Team**

The following are suggested guidelines for rating your opponent's sportsmanship (under the Five-Star Sportsmanship Program). Please feel free to use your own judgment.

- 5-Star Rating: This is our "Top" rating. This team is a pleasure to play and goes beyond the call of duty to show good sportsmanship. Use this rating if your team (wins or loses) had a "Fantastic" night out.
- 4-Star Rating: This is our "Target" rating. This team causes absolutely no problems and is a pleasure to play against. Your team (win or lose) had an "Above Average" or "Great" night out.
- 3-Star Rating: This is our "Average" rating. No major problems, night went well with only a few "minor" problems (i.e., minor rule disagreements, someone's attitude got slightly out of hand) but the opposing Team Captain got them in line, apologized for the infraction, and the night continued without further incident. Your team (win or lose) had a "Good" night out.
- 2-Star Rating: This is a "Poor" rating. Opposing team members, in no way, threatened or intimidated your players. However, they did cause multiple problems while the Team Captain did nothing to get their players under control (i.e., team made rude or degrading remarks to your players, called you sandbaggers, tried to manipulate the handicap system or were rude and unfriendly). Your team (win or lose) "did not" have a fun night out. A write-up "should" accompany this rating!
- 1-Star Rating: This is a "Totally Unacceptable" rating. Opposing team members may have threatened or intimidated your players or may have caused multiple "major" problems. Opposing Team Captain did nothing to get their players under control. Your team (win or lose) had a "terrible" night out. A write-up "must" accompany this rating!

### **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 into their establishment for a League match.

## **Suspended Players**

The Mohawk Valley APA will honor any suspensions from a neighboring APA area.

## **Section 4: Local League Playoffs and Tournaments**

### **Session Playoffs**

At the end of the regular session, teams will compete in the Playoffs (see chart below). The winners of the Playoffs will qualify for the Tri-Cups. In divisions with five teams or more, the High Point Team will qualify directly into Tri-Cups, bypassing Playoffs. Teams that qualify for Tri-Cups and don't show up will face the penalty of not being able to sign up for fun tournaments. Ex: Northeast Challenge, Montreal Invitational, etc.

The Wild Card is a team drawn at random from all teams in the division who did not already qualify for playoffs. The purpose of the Wild Card is to keep teams engaged and excited throughout the session, since every team is still "alive" through the final week of play. In order to be eligible for the Wild Card draw, a team must be current on their session dues and have no more than five forfeits during the session. Wild Card teams will be able to earn more entries based on their placement. Ex: the last place team will get one entry, the 2<sup>nd</sup> to last place team will get 2 entries, etc.

#### **Playoff Eligibility:**

1. New/established players; must play at least 6 matches in the division prior to Playoffs. (Note: Players must have 10 lifetime matches to play in World Qualifiers and HLT)
2. During the Summer Session, established players only need 4 matches to be eligible for the playoffs.
3. A New player is defined as a brand-new player, or a returning player who has not played in the last 2 years.

**NOTE:** A team cannot forfeit more than five individual matches within the last 2 weeks of regular weekly play. Teams who do not adhere to this rule will forfeit eligibility for playoffs.

Your team may lose eligibility if your team is deemed ineligible due to Sportsmanship or handicap violations.

**Playoffs will be scheduled on corresponding League nights. The next session will begin the following week.**

**Tri-Annual – One Week of Playoffs For All Division Sizes**

<b>Number of Teams In the Division (last week of regular play)</b>	<b>World Qualifier (WQ) Qualification Playoff Structure</b>	<b>Session Award Structure</b>
<p align="center"><b><u>4-5</u></b></p> <p align="center">One Team Qualifies For Tri-Annual</p>	<p align="center">1<sup>st</sup> Place vs Wildcard Winner Advances to Tri-Annual</p> <p align="center">In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>
<p align="center"><b><u>6-7</u></b></p> <p align="center">Two Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri- Annual</p> <p align="center">2<sup>nd</sup> Place vs Wildcard Winner advances to Tri-Annual</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>
<p align="center"><b><u>8-11</u></b></p> <p align="center">Three Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri- Annual</p> <p align="center">2<sup>nd</sup> Place vs Wildcard 3<sup>rd</sup> Place vs 4<sup>th</sup> Place Both winners advance to Tri-Annual</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>
<p align="center"><b><u>12-16</u></b></p> <p align="center">Four Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual</p> <p align="center">2<sup>nd</sup> Place vs Wildcard 3<sup>rd</sup> Place vs 6<sup>th</sup> Place 4<sup>th</sup> Place vs 5<sup>th</sup> Place All winners advance to Tri-Annuals</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>

**World Qualifier (Using Tri-Annuals)**

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent your League name here in the APA World Pool Championships.

