



Local APA Bylaws League Year 2026-2027



**Maryland &
E. West Virginia**

OTHER APA FORMATS (LEAGUES) THAT WE NOW OFFER!

Masters League



See Page 71-73 For Details

Mixed Format League



See Page 74-79 For Details

Ladies League



See Page 79 For Details



APA OFFICE STAFF CONTACT INFORMATION

Phone: 410-255-5400

Office Phone Hours: Monday – Thursday 9:00am - 4:00pm

(Lunch 12:00pm - 1:00pm)

CLOSED ON FRIDAYS

League Operator: Melissa Frank (ext. 122) melissaf@apapool.com

Operations Manager: Kathy Melcavage (ext. 116) kathym@apapool.com

Division Manager: Kim Torbeck (ext. 117) kimt@apapool.com

Division Manager: Derek Justice (ext. 110) derekj@apapool.com

Sales & Marketing Manager: Lauren Catsimanes (ext. 111) laurenc@apapool.com

Sales Representative: Josh Parks (ext. 115) joshp@apapool.com

Tournament Manager: Linda Corwin (ext. 112) lindac@apapool.com

Executive Skill Level Review Committee (ERC) - Members of Senior Management

APA Assistant League Operator: Derek Justice (ext. 110) derekj@apapool.com

Owners - Terry & Valerie Justice - terryj@apapool.com

Need to leave a message after hours?

Call our APA Voice Mail ... 24 hours a day - 7 days a week!

APA Playoff Hotline – Call the main number (410-255-5400)

Follow the prompts if you are at the playoff site and need assistance!

Only available during the End of Session Playoffs!

Visit our Local Website www.apapool.com and our Local Facebook Business and Group pages www.facebook.com/havefunplaypool and www.facebook.com/groups/APAMaryland for Playoff, Tri-Annual, and World Qualifier Tournament information, to view our Calendar of Upcoming Events, exciting videos, and much more, or just to talk pool! Use the Member Services App to view your stats and schedules.

APA Pool League Office Address:

8518 Fort Smallwood Road, Pasadena, MD 21122

TABLE OF CONTENTS

The first half of this manual covers amendments and addendums to the APA Official Team Manual. This manual supplements the APA Official Team Manual for Weekly Play and Local Tournaments, including Tri-Cups and our World Qualifier.

The following items are hyperlinked - click to follow the link.

SECTION 1 – LEAGUE INFORMATION	2
SECTION 2 – GENERAL RULES	5
SECTION 3 – GAME RULES	16
SECTION 4 – THE <i>EQUALIZER</i> HANDICAP SYSTEM	19
SECTION 5 - HOW TO USE SCORESHEETS AND SCORE MATCHES	19
SECTION 6 - CONDUCT DURING LEAGUE PLAY	20
SECTION 7 – TOURNAMENT INFORMATION/RULES	21
HOW TO USE THE APA ELECTRONIC SCOREKEEPER APP	27
FREQUENTLY ASKED HOST LOCATION QUESTIONS	39
FREQUENTLY ASKED RULES QUESTIONS	43
FREQUENTLY ASKED SPORTSMANSHIP QUESTIONS	46
FREQUENTLY ASKED HANDICAP QUESTIONS	49
FREQUENTLY ASKED SKILL LEVEL QUESTIONS	51
OTHER FREQUENTLY ASKED QUESTIONS	53
PLAYOFF INFORMATION	57
APA’S LIBERAL PLAY POLICY FOR SNOW / WEATHER EMERGENCIES	62
HOW DOES THE APA FIVE-STAR SPORTSMANSHIP PROGRAM WORK?	67
WHAT ARE THE APA PLAYER SUSPENSION GUIDELINES?	69
OTHER WEEKLY APA FORMATS WE OFFER OUR PLAYERS	71
APA TOURNAMENTS THAT WE OFFER LOCALLY	80
OTHER THINGS WE OFFER OUR APA MEMBERS	83
APA LOCAL PATCH PROGRAM	84
APA TOURNAMENT AWARDS	88

Visit our website for detailed information on all the programs we offer! www.apapool.com

Thanks for playing in the APA!

Have Fun. Meet People. Play Pool. ®

SECTION 1 – LEAGUE INFORMATION

LEAGUE ORGANIZATION - Page 13-17

Addendum 1: We also offer local Mixed Format Leagues which consist of two individual 8-Ball singles matches (10-Point SL Limit), followed by two individual 9-Ball singles matches (10 Point SL Limit), followed by one Scotch Doubles match, alternating shot (12 Point SL Limit). The trailing team going into the final match gets to choose 8-Ball or 9-Ball Scotch Doubles. Teams consist of a minimum of four and a maximum of six players. During the regular session, players may double play or even triple play (play once in each of the three formats), however players may not double play in the same format. In the playoffs and HLT, no player may triple play and only two players are allowed to double play. Unlimited mini-coaching between the partners is permitted (not to exceed 10-15 seconds per shot) in the Scotch Doubles match.

THE TEAM CAPTAIN - Page 14

Addendum 2: The Co-Captain is recognized as the person listed in the second position on the team roster. Both the Captain and Co-Captain should have a phone number and email address on file with the Local League Office. Captains who become unreliable (fail to submit their team's weekly fees on time) will be removed as Captain.

Note 1: The APA Scorekeeper App will not allow you to drop either the Team Captain or Co-Captain. Captains, if you want to drop your Co-Captain, you must call the League Office and we will drop them for you through our system. If the majority of the team chooses to replace their Captain, they must call or email the League Office.

Note 2: Once your Division is processed in our office online payments for that week through member services cannot be made. Payments not made by 10am the day following league play can only be made via an invoice sent to an email address and will result in the loss of bonus points for that week and subsequent weeks until the past due fees are paid and up to date. Captains who fall more than two (2) weeks in arrears will be "flagged for the past due amount" and may be removed as Captain.

THE DIVISION REPRESENTATIVE - Pages 15-16

Addendum: Locally, we elect two to three Representatives per Division. Even though we prefer each Division Rep to be on a different team, it is permissible for them to be on the same team. Their names are listed on the Roster, Scoresheet, and Schedule. Division Reps may elect to sit out a session without losing their status, but only if they notify the Operations Manager (and only if they agree to be on call and to cover or provide coverage for the playoffs).

THE BOARD OF GOVERNORS - Pages 16

Addendum 1: Your local Board of Governors (BOG) is made up of more than three hundred (300) Division Representatives. Division Reps may be asked occasionally to function as a Handicap Advisory Committee (HAC) and help us evaluate skill levels. HAC duties may include reviewing new members and making recommendations concerning the assignment of skill levels to known highly skilled players. Although we value our Division Reps' input, players will not be lowered or raised unless their statistics or other pertinent information supports that action. Don't blame your Reps if you receive a notice that your skill level has been raised; blame the APA Executive Review Committee ... which consists of members of Local League Management with over 75 years combined experience working with the APA Equalizer Handicap System.

League Information

Addendum 2: All players who send in a request to have a player evaluated will receive a response from the ERC via email (with a copy of the response going to each Division Rep). The identity of the person requesting the review will remain anonymous. Please, only write up players who you feel are trying to beat the system, and who you feel are truly rated improperly. Players who are either lowered or raised will be sent an email advising them of the disposition (with a copy going to each Division Rep and anonymously going to the person who requested the review).

Also, once a session, we run a computer-generated over and under-rated report internally and evaluate those players who are performing extremely well, along with those players who are performing way under the norm and adjust skill levels accordingly.

DIVISION REP APPRECIATION TOURNAMENT AND MEETING - Near the end of each APA session, we invite all our Division Reps to attend a Division Rep Meeting. The meeting only lasts around an hour. We cover upcoming events, new programs, present awards, and exchange ideas. Following the meeting, we conduct a Rep Appreciation Tournament which consists of “Free” Local Singles Qualifiers for all our Division Reps who are in attendance (pre-registration required). Reps will be seeded by skill level tier and placed on 8-person Singles Boards, with the winners advancing to the APA Regional Singles Championship. They will also receive credit vouchers for food and drinks. Guests are welcome to come and watch.

SPORTSMANSHIP REVIEW COMMITTEE - The Division Reps in each Division also make up a 3-Person Sportsmanship Review Committee which may be called upon, as needed, to make decisions on “suspension” related sportsmanship issues. In Divisions with only two Reps, a neutral Team Captain may be selected to fill the third position, as needed.

THE HANDICAP ADVISORY COMMITTEE - Page 16-17

Addendum: All Division Reps are considered members of the HAC and may be periodically asked to give their input on players who may be either under-rated or over-rated. Even though we have an Executive Review Committee that specializes in handicap analysis, from time to time it may be necessary to contact our Reps to get a second or third opinion. A special thanks to all our Division Reps for their help!

FEES - Page 17-18

Addendum 1: Local weekly fees for 8-Ball, 9-Ball, and Mixed Format are \$50/team; Ladies weekly fees are \$30/team; and Masters weekly fees are \$36/team.

Addendum 2: You must now pay your membership dues through the APA Pool League App (Member Services) and your weekly fees online through the APA Scorekeeper App.

Addendum 3: Our Spring Session now begins in Early to Mid-December, so that we have the time necessary to complete our Spring Tri-Annuals and World Qualifiers and register our teams for the APA World Championship (in the timeframe required by the APA National Office).

Please note that on page 22 of the APA Official Team Manual, it states that ... if the Spring Session begins in December, all players must pay their (following year) Membership Dues before their first night of play, even though the APA annual memberships technically do not expire until December 31st. Please make sure all of your team members have claimed their Member Services account and go online and pay their dues before you start the night’s matches.

SCHEDULING - Page 18

Addendum 1: Even though the number of times a team plays at home and the number of times one team plays another team or draws a bye is somewhat mathematically balanced when schedules are initially generated, please keep in mind that schedules can become somewhat out of balance anytime there's a schedule change.

Addendum 2: Even though teams may be added to a Division Schedule at any time during the session, no teams will be added after week # 4 unless they are added to fill a BYE in the Division, or are transferring from another division, and have received League Operator approval. Teams who "transfer from a different division" will receive either the number of points they earned in the other division, or Bye Points (plus Bonus Points), whichever is less.

Addendum 3: NEW TEAMS starting late will receive Bye Points plus Bonus Points for each week: In 8-Ball - 7 points plus 2 bonus points; In 9-Ball and Mixed Format - 50 points plus 10 bonus points; In Masters - 16 points plus 2 bonus points; and in Ladies - 4 points plus 2 bonus points. EXISTING TEAMS that re-register late will receive Bye Points, but NO Bonus Points.

SCORING - Page 19

Amendment 1: Mixed Format Divisions – The two 8-Ball Individual Singles matches, the two 9-Ball Individual Singles matches, and the Scotch Doubles match are each worth up to 20 points. A team can win a maximum of 100 points per night. Combined skill level for the two 8-Ball matches cannot exceed 10 points, combined skill level for the two 9-Ball matches cannot exceed 10 points, and the combined skill level for the two partners in the Doubles match cannot exceed 12 points. 4-6 players per team.

Amendment 2: Ladies 8-Ball Divisions – The three Ladies 8-Ball matches are worth up to 3 points each. A team can win a maximum of 9 points per night. Total Skill Level of the players fielded in a team match cannot exceed 13 points. 3-5 Ladies per team.

TROPHIES AND AWARDS - Page 19

Addendum: The Divisional Championship team in both the Tier-1 and Tier-2 playoffs receives Division Champion patches, a Host Location plaque, and their choice of either APA Championship T-Shirts or APA Division Champion Trophies. The runner-up receives Runner-Up patches. All HPF (High Point Finisher) teams receive HPF patches. The HPF team, in Divisions with at least 13 teams, also receives a Host Location Plaque, and their choice of either APA HPF T-Shirts or APA HPF Trophies.

We award special trophies to our Tri-Annual and World Qualifier Champions. Each session, we award MVP patches to the top performers in each Division (in each of three different skill level brackets). Refer to the section titled OTHER THINGS WE OFFER (in the back of this book) for pictures of all the awards.

SECTION 2 – GENERAL RULES

GENERAL RULES – Page 21

Addendum: Please check your rosters carefully. Players marked with “XXX” are temporarily SUSPENDED. If a team shoots the player and the Local League Office hasn’t lifted the suspension, that player’s match will be forfeited to the opposing team. Players who owe money will be flagged with “\$\$\$” signs beside their name. At the time the player is flagged, they will be sent an invoice (to their current email address on file) for the amount they owe. They may shoot, however, if the money they owe is not submitted electronically to our office before their matches are processed, their match will be forfeited to the opposing team, and the team will lose bonus points.

AGE REQUIREMENTS – Page 21

Addendum: All travel divisions (and most in-house divisions) are restricted to age 21 and older. In-house divisions that allow ages 18 and will be marked as 18+ on the schedules and scoresheets.

VERIFICATION OF IDENTITY – Pages 21-22

Addendum: Any team who plays a player under another identity (falsifies a player) will lose all points (including bonus points) for the week(s) involved. If it happens during the playoffs or HLT play, the team will be disqualified. All players involved will face suspension.

EVERY PLAYER MUST BE A CURRENT MEMBER – Page 22

Addendum 1: All NEW and all NON-PAID returning members must now pay their membership online on the APA Pool League App (Member Services) before they can be added to a team.

If a team allows a single player to shoot without submitting their membership fee, the team will lose the points won in that individual match, plus their bonus points. Their opponent only receives credit for the points they actually earned. If a team allows two or more players to play without a current paid APA membership, the team will receive zero points for the week or weeks involved (including bonus points).

National Rules now REQUIRE that we REMOVE all players from a team’s roster, who have not paid their membership dues by the time week # 4 scoresheets are processed. Captains, please reach out to any player that is showing as NOT PAID on your week # 4 roster/scoresheet and instruct them to go online and immediately pay their membership dues to prevent being dropped from your roster, even if they aren’t going to be present for your week # 4 match. Once removed from your roster, they cannot be added back unless your team is in a position to invoke the APA SURVIVAL RULE ... which only allows you to build back to a maximum of 7 players.

RENEW YOUR MEMBERSHIP
ONLINE

Visit - join.poolplayers.com

ROSTERS – Page 24

Addendum 1: When adding a player to your team roster, who has played in the APA before, make sure that they are assigned their prior player number and are playing at the proper skill level. Since there is no sure method for uncovering players playing at incorrect skill levels or playing under the wrong player number, the APA must hold the player responsible for playing FAIRLY and at the proper skill level. It is the player's responsibility to shoot at the correct skill level and to notify the League Office, repeatedly, if necessary, of any administrative errors. They may contact the Operations Manager directly, if necessary, to get the problem resolved. If they do not, and it is discovered that they were playing at an improper skill level, the APA has no choice but to void all points won by the player. Their opponent(s) will receive either the points they won during their match, or standard forfeit/bye points, whichever is greater. If the infraction is discovered during the playoffs or other HLT play, it would mean disqualification for your team.

Addendum 2: The APA Survival Rule can be invoked anytime during the regular session, but not during the playoffs or other HLT play. If you're having problems, and need help with the Survival Rule, YOU MUST FIRST CONTACT THE LEAGUE OFFICE. Call or email your Division Manager, or our Operations Manager. The APA Scorekeeper App follows National Rules, and does not permit you to add or drop players from your roster after week # 4. Roster changes (under the Survival Rule) can only be made by our local APA office staff and all changes requested must comply with the following guidelines.

- In our standard 8-Player team formats, your team roster must be down to six (6) or less players. Unreliable players still listed on your team roster must be removed, and replacement players must first pay their membership fees online (at joinpoolplayers.com) to be able to be added to your team. You may then add enough players to bring your team roster up to a maximum of seven (7) total members ... no more! Added players must get in the required matches needed to be eligible to participate in the playoffs.
- None of the players that you choose to add may have a skill level greater than "SL-4" in the specific format for which they are being added, and they must have at least ten (10) current matches played in that format. Exception: It is permissible to add a player whose skill level is greater than a SL-4, but only with League Operator/Operations Manager approval.
- The survival rule cannot be invoked by any team that is currently in 1st thru 4th place in a 9-team to 16-team division, currently in 1st thru 3rd place in a 5-team to 8-team division or currently 1st or 2nd in a 4-team division. You will have to wait until your team drops in the standings.

Survival Rule for Ladies Teams – Your team must be down to three (3) or less players and you may only add enough players to bring your team roster back up (4) members. The added player(s) must be approved by the League Operator and must get in the required matches needed to be eligible to participate in the playoffs.

Survival Rule for Mixed Format (6-Player) Teams - Your team must be down to four (4) or less players to invoke the Survival Rule. You may add only enough players to bring your team roster back up to a maximum of five (5) total members. The added player(s) must be approved by the League Operator and must get in the required matches needed to be eligible to participate in the playoffs.

General Rules

Survival Rule for Masters Teams – Your team must be down to 3 or less players (and meet all Survival Rule criteria). You may then add enough players to bring your team back up to a full roster of four (4) players. If the Survival Rule is invoked during the last four weeks of the session, the team must be down to 2 or less players and may only build back to three (3) members and the added player(s) must be approved by the League Operator. If a Masters team qualifies for Vegas, they may replace a team member who cannot travel with the team, but only with the approval of that player and the League Operator and they must get in the required matches needed to be eligible to participate in the playoffs.

All added players must still play the required number of matches, in order to be eligible for the playoffs and other HLT play. Membership dues must also be paid the night the player shoots (if not a current APA member). Teams may be limited to the number of times that they are allowed to invoke the Survival Rule. No changes may be made during post-session play.

Addendum 3: If any member of your team passes away or becomes terminally ill (regardless of your position in the standings) you will be allowed to replace them with players of equal or lesser skill level, as long as their replacement is an established player with ten (10) or more current matches played in the APA (unless doing so violates a National rule). The League Operator/Operations Manager may adjust this requirement, based upon the circumstances, i.e., allowing a new female player to be added to the roster. New non-established players must still shoot at least 6 times with your team in order to qualify for the playoffs (established players - 4 times). If the replacement player is added late in the session and does not shoot the required number of times, they will not be eligible to shoot in the playoffs.

Addendum 4: If your team does not meet the Survival Rule criteria, or if you add a player that who doesn't meet the Survival Rule criteria, and they shoot, that match will be forfeited to the opposing team.

TEAM MATCH PLAY– Page 25

Addendum: Once you shoot for a team, you may not change teams within a Division without a RELEASE from your former team.

WHO PLAYS FIRST & ORDER OF PLAY – Page 25

Addendum 1: Once a coin toss or lag has occurred you cannot change who you are putting up in a match ... UNLESS that player will cause your team to violate the 23 rule or senior player rule. If you are in jeopardy of those violations, you must announce/make the change prior to the rack being broken.

The team whose turn it is to put up first cannot make any changes once they announce someone's name to the other team. If you are the other/opposing team (who put up second) you may make a change after you initially announce someone, but only prior to the coin toss or lag. Also, if a player who is not present and not on-site is accidentally announced, the teams may put up other players.

Addendum 2: When flipping to see who puts up first, for the flip to be official, the coin must come to rest (lying flat) on the bed of the table, otherwise flip again.

General Rules

BYES – Pages 25-26

Amendment: 8-Ball League Byes are worth 7 points plus 2 bonus points. Ladies 8-Ball League Byes are worth 4 points plus 2 bonus points. 9-Ball League Byes are worth 50 points plus 10 bonus points. Mixed Format League Byes are also worth 50 points plus 10 bonus points. Masters League Byes are worth 16 points plus 2 bonus points.

Addendum: New teams starting late will receive Bye points (including Bonus Points). In 8-Ball Leagues – (7 points plus 2 bonus points); in Ladies 8-Ball Leagues – (4 points plus 2 bonus points); in 9-Ball and in Mixed Format Leagues – (50 points plus 10 bonus points); and in Masters Leagues – (16 points plus 2 bonus points). Existing teams will receive Bye points, but no Bonus Points!

FORFEITS – Pages 26-28

Amendment: Occasionally, one or both teams may be unable to attend a league match. If both teams agree, they may simply call the league office and request to re-schedule their match. Re-scheduled matches are to be made up within two weeks from the originally scheduled date. In very rare cases, there may be circumstances (such as funeral services for a team member, etc.) that prevent the teams from making up the match, and the teams may be allowed to simply split the points, but only at the League Operator's/League Manager's discretion. In these rare cases, the teams will receive standard BYE points (plus Bonus points).

Addendum 1: Verify that the other team is not there before declaring a no-show. Check around the bar to see if any of the patrons are there from the opposing team, before assuming that no one is present. Remember, the opposing team only needs one member present to avoid forfeiting. If no one from the opposing team is present, notify one of the tavern staff that the other team is not present. Then, place a note in the COMMENTS section in the SK App, as to who you spoke to, the time of the forfeit (forfeit time is official starting time plus 15 minutes), and state that the opposing team was not there 15 minutes past the Official Starting Time. Be sure to use standard time, not bar-time. This will give the League Office verification that the opposing team did indeed forfeit. During HLTs, the Tournament Director may extend the forfeit time due to extenuating circumstances (i.e. traffic back-ups or vehicle problems, etc.). To extend or not to extend the forfeit time is solely at the discretion of the Tournament Director.

Addendum 2: If both teams have at least “two” members present by the official starting time, then match play is to begin. If one of the teams only has one player present, the team may choose to use their 15-minute grace period to wait for their second player to show, or they can start the match, totally their call!

Addendum 3: Forfeiting 10 or more matches can also result in a team being automatically dropped from the league.

Addendum 4: Partial Forfeits/No-Shows – In our 8-Ball, 9-Ball, and Mixed Format leagues, if a team forfeits three (3) or more individual player matches, individual match forfeits do not apply. Instead, the team match will be treated like a Full Team No-Show or a Bye. The team that is forfeiting will receive only points earned, while the team receiving the forfeit will receive only the total amount of points that they would normally receive for a Bye. This prevents penalizing the entire division by awarding an unfair number of points to a team simply because their opponents didn't have enough players present. In our Masters and Ladies leagues, if a team forfeits two (2) or more individual player matches, the partial match will be treated like a No-Show or Bye.

General Rules

The forfeiting team will receive points earned, while their opponents will receive the points they would have normally received for a BYE. This prevents penalizing the whole division by giving an unfair number of points to a team simply because the other team didn't have enough players present.

Addendum 5: Forfeit Fund – Your team may have matches forfeited to you, or you may occasionally forfeit matches to your opponent. Collect a few extra dollars from each team member at the beginning of the session and place it in a forfeit fund to cover potential forfeits.

Addendum 6: How Forfeits are Scored - Individual player match forfeits in our Mixed format Leagues are scored the same as they are in our Open 9-Ball Leagues (15 points each during the regular session; 20 points during HLT play). A full team forfeit is worth 50 points plus 10 bonus points.

Forfeits in Ladies 8-Ball are scored the same as in Open 8-Ball (2 points during regular session; 3 points during HLT play). In 8-Ball, a full team forfeit is worth 7 points plus 2 bonus points. In our Ladies Leagues, a full team forfeit is worth 4 points plus 2 bonus points.

Individual player match forfeits in our Masters Leagues are worth 6 points each during the regular session. A full team forfeit (regular session) is worth 16 points plus 2 bonus points. In HLT play, where an individual player match is worth 1 point, a forfeit is also worth 1 point.

SPLITTING MATCHES – Page 28

Amend to Read: If, during the regular session, the fourth match has not started by “2 ½” hours after the official League start time, teams are to put up their next player and start play on a second table, if available. However, if **both** teams agree, they may continue to play on just one table. The hosting location may or may not elect to make a second table available. It is entirely their choice. Also note that a player shooting in one match may not coach in the other match. Teams playing their Divisional Finals at The New Green Room may also be required to split matches, if needed, but only if the Tournament Director feels that time is a problem.

COACHING – Pages 29-31

Amend To Read 1: A time-out should be called before coaching begins, however if a fellow teammate (coach) forgets to verbally call a time-out, the time-out still officially begins when the coach starts advising the shooter (either verbally or visually).

Amend To Read 2: Any comments made to a player when it is not his turn at the table are not considered coaching unless the comments relate to the game situation (shot selection, cue ball positioning, English, etc.). In other words, when not shooting, talk to your team about the weather, plans for the weekend, anything but the game situation. And when your opponent's turn is over, stop talking with your teammates and head to the table to begin your turn.

Amend To Read 3: Any member on the shooting team may call for a time-out; however, to avoid someone accidentally calling for a non-available time-out (and getting your team penalized), it is suggested that only the Captain, or the player's coach, call for an official time-out. The coach must leave the playing area before the shooter attempts the shot. Since it is difficult to determine the extent of the playing area, no penalty will apply as long as the coach is making an attempt to exit the immediate area. During the playoffs and HLT play, shooters are to sit in a neutral area away from their teams.

General Rules

Addendum 1: During a time-out, the coach may use the cue stick (if they wish) to demonstrate how to shoot a shot, and even “physically” line-up the shooter, or position the cue stick while it is in the shooter’s hand ... AS LONG AS THE SHOOTER “REPOSITIONS” THEMSELVES “PRIOR” TO EXECUTING THE SHOT. If not, it would be considered ILLEGAL COACHING. Again, the shooter can avoid penalty by simply resetting themselves prior to shooting.

Addendum 2: If the SHOOTER calls for a time-out and none are available, there is no penalty. They are simply reminded that they do not have any time-outs left. However, if a team member calls for a TIME-OUT when NONE ARE AVAILABLE it will be considered ILLEGAL COACHING and will result in the same penalty as RECEIVING ILLEGAL ADVICE as listed under Fouls on page 54 in the OTM, which is a Ball-In-Hand Foul. Also note that asking the shooter if they want or need a time-out is the same as CALLING a time-out. Fouls must be called when they occur. They may not be called after a subsequent shot is executed.

Addendum 3: It is NOT permissible according to our Local Bylaws to “mark” the table in any way or to set ANY OBJECT (including a piece of chalk) on the rail, cushion, or bed of the table, to be used as a visual aid. Notify the shooter that this is not legal and ask them to remove it. If after being asked to remove it, the shooter refuses and still executes the shot, stop the match and file a protest. The same, if the coach continues to hold their finger on the rail while the shooter executes a shot.

Addendum 4: Since we would like to limit time-outs to around a minute (on average), and since receiving coaching from anyone aside from your designated coach would result in a foul, please be cautious and try to refrain from allowing multiple teammates at the table during a time-out.

Addendum 5: Previously, in not only our Tri-Annuals and World Qualifier, but also in our LOCAL PLAYOFFS, coaching had been limited to only one “1” time-out per player per game, regardless of the skill level of the player. Now that our teams are using the APA Scorekeeper App for their playoffs, and for uniformity across the network, we will be following the APA Official Team Manual (OTM) on this issue.

For our Local Playoffs (SEMI-FINALS and FINALS) SL-1, SL-2, and SL-3 players will now receive “2” Official time-outs per game, and SL-4 and above players will receive “1” time-out per game.

For the TRI-ANNUALS and the WORLD QUALIFIER, all players will still be limited to only “1” Official Time-Out per game.

Addendum 6: Outside spectators are not allowed to coach the shooter in any way. This includes sitting with the coach or team and advising them as to when to call a time-out, etc. If this occurs during the regular session, simply write a note to the League Office or stop the player match and file an official protest if the problem cannot be resolved. If this occurs during the divisional playoffs or other Higher Level Tournament events, illegal coaching and spectator interference fouls will apply, and the illegal coach (if an APA member) may face suspension. If the illegal coach is a non-APA member, they may be restricted from joining the APA in the future. Team members involved with the illegal coach may also face suspension. However, if a bar patron (not affiliated or obviously not “with” the team) should yell out something like: “Why don’t you shoot the 3?” ... no penalty occurs and both captains should ask the establishment owner or employees to stop the individual from interfering in the matches.

General Rules

Addendum 7: When matches need to be split (played on two tables at the same time), players shooting on one table are NOT PERMITTED to coach on the other table.

Addendum 8: To prevent the perception of illegal coaching, we ask that when your shooter is at the table, and you are close enough to the playing area for the shooters to physically hear your conversation, please refrain from speaking in a language other than English. If you do speak (in a foreign language) loud enough for your player to hear you, the other team has the right to ask you to stop. If you continue, they have the right to stop that specific player match and file an official protest. Repeated complaints can result in penalties, including suspensions.

NOTE THAT ***IF THE SHOOTER REQUESTS A TIME-OUT, THE COACH CAN NOW “REFUSE” THE TIME-OUT AND NO TIME-OUT WILL BE CHARGED!*** If the COACH calls a time-out however, the player cannot refuse it and the Time-Out (if available) is charged.

Addendum 9: When an official time-out is called by the shooter or his/her coach, to discuss game strategy, the non-shooter and his/her coach may also talk with each other. Their conversation should be conducted quietly, outside the immediate shooting area, so as to not disturb the shooter during his/her official time-out. Once the shooter is finished with his/her time-out, all players and coaches are to head back to their separate areas. Note that different coaches may be used during each time-out.

HOST LOCATIONS – Page 31

Addendum 1: Once you have registered to play out of a specific Host Location (and the schedules are released for the new session), you may not switch to a different Host Location, unless you receive permission to do so from the establishment that you originally signed up to play out of. The Scorekeeper App doesn't allow teams to simply change Host Locations within the App. All Host Location changes must be done internally by our Operation Staff. You must notify the League Office of your request (either by phone or email) and if approved, we must make the change internally in our system, and update the Divisional Schedule, accordingly.

You do not need to receive permission to switch to a different Host Location for the following session, however, you must still notify the League Office (by the registration deadline) in order for us to make the change internally, prior to releasing the new session's Divisional Schedule. Simply call our office, email us, or place a note in the COMMENT section of the Scorekeeper App .

Addendum 2: House Rules – Please abide by “House Rules”, as long as doing so does not violate APA Game Rules.

Example 1: Some facilities restrict cue elevation to prevent damage to their tables.

Example 2: Other facilities, like The New Green Room (which have multiple divisions, playing on different tables, at the same time) have asked for and have been given approval to allow teams a special 15-minute grace/waiting period. This waiting period may only be used when a player is chosen for a given match and isn't available to start play because they are still shooting in a match on another table (in a different division). This rule is similar to the Common Player Rule we use in HLT play at The New Green Room. The New Green Room also limits the number of common players in multiple divisions (during Regular Session Play) to 2-3 players/team. Other In-House facilities with multiple divisions may also have similar rules.

General Rules

Addendum 3: Host locations that wish to participate in our local travel leagues must have a current liquor license. Note: Locations without a liquor license may host in-house leagues, as long as they have a minimum of two pool tables.

Addendum 4: Strip Clubs: Our local APA prohibits the mixing of a “strip club”, or “exotic dancing club” with our existing APA tavern travel Leagues. Please understand that APA team play was designed to take place in billiard rooms, taverns and select private clubs that cater to both men and women.

TEAM SKILL LEVEL LIMIT & LIMITED NUMBER OF SENIOR SKILL LEVEL PLAYERS (8-BALL & 9-BALL) – Pages 34-36

Addendum 1: If a team violates the Team Skill Level limit (23-Rule), they lose all points earned for the night however, they will still receive their bonus points provided they submit their match data and fees on-time.

Addendum 2: If a team declares a player that violates the Skill Level Limit or Senior Player Limit (and the balls are not yet broken), they may change the player. If the opposing team put up second, they may also change their player. If the opponents put up first, their choice stands.

Addendum 3: If the 23-Rule is broken in either the first or second match, the non-offending team would receive STANDARD BYE points for the night, not forfeit points for each individual match.

SESSION PLAYOFFS – Pages 36-38

Amend To Read: In our local franchise, we conduct two sets of playoffs per division (Tier-1 and Tier-2). At the end of each session, teams from each division advance (based upon their regular session performance) to one of two sets of playoffs. The team that wins the Tier-1 playoffs receives Division Champion patches, a plaque for their Host Location, and their choice of either Tier-1 Divisional Champion T-Shirts or Trophies. They also gain eligibility into the Tier-1 Tri-Annuals. The Runner-Up receives Tier-1 Runner-Up patches. The High Point Finishing team (in our 13-16 team divisions) advance directly to our Tier-1 Tri-Annuals and receives High Point Finisher patches, a Host Location plaque, and their choice of either HPF T-Shirts or Trophies.

The team that wins the Tier-2 playoffs receives Division Champion patches, a plaque for their Host Location, and their choice of either Tier-2 Divisional Champion t-shirts or Trophies. They also gain eligibility into the Tier-2 Tri-Annuals. The Runner-Up receives Tier-2 Runner-Up patches.

A team does not automatically win the division title and eligibility simply by earning the most points during the session; however, your points standing can gain you a seeded slot (or even a Bye in some cases) into the playoffs. The High Point Finishing (HPF) team in each division will receive HPF patches. In our 9-team to 12-team divisions, the HPF team advances directly to the Tier-1 Divisional Finals. The HPF team in our larger 13-16 team divisions advances directly to our Tier-1 Tri-Annuals. The playoffs (Semi-Finals, followed by Finals) will normally take place immediately following regular session play, and full weekly fees will be collected. All the rules governing regular session play also pertain to the playoffs. Please pay special attention to the 23-Rule, as well as the senior player rule. In the playoffs, it is sometimes not necessary to play all five matches. The first team to score 8 points in 8-Ball (51 points in 9- Ball) wins the match.

General Rules

The local level of the World Pool Championship begins with our Tier-1 and Tier-2 Tri-Annuals, which are held every session.

Playoffs & Tri-Annual Events - In 8-Ball, male skill level 2's are advanced to skill level 3's for all post session play and their new rating counts towards the 23-Rule. In 9-Ball, male skill level 1's are advanced to skill level 2's and their new rating counts towards the 23-Rule.

AUTOMATED PLAYOFF INFORMATION SYSTEM FOR PLAYOFF AND WILD CARD RESULTS!

Call the League Office at 410-255-5400 and follow the voice menu. Playoff information may also be obtained from the APA app and our local website. www.apapool.com

WHICH TEAMS PLAY IN THE PLAYOFFS AND WHERE DO THEY PLAY?

Your team's standing (and the number of teams in your division) will determine whether your team makes it into the Tier-1 playoffs or the Tier-2 playoffs. If your team does not finish in a playoff position, you may still be drawn as a "wild card team". Both Tier-1 and Tier-2 Semi-Finals will be played on the same night as regular League play, and both will be played on the same date. Home field advantage in the Semi-Finals (and also in the Finals in the Outlying Counties) goes to the team(s) that is higher in point standings (provided tables are available at their Host Location); otherwise, matches are to be played at the opponent's Host Location.

If tables are unavailable at the opponent's Host Location, the match will be scheduled at one of the other taverns within the division, typically a tavern (with an available table) whose team finished higher in point standings. Tier-1 and Tier-2 Divisional Finals in Divisions 001-399 are played at the New Green Room on the weekends, while Tier-1 and Tier-2 Divisional Finals in Divisions 400-999 are played on the same night and time as regular League play.

Your specific Divisional Playoff format is determined by the number of teams that are listed on your Division Schedule going into the last three (3) weeks of the session.

(13-16) Team Division – If your team finishes in 1st place, you will advance directly to the Tier-1 Tri-Annual Championship. If your team finishes in 2nd place, you will advance directly to the Tier-1 Finals. If you finish in 3rd or 4th place, your team will advance to the Tier-1 Semi-Finals (3rd vs. 4th). If your team finishes in 5th, 6th, or 7th place, ... or draws the Wildcard slot, your team will play in the Tier-2 Semi-Finals (5th vs. Wildcard and 6th vs. 7th).

(9-12) Team Division – If your team finishes in 1st place, you will advance directly to the Tier-1 Finals. If you finish in 2nd or 3rd place, you will advance to the Tier-1 Semi-Finals (2nd vs 3rd). If your team finishes in either 4th, 5th, or 6th place, ... or draws the Wildcard slot, your team will play in the Tier-2 Semi-Finals (4th vs. Wildcard and 5th vs. 6th).

(7-8) Team Division – If your team finishes in either 1st or 2nd place, your team will advance directly to the Tier-1 Finals. If your team finishes in either 3rd, 4th, or 5th place ... or draws the Wildcard slot, your team plays in the Tier-2 Semi-Finals (3rd vs. Wildcard and 4th vs 5th).

General Rules

- (6) **Team Division** – If your team finishes in either 1st or 2nd place, your team will advance directly to the Tier-1 Finals. If your team finishes in 3rd place your team will advance directly to the Tier-2 Finals. If your team finishes in either 4th place ... or draws the wild card slot, your team plays in the Tier-2 Semi-Finals (4th vs. Wildcard).
- (5) **Team Division – Tier-1 Format Only!** 1st vs. Wildcard; 2nd vs. 3rd place in the Semi-Finals. Winners advance directly to the Tier-1 Finals.
- (4) **Team Division – Tier-1 Format Only!** If your team finishes in 1st place you will advance directly to the Tier-1 Finals (No Semi-Finals Required). If your team finishes in either 2nd place or draws the Wildcard, your team plays in the Tier-1 Semi-Finals (2nd vs. Wildcard).

How to Lose “Wild Card Eligibility”

- Being late with your Weekly Fees three (3) or more times during the session.
- Forfeiting six (6) or more individual matches during the session in question. Week # 1 - 4 forfeits do not count. League Management also reserves the right to waive forfeits for special circumstances. Forfeiting 10 or more matches can also result in a team being automatically dropped from the league.
- Forfeiting three (3) or more of your five (5) individual player matches on the last week of regular session play. Forfeiting two (2) or more of your three (3) individual player matches in our Masters, or Ladies Leagues.
- Scoring two (2) or less points in our 8-Ball Leagues; thirty (30) or less points in Mixed Format or 9-Ball Leagues; fifteen (15) or less points in our Adult/Juniors Leagues; or one (1) or less points in our Ladies 8-Ball leagues on the final week of the regular session.
- Having been disqualified from regular League play.
- Teams who are qualified to participate in our local World Qualifier and who do not finish in the top half of the Division in points standings (and who did not earn a slot in the playoffs) will lose Wildcard Eligibility. Note that all members on the Qualified team who did not perform properly will undergo a special review by the Executive Review Committee (ERC).

Amend to Read: For a player to be eligible to participate in Session Playoffs, new players and players with less than six “prior” lifetime matches played (within the specific format) are required to shoot at least “6” times with their team during the session. Player with six or more “prior scores” are required to shoot “4” times with their team during the session.

Amend to Read: A team with an ineligible player on their roster may **NOT** use that player’s SL for 23 Rule purposes. A SUSPENDED player (XXX beside their name) is considered ineligible.

Addendum 1: Common players playing in the Divisional Finals at The New Green Room – If you have two or more players on your team who are both on an additional team playing in the Division Finals at The New Green Room, you may call for one (and only one) official waiting period time-out (not to exceed 30 minutes) to wait for one of the players (still competing in another match on another table) to finish their match. To stay warmed up, their opponent will be permitted to practice (by themselves) on the assigned table, until the common player has completed the other match for the other team. Mark the back of both scoresheets with the starting time of the “waiting” time-out (using the clock at the Tournament Director’s control desk). Once the time has reached 25 minutes, ask the Tournament Director to come to the scoring table.

General Rules

If the match is completed within the 30-minute grace period, the players originally chosen must play the assigned match and cannot be changed. If the match is not completed by the end of the 30-minute grace period, the team with the common players will at that time have to put up another player or forfeit that match. The opposing team will also be allowed to choose a different player, even if their team was the first to put up. Players common to two or more teams may only coach one match at a time.

EQUIPMENT – Pages 39-40

Addendum: Please note that phenolic tips are allowed on BREAK Cues. Shifty bridges are permitted for their intended use. Also note that if both players agree, some other items considered specialty equipment, i.e. a template rack, may be used, but only for the purpose they were designed to be used for.

PLAYERS RECEIVING INCENTIVES – Page 40

Addendum: Even though the APA does not interfere in the business practices of its Host Locations, the APA strongly discourages its Host Locations from the practice of paying weekly fees for the teams. The program was designed to be free to the Host Locations, and it is felt that the cost to our members is extremely reasonable. The tavern or billiard room owner is not responsible for paying memberships or weekly fees, or for providing free pool. **TEAM FEES ARE SOLELY THE RESPONSIBILITY OF THE TEAM, AND THE TEAM CAPTAIN IS HELD RESPONSIBLE FOR COLLECTING AND TURNING IN THESE FEES TO THE LEAGUE OFFICE.** If a Host Location decides to do something special for its teams, it should be appreciated, not solicited. Please show your appreciation by thanking them for their generosity.

PROTEST AND DISPUTES – Page 41

Addendum 1: According to **NATIONAL RULES**, the protest fee is \$50 (invoiced later). Please try to settle all disputes onsite and **ONLY** file a protest when the other team is unwilling to work things out. There's never a need to be rude and disrespectful to another APA member. If it's a foul, it's a foul. If you lose, you lose. Play nice and **HAVE FUN!** If a problem arises that cannot be resolved, you may wish to contact one of your Division Reps for assistance. Remember, while they cannot make official rulings, they may be able to help you locate an answer to your question in the rule books. Since your Division Reps sit on the Sportsmanship Review Committee, it is always a good idea to notify them anytime a major sportsmanship problem arises and ask for their assistance. You may never stop a match to protest someone's skill level. Play the match then submit a note asking that the player be reviewed.

Addendum 2: Un-played matches which have been officially protested and which are directed by the League Office to be replayed will normally be rescheduled for 2:00 pm on the "second" Saturday following your regular night of play at the originally scheduled Host Location (or as assigned by the League Office). Teams are allowed to make up the matches any time prior to that date without League approval, otherwise the Local League Office assigned date and time becomes **OFFICIAL**.

SECTION 3 – GAME RULES

LAGGING – Page 45

Addendum 1: Players are required to LAG for the break (EVEN DURING REGULAR SESSION PLAY) unless BOTH players agree to flip a coin. If the players elect to flip, to see who has the choice of breaking, for the flip to be official the coin must come to rest (lying flat) on the bed of the table, otherwise flip again.

Addendum 2: When lagging, to avoid having to re-lag, both players should lag at approximately the same time, if possible. If one of the players waits until their opponent's ball makes contact with the back rail, before beginning their lag, both players must re-lag.

Addendum 3: When lagging, if a player scratches, or their ball comes into contact with the side rail, they lose the lag.

RACKING – Pages 45-46

Addendum: If after two attempts at racking, the breaker is still not satisfied with the rack, their opponent has the option of continuing to re-rack or they can let the breaker rack their own balls.

BREAKING – Pages 46-47

Addendum 1: Players are not allowed to purposely “soft-break”. Doing so results in a re-rack with the rack being broken by the same shooter, even if the rack would otherwise meet the criteria of a legal break. If the situation continues, the League Office should be notified, in writing, and sportsmanship penalties may apply. Players reported to be soft-breaking, face the possibility of having their skill level elevated or even being suspended. Players must break as hard as they can (with control).

Addendum 2: If an injury prevents a player from breaking, they are authorized by the local league office to pass the break on to their opponent, but no one else can break for them. Remember, an inning is always marked after the second shooter (non-breaker) misses. If the player with the injury is the player listed as the second shooter, every time they win a game, an inning must be marked prior to their passing the break to their opponent.



AFTER THE BREAK – Pages 47-48

Amend to Read (a): In 8-Ball, if the cue ball scratches on a legal break the shooter must place the cue ball behind the head string. If they do not and (after being notified) continue to shoot the shot outside the head string, stop the match and submit a formal protest.

Addendum 1: Occasionally a shooter will mistakenly think they pocketed a ball on the break (when no ball(s) were actually pocketed) and continue to shoot:

1. If the shooter misses their first shot, (and the opposing team notifies them of their error) the opposing player receives ball-in-hand, and the game proceeds as normal (in 8-Ball, the table is still open).
2. If the shooter pockets a ball on their first shot (and the opposing team notifies them of their error), the pocketed ball stays down (becomes a dead ball in 9-Ball), the opposing player receives ball-in-hand, the table is still open, and the game continues.
3. If the shooter pockets a ball on their first shot and subsequently executes a second, third, fourth shot, etc. before the opposing team notifies them of their error, then when noticed, the game is to be stopped and replayed (opposing player breaks). In 9-Ball, no points are awarded to either player.
4. If the opposing team does not notify the shooter of the error until after their own player has executed a shot at the table, then the game is to continue as is with both players keeping their category of balls (in 9-Ball, all points earned stand).