\*A maximum of 15 teams will participate in the 8-Ball World Qualifier:

\***Summer** - 5 teams from the Tri-Annual

\***Fall** - 5 teams from the Tri-Annual

\***Spring** - 5 teams from the Tri-Annual

\*A maximum of 15 teams will participate in the 9-Ball World Qualifier:

\***Summer** - 5 teams from the Tri-Annual

\***Fall** - 5 teams from the Tri-Annual

\***Spring** - 5 Teams from the Tri-Annual

**\*subject to change based on team count**

- Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible for a random draw into any bye slots, if available, that occur on the World Qualifier boards.
- Teams that qualify for the Tri-Annual and/or World Qualifier must remain active with minimum 50% of that qualified roster in Mohawk Valley APA to retain their qualified status.
- All players on Qualified teams must remain active in the Mohawk Valley APA in the format they are qualified in, in order to participate in the World Pool Championships. (Summer session play requirement.)
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.
- The Travel Assistance Fund will be used to provide travel assistance to those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated on their World Qualifier board.

### **End of Session Awards**

1st place teams will be awarded a trophy, plaque or the like. Each team will also receive a team trophy or plaque that can be put on display at their Host Location to show off their accomplishments!

Winners from each Tri-Annual will receive \$600 team Cash/Check in addition to a trophy/plaque. They will also advance to the World Qualifier.

All monies will be given to the team captain. It is the responsibility of the captain to divide the winnings equally among the team members. If the winnings are not divided up by the captain, the captain will face suspension/termination.

### **Top Dawg**

Top Dawg is an annual award given to the team that has acquired the highest amount of points throughout all 3 sessions (Summer, Fall, Spring). Only match earned points will be counted toward Top Dawg Award. Bonus Points, Adjusted Points, Forfeited Points, and the like will not count toward the highest points award. In the event that divisions have varying amounts of weeks played, points are then averaged. Ex: Team 1 scored 100 points in a 10-week session with an average of 10 points per match. Team 2 scored 146 points in 15 weeks session with an average of 9.73 per match. The team with the highest average

over all 3 sessions wins the award. Award consists of a large Host Location Trophy that will travel each League year to that HL. Also, each player on that team will receive an individual trophy.

In the event of a tie, it will go to the team that won the most matches. If that is still a tie it will break down to the most individual matches won by the members of the team, and so on and so forth until we determine a winner.

### **Appreciation Day**

The Mohawk Valley NY APA appreciates all our members. As our way of giving back to everyone, we will host an Appreciation Day Event with an Awards Ceremony once a year during the Summer session. Food will be free to all our paid members. Members will be allowed to bring a guest for a small entrance fee. We generally run some kind of fun tournament along with some cool raffles and prizes. Our Award Ceremony will start shortly after dinner.

### **World Qualifier**

The World Qualifier is an annual tournament that takes place at the end of the League year in which the winning teams earn Travel Assistance to Las Vegas and the opportunity to represent The Mohawk Valley NY APA in the APA World Pool Championships.

Refer to **World Pool Championships** in the Tournament Information and Rules section of the Official Team Manual for all player and team participation, eligibility, rules, etc.

Teams advancing from the World Qualifier will earn Travel Assistance to the APA World Pool Championships held in Las Vegas, Nevada. Travel Assistance of \$ \$5,550 per Team will be awarded to those going to the World Pool Championship. **There will be no Travel Assistance (or cash equivalent) awarded to those players who cannot attend.**

**2<sup>nd</sup> place teams from the World Qualifier will have the option to pay for a destination tournament, bypassing any qualifying tournaments.**

**Good Luck and Good Shooting!**