Addendum 2: Occasionally you might break the rack and neither you nor your opponent notice that you pocketed a ball on the break. If this happens and you allow your opponent to start shooting, the game continues as if nothing had been made on the break. If they pocket a ball in 8-Ball, they then have that category of balls (even if it is the same category you pocketed on the break). If they pocket a ball in 9-Ball, they continue shooting, however you still receive credit for any balls that you pocketed on the break.

Addendum 3: Occasionally a shooter mistakenly uses an object ball as the cue ball. If an object ball is mistakenly used as a cue ball while executing a shot and the real cue ball is contacted in anyway, the result is a ball-in-hand foul. Otherwise, all object balls contacted or pocketed during the shot (including the 8-Ball) would simply be placed back in their original position by the opposing shooter. If too many balls were moved, to make replacing them impossible, the players may elect to simply do a re-rack. The rack would then be broken by the opposing shooter.

Addendum 4: Even though players “should” confirm that they have ball-in-hand before picking up the cue, if either player mistakenly picks up the cue ball (thinking they have ball in hand), no foul has occurred. The cue ball is simply placed back on the table as close to where it was sitting ... by the opponent.

Addendum 5: In 9-Ball, if at the end of a given rack, the two teams show a discrepancy in ball count, please take a moment to try and determine which player made which ball in that given game. If you can’t solve the discrepancy, then treat the ball that you can’t agree upon as a “dead” ball and the Scorekeeper App will adjust your scores accordingly.

Addendum 6: “Spotted” balls are to be placed on the “center” of the “foot-spot”, if possible.

Game Rules

Addendum 7: When the cue ball is totally frozen to the shooter's object ball (or the lowest ball on the table in 9-Ball) it is permissible to shoot straight through the object ball. The shooter should use caution when stroking through their shot not to double-hit the cue ball later in their stroke. Double hitting the cue would result in a ball-in-hand foul. If the balls have spacing between them (not frozen) the shooter should elevate their cue or shoot off to the side to avoid a double-hit foul.

ACCIDENTALLY MOVED BALLS – Pages 50-51

Amend To Read: NOTE: An object ball that is in motion (other than the 8-Ball) that makes accidental contact with a bridge, cue stick, etc., is not replaced unless the contact causes that ball or another object ball to be pocketed. If this occurs, the pocketed ball would be immediately spotted on the foot spot.

Addendum 1: If stationary object ball(s) are accidentally moved, they are to be placed as close as possible to their original positions by the opposing shooter. If the opposing shooter isn't sure exactly where they were originally positioned, they may ask anyone, including the shooter, as to where they think they were. If the majority of the balls, on the table, are accidentally moved, to where it would be extremely difficult to reset the table, the players may elect to re-rack the balls and replay the game, provided BOTH players agree to the re-rack. Otherwise, the balls that were moved are to be placed as close as possible to their original positions by the opposing shooter.

Addendum 2: If a player is accidentally bumped and the cue ball is contacted, the OPPONENT simply replaces any moved ball(s). The same if a coaster or other object placed over the table light accidentally falls on the cue ball.

MARKING THE TABLE – Page 52

Addendum: Even though the OTM states that it is permissible to sit a piece of chalk on the hard surface of the rail ... it is NOT permissible according to our Local Bylaws to set ANY OBJECT (including a piece of chalk) on the rail, cushion, or table bed, to USE AS A VISUAL AID. If this occurs, simply notify the shooter that this is not legal and ask them to move it. If after being asked to remove it, the shooter refuses and still executes the shot, stop the match and submit an official protest. The same applies if the coach marks the cloth or continues to hold their finger on the rail while the shooter executes a shot.

STALEMATES – Page 52

Addendum: Please note that a player may play as many consecutive Defensive Shots as they like. Their opponent can continuously give them ball-in-hand, but the game is not stalemated until NEITHER player wants to execute a shot after being given a ball-in-hand.

HOW TO WIN A GAME – Page 56

Amend To Read: f. - A game is forfeited if you alter the course of the 8-ball or the cue ball in a game losing situation. If it is 100% obvious that the cue ball could not have possibly scratched or the 8-Ball could not have possibly been pocketed, then the result would not be loss of game.

Addendum: If the marker is placed "between" two pockets, the pocket that the marker is closest to is considered the pocket that is marked.

SECTION 4 – THE *EQUALIZER* HANDICAP SYSTEM

HOW HANDICAPS ARE DETERMINED – Page 58

Please refer to the section titled **FREQUENTLY ASKED HANDICAP QUESTIONS** in the back of this manual.

SECTION 5 - HOW TO USE SCORESHEETS AND SCORE MATCHES

DECLARING PLAYERS – 62

Addendum: The winner of the coin toss chooses which team declares the first player.

HOW TO SCORE 8-BALL AND 9-BALL - Pages 63-67

Addendum 1: Once players are chosen, they cannot be replaced unless playing them would violate one of our skill level limit or senior skill level player limit rules. Players must be present and onsite to be put up in a match. If a player who is not present, is listed in error, they can be changed.

Addendum 2: When, during the playoffs and all other APA HLT play, a team mathematically has no chance of winning, they may concede the match.

For complete information on how to use scoresheets and score matches in any of the other local formats we offer i.e. Mixed Format, Ladies 8-Ball, and Masters, please refer to the section titled ... “Other Formats Offered”... located in the back of this manual.



SECTION 6 - CONDUCT DURING LEAGUE PLAY

For information on our local APA FIVE-STAR SPORTSMANSHIP Program and for local SUSPENSION GUIDELINES, refer to those sections in the back of this manual.

PHYSICAL CONTACT – Pages 69-70

Amend To Read: (a.) If the physical contact occurs after three matches of play are completed, the non-offending team would receive all points previously won plus forfeit points for the remaining matches. If the physical contact occurs in one of the first three matches, then the non-offending team would receive the same number of points that they would have received if they were scheduled against a BYE.

Addendum: If it is determined that an individual or individuals on one of the teams was simply defending themselves and that they or their team IN NO WAY provoked the assault then League Management may elect not to forfeit that team’s weekly points or disqualify their team (if during the playoffs or HLT play).

VERBAL ABUSE – Pages 70-71

Addendum: VERBAL ABUSE to another APA member is totally UNACCEPTABLE. Whether it is done face-to-face or done as CYBER BULLYING on SOCIAL MEDIA ... it is still VERBAL ABUSE. APA members who cannot conduct themselves properly on social media (even on other Billiard forums and web pages) will not only lose all privileges to our website and to our other social media platforms but will be subject to other penalties. These penalties will range from warnings to suspensions.

Our motto, “HAVE FUN, MEET PEOPLE, PLAY POOL” should also include ... AND TREAT EVERYONE WITH RESPECT. We are an ADULT LEAGUE and we expect our members to conduct themselves accordingly.



SECTION 7 – TOURNAMENT INFORMATION/RULES



WORLD POOL CHAMPIONSHIPS – HOW TO BECOME A QUALIFIED TEAM - Page 76

ADDENDUM 1: LOCAL TOURNAMENT STRUCTURE

Every session, each team that wins their Tier-1 Divisional Finals and the High Point Finisher Team (in our 13-16 team divisions) advances to our Tier-1 Tri-Annual Championship. Each team that wins their Tier-2 Divisional Finals advances to our Tier-2 Tri-Annual Championship. At the Tri-Annuals, all teams receive Travel Assistance money, and the top teams win Championship trophies and advance to our Annual APA Modified Double-Elimination Local World Qualifier Tournaments (held at the end of June each year).

Note: A team may now earn a first round BYE in the World Qualifier by winning multiple Tri-Annuals within the same APA League Year. To advance to the World Qualifier, teams must now win in the final round of the Tri-Annuals. We will no longer be advancing the runner-up behind an already qualified team. Instead, teams that requalify will now receive a first round Bye in the World Qualifier. They will also have an opportunity to gain eligibility for non-eligible replacement players recently added to their Spring roster.

Each session, the top sixteen teams in our 8-Ball Tier-1 Tri-Annuals and the top four teams in our 8-Ball Tier-2 Tri-Annuals advance to our annual 8-Ball World Qualifier (WQ). Sixty (60) teams will compete each year in our local 8-Ball World Qualifier with *12-13 teams advancing to the APA 8-Ball World Pool Championship. *WPC slots awarded based on team count.

Each session, the top sixteen teams in our 9-Ball Tier-1 Tri-Annuals and the top four teams in our 9-Ball Tier-2 Tri-Annuals advance to our annual 9-Ball World Qualifier (WQ). Sixty (60) teams will compete each year in our local 9-Ball World Qualifier with *12-13 teams advancing to the APA 9-Ball World Pool Championship. *WPC slots awarded based on team count.

The 8-Ball and 9-Ball World Pool Championships are held each August at the Westgate Las Vegas Resort and Casino. The APA League Year begins with the Summer Session, followed by the Fall Session, and ends with the Spring Session.

Tournament Information/Rules

A similar format is used for our Masters teams, with three teams advancing from the Masters WQ to the Masters World Pool Championship. Also note that a similar Tri-Annual and LTC structure is used for our Mixed Format and Ladies Leagues. Masters teams that qualify in the Summer Session Tri-Annual must remain active in a Masters Division during both the Fall and Spring Sessions and maintain at least 2 original players on their roster. Masters teams that qualify in the Fall Session Tri-Annual must remain active in a Masters Division during the Spring Session and also maintain at least 2 original players on their roster. Unlike APA 8-Ball and 9-Ball, where players are not required to play in the Summer Session, to play in the Masters World Qualifier and possibly advance to Vegas, all Masters players must remain active on either an APA 8-Ball, 9-Ball, Ladies, Mixed Format, or Masters team during the Summer Session.

Ladies teams that qualify in the Summer Session Tri-Annual must remain active in a Ladies Division during both the Fall and Spring Sessions and maintain at least 3 original players on their roster. Ladies teams that qualify in the Fall Session Tri-Annual must remain active in a Ladies Division during the Spring Session and also maintain at least 3 original players on their roster. Unlike APA 8-Ball and 9-Ball, where players are not required to play in the Summer Session, to play in the Ladies World Qualifier and possibly advance to Vegas, all Ladies players must remain active on any APA 8-Ball roster, during the Summer Session.

ADDENDUM 2: SUDDEN DEATH AT OUR HLT TOURNAMENTS

To keep matches running on-time at our Tri-Annuals and our World Qualifier, we from time to time, have to enforce the APA SUDDEN DEATH RULE. In our 8-Ball and 9-Ball events, Sudden Death goes into effect 4 hours after the official starting time of the first match (in our Masters and Ladies events, it goes into effect 2 ½ hours after the start of the first match). When Sudden Death is announced, any match that is currently in progress is completed in its entirety, however any and all remaining matches fall under the Sudden Death rule.

In 8-Ball and in Ladies, a Sudden Death Match will consist of 2 games. The first game will be worth two (2) points, the second game (if needed) will be worth (1) point. If the two (2) points won in the first game determine a clear winner (where there is no way the opposing team can come back and win the overall team match) the match is over. If the two (2) points earned in the first game of the Sudden Death match do not determine a clear winner, the Sudden Death match continues with a second game (worth 1 point). Since the first game of a Sudden Death match is worth more points than the second game, the winner of the first game will receive credit for that specific individual player match (for tie-breaking purposes) should the teams end up tied in total points at the end of the team match. If after playing both games in the final Sudden Death match (match 5), the teams are tied in total points, the winner is the team that won three (3) of the five (5) individual player matches.

In 9-Ball, all balls pocketed during the Sudden Death Match will count as DOUBLE points. The 1-8 will count as two (2) points each and the 9-Ball will count as four (4) points.

In Masters, each game won will count as DOUBLE points - (2) points each.

Note that a team may choose to forfeit the balance of any match to avoid having their team go into Sudden Death. They are not forfeiting the entire player match, simply the balance of the games needed by their opponent in order to win that specific match. In 9-Ball, they are simply forfeiting the number of remaining balls need by their opponent to make it to their winning ball count. They still receive the number of games (balls) that they earned in the match up until that point.

WORLD POOL CHAMPIONSHIPS – SPRING ROSTERS ARE WORLD QUALIFIER ROSTERS - Page 77

Addendum 1: Teams that qualified during the previous Summer Session Tri-Annuals may not make any roster adjustments after the 4th week of the Spring Session.

Teams that qualify in the Fall Session Tri-Annuals (since our Fall Session Tri-Annuals do not finish until after the 4th week of the Spring Session) will be allowed a last-minute roster change. They may elect to add back players, who were originally on their Fall roster or replace non-eligible players with established (League Operator Approved) players. If the player(s) they add to their Spring roster are currently active on another team, that team will have two weeks to replace those players. Player(s) dropped from the qualified team will also be allowed to join other teams, as long as they do so within the following 2 weeks.

WORLD QUALIFIED TEAMS ARE TO CALL THE APA TOURNAMENT MANAGER ON “MONDAY” (FOLLOWING THE TRI-ANNUALS IN WHICH THEIR TEAM QUALIFIED) IF THEY WISH TO MAKE ANY ROSTER CHANGES!

Addendum 2: If a team that qualifies in the Summer Tri-Annuals elects to drop an eligible player from their roster for the Fall Session, that player loses their individual player originality and eligibility and can no longer advance with their team to the World Qualifier or the World Pool Championship unless they are re-added to the team by week # 4 of the Spring Session and shoot at least 4 times with the team during the Spring session. If re-added to the roster (before week # 4 of the Spring session); and if they shoot at least 4 times with the team during the Spring session, and if they have at least 10 actually shot League year scores in their record by the end of the Spring session ... the player regains both their eligibility and originality and are again eligible to shoot with the team in all levels of Higher Level Tournament play, including the World Pool Championship, should the team advance that far.

Addendum 3: Please call the League Office and speak to our Tournament Manager (before week # 4 of the Spring Session) if your team qualified in the Summer and you have made any changes to either your Fall or Spring rosters. Remember, all changes must be approved by the League Operator/Tournament Manager before your Spring Session week # 4 roster has been finalized. Things we look for are as follows: Does the player have 20 scores in their record and were the scores shot “prior” to the team becoming qualified? Are the scores current? Is the player really strong in their category? If so, we may only approve them at a higher level. Call to see who’s going to be eligible ... and who’s not ... so that you can change your roster accordingly. Call before week # 4.

Your team may elect to replace a dropped player(s) with an established and “current” APA member approved by the League Operator/Tournament Manager. Replacement player(s) must meet the following criteria:

- (1) They must have had at least 10 (preferably 20) scores in their record prior to the date your team qualified in the Tri-Annual Championship.
- (2) Those scores must be in the same format, and they must have been shot (preferably in our local APA League area) within the three sessions prior to your team qualifying... and

WORLD POOL CHAMPIONSHIPS – SPRING ROSTERS ARE WORLD QUALIFIER ROSTERS – Page 77 (Continued)

- (3) The player must be approved by the APA League Operator/Tournament Manager (your request must be submitted to the League office prior to week #4 of the Spring Session). Don't try to find the best "4", etc. Replacement players will be carefully reviewed and if they are borderline players or have limited scores in their record (10 minimum), they will be authorized only after their handicap is adjusted to a proper level. Spring rosters are the World Qualifier rosters. Teams must remain active in all subsequent sessions from the time they qualified forward, through the completion of the Spring Session leading up to the WQ, with at least four original members on your team roster.

Replacement players who meet all replacement criteria, who have been approved by the League Operator/Tournament Manager, who have shot at least four times with the team during the Spring session, and who have at least 10 current scores in their record, may play in the World Qualifier. Any player dropped from your qualifying roster and not re-added to the Spring roster (by week # 4) has lost their eligibility to advance with the team and share in any awards or prize monies.

If a team elects to replace a dropped player(s) and go with a new or non-approved (non-eligible) player on their Spring roster, that new **or non-approved player will not be eligible**, nor can they gain eligibility, to play with the team in the World Qualifier or share in any prizes or awards (unless the team again qualifies in the Spring Tri-Annual). The player they replaced is also non-eligible to compete or share in any prizes or awards. New and non-approved (non-eligible) players are automatically removed from your World Qualifier roster. Think twice before carrying non-eligible players on your Spring roster and limiting your WQ roster to less than eight players.

WORLD POOL CHAMPIONSHIPS – NUMBER OF SCORES YOUR HANDICAP MUST BE BASED ON - Page 78

Addendum: To become eligible to compete in our local World Qualifier, players must comply with the same requirements that are needed to compete in the World Championship (outlined in this section of the OTM) ... a minimum of at least 10 lifetime scores, in the format in which they are advancing. Playoff and Tri-Annual scores count, but not the following Summer session scores.

WORLD POOL CHAMPIONSHIPS - TEAMS MUST RETAIN FOUR ORIGINAL MEMBERS – Page 79

Addendum: A team that gains eligibility in the Summer Tri-Annuals must retain four original members on both their Fall and Spring Sessions rosters to retain their Team Eligibility and to compete in the World Qualifier. A team that gains eligibility in the Fall Tri-Annuals must retain four original members on their Spring Session to retain their Team Eligibility.

TIME-OUTS – Page 80

Addendum: If the player requests a Time-Out, the COACH may NOW refuse it and no Time-Out is charged. If the COACH calls for an available Time-Out, the player cannot refuse it. This rule applies to all APA League play (both regular session & HLT).

WORLD POOL CHAMPIONSHIPS/TRI-ANNUALS (COMMON PLAYERS) Page 80

Addendum 1: If your team makes it to the Tri-Annals or to our World Qualifier, and you have two or more players on your team who are “both” on an additional team playing in the Tri-Annals (or World Qualifier), you may call for one (and only one) official waiting period time-out (not to exceed 30 minutes) to wait for one of the players (still competing in another match on another table) to finish their match. When it’s your turn to put up a player and the player you want to put up is still involved in a match on another table, simply notify the opposing captain as to the name of the player you are choosing, and that you need to call for an OFFICIAL “WAITING” TIME-OUT. Mark the back of both scoresheets with the starting time of the “waiting” time-out (using the clock at the Tournament Director’s control desk). To stay warmed up, the opposing team’s player will be permitted to practice (by themselves) on the assigned table, until the common player has completed the other match for the other team. Once the time has reached 25 minutes, ask the Tournament Director to come to the scoring table. If the match is completed within the 30-minute grace period, the players originally chosen must play the assigned match and cannot be changed. If the match is not completed by the end of the 30-minute grace period, the team with the common players will at that time have to immediately put up another player or forfeit that match. The opposing team will also be allowed to choose a different player, even if their team was the first player put up. Players common to two or more teams may only coach one match at a time.

Addendum 2: Also, note that if two teams with common players meet, all common players must “sit-out”. The common players are not allowed to play or coach for either team. This prevents hard feelings between the teams. The non-common players will compete against each other in the team match. If one or both teams cannot field 23 points with the remaining non-common players (according to their roster) the match will be shortened by the Tournament Director. If both teams can meet the 19-point rule with four eligible players (according to their roster), they will play 4 matches to 19 points, and if tied at the end of the fourth match, the winner will be the team that won 2 out of the first 3 individual player matches. If either of the teams are unable to meet the 19-point rule, but both teams can meet the 15-point rule with three eligible players (according to their roster), then the teams would play three matches, and if tied at the end of the third match, the winner will be the team that won 2 out of the first 3 individual player matches. And finally, if neither team can meet the 15-point rule (with three non-common players), then the winner would be determined by ONE individual player match. All common players advance with the winning team.

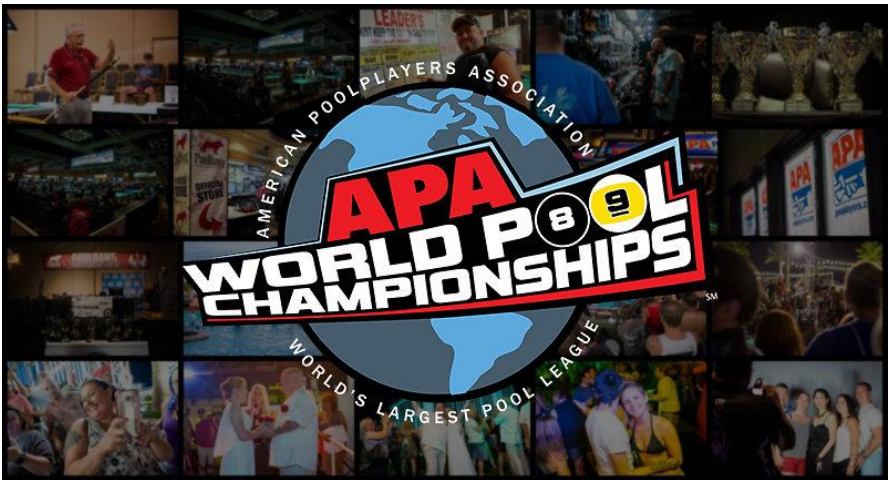
Addendum 3: Players common to two or more teams (who are not playing each other) may only coach for one team at a time. They must finish coaching one match, before they can start coaching another. They cannot coach players on two tables at the same time. Also note that a player may not coach one match, while shooting in another match.

Tournament Information/Rules

TRAVEL ASSISTANCE POLICY – Pages 80-81

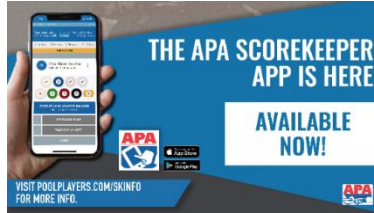
Currently, each 8-Ball and each 9-Ball team that advances to the APA World Pool Championships will now receive \$6,500 in Travel Assistance. Each Masters team receives \$3,500 in Travel Assistance. We also have travel assistance funds set up for all of the other formats that we offer locally. Travel Assistance is based upon Team Count and can vary from year to year.

Once room bookings are completed and the team’s registration fee is subtracted from the funds, the remaining monies are divided equally among all ELIGIBLE members on the team. Upon check-in in Vegas, the Team Captain will be issued last place cash (currently \$350) which is to be divided among the eligible team members. Two rooms are pre-booked (at the Westgate) for each team traveling to the WTC and can only be turned back in provided we have another team that wants the room(s). All requests, for more or less rooms, must be made no later than 12 noon, on the Tuesday following the completion of our local World Qualifier.



ELECTRONIC SCOREKEEPING/PAYMENTS

THE APA IS NOW “FULLY ELECTRONIC”



Here are Answers to all your Questions:

Q: What does “Going Electronic” mean?

A: It simply means that we have changed the process as to how we deliver and receive our weekly scoresheets. That after 40 years, we finally phased out the use of Paper Scoresheets and Team Envelopes and have embraced modern technology. This transition began by asking that all players CLAIM THEIR ACCOUNT on Member Services ... this way anyone on the team is now able to use the Member Services account to SUBMIT their team’s Weekly Fees, ELECTRONICALLY. We then trained all teams on how to keep score and how to submit their scoresheets ELECTRONICALLY, using the APA ScoreKeeper App.

Q: What happens if the APA Scorekeeper App goes down during league play?

A: If the Scorekeeper app goes down during league play, give it a few minutes to come back up. The APA has a tech team on call 24/7. You will normally receive updates as to how long it will be down, usually only a few minutes. If you do not receive an alert, you can always try switching over to the bar’s wi-fi or try performing any needed updates. **If you’re using an Android, you can also try clearing the cache.** If it’s going to be down longer, you can go to our website (www.apapool.com) to view your Divisional Roster and print a blank scoresheet. Please note that ANYONE on your team may download and print your weekly scoresheets from Member Services (instructions below):

Login to MEMBER SERVICES (league.poolplayers.com)

Click TEAMS from the MEMBER SERVICES “Top Menu”

Select your TEAM NUMBER

Locate the CURRENT WEEK, under TEAM SCHEDULES AND RESULTS

Finally, click on the blue “SCORESHEET” box with the download arrow (to the right of your current week number) to download and print your current week’s scoresheets.

Q: How do I clear the cache on an Android phone?

A: Open DEVICE SETTINGS (swipe down and click on the gear icon) ... Tap APPS (default apps) ... Find and tap on the SCOREKEEPER APP ... tap STORAGE ... then Tap “CLEAR CACHE” to delete all cached data for the selected app. **DO NOT CLEAR “DATA”!** You can also try closing and re-opening the app or using the app on another team member’s phone. Deleting and re-installing the app should be your last option!

Q: What if the Scorekeeper App goes down for an extended period of time?

A: The APA Scorekeeper app has been around since 2021 and has proven to be extremely reliable. Again, this is a highly reliable app, but things occasionally happen that are beyond anyone’s control.

If the app goes down (for whatever reason), please wait 10-15 minutes for it to come back up. If it doesn’t, start scoring your matches on paper until the app comes back online. At that time, resume using the app. At the end of the night (or between matches), transfer the data from paper back into the app. If, for some reason, the app is down for the entire evening, teams will have until noon the following day to transfer the data back into the Scorekeeper app and submit their scoresheets and weekly fees to the league office.

Note that when we first switched over to Electronic Scoring, we provided blank scoresheets to all teams, and we also mailed blank scoresheets to all our Hosting Locations and asked the Hosting Locations to please keep them behind the bar in case of an emergency.

9-Ball ... If the app goes down during a 9-Ball match, and the scorekeepers **can’t recall the correct ball count for each player**, the teams should have the players finish out the “game” they are currently in, recording the innings and the number of balls that each player makes during the balance of that game (on a blank scoresheet or piece of paper), and place the balance of that specific match on hold, temporarily. They should immediately start their next individual player match, also scoring that match on paper. When the app comes back online, they should transfer the data from the blank scoresheet back into the app, complete the match that is currently in progress, then resume the partial match that was put on hold earlier.



Q: If the SK App goes down and we have to use paper scoresheets, how do we send the information back to the League Office?

A: You should wait until the SK App comes back online and then enter the data from the paper scoresheet into the SK APP. However, if for some reason, you have to email your scoresheets to the League Office, please follow these instructions: Simply download the free “CamScanner” app (to your phone or tablet) from the Google Play or Apple store. Then ...

- Open the App (by pressing on the CS icon) then selecting “Single” ... snap a clear and legible picture of your scoresheet. The app will auto crop and adjust for the best quality. Click check mark.
- Select MORE and “EMAIL AS A PDF FILE”. Scoresheets must be submitted as a PDF.
- 8-Ball, 9-Ball, and Ladies teams ... Email the PDF of your scoresheet to scoresheet@apapool.com
- Masters Teams ... Email the PDF of your scoresheet to masters@apapool.com
- Mixed Format Teams ... Email the PDF of your scoresheet to mixedformat@apapool.com
- Include your 5-Digit team number, team name and week number, in the subject line of your email.
- **9-Ball Only – Mark your complete 5-Digit Team Number on the back (scoring side) of your 9-Ball scoresheet as well. Send both the front (roster side) and back (scoring side) of your 9-Ball scoresheet to the League Office in “ONE” email.**

Q: If the SK App goes down, how do we pay our Weekly Fees?

A: Once the SK App comes back online, you can then submit your Weekly Fees through the SK app, as you normally do ... or you can login and submit your weekly fees through Member Services on the web at league.poolplayers.com.

To Submit Weekly Fees on Member Services:

- Log in to your Member Services account.
- Select MENU.
- Select PAY LEAGUE FEES or select MATCHES and select the dollar bill icon.
- Be sure to select the CURRENT week number. Use caution when selecting the week number. The system applies your payment to the week you SELECT. If you select and pay for a future week by mistake, we have no way to refund your advance payment and/or apply it to the correct week number. You would need to go back in and select and pay for the CORRECT week. When the future week number (that you accidentally paid for) arrives, you will not have to pay again. Your fees will simply show up as being paid on that week’s scoresheet.
- Next, ADD your match to your cart.
- Click on the cart at the top of the screen to begin checking out
- Then, SUBMIT payment / Confirm Purchase

Again, please make sure to select the CURRENT week number as we cannot shift the payment from one week to another.

Q: How do we CLAIM OUR MEMBER SERVICES ACCOUNT?

A: To CLAIM YOUR ACCOUNT, simply go to join.poolplayers.com.

There you will be able to not only CLAIM YOUR ACCOUNT, but when needed, renew your APA Annual Membership. NEW players will be able to JOIN the APA and pay their initial APA Membership Dues there, too.

Q: What if I receive an error message when I try to Claim My Account?

A: If an error message comes up ... stating to contact the league office, it usually means that the data we have on file is incorrect or missing.

Text us the spelling of your first and last name, your DOB, and your email ... and we'll update everything in the system and send you back a confirmation alert. You may also call the league office during normal business hours to have your account updated 410-255-5400. If after hours, and you are at league play, choose Option 7 for assistance.

Q: How do I install the APA Pool League App on my phone or tablet?

A: Simply go to the Google Play or Apple Store ... search "poolplayer"... then click on the "APA Pool League Logo" to install the app. It's that easy! While you're there, click on the "APA SCOREKEEPER" app and install it too.

Q: Along with Paying Weekly Fees and Annual Membership Dues on the APA Pool League app ... (Member Services) ... what else can I access?

A: In the APA Pool League app (Member Services), you will be able to access:

- Your membership information (Name, address, phone #, etc.) ... to update your information
- Your personal and team statistics, rosters, & schedules
- Localized Message Board (special announcements from the local League Office)
- You can click on **NEWS** to view the latest News releases from the APA.
- You can click on **EVENTS** to view upcoming Tournaments, etc.
- You can click on **DIVISIONS** to view all APA Divisions. There you can see what other nights of play or formats are available in and around your area. And when you click on your division number, you can view the standings within the division, view a copy of the latest roster, view a copy of the Division Schedule, and view the MVP standings for the Division.
- You will be able to call or email the Local APA League Office ... access the local APA Website and Facebook Page (from within the app) ... and view and print our Local Bylaws.
- You will also be able to "OPT IN" to receive Member Services notifications ... i.e. schedule changes, snow emergency alerts, tournament cancellations, and much, much more.

Q: Can ANYONE on my team go online and pay our Team's Weekly Fees?

A: Yes, but they must be listed on your team roster and will need to CLAIM THEIR ACCOUNT on Member Services (join.poolplayers.com), prior to doing so.

Q: How do CURRENT APA members renew their APA Memberships?

A: Go to join.poolplayers.com ... Click on "Sign Into Your Account and Renew Inside" ... and follow the instructions ... or simply open the App and pay your membership there.

Q: How do PRIOR/RETURNING APA members (who have an APA Member Number) renew their APA Memberships?

A: Go to join.poolplayers.com ... Click on "Returning Member", then "Join Again" ... and follow the instructions. You must have your full "8-digit" member number (212 for our local league area plus your 5-digit number) to proceed ... i.e. 212XXXXX. If you don't remember your member number, text 443-695-7561 with your full name and DOB and we'll text it back to you. ONCE YOU CLAIM YOUR ACCOUNT, check your email. You MUST open the email with the subject line "ACTION REQUIRED" and CLICK ON THE LINK to verify your email! Then, you can simply log into the App using your email and password and pay your membership there.

Q: How do NEW players JOIN and pay their Membership Dues?

A: NEW players coming into the APA, must first go to join.poolplayers.com to CLAIM/CREATE THEIR ACCOUNT. Click on "New Member", then "Join Now" ... and follow the instructions. New players should also download both the "Pool League" and "Scorekeeper" apps from the app stores ... <http://poolplayers.com/apps> ... Once they have claimed their account, they may then login to Member Services and ELECTRONICALLY pay their memberships. If they don't have a smart phone or a computer, they can simply ask a teammate to set up their Member Services account for them.

Q: Can I add a player to my Team Roster through the app who isn't a paid APA member?

A: NO! The player must first CLAIM THEIR ACCOUNT on Member Services (join.poolplayers.com) or the APA Pool League app and... then they must pay their APA Annual Membership/Renewal Dues before you can add them to your team roster.

Q: How does my team receive Bonus Points?

A: Your team will receive Bonus Points each week, as long as: (1) you submit your Weekly Fees through the SK App or Member Services and (2) you submit your Electronic or Scanned Scoresheet through the SK App or by email, immediately following league play, or before 10am the following day.

Q: How do we receive the notifications that use to be sent out in Team Envelopes?

A: All notifications are now sent out digitally (emailed or texted) ... and all forms, that were normally sent in Team Envelopes, are now available online on Member Services (league.poolplayers.com), on the APA Pool League App, and/or on our local APA website (apapool.com).

Q: How do we receive our earned and purchased APA patches?

A: All patches earned during a given session (both free and purchased) will be recorded in our system and mailed out to you (at the address we have listed in our system) on a weekly basis.



Q: How do we install the app on our phones or tablets?

A: Simply go to the Google Play or Apple Store ... search “poolplayer” ... click on the “APA SCOREKEEPER” app ... then click INSTALL. Please note that anyone on your team roster may install the APA Scorekeeper app on their phone and score your team’s matches and/or submit your team’s weekly fees online. The app is incredible, it even allows you to change scorekeepers (phones) in the middle of a match ... and it also allows for the splitting of matches on two tables ... two people can keep score of different matches at the same time! Please encourage all of your team members to download the SK App on their phones.

Q: Where can I find Training Videos for the Scorekeeper App?

A: Go to YouTube and search for ... “APA Scorekeeper App” ... Start with “BEGINNER’S GUIDE TO THE SCOREKEEPING APA MOBILE APP” ... also, check out “APA SCOREKEEPING APP DEMO”, “HOW TO USE THE APA 8-BALL SCOREKEEPING APP”, and “HOW TO USE THE APA 9-BALL SCOREKEEPING APP”.
<https://help.poolplayers.com/hc/en-us/articles/4412875828116-How-to-Use-the-APA-Scorekeeping-App>

Q: How do I split tables in the Scorekeeper App?

A: The App allows multiple matches to be scored simultaneously. Once a match is in progress, pull the match screen down from the top, select the players for the next match, and press start. Then pull the match screen down from the top to bounce back and forth between both matches. Or, if you like, a team member can open the SK app on their phone, go to the Scoreboard and select a new match to score, then start scoring that match, while you continue to score the previous match. Only one team member (on one phone) will need to SUBMIT the scores at the end of the night.

Q: When using the Scorekeeper App, how do I edit my roster in the Scorekeeper App?

A: Watch this video ... <https://youtu.be/-cufCBkDgLo?si=QEmJJDAFORyGk6Zn>.
To add/delete players from your roster, click the Edit Roster button before you’ve assigned players to play in a match. First, select the match, then scroll to the bottom to find the “edit roster” button. Before you can add a NEW player to your team, they must first join the APA. They can join online at join.poolplayers.com or by downloading the APA Pool League app and clicking JOIN NOW. Once they’ve become a member, you and the opposing team, will both be able to search/find the player ... and add them to the Team Roster. It may take a couple of minutes for them to show up on the team in the Scorekeeper App. Returning, unpaid members, will need to log into their Member Services account and pay their membership. Once they had paid their membership, you’ll be able to find them and add them to your team. Once you’re done editing the rosters, proceed to “score match”.

Q: When using the Scorekeeper App, how do I take over a match?

A: Watch this YouTube video ... <https://youtu.be/MfgEzW211BQ>

This feature allows one team Member to take over scorekeeping from another team member. **Example:** If a player who is keeping score has to play their own match or leave for the evening. The team member, who will be taking over the scorekeeping, will first need to open the app, select the appropriate team match, then select the active match currently being scored, by tapping the blue box.

A selection box will drop down giving the incoming scorekeeper the option to take over the match. Select the blue, "Takeover" box to request to take control of the scorekeeping. The existing scorekeeper will then see a drop-down box, asking if they will release or deny scorekeeping control.

Once the blue, "release" button is selected, the scorekeeping role will be moved over to the incoming scorekeeper.

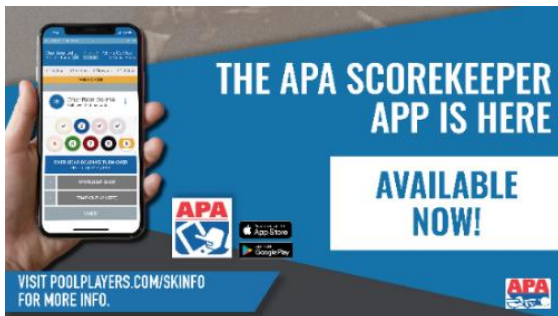
** There is a 15 second window to accept or deny the request otherwise the scorekeeping responsibility will be changed over to the incoming scorekeeper.

Q: When using the Scorekeeper App, how do I edit a match?

A: Watch this video ... <https://youtu.be/uYy7T0fkQ1U?si=cQHjosft8b3gUT4t>.

Q: When using the APA Scorekeeper App in our Local Playoffs, how many Time-Outs are our players now allowed?

A: We are now following the National Rules regarding time-outs during the playoffs. SL-1, SL-2, and SL-3 players will now receive "2" Time-Outs in the playoffs (the same as in regular session play) while SL-4s and above will receive only "1" Time-Out in the playoffs.



Q: When using the Scorekeeper App, how do I edit a completed match?

A: Watch this YouTube video ...

<https://youtu.be/SMFvUGJvaOY?si=A2xv4yF3-ippVZ2J>

HOW TO EDIT A MATCH

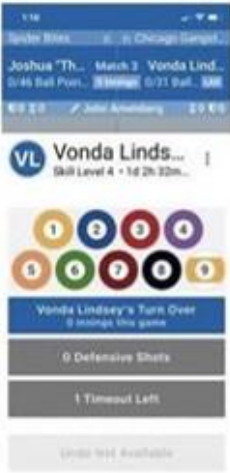


Q: When using the Scorekeeper App, how do I reset a match?

A: Watch this YouTube video ... <https://youtu.be/lmOaI13-dQk>

**Picked Wrong Player? Marked Wrong Player Winning Lag?
Resetting a Match to Start Over**

1) Swipe Down



2) Swipe Left



3) Reset



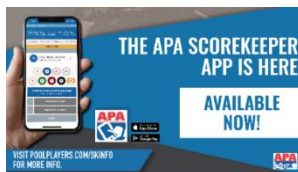
Q: When using the Scorekeeper App, what do I do if I picked the wrong player?

A: Watch this YouTube video ... <https://youtu.be/lmOaI13-dQk>

This feature is useful when the wrong button is clicked, when starting a match, and in other situations.

Example(s): *The wrong player was assigned to a match, the wrong player was designated as winning the lag, or in stalemate scenarios.*

- 1) From the match screen, swipe down to expose the scoreboard.
- 2) Slide the match to the left if you wish to reset the match, and click the red, "Reset" button.
- 3) To confirm the reset, type "Reset" in the blank space provided, then click the blue, "Reset" button.
- 4) Now you are ready to choose the players from each team and begin the match!



Q: When using the Scorekeeper App, what do I do if I marked the wrong player as winning the lag?

A: Watch this YouTube video ... <https://youtu.be/ImOaI13-dQk>

This feature is useful if the wrong button was clicked, when starting a match and in other situations.

Example(s): *The wrong player was assigned to a match, the wrong player was designated as winning the lag, or in stalemate scenarios.*

- 1) From the match screen, swipe down to expose the scoreboard.
- 2) Slide the match to the left if you wish to reset the match, then click the red, "Reset" button.
- 3) To confirm the reset, type "Reset" in the blank space provided, then click the blue, "Reset" button.
- 4) Now you are ready to choose the players from each team and begin the match!

Q: When using the Scorekeeper App, what do I do if I'm missing innings?

A: Watch this YouTube video ...

<https://youtu.be/SMFvUGJvaOY?si=A2xv4yF3-ippVZ2J>

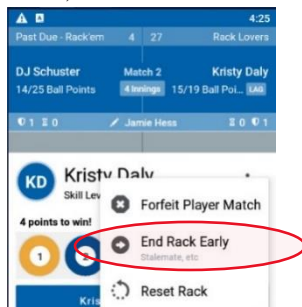
Q: When using the Scorekeeper App for 9-Ball, what do I do if I'm missing balls?

A: In 9-Ball, you can edit a previously completed rack, by going into the edit screen and holding in and dragging the balls into the correct box (player A, player B, or the dead ball box). Watch this YouTube video to find out how to get to the edit location...

https://youtu.be/SMFvUGJvaOY?si=h_8bRENAgq1z2zz

Q: When using the Scorekeeper App, how do I score a stalemate?

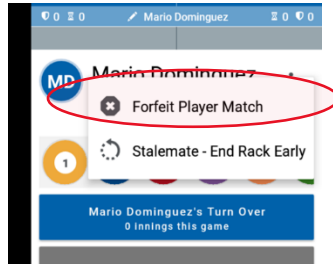
A: To score a stalemated game in the app, select the three dots next to the player's name. Select the "End Rack Early" option from the menu, then select the blue End Rack early button to confirm. The rack will be reset but the points earned stand. The innings and Defensive Shots remain, and all balls left on the table are marked as dead balls.



Q: How do I score an individual match forfeit?

A: To forfeit an individual player match in the app, select the three dots next to the player's name. This will give you the option to forfeit.

If a team finds it necessary to forfeit individual matches due to a shortage of players, the forfeit(s) must be the last match(es). If a team knows they will be short players, they cannot choose which individual matches to forfeit.



Q: We only played three of five matches and are making up the other two. How do I submit a partial match?

A: If you need to submit a partial team match, you may click on the Submit button at the bottom of the Scoreboard. The App will tell you which matches are being submitted. The remaining matches will remain in your App to score, at a later time. The submitted matches will no longer be available for editing.

Q: Why can't I see the match after it's been submitted?

A: Once you submit a match, it will no longer display in your match list. However, this feature will most likely be added at some point in the future!

Q: How do I use the Register for Next Session Feature?

A: Teams have the ability to register their team for the next session in Scorekeeper!

Upon selecting submit, Scorekeeper will display a message prompting you to register your team. Tap your choice: "Yes, our team will be playing Next Session!" or "No, our team will be Sitting Out Next Session". Once a selection is made and submitted, the message will no longer appear. If no selection is made, the message will continue to appear until a selection is made.

We hope to offer additional choices in the future i.e. Our team will be playing next session however, on a different night (with a drop-down menu to select the new night of play) ... Our team will be playing next session however, at a different location (with a drop-down box to write-in the New Host Location information), etc.

FREQUENTLY ASKED HOST LOCATION QUESTIONS

What Is The Practice Policy On League Night And How Do We Select Which Table To Play On? One hour prior to official starting time, each team will have access to the table for thirty minutes of practice. The home team will receive the first 30 minutes, the visiting team the last 30 minutes. **If both teams have at least two members present by the official starting time, then match play is to begin. If a team only has one player present, they may use their 15-minute grace period to wait for another player to show.** If a team has only one player present and elects to use their grace period, the opposing team gets the table for practice during the grace period.

Teams must use the same table, same cue ball, and same object balls for practice as will be used for league play (standard table equipment). If non-standard cue ball or object balls were used for practice, the visiting team may elect to continue using the non-standard equipment, or they may insist that the standard equipment be reinstated for league play. If no one from the home team is present 30 minutes prior to the official starting time, and the visiting team is unsure as to which table is normally used for APA League Play, they are to ask the wait staff as to which table to use.

If the home team does not make the table available the last half hour prior to the official starting time, the visiting team (provided they had at least one member arrive on time) will still be allowed 30 minutes for practice, as long as it does not surpass the official starting time by more than 15 minutes.

When two or more teams from the same “traveling” division, and from the same multiple table “Home” location, are scheduled to play as the “home” team at that location on the same evening, the “home” team with the highest current standing in the division has the first choice of table. The “home” team with the next highest standing gets second choice, etc. The location owner always has the final say as to table assignments (provided 7’ tables are used when available).

If two teams from the same tavern (with only one available table) both draw home field advantage for the playoffs, the team that is higher in points standings plays at their home tavern. The other team will play at their opponents hosting location. If a table is unavailable at their opponent’s hosting location, the match will be scheduled at one of the other taverns within the division; normally a tavern (with an available table) whose team finished higher in points standings.

What Can We Do If We Feel A Host Location is Unsafe? The # 1 concern of the APA is for the safety of its members. The APA cannot expect teams to go to a location where its members fear for their safety and is perceived as an “unsafe” location (by the majority of the teams within the division). The APA may restrict establishments that are perceived as being “unsafe” or being in an “unsafe area” from being mixed in with other APA establishments. We will make every effort to assist those locations in setting up in-house Leagues or local travel Leagues with other facilities in their local neighborhoods.

Host Location FAQs

The area around a current APA Hosting Location may at some point in the future become engulfed in crime and drug trafficking and may develop into an “unsafe” area. If this happens, THE MAJORITY OF THE TEAMS WITHIN THE DIVISION MAY PETITION (IN WRITING) THE REMOVAL OF THAT ESTABLISHMENT FROM THEIR DIVISION. The APA is bound to honor their request. If the facility is hosting other APA teams on a different night, they may continue to do so until at such time a petition is received (in writing) from that division. If petitioned out of multiple divisions, the facility would then be removed from all nights of play in the APA. All teams from the establishment will be allowed to switch to other locations that are not in the unsafe area. The League Office does not allow teams to use petitions to violate anyone’s civil rights.

What Do We Do If When We Get To A Host Location, We Feel The Environment, The Table, Or The Table Equipment Is Not What We Would Like? Environmental conditions in the location where the matches are being played i.e. too much noise, too much or too little light, poor table conditions, or too many patrons are related to the business practices of the location and, as such, cannot be controlled by the League Office. Teams must also accept the condition of the equipment at Host Locations. Of course, you can still politely ask the Home Team Captain or the employee in charge for help in the matter and hope things can be improved. If not, simply make the best of the situation. You can also politely ask the Home Team Captain to try to get the conditions improved for the future.

What Do We Do If The Pool Table Is Out Of Order? If the pool table (on which League matches are normally played) is out of order, follow the same procedures as if the facility were closed, unless the facility has another table available of the same size. If the facility has a larger table available, it may be used, but only if BOTH teams agree. Once played, all matches stand.

What Should We Do If A Host Location Is Temporarily Closed ... Or If The Location Is Not Adequately Heated Or Cooled? If a Host Location is temporarily closed (or unavailable for League play) both teams are to proceed directly to the Host Location of the visiting team and (if a table is available) play their matches there. If no table is available there, the Captain of the team (whose tavern was closed) is allowed to choose a location listed on the division roster where the matches can be played. If none of the division locations are available, both teams are to jointly choose a location close by.

Host Locations are considered “Temporarily Closed” if they lose their liquor license, their electric, or the means to adequately heat or cool their facility (meaning that temperatures are not just “uncomfortable” but are “extreme” ... thus making League play unbearable). If a Host Location is not considered temporarily closed, teams must play their matches at the officially scheduled Host Location, unless they are requested or receive permission from the establishment’s owner(s) to play elsewhere.

Host Location FAQs

What Should We Do If A Host Location Is Temporarily Closed Or Is Not Adequately Heated Or Cooled (CONTINUED)? It is suggested that the team member who arrives at the closed tavern first, post a note on the door stating that all players are to proceed to the opposing tavern location. At least one member from each team is expected to arrive at the opposing team's tavern within 30 minutes of the official starting time (unless distance prohibits). Remember, should you have to declare a forfeit, have the bar staff sign your scoresheet (along with the time of signing - real time, not bar time).

Can We Use A Different Table Than Assigned, Change The Cue Ball If We Don't Like The One Provided, Or Use Our Own Short Stick If None Is Available At The Host Location?

- 1) If a Host Location has different size and weight cue balls, the one that belongs with the table that you are scheduled to play on is the one that is to be used. No one may change the normally available cue ball, unless both teams agree.
- 2) If a location has tables of different sizes, League matches are to be played on the (3 ½ x 7') size, unless both teams agree otherwise. If the table is larger than a 3 ½ x 7' table, the scoresheet must be marked to reflect the correct size.
- 3) If the Hosting Location does not have a short cue stick, and you need to execute a shot close to a wall or pole, or other obstruction, you are allowed to use your own short cue, or even take your shooting cue apart and use the shaft. Remember, legal jump shots must be executed with your cue intact (see Jump Shots). Also note that if a member on the other team has their own personal short cue, they are not obligated to share it with you.

What Can I Do If I'm Barred From A Host Location? It's simple ... talk to the tavern owner and try to fix the problem! The League Office recognizes the right of the owner to "bar" individuals from their establishments (deny entry), including active League members, and we will not interfere in the business practices of the establishments. However, the APA will not condone retaliation by the barred player's tavern ... in the form of barring the other tavern's players, without just cause. The same holds true for barring a complete team(s) from a tavern because of an individual player's actions. Only those individuals who actually caused the problem should be barred.

Will We Be Required To Play Any Of Our Matches At A "Gentlemen's" Club? The APA prohibits the mixing of a "strip club", or "exotic dancing club", with our existing APA tavern travel Leagues. Please understand that APA team play was designed to take place in billiard rooms, taverns and select private clubs that cater to both men and women.

What Is The Role Of A Host Location? The only requirement to become an APA Host Location is for the Tavern or Billiard Room to make sure that a pool table is made available for League Play. To attract teams, it is in the best interest of the facility to provide good equipment and good playing conditions; however, this is their facility, and the APA cannot interfere with their business practices.

Host Location FAQs

Advertising on our local APA Facebook pages - The APA strongly encourages our Hosting Locations to post on our FB page, as we do with our Team Captains looking for players, and our players looking for teams to shoot on. All we ask is that the posts do not ADVERTISE the paying of team fees or memberships, as a way to encourage teams to leave their current Hosting Locations. In the post, please feel free to mention Happy Hour and other specials, include pictures of your facility, promote a family atmosphere, etc., but do not advertise the paying of fees. It's not fair to all our other Hosting Locations, the overwhelming majority, who do not pay their team's fees. When looking at other sports, like bowling, the cost to participate in a pool league is quite reasonable to our members, especially with all the APA has to offer. Even though we have a few locations who do sponsor their teams, this is not the norm, nor is it something that the APA National or Local office encourages.

How high should the Pool Table Light be above the table? The APA has no policy on how high a pool table light should be over the bed of the pool table. It is completely up to the Host Location owner. Different factors come into play i.e. the size of the light and the intensity of the bulbs. Here are some guidelines. If the light fixture is movable and can swing from side to side, the minimum height should be no lower than 40 inches above the bed of the table. If the light fixture is non-movable, the minimum height should be no lower than 65 inches above the bed of the table.



FREQUENTLY ASKED RULES QUESTIONS

When Executing A Shot, Can I Be Charged With A Double-Hit Foul If The Cue Ball And Object Ball Are Close to Each Other? **YES!**

When the cue and object ball are close to each other, there is a high chance that the shooter will double-hit the cue ball. When the tip of the cue stick strikes the cue ball, the two start to separate and the cue ball is sent in motion. When the cue ball contacts the object ball, the object ball is sent in motion, while the cue ball stops or drastically slows down. With normal follow through, what usually happens next, is the tip of the cue stick hits the cue ball a second time. There are “4” ways to avoid this double-hit foul.

- (1) Aim the cue off to the side at an angle that keeps the tip of the cue from contacting the cue ball a second time when following through on the shot.
- (2) Elevate the butt of the cue at an angle that prevents the tip of the cue from following through and contacting the cue ball a second time. Use caution not to follow through too far and rip the cloth.
- (3) Lower the butt of the cue at an angle, that allows you to use extremely high English, and shoot over the top of the cue ball. This one takes practice, so as to not miscue.
- (4) Short-Stoke the shot. This one takes even more practice. Advanced players will usually use this shot only when they can use the rail to stop their stroking hand (and the cue stick) from following through more than a fraction of an inch. Again, this is an advanced shot.

Refer to the term Double Hit in the Definitions Section of the APA Official Team Manual. If a shot looks as though it could possibly result in a Double Hit, stop the shot and ask a neutral person to make the call. If not, remember that in all close/questionable hit shots, the call goes to the shooter.

Please note that in the past we had a local rule in place that said that ... a double-hit foul would not be called as long as the cue ball and object ball are within a cube of chalk apart? **THAT RULE NO LONGER EXISTS.**

What Is A Lift Shot And Is It Legal? Trick Shot artists sometimes use “Lift-Shots” in their performances to avoid double-hit fouling (especially when the cue and object ball are close to a rail). They place their cue stick flat on the table (with the cue tip “under” the cue ball) and “lift” the cue stick upward to cause the cue ball to move forward. Sometimes, they hold the cue stick in their hand, place the tip under the cue, and lift upward. Lifting strokes (shots) are now permitted in the APA.

Can I Use An Object Ball To Check Spacing? No! Checking the spacing between two object balls or between the rail and an object ball is only allowed during a ball-in-hand situation, and only with the cue ball. The cue ball is “live” and cue ball fouls apply.

Rules FAQs

Can I Shoot One-Handed or Opposite Handed? All shooters, unless physically handicapped, are required to shoot with both hands, and use their standard hand positions, while executing “easy to reach” shots. You may switch hands to shoot “hard to reach” shots if doing so, is easier than using a bridge. All shooters must keep one foot on the floor at all times, unless their physical stature prohibits or unless the Host Location does not have a bridge available. On hard-to-reach shots, you are allowed to use a bridge, hold the cue stick above the cue ball with one hand and “spear” the cue ball, shoot the shot from behind your back, or even shoot the shot opposite handed. However, it is unsportsmanlike and you could be suspended and/or your team disqualified if you use these techniques as your primary shooting method to help disguise your true shooting ability or to embarrass or degrade your opponent. Even if your opponent agrees to let you shoot your match one-handed, opposite-handed, or behind-the-back, you are not permitted to do so in the APA.

If handicapped, can I use alternative devices as a bridge? Yes, if permanently, or even temporarily handicapped (i.e. a shoulder injury/arm surgery) you may use devices other than a normal bridge to perform shots. You can place a bean bag on the table to use as a bridge, or attach a roller mechanism to your shaft, etc. to better perform a one-handed shot. Just be cautious as to not accidentally move any object balls or create a ball-in-hand foul by contacting the cue ball. Again, you must have an injury that prevents you from executing the shot with both hands.

Are Masse’ Shots and Jump Shots Allowed In The APA? Yes, however, you must always comply with HOUSE RULES. Masse’ and Jump shots can really damage the cloth on a table if not properly executed. For that reason, most facilities either prohibit Masse’ and Jump shots or limit your cue’s elevation. At the New Green Room, where most of our HLT events are played, you may execute a Jump or Masse’ shot ... as long as the butt of your cue stays under your armpit (about a 45% elevation). When playing in a MASTERS Division or HLT Tournament at the New Green Room, you are NOT restricted as to elevation when executing a MASSE’ or JUMP shot. Note: SPECIALTY JUMP AND MASSE’ CUES are “ONLY” allowed to be used in our MASTERS Divisions.

Is there a limit as to the weight of a Break Cue? No, you may break with any weight break cue.

What If I’m In The Process Of Shooting, And My Opponent Grabs The Rack Or Starts Breaking Down Their Cue? You may change cues (or shafts) at any time WHEN IT’S YOUR TURN AT THE TABLE! It is very distracting when your opponent starts breaking down their cue or grabbing the rack while you’re in the process of shooting (especially on a game winning shot). This is considered an act of poor sportsmanship (sharking). If in a game winning/losing situation, your opponent starts to loosen the joint of their shooting cue (to put it away) or if they grab the rack while it’s still your turn at the table, stop the match and file a protest ... they have just conceded that GAME (provided the shooter holds up the shot). If there are remaining games left, simply move on to the next game. If this occurs in 9- Ball, they have just conceded the remaining balls on the table. Again, move on to the next game. If you continue with the shot - NO PENALTY APPLIES, THE GAME CONTINUES, AND NO PROTEST CAN BE FILED LATER!

Rules FAQs

What If In The Process Of Shooting A Shot, A Ball Blocking A Pocket Is Accidentally Moved?

If a ball(s) which was blocking a pocket is accidentally moved (or knocked into the pocket) during a shot, allowing one of the shooter's balls to enter that pocket, the illegally pocketed ball does not count and is immediately spotted ... and the object ball that was moved or accidentally pocketed is simply replaced in its original position by the opponent, and the match continues. If the cue ball or 8-ball are illegally pocketed, other penalties may apply.

Is There a Local Rule Still In Effect That Says That: A Double-Hit Foul Will Not Be Called As Long As The Cue And Object Ball Are Within A Cube Of Chalk Apart? *NO! The rule no longer exists.* You should either elevate the cue or shoot the shot at an angle to help prevent fouling. Refer to the term Double Hit in the Definitions Section of the APA Official Team Manual.



FREQUENTLY ASKED SPORTSMANSHIP QUESTIONS

How Do We Resolve Problems That Might Arise During League Play?

If you have a problem with a player on the other team or an establishment patron (not on the team), please handle the situation as follows:

If you or other members of your team are being threatened or verbally abused, have your Captain politely inform the other Captain or tavern management about the problem. Under no circumstances should you argue with, or further provoke, the offending member(s). If you choose to worsen an already bad situation (by joining in on the name-calling, arguing, etc.) the League will also hold you responsible. Think of everyone's safety first and don't escalate the situation, let the League Office take care of the offenders after the fact. Remember, you are always free to ignore the comments and have your Captain send in a formal complaint, after the matches are over.

If the opposing Captain and/or tavern personnel refuse to assist you with the problem (or if they are the ones creating the problem) and things escalate, **CALL ONE OF YOUR DIVISION REPS AND HAVE THEM SPEAK TO THE OTHER TEAM CAPTAIN**. Remember, your Divisions Reps sit in on the Sportsmanship Review Committee and getting them involved early will help should they need to be called upon later to make rulings on sportsmanship issues.

If a player match is in progress, and you feel that things are getting way out of hand, you have the right to stop and **OFFICIALLY PROTEST** the specific match in question. You should again call one of the Division Reps, inform them that you are filing an official protest for that match, and have them speak to the other Team Captain. The next match should be started immediately.

If you are between matches or if sportsmanship problems resurface in subsequent matches, suspend all remaining matches for the evening, **NOTIFY THE OPPOSING TEAM CAPTAIN THAT YOU ARE EXTENDING THE OFFICIAL PROTEST TO INCLUDE ALL REMAINING MATCHES** and politely leave the establishment even if it is your "Home" location. Un-played matches will be either re-scheduled, forfeited to the non-offending team, or if it is felt that both teams shared in the problem, the matches may be forfeited by both teams. Players causing the problem may also face disciplinary action, including suspension. If you need to stop your matches and file an Official Protest, please download the **OFFICIAL PROTEST FORM** from our website; then complete and email the form to our Operations Manager (kathym@apapool.com). Describe the problem and list the members involved. Include names and of all **NEUTRAL WITNESSES** (including bar staff) and the phone numbers where they can best be contacted.

If the problem de-escalates and you choose to continue the match, you may still file a **SPORTSMANSHIP VIOLATION COMPLAINT**. All Sportsmanship Violations must be submitted through our local website (apapool.com) ... under the Contact & Feedback tab, located towards the top right of the screen. Describe the problem and list the members involved. Include the names and membership numbers of all **NEUTRAL WITNESSES** (including bar staff) and the phone numbers where they can best be contacted.

Sportsmanship FAQs

If any members of your team are verbally threatened or intimidated with violent behavior by anyone “on or with” the other team, your team is always free to leave the establishment. To avoid a “you said/they said” situation (which can be extremely difficult to prove) you will need to list NEUTRAL WITNESSES that heard or saw the incident. This can be tavern personnel, players from other teams who were present, players from the opposing team who witnessed their own teammate’s actions, etc. (not your own team members or friends). Un-played matches will be either re-scheduled, forfeited to the non-offending team, or if it is felt that both teams shared in the problem, the matches may be forfeited by both teams.

If you stop a match (either for a Sportsmanship or Rules issue) and notify the opposing Team Captain that you are filing an OFFICIAL PROTEST, both teams will be invoiced for the \$50 protest fee (\$50.00). The invoice must be paid for the protest to be official! If you elect to play out the match, no Protest will be allowed after the fact, and the match stands.

What Can We Do If A Non-APA Player Disrupts Our Matches?

If individuals who are not members, relatives or friends of the other team, meaning that they are obviously “not with” the other team, interfere with your matches or threaten any of your players, temporarily stop the match and ask the "Home Team" Captain to help resolve the problem. Ask them to inform the owner of the establishment (or the employee in charge), that their assistance is needed to rectify the problem. If the Captain makes no attempt to assist you or fails to get the problem resolved in a timely manner, then talk to the tavern personnel yourself. Home Team Captains not working with the visiting teams to resolve problems may face sportsmanship violations and may be removed from team leadership! You should also call your Division Reps and ask them to speak to the opposing Captain.

If the employee in charge chooses not to help with the problem (or if the problem cannot be resolved even with their assistance), and match interference continues, or your team feels threatened, you can stop the match and immediately leave the premises. You must still submit an official protest (in writing) to the League Office. Depending upon the nature of the problem and validity of the complaint, the League Office may award forfeit points to your team, may elect to reschedule the completion of the team match at another time, or may consider the match simply a “walk-out” forfeit by your team.

If the problem is simply a nuisance problem, i.e. loud music, loud talking patrons, etc., and your team chooses not to deal with the nuisance, your only option is to forfeit your remaining matches, and leave the premises. If any members of your team are threatened with violent behavior by anyone including persons “not with” the other team, your team is always free to leave the establishment. If threats (by persons “not with” the opposing team) can be substantiated, the remaining matches will normally be rescheduled for play at the “Home” location, on the second Saturday at 2:00 pm, following your regular night of play (unless both teams agree to play their matches prior “or” unless officially rescheduled for a different time and/or different location by the League Office). If the location is not open at 2:00 pm, refer to the section [Host Locations Temporarily Closed](#).

Sportsmanship FAQs

Spectators attending any League matches who are relatives or friends of one of the team's members and who are obviously "with" one of the teams become the responsibility of that team and are not allowed to coach, make calls, stop matches, shark players or otherwise participate or interfere in those matches. If any members of your team are threatened with violent behavior by anyone "with" the other team, your team is always free to leave the establishment. If it is substantiated threats that were made by the opposing team or anyone "with" the opposing team, that team will forfeit all remaining matches.

If three or more matches were completed, your team would receive forfeit points for the remaining matches. If two or less matches were completed, your team would receive Bye (Partial Forfeit) points.

If the League Office cannot substantiate a threat but feels that a threat may have been made or that the team at least felt threatened by the behavior of the other team or the bar patrons, then all incomplete matches will normally be rescheduled for play on the second Saturday at 2:00 pm, following your regular night of play. Both teams may agree to play their matches earlier. Note that the matches may be officially rescheduled for a different time and/or different location by the League Office. If you "complete" a player match, please note that "No Protest Can Be Made Later" - the match points stand.

Can I practice on another available pool table while I am currently shooting in an APA League match? No, players currently playing in a league match are asked not to practice on other available tables. Doing so could result in a Sportsmanship violation. It is OK however, to practice on other available tables before and after your scheduled match.

GOOD SPORTSMANSHIP IS OUR # 1 PRIORITY!



FREQUENTLY ASKED HANDICAP QUESTIONS

What Happens If I Play A Player At An Improper Skill Level? When a former APA member joins your team but isn't sure at what skill level they last played ...use caution! Call the League Office or don't play them that night! Playing a team member at too low of a skill level "forfeits" that match. Playing a team member at a higher skill level carries no penalty, but the result of the match (win or lose) stands once the match is played.

When adding a player who has played in the APA before, make sure that they are assigned their prior player number and are playing at the proper skill level. Since there is no sure method for uncovering players with duplicate player numbers and different skill levels, the APA must hold the player responsible for playing FAIRLY and at the proper skill level. It is the player's responsibility to shoot at the correct skill level and to notify the League Office, repeatedly, if necessary, of any administrative errors. They may contact the Operations Manager directly, if necessary, to get the problem resolved. If they do not, and it is discovered that they were playing at an improper skill level, the APA has no choice but to void all points won by the player, and if the infraction is discovered during the playoffs or other HLT play, it would mean disqualification for your team.

What Can I Do If I Feel Someone Is Under-Rated? What Can I Do If I Feel The Other Team Is Not Keeping Score Properly? Creating a confrontation with your opponents by claiming that the skill level of one or more of their team members is under-rated, or that they are not maintaining the innings and Defensive Shot counts properly, is one sure way to get yourself in trouble with the Local League Office and to ruin the evening for the other fifteen League members who may be present. If you have a question concerning the current skill level of a member, or the innings and Defensive Shot counts of the other team, you should *quietly* call it to the attention of your Captain and then simply forget about it and continue to enjoy the evening. If your Captain chooses, they can submit a SL Request online at apapool.com (under the Contact and Feedback tab, located towards the top right of the screen) and the player will be reviewed. Please describe in detail why you feel they are under-rated! Are they losing on purpose? Missing shots intentionally to add innings? Remember, players have good nights and bad nights! Good streaks and bad streaks! Nothing is going to happen that evening to change that person's skill level, so please make the best of it and let the League Office handle the situation. If you start trouble with the other team over these issues you will be considered as acting in an unsportsmanlike manner and in violation of the rules.

What Can I Do If I Feel that I or someone on my team is Over-Rated? You can submit a request online at apapool.com (under the Contact and Feedback tab, located towards the top right of the screen). List any medical conditions that may be preventing you from performing at the current skill level you are currently assigned/calculating.

Handicap FAQs

How Are Handicaps Determined? Your Local League Office uses proprietary software to calculate and report player skill levels to the teams on a regular basis. Your assigned skill level determines how many games you have to play (or balls you have to pocket in 9-Ball) to win your match. Skill levels are maintained, calculated and updated by the Local League Office. The APA Equalizer handicap system assigns a performance value for each match an APA member plays (win or lose). This value is based upon such elements as lifetime winning percentage, Higher Level Tournament performances, total games won or lost, innings, Defensive Shots, and other proprietary mathematical factors that are built into the system. The APA Equalizer handicap system does not use straight averaging like other systems.

How Are Handicaps Determined (continued)? In 8-Ball, it uses the ten best performance values (twelve best in 9-Ball), out of your most recent twenty matches, to calculate your skill level for that week. Since your playing performance is calculated on losses as well as wins, or what we refer to as “performance based”, your skill level could still go up if you performed very well in a losing match, or go down if you perform poorly in a winning match. A player’s skill level could also be based upon the qualitative judgment of a Handicap Advisory Committee or Executive Review Board.

It’s impossible to judge the skill level of a player based on only one or two performances. Unless you know how they performed in their last twenty matches, you can’t get a true picture of their ability. A player may have shot great in the match he/she played against you, but they may have just had a good night. Expect the skill levels of new League members to fluctuate greatly during their first ten matches, due to the limited data that the handicapping system has to work with. Please allow for this and hold your complaints concerning new players for a few weeks.

You are encouraged to keep track of how you perform against specific skill levels or even specific teams to better plan future matches. However, you are asked to refrain from keeping track of innings, Defensive Shots, etc. as this might lead others in the League to believe that you are attempting to “manipulate your skill level”. This type of negative perception can be very disruptive and can lead to accusations regarding the accuracy of the skill levels of you and your teammates. The APA appreciates your cooperation with this policy.



FREQUENTLY ASKED SKILL LEVEL QUESTIONS

- a. You've lost the majority of your recent matches. Why won't your skill level go down? Sometimes it's easy to forget that you won the majority of your previous matches prior to going into your current slump.
- b. You lose a match, and your skill level goes up. How can that happen? The Equalizer System uses your ten best performances out of the last twenty matches you've played. If you have less than ten wins, the system will use some of your best losses to make up the "ten best" performances needed to calculate your skill level. If you lose your next match and the LOSS is a "better" loss than the one previously used in the calculation, and you are on the borderline between two skill levels, your skill level may go up.
- c. You win a match and your skill level goes down. How can that happen? The twentieth match in your record could be a win and one of your "ten best" performances, a less quality win in your next match could allow your skill level to drop. Every time you play a match, your oldest score (out of your last twenty performances) is "pushed" out of your record and replaced by your current performance. If your latest win wasn't as good as the one which was pushed out, and you are on the borderline between two skill levels, your skill level might actually go down.
- d. You have very few wins out of your last twenty performances but haven't gone down. What's up? Per APA National rules, once you have played ten matches in either 8-Ball or 9-Ball, you become "established" in that specific game format. The system will not allow you to drop more than one skill level below the "Highest" skill level that you have ever reached (after becoming established) in that specific game format. This is called your "Lowest Attainable" (LA) skill level and requires the approval of the Executive Skill Level Review Committee (ERC) before it can be changed. Note that if you ever play in a World Pool Championship or Poolplayer Championship you will be assigned a "Championship Lowest Attainable" (CLA) which cannot be lowered without the approval of the APA National Office.
- e. You didn't play any matches last week, but your skill level changed. How can that happen? If you played in the Tri-Annals or World Qualifier, or a Singles Qualifier, those scores might have just been entered into your record. As a result, your skill level may change even if you didn't play a regular session match last week ... or you may play in multiple divisions and simply forgot that you played a match last week in the other division.
- f. Your team has a new APA League member on it and his skill level went from SL-3 to SL- 6 after playing only a few matches. How can that happen? New members, who have less than ten matches played, are not "established". Their skill levels can fluctuate wildly with every match they play, especially during their first six matches.

Skill Level FAQs

- g.** You believe that a member on the other team is cheating by running up innings. What should you do? The only three ways that a player can cheat by running up innings are: (1) Playing Defensive Shots that are not called and marked; (2) Ducking-up balls near pockets without actually trying to pocket them; or (3) Missing balls on purpose. Please remember that any shot which is not an obvious attempt to pocket a ball may be marked as a Defensive Shot. If your scorekeeper understands this, any player attempting to “sandbag” (by running up innings) can’t possibly get away with it. This is why the Local League Office recommends using experienced players as scorekeepers.
- h.** You “believe” that a player lost on purpose. What should you do? Simply write it up and email it to your Division Manager. The League Office will record the incident so that the players’ record can be examined in the future. If the non-performance was “obvious” and you have witnesses to support that, the League Office may also send a letter to the player’s Captain. Never confront the other team or make any derogatory statements, whatsoever, about your “perception”. You may report both under-rated and over-rated concerns online at our website (www.apapool.com). Please give a detailed reason supporting your request.



OTHER FREQUENTLY ASKED QUESTIONS

What Should I Do If I Feel My Team Standings Are Not Correct On My Scoresheet? You should contact the League Office immediately to get the problem resolved. Administrative errors do sometimes happen. Check your points each week. Contact the office repeatedly, if necessary, until the problem is solved. If necessary, contact the Operations Manager (kathym@apapool.com). If you do not notify the League office in a timely manner, the correction will not be made. You can't wait until the last weeks of the session and expect to be issued back points that were missed on week # 2. Issuing back points that late in the session would not be fair to the other teams in the division, because it could affect their positioning in the standings.

What Happens If I Have An Under-Aged Player On My Team? When adding a player to your team, check their I.D. to make sure they are of legal age. If you allow an under-aged player to shoot, your team will forfeit all points won by the player during the session. If brought to our attention during the playoffs or other HLT play, it would mean disqualification for your team. If it is felt that you or one of the other team members were aware of the under-aged player, then suspensions would be given to all who were involved.

What Happens If I Allow An Ineligible Player To Shoot? Allowing one of your team members to shoot that has XXXs beside their name, without first rectifying the problem with the League Office, is the automatic forfeit of that player's match, along with the team's bonus points. You may however, play a player with \$\$\$s, but if their past dues aren't paid that night, their match is also forfeited, along with the team's bonus points. At the time the player is flagged, they will be sent an invoice (to their current email address on file) for the amount they owe.

What Is The Address And Phone Number Of The New Green Room ... The Place We Play Our Higher Level Tournaments? The New Green Room (Official APA Tournament Room) is located at: 2401G North Point Blvd. Dundalk, Maryland 21222. Phone # 443-503-5929

Can I video record an APA match? No, not unless you receive permission from your opponent. The reason for not allowing you to record an APA match is that it might distract your opponent or make them nervous which in turn might throw off their game, which would be unfair to them. Again, you may not record another APA team without their permission.

What If My Team Is Scheduled to Play On a Friday, Saturday, or Sunday Regular Session League And Our Team Is In The Playoffs, Tri-Annals, or World Qualifier At The Same Time? Our post session playoffs and HLT events overlap into the early weeks of the new session and may sometimes interfere with a team's ability to field a legal line-up in regular league play. We run conflict reports prior to the playoffs and each HLT event to identify any teams that may be affected. Those teams will be notified as early as possible. If a regular session team has some or all of their players participating in the playoffs or HLT play and cannot field a legal line-up (based upon their current roster), we will issue Bye points, plus Bonus Points, to that team and to their opponents, rather than trying to reschedule the match, and weekly fees will be waived. We apologize in advance for any inconvenience.

Other Frequently Asked Questions

What If Some Of Our Team Members Are Participating In A Local APA Sanctioned Higher Level Event, Such As a Singles Regionals, Tri-Annual, Or Vegas/World Qualifier ... And Their Participation Might Prevent Our Team From Being Able To Field A Legal Lineup During Regular Session Play (Based Upon Our Current Team Roster)? We ask that you please notify the APA Tournament Director or Tournament Manager prior to the start of any local APA event if you think your participation, or the participation of your teammates, may prevent your team from being able to field a legal lineup for a regular session match. This way we can track your players throughout the event to better know whether a Bye will or will not be needed, based upon travel time and how far a player advances in the tournament. This will also allow us to notify your opponents in a timely manner, should a Bye be needed.

What If My Team Makes It To Vegas ... What Do We Do About Regular Session Play? In August of each year we send approximately thirty (30) teams to Vegas to play in the APA World Pool Championship. Sometimes family and friends go along to support the teams. This usually occurs during the first few weeks of the Fall Session. Since so many players play multiple nights and formats, this affects a lot of teams. All Vegas bound teams and their opponents, along with all VEGAS AFFECTED TEAMS and their opponents, each will each receive Bye points for that night and weekly fees will be waived. We consider a VEGAS AFFECTED TEAM to be any team that cannot field a legal line-up (based upon their actual team roster) because one or more of their players are in Vegas. We know which teams have qualified and will be in Vegas on the days scheduled for the World Pool Championship, however we have no way of knowing which players are going early or staying late, as well as which APA members are going out simply to support our teams, and what other teams this will AFFECT. **Any team that will be AFFECTED by players being in Vegas should call the office ASAP and make us aware of the situation, so that we can contact your opponents as early as possible.**

What If My Team Makes It To Vegas ... What Do We Do About Our Local Playoffs? Captains, if ANY of your players are in Vegas COMPETING in the APA World Pool Championship, and you feel that their absence will impact your team's ability to compete properly in the local playoffs, simply submit a request in writing via email to the APA Tournament Manager or League Operator asking that we reschedule your local playoff match. If we do not receive a request for a reschedule (in a timely manner) we will take it that you have elected to compete (with the players that you have available) on the date and time originally scheduled.

Can We Re-Schedule A League Match? Matches need to be "pre-scheduled" so as not to throw off the standings that come out each week. Teams who wish to pre-schedule regular session matches with their opponents (because of vacations, etc.), should request the pre-scheduling (from their opponents) at least two weeks in advance. You may call the League Office for the phone number or email address of the opposing Captain. A pre-scheduled match is at the option of your opponents and if agreed upon is to be made-up "prior" to the officially "scheduled" match date unless otherwise approved by the League Operator/Operations Manager. There may be times when situations come up at the last minute and matches may need to be made up after the fact. If both teams agree, we will make every effort to honor your wishes, as long as the matches are scheduled to be made up in a timely manner (normally within one to two weeks) and the request is not made late in the session. Both Captains must call, or email their Division Manager with the details. If need be, you may print scoresheets directly from the APA app or our website www.apapool.com.

Other Frequently Asked Questions

What Can Be Done About Slow-Play? If, during regular weekly play, your opponent seems to be taking way too long between shots, and the match is really dragging out ... you may politely ask them to speed it up a little so that the teams can get home at a reasonable hour. If they refuse or give you a hard time, let it go and write the player up for slow play. Send us an email with the player's name and member number and the team they are on and the week number in question. We now have the means to look at their previous match times (in the Scorekeeper App) to see and address any problems. Our office will take action as needed.

If slow play occurs during the playoffs at your local tavern, you can simply ask your referee to say something to your opponent. If slow play continues, the referee can always call the APA Hotline and our official on call will address the problem. If slow play occurs at our Tournament Site (The New Green Room) simply come up to the control counter and see one of our Tournament Directors and we will address the problem with the Captain of the opposing team.

When Playing in APA Tournaments at the New Green Room (Where Table Numbers are not Pre-Assigned) i.e. Mega Singles, 8-Ball, 9-Ball, and Jack & Jill Doubles, etc., are we Guaranteed to Always Play our Matches on a Neutral Table? NO! Even though we try to move players around so that they don't play subsequent rounds on the same table, we can't always do so, due to table available/allocations at specific timeframes. Please note that all tables used for these events are made by the same Manufacturer, and that all have the same cloth, and that all tables are leveled and re-clothed at the same time.

E-Cigarettes and Vaping - Our E-cigarette and Vaping policy is the same as our previous No Smoking policy. Players shooting in a player match are not allowed to vape during a player match, even if the facility allows vaping. Even if you are not shooting in a match, please show common courtesy to those around you by limiting your vaping, or at least being aware as to where you blow the vapor. Also, play must be continuous, meaning that players may not go outside to smoke or vape during their match.

Cell Phones/Bluetooth Devices i.e. Smart Watches and Ear Buds, Headphones, AI Glasses, Etc. - Shooters may not wear or have in the playing area (without prior League Operator approval (see below)) any of the following items while participating in a player match... headphones, Bluetooth devices i.e., Smart Watches or Ear Buds, AI glasses, or cell phones, as these devices could be used for illegal coaching. Cell phones should not be used while shooting in a match, except in the case of an emergency. Each player must be ready to approach the table when their name is called, so please get off your cell phones at that time. Any delay in the match, due to phone conversations, texting, and/or playing on social media (during regular session play) could result in a sportsmanship violation and should be written up as such. Remember, you're there to have fun and play pool. Home by 11 is our goal. During all APA playoffs and HLT events, it is mandatory that all electronic devices be left outside of the playing area. Put your ear buds in your pocket, give your cell phone and/or smart watch to a teammate to monitor and hold until your match is over, and play pool. Usage of cell phones by our refereeing staff is also prohibited.

With advancing technology, some players are now using smart watches to monitor medical conditions, i.e. blood sugar levels, heart problems, etc. If this is the case, simply provide a doctor's note that states that you must wear your smart watch at all times for medical reasons. We will at that time place a note in your record, stating that you are permitted to wear the smart watch for medical reasons. Please note that even if you do not need to wear a smart watch for medical reasons, you may still wear it, provided your opponent has no objections. Just make sure you clear it with your opponent before you start your match.

Other Frequently Asked Questions

As to prescription hearing aids, newer models now have Bluetooth capability and could be used to receive illegal coaching. Even though we have no plans to treat prescription hearing aids the same as ear buds, please keep in mind that if we feel a player is using their prescription hearing aid's Bluetooth capability to receive illegal coaching, penalties will apply. If it is proven that any electronic device is being used to illegally signal a shooter to change up their shot, etc. that match will be forfeited, and all parties involved may be suspended for up to 2 years.

What is a Team Needs to Re-Schedule Their Match due to an Accident, Death, or Funeral?

If a team needs to re-schedule due to a severe accident, death, or funeral of a team member (or of someone in the immediate family of a team member) ... please call the League Office! The League Office will normally treat the situation the same, and re-schedule the match, or we may even elect to waive the re-schedule and split the points with the teams.

What Happens if my opponent quits/concedes in the middle of a match? Once a match begins, meaning that the balls have been broken in the first rack, a player cannot simply forfeit their match to their opponent, at some point in the match, to prevent their opponent from earning more points. However, they can, at any point, "concede" the balance of the match to their opponent. In 8-Ball, they can, at any point, concede the remaining games that their opponent needs to win the match; and in 9-Ball, they can at any point, concede the remaining balls that their opponent needs to win the match. In the Scorekeeper app, simply move on to the next individual match and continue play as normal by swiping down from the top of the screen and clicking the back arrow that says Scoreboard and scrolling down and clicking Start Player Match. Make a note in the comment section naming the player that conceded the rest of their match, and we will adjust accordingly in the office.



Playoff Information

PLAYOFF INFORMATION

WHEN TO CALL TO FIND OUT IF YOU MADE THE END OF SESSION PLAYOFFS

From the chart below, determine the day and time when the desired playoff information will be available from the League Office.

Call the League Office at 410-255-5400 and follow the instructions given by our automated Voice Mail System. Be sure you enter the correct three-digit Division #, when prompted to do so.

Teams in the Baltimore divisions (001-048, 301-348) will play their “Divisional Finals” at the New Green Room tournament site (refer to the Divisional Finals chart on Page 56 for days/times).

IF YOU PLAY ON:

Sunday, Monday, or Tuesday ... Call the office (after your last week of regular session play)
Any time **after (6PM) Friday** for info on the Semi-Finals
Any time after (6PM) the following Friday for info on the Finals.

Wednesday Call the office (after your last week of regular session play)
Any time **after (6PM) Monday** for info on the Semi Finals
Any time after (6PM) the following Monday for info on the Finals.

Thursday, Friday Call the office (after your last week of regular session play)
Any time **after (6PM) Tuesday** for info on the Semi-Finals
Any time after (6PM) the following Tuesday for info on the Finals.

Wildcard teams play in the Semi-Finals.

WHEN AND WHERE ARE THE TIER-1 AND TIER-2 SEMI FINALS PLAYED?

Both Tier-1 and Tier-2 Semi-Finals will be played on the same night of play.

Home field advantage goes to the team(s) that is higher in point standings (provided tables are available at their hosting location); otherwise, matches are to be played at the opponent’s hosting location. If tables are unavailable at the opponent’s hosting location, the match will be scheduled at one of the other taverns within the division; normally a tavern (with an available table) whose team finished higher in point standings.

Playoff Information

Divisional Semi-Finals

Both Tier-1 and Tier-2 Semi-Finals are Played Locally

Your specific Divisional Playoff Format is determined by the number of teams that are listed on your Division Schedule going in to the last three weeks of the session.

(13-16) Team Division – If your team finishes in 1st place, you will advance directly to the Tier-1 Tri-Annual Championship. If your team finishes in 2nd place, you will advance directly to the Tier-1 Finals. If you finish in 3rd or 4th place, your team will advance to the Tier-1 Semi-Finals (3rd vs. 4th). If your team finishes in 5th, 6th, or 7th place, or draws the Wildcard slot, your team will play in the Tier-2 Semi-Finals (5th vs. Wildcard and 6th vs. 7th).

(9-12) Team Division – If your team finishes in 1st place, you will advance directly to the Tier-1 Finals. If you finish in 2nd or 3rd, you will advance to the Tier-1 Semi-Finals (2nd vs 3rd). If your team finishes in either 4th, 5th, or 6th place, ... or draws the wild card slot, your team will play in the Tier-2 Semi-Finals (4th vs. Wildcard and 5th vs. 6th).

(7-8) Team Division – If your team finishes in either 1st or 2nd place, your team will advance directly to the Tier-1 Finals. If your team finishes in either 3rd, 4th, or 5th place ... or draws the Wildcard slot, your team plays in the Tier-2 Semi-Finals (3rd vs. Wildcard and 4th vs 5th).

(6) Team Division – If your team finishes in either 1st or 2nd place, your team will advance directly to the Tier-1 Finals. If your team finishes in 3rd place your team will advance directly to the Tier-2 Finals. If your team finishes in either 4th place ... or draws the Wildcard slot, your team plays in the Tier-2 Semi-Finals (4th vs. Wildcard).

(5) Team Division – Tier-1 Format Only! 1st vs. Wildcard and 2nd vs. 3rd place in the Semi-Finals. Winners advance directly to the Finals.

(4) Team Division – Tier-1 Format Only! If your team finishes in 1st place you will advance directly to the Finals (No Semi-Finals Required). If your team finishes in either 2nd place or draws the Wildcard, your team plays in the Semi-Finals (2nd vs. Wildcard).

Divisional Finals

Divisions 001-024 – Tier-1 Finals will be played at The New Green Room on Saturday at 1pm Tier-2 Finals will be played at The New Green Room on Saturday at 1pm

Divisions 025-048 – Tier-1 Finals will be played at The New Green Room on Saturday at 7pm Tier-2 Finals will be played at The New Green Room on Saturday at 7pm

Divisions 301-324 – Tier-1 Finals will be played at The New Green Room on Friday at 8pm Tier-2 Finals will be played at The New Green Room on Friday at 8pm

Divisions 325-348 – Tier-1 Finals will be played at The New Green Room on Sunday at 12pm Tier-2 Finals will be played at The New Green Room on Sunday at 12pm

Please note that the above Division #s, Days, and Times may change from session to session!

Divisions 100-299 & Divisions 400-999 – Masters, Ladies, Mixed Format, and the Outlying Counties Divisions will be played locally (same night/time as regular session play). WPC makeups will be played locally on a future Saturday at 2pm, exact date to be announced.

Playoff Information

WHICH DIVISION REP IS ASSIGNED TO WHAT PLAYOFF LOCATION?

Please note that Division Reps are listed on the scoresheet in Seniority order (Top to Bottom). Reps (or their designates) are expected to show up on time to officiate the playoffs!

If there isn't a third Rep listed in a 9-12 or 13-16 Team Division, the other two Reps should get together and choose someone to cover that assigned match.

If a Division Rep's team is involved in the Playoffs, that specific Rep is still obligated to coordinate the coverage of their assigned playoff match. They are to use the third Rep (if available) or find a reputable official (APA member) to officiate their assigned match.

Semi-Finals

(4) - Team Division ...

The Senior (Top) Rep is to coordinate the coverage of the Tier-1 Semis (2nd vs W.C.)

No Tier-2 Semi-Finals

(5) - Team Division ...

The Senior Rep (Top) covers Tier-1 Semis (1st vs W.C.)

Rep (Bottom) covers Tier-1 Semis (2nd vs 3rd)

No Tier-2 Semi-Finals

(6) - Team Division ...

The Senior Rep (Top) is to coordinate the coverage of the Tier-2 Semis (4th vs W.C.)

No Tier-1 Semi-Finals

(7-8) - Team Division ...

The Senior Rep (Top) covers Tier-2 Semis (3rd vs W.C.)

Rep (Bottom) covers Tier-2 Semi-Finals (4th vs 5th)

(9-12) - Team Division ...

The Senior Rep (Top) covers Tier-1 Semis (2nd vs 3rd)

Rep (Middle) covers Tier-2 Semis (4th vs WC)

Rep (Bottom) covers Tier-2 Semis (5th - 6th)

(13-16) - Team Division ...

The Senior Rep (Top) covers Tier-1 Semis (3rd vs 4th)

Rep (Middle) covers Tier-2 Semis (5th vs WC)

Rep (Bottom) covers Tier-2 Semis (6th - 7th)

WHICH DIVISION REP IS ASSIGNED TO WHAT PLAYOFF LOCATION?

Finals - In The Outlying Counties

(4) - Team Division ...

The Senior Rep (Top) is to coordinate the coverage of the Tier-1 Finals
No Tier-2 Finals

(5) - Team Division ...

The Senior Rep (Top) is to coordinate the coverage of the Tier-1 Finals
No Tier-2 Finals

(6) - Team Division ...

The Senior Rep (Top) covers Tier-1 Finals
Rep (Bottom) covers Tier-2 Finals

(7-8) - Team Division ...

The Senior Rep (Top) covers Tier-1 Finals
Rep (Bottom) covers Tier-2 Finals

(9-12) - Team Division ...

Rep (Middle) covers Tier-1 Finals
Rep (Bottom) covers Tier-2 Finals
The Senior Rep (Top) covers for other Reps as needed

(13-16) - Team Division ...

Rep (Middle) covers Tier-1 Finals
Rep (Bottom) covers Tier-2 Finals
The Senior Rep (Top) covers for other Reps as needed

Reps who are covering the Finals in the Outlying Counties are to present the Champion and Runner-Up patches to the playoff team members once the matches are over. If possible, they should take a team picture of the Champion team and email it to the Tournament Manager. Pictures will be displayed on the APA website Photo Gallery/Facebook. Be sure to identify which picture belongs to which team (list the Division and Team number).



Playoff Information

PROBLEMS AT THE LOCAL PLAYOFFS

If a problem occurs during the playoffs (at a Host Location or billiard room), the Tournament Official (referee) is to resolve the problem by finding the answer to the team's questions in the Rules.

If an argument occurs, the Tournament Official (referee) is to quickly calm down both of the players ... and take the two captains over to the side (away from their teammates) and work out the problem quietly and calmly ... again using the APA Official Team Manual and Bylaws!

If the problem cannot be resolved by the Tournament Official (Referee) on-site or by the two teams themselves (if no official is present) ... or if a sportsmanship problem arises ... **OFFICIALLY STOP THE MATCH AND CALL OUR APA PLAYOFF HOTLINE NUMBER ... 410-255-5400 (Option 9) for assistance.**

If you elect to just pack up and leave, without first calling the APA Hotline, it may be viewed simply as a forfeit and depending on the circumstances, you might not be permitted to file a protest after the fact. Again, stop your match and call the APA Hotline if you have a problem.



APA'S LIBERAL PLAY POLICY FOR SNOW / WEATHER EMERGENCIES

During the regular session, if a “state of emergency” or a snow emergency plan goes into effect or is in effect (in your scheduled playing area) within one hour prior to the official League starting time or during League play, the APA Pool League will operate under the APA “Liberal Play Policy”. The Liberal Play Policy means that League play may continue, but that no teams will be penalized if any or all of their players choose not to show or play. No forfeit points will be awarded to either team. Check the government websites listed on our local APA website (apapool.com) for up-to-date information. A Snow Emergency may go in effect at some point but may get LIFTED prior to one hour before League starting time. If this happens, the APA Liberal Play Policy IS NOT IN EFFECT. While a Snow Emergency Plan may not be in effect when you get to League Play, if a Snow Emergency Plan goes into effect later that night, so does the APA Liberal Play Policy.

When implementing the APA Liberal Play policy, we look at the geography of the area we service. If a Snow Emergency Plan is in effect in a specific county, it is considered to be in effect IN ALL TOWNS AND CITIES WITHIN THAT COUNTY. We also have to assume that the weather conditions within an individual municipality (town or city) are similar to the conditions being experienced throughout the entire county.

Some players may live outside of their playing areas, but it is assumed that the majority of the players on the team live close to where they play. We have to use this assumption when implementing the Liberal Play Policy. Due to the unpredictable nature of weather in general, there may be occasions when a snow emergency may not be in effect in the county in which you play, but it may be in effect where you live. Safety is our # 1 concern, as it should be yours. Play as many matches as you can with the players that live close by, and if necessary, forfeit the rest. It's only a pool match. Inform your players who live in the snow emergency area to stay home and stay safe. If you give your opponents a heads-up on what's happening, they may work with you. If both teams agree, you may re-schedule any and all un-played matches. The League Office must be made aware of the re-schedule and all matches must be made up within the time frames listed below (unless otherwise authorized).

Hotline Phone Numbers/Websites - Updated Hotline numbers and websites for agencies issuing Snow Emergency Plans can be obtained on the APA website (apapool.com).

You can check for active Snow Emergency Plans in all of the counties in Maryland by going to the following website: www.chart.state.md.us/storminfo/snow_emergency_plans.asp.

Please note that Baltimore City is to follow the Baltimore County Snow Emergency Plan. Also note that Berkeley and Jefferson County West Virginia are to follow the Washington County Snow Emergency Plan.

Snow Emergency Plan/Liberal Play

What Is The Re-Schedule Policy For Regular Session Play - During the regular session (up until the last two weeks of the session) any and all un-played matches will be officially re-scheduled at the original Hosting Location for 2:00pm ON THE SECOND SATURDAY immediately following your regular night of play (or as listed on the APA website, voice mail, or as posted in make-up notices/bulletins). If a match needs to be re-scheduled during the last two weeks of the session, it will be re-scheduled at the original Hosting Location for 2:00 pm on the “first” Saturday following your regular night of play (or as listed on the APA website, voice mail, or as posted in make-up notices/bulletins). If that location is not open at 2:00 pm, use the same rules as covered under the section (Host Locations Temporarily Closed). If both teams agree, matches may be made up “prior” to the re-schedule date, but not after (unless approved by the League Operator). **If a team(s) for whatever reason, can not make a re-scheduled match date, they will not have to completely forfeit all of their points for the night.**

If both teams initially showed up on league night and physically played “3 or more matches” and then elected to reschedule the remaining 1 or 2 matches ... No-Show Points for the make-up matches will be awarded, as follows: In 8-Ball, if a team doesn’t show up for the make-up matches, they will still receive 1 additional point for each un-played match, while the team that physically shows up for the make-up matches will receive 2 additional points for each un-played match. In 9-Ball, if a team doesn’t show up for the make-up matches, they will still receive 8 additional points for each un-played match, while the team that physically shows up for the make-up matches will receive 10 additional points for each un-played match. The team that shows up must wait the required 15 minutes, and after verifying that no one from the other team is present, they are to notify the wait staff that they that they are declaring a forfeit. Please list the wait staff person’s name in the remarks section on the SK App.

If neither team showed up on League Night, or if both teams showed up and physically played “2” or less matches, and then elected to re-schedule the remaining “3 or more matches” ... No-Show Points for the make-up matches will be awarded as follows: In 8-Ball, if a team elects to No-Show for the make-up matches, they will still receive a total of “8” points (6 + 2 BP), while the team that physically shows up will receive a total of “9” points (7 + 2 BP). In our 9-Ball and Mixed Format leagues, if a team elects to no-show, they will still receive a total of “50” points (40 + 10 BP), while the team that shows up will receive a total of “60” points (50 + 10 BP).

In 8-Ball, if neither team shows up for the make-up match, both teams will receive a total of “8” points each (6 + 2 BP) ... and in 9-Ball, if neither team shows up, both teams will receive a total of 50 points each (40 + 10 BP). Full weekly fees are still required for all scheduled matches (played or not). If weekly fees are received in the office by 10am on Monday, following the rescheduled/make-up date, the teams will also receive their bonus points. A similar points system is used when both teams no show to the Snow Makeup Match for our Masters (14 + 2 BP), Mixed Format (40 + 10 BP, and our Ladies leagues (3 + 2 BP).

Snow Emergency Plan/Liberal Play

What Is The Re-Schedule Policy For Playoffs Held At Your Host Location - Any and all unplayed matches which occur during the Semi-Finals or the Finals (held in the local Host Locations) will normally be re-scheduled for 2:00pm ON THE FIRST SATURDAY following your regular night of play (or as listed on the APA website, voice mail, or as posted in emails sent to the team). Call the APA voice mail system or visit our website for instructions. We may need you to phone in the results of the make-up matches to help us get things ready for an upcoming HLT event. If both teams agree, they may make-up the matches “prior” to the re-schedule date, but not afterwards (unless approved by the League Operator). If needed, call the League Office for your opponent’s phone number.

What Is The Re-Schedule Policy for the Baltimore Area Divisional Finals held at The New Green Room? – Please note that if a State of Emergency or Snow Emergency Plan goes into effect or is in effect in BALTIMORE County ONE HOUR PRIOR to the start of your officially scheduled Divisional Finals playoff round, we will operate under the APA “LIBERAL PLAY POLICY”.

This means that the Tournament Room will be open (unless otherwise specified on our local APA Website) FOR THOSE TEAMS WHO CHOOSE TO PLAY, but that no teams will be penalized if any or all of their players choose not to play or show up at the tournament site. Any and all unplayed Divisional Finals matches for that specific round will normally be re-scheduled for either 12 Noon or 5pm that SUNDAY (if possible). **The APA will post all re-schedule information on our website (www.apapool.com) and also EMAIL the information to every affected player. PLEASE KEEP YOUR EMAIL UP TO DATE!**

What Is The Re-Schedule Policy For Tri-Annual Matches played at The New Green Room - Due to the nature of tournament play, matches will be rescheduled as close to their original times, as possible. The Fall Tri-Annuals (which are held in January) are sometimes subject to snow emergency problems. Since our Tournament Site (The New Green Room) is located in BALTIMORE County, please monitor the Snow Emergency Plans for BALTIMORE County. If a Snow Emergency Plan goes into effect in BALTIMORE County TWO HOURS prior to your scheduled round, YOUR MATCH MAY NEED TO BE RESCHEDULED FOR LATER THAT DAY, THE FOLLOWING DAY, A TIME LATER THAT WEEKEND, or it may have to be cancelled in its entirety and re-scheduled for one of the following weekends. **The APA will post all re-schedule information on our website (www.apapool.com) and also EMAIL re-schedule information to every player on all teams affected.** AGAIN, PLEASE KEEP YOUR EMAIL ADDRESSES UP TO DATE.

To determine if a Snow Emergency Plan is in effect, go to our local APA website (one hour prior to your official league start time) and click on the links listed. Please note that there may be a delay by the government agencies in posting that a plan has been put in effect, or that a plan has been lifted. Go with what is listed on the site at that time.

Snow Emergency Plan/Liberal Play

BALTIMORE COUNTY SNOW EMERGENCY PLANS THAT MAY AFFECT TRI-ANNUAL PLAY AT THE NEW GREEN ROOM

If our Friday 8:00pm rounds are cancelled (due to a Snow Emergency Plan being in effect in BALTIMORE COUNTY at 6:00pm) the Friday 8:00pm round would normally be re-scheduled for that Saturday at 1:00pm (provided things clear up and the Snow Plan is lifted by at least 11am on Saturday). If not, the entire tournament would normally be cancelled and re-scheduled for a following weekend. However, if the Snow Emergency Plan is lifted in Baltimore County by 11:00am on Saturday, the Friday 8:00pm round would normally be re-scheduled for 1:00pm on Saturday, the Saturday 1:00pm round would normally be pushed out to 7:00pm on Saturday, the Saturday 7:00pm round would be pushed out to 12 Noon on Sunday, and the Sunday 12 Noon round would normally be pushed out to 5:00pm on Sunday, unless otherwise specified on our local APA website (apapool.com).

If no Snow Emergency Plan was in effect on Friday, and our Friday 8:00pm rounds were played as normally scheduled, but a Snow Emergency Plan goes into effect later and is still in effect in BALTIMORE COUNTY at 11:00am on Saturday (and is not lifted by 5:00pm), then the balance of the entire tournament would be cancelled and re-scheduled for a following weekend.

However, if the Snow Emergency Plan is lifted by 5:00pm on Saturday, then the Saturday 1:00pm round would normally be re-scheduled for 7:00pm, the 7:00pm round would be pushed out to Sunday at 12 Noon, and the Sunday 12 Noon round would be pushed out to Sunday at 5:00pm, unless otherwise specified on our website.

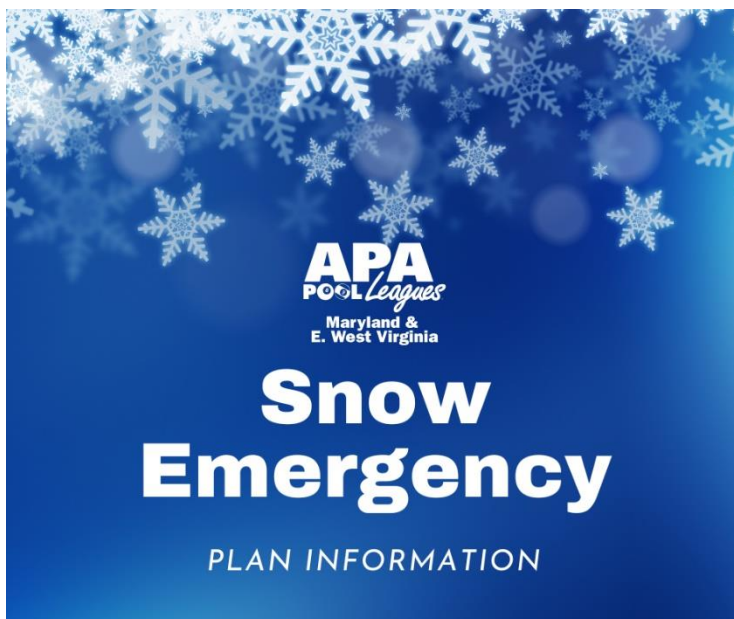
If no Snow Emergency Plan was in effect for the Saturday 1:00pm round and those rounds were played as normally scheduled, but a Snow Emergency Plan goes into effect later and is still in effect in BALTIMORE COUNTY at 5:00pm, the 7:00pm round will normally be re-scheduled for that Sunday at 12 Noon (provided the plan is lifted by at least 10:00am on Sunday). If so, this would push the Sunday 12 Noon round out to Sunday at 5:00pm. Note that if the Snow Plan has not been lifted by 10:00am Sunday morning, all remaining matches would be cancelled and re-scheduled for one of the following weekends.

Snow Emergency Plan/Liberal Play

LOCAL COUNTY SNOW EMERGENCY PLANS THAT MAY AFFECT YOUR ABILITY TO MAKE IT TO THE NEW GREEN ROOM

If a Snow Plan has NOT been issued for BALTIMORE County but is in effect in the County in which you play, (TWO HOURS PRIOR to the start of your scheduled round), your specific match will fall under the APA “LIBERAL PLAY POLICY”. This means that, if you or your teammates feel that it is unsafe to try and make it to the event, your match will be re-scheduled (if possible) for a later time that weekend, provided the Snow Emergency Plan gets lifted in your immediate playing area. If your match can’t be rescheduled for a later time that weekend, your team will not be penalized. Your team will be placed in the next set of Tri-Annuals.

CALL THE NEW GREEN ROOM AND ASK TO SPEAK TO THE APA TOURNAMENT DIRECTOR, IF YOU NEED TO INVOKE LIBERAL PLAY ... AND TO FIND OUT YOUR NEW MATCH DATE/TIME, SHOULD YOUR MATCH NEED TO BE RESCHEDULED (Phone # 443-503-5929).



HOW DOES THE APA FIVE-STAR SPORTSMANSHIP PROGRAM WORK?

In most APA Leagues, and on most nights, things go according to plan and the teams have a great time playing APA pool. Occasionally there may be a player or even a team in the League that other player's just hate being around. They may make sexist or racist remarks, bang balls around intentionally to try to skew our handicapping system, or just display an unsportsmanlike attitude in general. Usually, these players or teams get away with their actions way too long before we are able to take appropriate action. Members simply don't like to complain unless the problem turns major. With this in mind, the APA has put into place a Five-Star Sportsmanship program designed to increase the fun you have playing in the League.

This program was designed to accomplish two things: (1) reward teams that from week to week are "great" teams to play against; and (2) identify teams that are a pain in the butt to be around, remove the players from those teams who cause problems, and reorganize those teams in question. This system, which is now an integral part of the APA computer software, gives us instantaneous feedback as to our sportsmanship problems. With YOUR weekly input, we will be able to print out a list of the top sportsmanship teams and acknowledge and reward them. We will just as easily be able to identify those teams that cause problems in the League.

The FUN FACTOR system works as follows: Every week you will rate the opposing team. If you do not take the time to rate your opponent, they will automatically receive a "4" rating. Simply rate them before SUBMITTING your match on the Scorekeeper App. The rating you give them will be 100% confidential. It's that simple. What happens to this data? Towards the end of every session, we will run reports that identify those teams that are GREAT to compete against. Once identified, they will be acknowledged on our website and sent Good Sportsmanship Certificates and patches.

On the same note, we will be able to more rapidly identify and eliminate the problem players. Starting on week # 4 of the session (and every week thereafter), we will run reports identifying those teams who have been rated poorly (those teams that the other teams in the League don't want to play against). All members on the team will be sent emails notifying them that their team has been placed on probation and that subsequent poor scores will result in immediate suspension from the League. They will be given instructions on how to fix the problem. They may only need to drop a player or two; or if the problem is the Captain or Co-Captain, they may have to re-elect a new team leader.

5-Star Sportsmanship Program

Players identified as chronic problem players on the team will be immediately suspended from the APA. For now, our goal is to provide at least a Four-Star Experience. With time, we are confident that the APA “FUN FACTOR” system will increase all your play in the APA to a Five-Star level. Please note that if your team draws a Bye, you will receive a “5” rating.

HOW TO RATE THE OPPOSING TEAM:

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



FIVE-STAR RATING - This is our “Top” rating. Team is one of the nicest in the League. Not only do they cause no problems and are a pleasure to play, but they go beyond the call of duty to show Good Sportsmanship and make your night out feel special. Your team (win or lose) had a “Super” night out. [Equivalent to an “A” in academics]. **GIVE OUT THIS RATING “SPARINGLY”**. Use the 4-Star rating when your team has an above average or “great” night out. **SAVE THE 5-STAR RATING FOR THOSE TEAMS THAT REALLY DESERVE IT** and go way beyond what should be expected of them and who make the evening **EXCEPTIONAL!**



FOUR-STAR RATING - This is our “Target” rating. Team causes absolutely no problems and is a pleasure to play. Your team (win or lose) had an “Above Average” or “Great” night out. [Equivalent to a “B” in academics]



THREE-STAR RATING - This is our “Average” rating. No major problems, night went well with only a few “minor” problems. Maybe some minor rule disagreements. Maybe 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. [Equivalent to a “C” in academics]



TWO-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 opposing team Captain did nothing to get his/her players under control.... enough so that your evening wasn’t fun. Maybe the opposing team made smart or degrading remarks to your players or called you sandbaggers; maybe they tried to manipulate our handicap system by simply banging balls around the table; or maybe they were just rude and unfriendly. Your team (win or lose) “did not” have a fun night out. [Equivalent to a “D” in academics] **A Write-Up “should” accompany this rating!**



ONE-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 his/her players under control. Your team (win or lose) had a terrible night out [Equivalent to an “E/ F” in academics]. A Sportsmanship Complaint Form “must” be completed and emailed to the League Office to accompany this rating!

Suspension Guidelines

WHAT ARE THE APA PLAYER SUSPENSION GUIDELINES?

Please note that the following are only guidelines. APA management reserves the right to modify penalties issued as they deem proper (based upon the circumstances).

- 1. To someone who starts or verbally provokes a fight or brawl** - a two-year suspension from the APA.
- 2. To someone who has to be restrained from starting a fight** (committing physical violence) – a one to two year suspension.
- 3. To someone who gets into a fight or a brawl defending himself** - a minimum one-month suspension if first offense, and if they did nothing to perpetuate the situation ... much longer if otherwise.
- 4. To someone who threatens physical violence** (if substantiated by neutral witnesses) - six months to 2 years (based upon the situation).
- 5. To someone who consistently uses foul or intimidating language** - three to six-month suspension, and longer for repeat offenses.
- 6. To someone who uses lesser degrees of verbal abuse** - probation and suspension as deemed appropriate. Note that it is impossible to substantiate the validity of every complaint. Our policy is to assume neither guilt nor innocence on initial complaints, we simply send out letters advising you to correct the problem, if one exists! With more complaints come stronger penalties.
- 7. To someone who falsifies their scoresheets** – 3 months to 2 years suspension (based upon the infraction). Do not allow your opponents to talk you into writing in the names of players who aren't present, forfeit matches to them to move them up in the standings, or to change data on the scoresheet in any way ... i.e. adding innings, etc.

PLEASE NOTE THAT SOCIAL MEDIA BULLYING (EITHER NAME-CALLING, THREATENING REMARKS, OR OTHER POSTS DESIGNED TO EMBARRASS OR HUMILIATE ANOTHER APA MEMBER) WILL NOT BE TOLERATED ... IF AS THE RESULT OF AN ISSUE THAT OCCURRED WHILE SHOOTING A MATCH IN THE APA. THIS IS AN ADULT LEAGUE AND WE EXPECT OUR MEMBERS TO ACT ACCORDINGLY, EVEN ON SOCIAL MEDIA.

Suspension Guidelines

APA Guidelines For “Minor” Sportsmanship Problems

- 1) Your first “minor” sportsmanship complaint may only result in a letter from the League Office to you or your Captain. You are free to call or email the League Office to explain the situation.
- 2) Your second “minor” problem results in a letter from the League Office directly to you and your Team Captain. Once again, you are free to call or email the League Office to explain the situation.
- 3) Your third “minor” problem (within past 5 years) will normally result in a minimum 30 to 90-day suspension.
- 4) Your fourth “minor” problem (within the past 5 years) will normally result in a minimum 3 months to 2-year suspension.
- 5) Your fifth “minor” problem (within the past 5 years) will normally result in the APA REFUSING TO DO FURTHER BUSINESS with that individual.
- 6) Anyone who intentionally breaks their cue stick, or throws their cue stick, the cue ball, or other objects, during regular session play faces a minimum 30-day suspension. If during the Playoffs or HLT Play, player faces a minimum 3 months’ suspension.

All suspended members will have (XXX) next to their names. The XXXs are not automatically removed when the suspension period is over. It is the player’s responsibility to call the League Office and request the XXXs be removed from their record, once their suspension is up. Suspended players are not allowed to play, coach, advise the coach, or keep score, and their skill levels cannot be used for “23 Point Rule” purposes. If a player with XXXs shoots a match and it is confirmed later that they are still on suspension, their match will be forfeited to the opposing team. If a player creates further problems while on suspension (i.e. harassing Division Reps, witnesses, or the person with which they had the altercation, etc. or if they show up at locations where those individuals are playing to intimidate them) the suspended player may face much more severe penalties, including the APA REFUSING TO DO FURTHER BUSINESS with that individual. Note that non-APA members who cause problems with APA members during League play (when identified) may be prohibited from becoming APA members in the future.

The Sportsmanship Committee or League Management will review all sportsmanship violations and render the final decision. League Management MAY OR MAY NOT allow players who are indefinitely suspended to file an appeal to be reinstated (based upon the circumstances). If they are allowed to appeal, they will only be allowed to do so after being out of the League for a minimum of 1-2 years (based upon the incident). Note: Sportsmanship problems that occur at Higher Level Tournaments may result in much more severe penalties.

OTHER APA FORMATS THAT WE OFFER LOCALLY FOR WEEKLY TEAM PLAY



APA Masters Divisions

- ◆ 3-4 Players/Team
- ◆ Weekly Fees - \$36/Team

MASTERS SCORESHEET

Team Score for: 22702 (24/0/0)

For Week Number: 415 - On: 09/29/24 At: 07:30 PM

Division: Hagerstown Masters (Mon) Fall 2024 Session

Division Rep(s): David Lott (248) 291-2888
Chris Packer (384) 624-5482
Bob Bartles (248) 217-2729

Match: _____
Start Time: _____
Pool Table: _____

Division Standings Through Last Week

Team #	1	2	3	4	5	6	7	8	9	10
Points Last Week:	20	23	0	20	05	38	21	12	25	0
Total:	53	62	37	54	52	49	60	48	61	0

Home Team

Team: 22702 Starlite Inn
Host Location: Starlite Inn

MP	Player #	Name
1	91537	Stokkes, Jennie
3	91281	Packer, Chris
0	60542	Murray, RJ
2	73059	Lowland, Glenn

\$6.50 Credit

Visiting Team

Team: 22708 Starlite Inn
Host Location: Starlite Inn

MP	Player #	Name
2	94922	Blackwell, Scott
0	37864	Blackford, Connor
2	13806	Demerhough, Jeff
2	82151	Owenby, Don

* Home Match Played - Not Paid * Visitor Match Played - Incomplete Information on D/F File - Please Submit Complete Information.

Team 22702 game 1 2 3 4 5 (Circle One)

T#	Player Name	Player #	0-Ball Games					8-Ball Games					Score			
			W	L	T	BYE	W	L	T	BYE						
			1	2	3	4	5	6	7	8	1	2	3	4	5	
			1	2	3	4	5	6	7	8	1	2	3	4	5	
			1	2	3	4	5	6	7	8	1	2	3	4	5	
			1	2	3	4	5	6	7	8	1	2	3	4	5	
			1	2	3	4	5	6	7	8	1	2	3	4	5	
			1	2	3	4	5	6	7	8	1	2	3	4	5	

Team Section

Completed By Team Captain: _____

Player Date: _____ \$20.00

Fee: _____

Please Annual dues for the following members:

Signed

By Both: _____ Capt # 22702

Team: _____ Capt # 22708

Captains: _____

Next Scheduled Match is Against
22703 DOW DAYS ON 09/19/2024 AT Starlite Inn

Message Center

FIND OUT THE LATEST NEWS TO ADD PLAYERS TO YOUR ROSTER, REINFORCE YOUR MAY BECOME CHECKED OFF THE OFFICIAL TEAM ROSTER, AND LOCAL BYE/LET WINN APAPOL.COM FOR WEEKLY FEES AND MEMBERSHIP INFORMATION (OFFICIAL MEMBERSHIP DUES ARE NOW \$20 A WEEK AND \$1.00 A WEEK FOR THE 1ST MATCH PLAYED)

APA Masters League

Our Masters program is designed for our better players. Participants must be a skill level 5 or higher in both 8-Ball and 9-Ball (at the start of a given session) to participate in our Masters program. Note that it is permissible for a player to drop below the SL-5 requirement after the session begins. They must, however, elevate back to a SL-5 in both formats to re-register with the team for subsequent sessions. This requirement is waived if their team qualifies for the LTC. Our Masters teams consist of a minimum of three (3) players and a maximum of four (4) players. A team match consists of three individual player matches.

Teams earn points during the regular session, with each individual player match being a race to 7. Players shoot up to eight games of 9-Ball and five games of 8-Ball. For complete details, please refer to the APA Official Team Manual. Byes and No-Show Forfeits are worth a total of 18 Points (16 points + 2 Bonus Points). Individual player match forfeits are worth 6 points (16 points plus 2 bonus points maximum per team match). All Masters players (new and established) must shoot a minimum of “4” times (with their team) during the session to be eligible to play in the end of session playoffs and advance to our Higher-Level Tournaments.

The way a match win is scored changes when our Masters teams enter the playoffs, Tri-Annals, and our Local Team Championship (Vegas Qualifier). Players still race to 7 in their individual player matches. The difference is that the first player that wins 7 games in each individual player match wins “1” point for their team. The first team to win “2” points wins the team match and advances to the next round or to the next event. In case of a double-forfeit, where the score is 1-1 after two matches, and NEITHER team has a 3rd player to put up, the tie goes to the team that won the FIRST player match.

Submitting Masters Scoresheets Back to the League Office – The APA does not currently have a Scorekeeping App for the Masters program, however (ready to print) Masters scoresheets are available on Member Services/the APA Pool League app for downloading. Masters teams will need to start printing out a copy of “their” team’s scoresheet before heading to league play. Once your matches are finished for the night, open up the “FREE” CamScanner App on your phone (you DO NOT need to purchase the upgraded version); snap a picture of your scoresheet (select pdf), then email the pdf (of your completed scoresheet) to masters@apapool.com. Next, go to Member Services and submit your weekly fees, then head home for the night.

Memberships – Note that all APA Memberships must now be paid online. Make sure all of your team members go online and CLAIM THEIR ACCOUNT on Member Services, and that any New or Non-Paid returning players, GO ONLINE and submit their Membership Dues, before they shoot.

Other Formats We Offer Locally

APA Masters Tri-Annual Structure – Our Masters program is currently set-up with two separate Tri-Annuals (Tier-1 and Tier-2). Each session our Tier-1 and Tier-2 Champions and Runner-Ups (along with the HPF team in our larger 13-16 team divisions) advance to the Tri-Annuals. Tier-1 and Tier-2 Divisional Champions (along with the HPF team in our larger 13-16 team divisions) also receive Championship T-Shirts or Trophies, along with a Host Location/Tavern Plaque. Runner-Up teams receive patches.

Please note that we will continue to advance the 2nd place Runner-Up teams to the Masters Tri-Annuals, *until we grow and reach a total of six (6) Masters Divisions*. At that time, our Masters Program will follow our 8-Ball and 9-Ball formats ... where only the Divisional Champions (and HPF team in our 13-16 team divisions) advance to the Tri-Annuals. Again, at that time, no more runner-up teams will advance to the Tri-Annuals.

Each session, two (2) winning teams from our Tier-1 Masters Tri-Annuals, along with one (1) winning team from our Tier-2 Masters Tri-Annuals will advance to our annual Masters Local Team Championship (LTC) ... held in March each year. Your Fall roster is the roster that is used for the Masters Local Team Championship (Vegas Qualifier).

Each year, two (2) winning teams from our Masters Local Team Championship (LTC) will advance to Las Vegas to compete in the APA Masters Championship (held in late April/early May). If team count remains constant and we are allocated a 3rd slot we will draw and send a 3rd (wildcard) team. Note that to be eligible for the wildcard draw, teams must have actually participated in the Masters Local Team Championship.

To participate in the Masters World Championship, players must remain active on either an Open 8-Ball team, Open 9-Ball team, or a Masters team during the Spring Session.

Local Team Championship Eligibility – Your Fall roster is the roster that is used for the Local Team Championship (Vegas Qualifier). If you are not listed on that roster, you are not eligible to participate in the LTC. Teams that qualify for the LTC, in a given session, must remain active in a Masters Division (with a minimum of 2 players on their roster) in all subsequent sessions (through the Spring Session) to retain team eligibility. Also, all players on the team must remain active in the APA during the Summer Session. You do not have to shoot together on the same team in the Summer Session, but you must remain active on an APA team during the Summer Session. It can be on either a Masters, 8-Ball, 9-Ball, Ladies, or Mixed Format team.

SUDDEN DEATH IN MASTERS - To keep matches running on-time at our Tri-Annuals and our World Qualifier, we from time to time have to enforce the APA SUDDEN DEATH RULE. In our Masters HLT events, Sudden Death goes into effect 2 ½ hours after the start of the first match. When Sudden Death is announced, any match that is currently in progress is to be completed in its entirety, however any, and all remaining matches fall under the Sudden Death rule. Each game won will count (and be marked) as “2” games won.

MASTERS TRAVEL FUND – Teams that win in the Masters Local Team Championship, and who advance to the Masters World Championship will receive \$3,500 each in Travel Assistance.

APA Mixed Format League

- ◆ 6 Players/Team ... Everyone can play every week (if they want) ...
- ◆ Weekly Fees currently \$50/Team.
- ◆ 9-Ball matches played using Ball Count ... 8-Ball matches played using Game Wins!
- ◆ 2 matches of 8-Ball (10 Point limit); 2 matches of 9-Ball (10 Point Limit)
- ◆ 1 match of Alternate Shot Scotch Doubles ... (12 Point Limit)
- ◆ No More Forfeits (Players can Double or Triple play if needed)
- ◆ Two Tier Format Locally Tier-1 & Tier-2 Divisional Champions (along with HPF teams in our 13-16 Team Divisions) advance to the Mixed Format Tri-Annual, and receive patches, Championship Tee Shirts or Plaques, along with a Host Location/Tavern Plaque. Tri-Annual Winning Teams will receive \$600 each, Runner-Up teams will receive \$300; 5th-8th place will receive \$250; and 9th-16th will each receive \$200.
- ◆ The Tri-Annual Winners will advance to the Local Team Championship
- ◆ Local Championship Winning Team will receive \$5000 Travel Assistance and advance to Las Vegas to vacation and play in the APA Mini-Mania Tournaments!

MIXED FORMAT SCORESHEET

Team # _____ Player # _____ Match # _____ League # _____

8-Ball Points Earned: _____ 9-Ball Points Earned: _____

Game Wins: _____ Ball Count: _____

Double or Triple Play: Forfeit:

The time needed to complete the five matches in our Mixed Format league should be slightly less than playing an 8-Ball team match. Players who participate in a MIXED FORMAT LEAGUE must remain active on either an APA 8- Ball, 9-Ball, or Mixed Format league if they wish to play in the Singles Program or wish to play in the Mini-Mania Tournaments, should they make it to Vegas.

NUMBER OF PLAYERS PER TEAM - 6 Players per team (EVERYONE ON THE TEAM CAN NOW PLAY EACH WEEK ... IF THEY WANT) ... FIVE MATCHES PLAYED PER NIGHT ... The first 2 matches will be traditional 8-Ball GAME WINS matches (10 Point SL Limit), the next 2 matches will be BALL COUNT 9-Ball matches (10 Point SL Limit), and the last match will be GAME WINS Scotch Doubles 8-Ball ... or ... BALL COUNT Scotch Doubles 9-Ball (12-Point SL Limit). The team that is trailing (has the least points) after the first four matches gets to choose the format for Scotch Doubles. In case of a tie, the team that lost the 4th match gets to choose the format. All 8-Ball matches will use the 8-Ball Games Must Win chart ... and a NEW Special 8-Ball "Points Earned" chart. All 9-Ball matches will use the 9-Ball "Race To" chart ... and the 9-Ball "Points Earned" chart.

Other Formats We Offer Locally

HOW TO WIN - All 8-Ball and 9-Ball matches are played the same as traditional APA 8-Ball and 9-Ball matches, respectively. In 8-Ball (using the Game Wins chart) the first person to reach the number of games they need, wins their match. In 9-Ball (using the Ball Count chart) the first player to reach the number of balls they need, wins their match ... For all 8-Ball matches, use the NEW special 8-Ball “Points Earned” chart to determine the split (20 points available per player match). For all 9-Ball matches, use the 9-Ball “Points Earned” chart to determine the split (20 points available per player match) ... 100 points available per team match). In the Playoffs and HLT, the first team to 51 points wins. In case of a 50/50 tie, the team that won 3 of 5 matches is the winner.

BYES AND FORFEITS - Byes and team forfeits will be worth 50 points plus bonus (60 points total). The same for PARTIAL FORFEITS (team matches where less than three individual player matches are played). Individual Player match forfeits will be worth 15 Points during regular session (20 Points during playoffs and in HLT play). Teams will be issued 10 bonus points for emailing their scoresheets into the office on-time (using the CamScanner App) and paying their full weekly fees online (using Stripe).

Teams "are permitted" to forfeit their second individual 8-Ball player match (worth 15 points) and/or their second individual 9-Ball player match (worth 15 points) without having to forfeit all remaining matches for the night. They simply forfeit that specific match and move on to the next format.

SUBMITTING MIXED FORMAT SCORESHEETS BACK TO THE LEAGUE OFFICE

- Mixed Format is a “local” program designed only for our local players. It is not endorsed or supported by the APA, thus the APA does not have a Scorekeeping App available for it, nor are there printable scoresheets available on Member Services. Ready to print Mixed Format scoresheets (along with 8-Ball Rosters) are posted weekly on our website (apapool.com) for you to download and print.

1. Captains, simply print out a copy of “your” team’s scoresheet, and the 8-Ball Roster, and head to league play. Please be sure to write in your 5-digit 9-Ball Team Number on the back of the Scoresheet.
2. Once your matches are finished for the night, open up the “FREE” CamScanner App on your phone (you DO NOT need to purchase the upgraded version); snap a picture of the back/completed side of the scoresheet (select photo to pdf), then email the back side of your completed scoresheet to mixedformat@apapool.com.
3. Next, go to Member Services and submit your weekly fees, then head home for the night. No more picking up and dropping off team envelopes, writing checks, etc.

Memberships – Note that all APA Memberships must now be paid online. Make sure all of your team members go online and CLAIM THEIR ACCOUNT on Member Services, and that any New or Non-Paid returning players, GO ONLINE and submit their Membership Dues, before they shoot.

DOUBLE-PLAY/TRIPLE-PLAY RULE – In the regular session, eligible players may DOUBLE-PLAY or even TRIPLE-PLAY (play once in each of the three formats).

NOTE: PLAYERS MAY NOT DOUBLE-PLAY IN THE SAME FORMAT.

In the Playoffs/HLT ... NO players may Triple Play and only TWO players may Double Play.

Other Formats We Offer Locally

SURVIVAL RULE – If you are having problems with players showing up, you may add players to your team roster in order to bring it back up to five players. Please note: You must be down to four or less players to invoke the survival rule. The player(s) that you would like to add must be established players (SL-4 or less), if not, they must be approved by the League Operator. The survival rule cannot be invoked by a team that is currently in 1st - 4th place in a 9-team to 16-team division, currently in 1st thru 3rd place in a 5-team to 8-team division, or currently in 1st or 2nd in a 4-team division. Note: The APA Scorekeeper App will not allow you to drop either the Team Captain or Co-Captain. Captains, if you want to drop your Co-Captain, you must call the League Office and we will drop them for you through our system. If the majority of the team chooses to replace their Captain, they must call or email the League Office.

8-BALL MIXED FORMAT 20-POINT SCORING SYSTEM – Please note that in 8-Ball, we have based the value of a “Total Shut-Out” on the Skill Level of the losing player the higher the Skill Level, the larger the split. It is much easier to shut-out a SL-2/3 player, than a SL-7 player. If you shut-out a SL-2/3 player the maximum split you will receive is 16/4; shut-out a SL-4 player and the split is 17/3, etc. The only way to receive a 20-0 split is to “shut-out/skunk” a SL-7. Before anyone says it’s not fair for the loser to receive points, please note that we wanted to keep the chart simple and keep every player match worth 20 points (and the total team match worth 100 points). This is the same as issuing differential numbers (12/0 instead of 16/4 for the shut-out of a SL-2/3 player; 14/0 instead of 17/3 for the shut-out of a SL-4 player, 16/0 instead of 18/2 for the shut-out of a SL-5 player, etc).

MIXED FORMAT PLAYOFF STRUCTURE – Both the Tier-1 and Tier-2 Champions (along with the HPF team in our 13-16 team divisions) advance to our Mixed Format Tri-Annuals. Our Mixed Format Tier-1 and Tier-2 Divisional Champions (along with the HPF team in our larger 13-16 team divisions) will receive Divisional Champion patches, Championship T-Shirts or Trophies, along with a Host Location/Tavern Plaque, and will advance to our Mixed Format Tri-Annuals.

REGULAR SESSION PLAY – A player’s skill level (the skill level listed on their 8-Ball and 9-Ball rosters) may differ, even multiple levels, between the two formats, especially if the player is NEW to the APA, or new to one of the two formats.

SINGLES MATCHES (REGULAR SESSION) - When playing in an 8-Ball SINGLES MATCH, players are to use the skill level listed on their 8-Ball Roster and when playing in a 9-Ball SINGLES MATCH they are to use the skill level listed on their 9-Ball Scoresheet/Roster.

Players with “0” Total Matches Played (TMP) in a specific format and who are “NOT Established” (less than 10 TMP) in the other format are to play their first match in the new format as NEW players (SL-3).

Players with “0” Total Matches Played (TMP) in a specific format and who are “Established” in the other format are to play their first match in the new format at their “Established” skill level from the other format, not as NEW players. **Exception:** If an “established” 9-Ball player is a SL-1 in 9-Ball, and new to 8-Ball, they will play their first 8-Ball match as a SL-2. If an “established” 9-Ball player is a SL-8 or SL-9 in 9-Ball, and new to 8-Ball, they will play their first 8-Ball match as a SL-7.

Other Formats We Offer Locally

DOUBLES MATCHES (REGULAR SESSION) – “New” players are not permitted to participate in Doubles Matches until they have a minimum of “6” Total Matches Played (TMP) lifetime in “either” 8-Ball “or” 9-Ball.

EXCEPTION: If a team cannot field a legal 12-point lineup for their DOUBLES match (with the players “listed” on their current roster), they are permitted to use players who do not meet the above criteria, however those players must play in the DOUBLES match at the HIGHER of “either” their current 8-Ball skill level “or” their current 9-Ball skill level.

Once a player has a minimum of “6” TMP in one of the two formats, they may participate in either format of the DOUBLES matches.

If you are **NOT “Established”** in a specific format (meaning you have less than 10 TMP in that specific format) and you will be playing in a DOUBLES match in that format, you must use the **skill level that is “HIGHEST” between your 8-Ball and 9-Ball Skill Levels.**

If you are **“Established”** in a specific format with “10” or more Total Matches Played (TMP) in that specific format and you will be playing in a DOUBLES match in that format, you are to use the skill level assigned to that specific format.

PLAYOFFS - **“Established”** APA Members (with 10 or more previous scores in either their 8-Ball “or” 9-Ball record) are only required to shoot a minimum of “4” SINGLES MATCHES during the regular session to be eligible to advance to the playoffs. This can be a combination of both 8-Ball and 9-Ball Singles Matches. Please note that Doubles matches do not count towards this requirement.

New and “Non-Established” APA Members (with less than 10 previous scores in either their 8-Ball “or” 9-Ball records) are required to comply with the following to be eligible to advance to the playoffs ... **“EITHER”**:

- (1) Physically shoot a minimum of “6” Individual SINGLES MATCHES (6-MP) in **“ONE SPECIFIC FORMAT”** during the Regular Session, or
- (2) End the session **“Established”** with a minimum of 10 Total Matches Played (10-TMP) in one of the two formats **“and”** have played a minimum of “4” total Regular Session Singles Matches (4-MP). 8-Ball & 9-Ball Singles Matches Played (MP) may be combined to meet this requirement.

SINGLES MATCHES (PLAYOFFS) – If you are an **“Established” Player**, with “10” or more Total Matches Played (TMP) in a specific format, you are to use the skill level assigned to that specific format. If you are a **“Non-Established” Player**, with less than “10” Total Matches Played (TMP) in a specific format, you must play in that specific format at the **skill level that is “HIGHEST” between your 8-Ball and 9-Ball Skill Levels.**

DOUBLES MATCHES (PLAYOFFS) – If you are an **“Established” Player**, with “10” or more Total Matches Played (TMP) in a specific format and you will be playing in a DOUBLES match in that format, you are to use the skill level assigned to that specific format. If you are a **“Non-Established” Player** in a specific format, with less than “10” Total Matches Played (TMP) in that specific format, and you will be playing in a DOUBLES match in that format, you must play at the **SL that is “HIGHEST” between your 8-Ball and 9-Ball Skill Levels.**

Other Formats We Offer Locally

10-POINT RULE - the total of the skill levels of the two players fielded in the two matches of 8-Ball cannot exceed 10 points; the total of the skill levels of the two players fielded in the two matches of 9-Ball cannot exceed 10 points. The total of the skill levels of the two players fielded in the Scotch Doubles Match cannot exceed 12 points. A violation of the 10-Point Rule only affects the 40 points available in a specific set of SINGLES MATCHES, not the entire TEAM MATCH. Example: If a player is put up in one of the two 8-Ball SINGLES MATCHES that causes a violation of the 10-Point Rule ... and the rack is struck ... the violating team receives “0” points for the two matches of 8-Ball, while the non-violating team receives 30 Forfeit points (15 points for each of the two 8-Ball matches). The same for the two individual 9-Ball PLAYER MATCHES.

COACHING - During the regular session, Non-Rated Players and SL-1 thru SL-3 players receive 2 time-outs (in their individual singles matches) while SL-4 and above players will receive only 1 time-out. During the playoffs and in all other HLT play, the players participating in a Singles match will receive only 1 time out. During their 8-Ball/9-Ball Scotch Doubles matches (regular session, playoffs, and HLT) players may receive “Unlimited Mini-Coaching”, from their partner (10-15 seconds - suggested guideline). The non-shooting partner may advise the shooter as to which ball to shoot, what pocket to shoot it in, what English to use, what balls to break out, etc., etc. **Note that it is permissible for your partner to stay in the playing area while you are executing your shot, your opponents are to remain clear of the playing area until it is their turn at the table.** If you need more time to discuss in detail your overall game strategy, you may call for “1” Official Time-out per game (1-2 minutes - suggest guideline). The time-out is for the two players shooting in the match (no outsiders). **Exceeding above time guidelines is NOT a foul, however, it can result in a sportsmanship violation.** Partners can be at the table at the same time and can “mini coach” each other between shots. Call an Official Time-Out to discuss detailed game strategy.

8-BALL/9-BALL SCOTCH DOUBLES - To determine the Skill Level to use for a Scotch Doubles team match, add the skill levels of the two partners together. If their combined Skill Level is an ODD number, ROUND THE NUMBER “UP” to the next EVEN number, then divide by 2. Example: Team A consists of a SL-7 and a SL-4 player. Their combined skill levels are 11 ... rounded up to 12 ... divided by 2 ... so the team plays as a SL-6 in 8-Ball or race to 46 Balls in 9-Ball. Team B consists of a SL-4 and a SL-5. Their combined skill levels are 9 ... rounded up to 10 ... divided by 2 ... so the team plays as a SL-5. If they play an 8-Ball Scotch Doubles match against each other, the race would be 5/4 (games) respectively. If they play a 9-Ball Scotch Doubles match, the race would be to 46/38 (points).

The team that is trailing (has the least points) going into the SCOTCH DOUBLES MATCH gets to choose the format for the SCOTCH DOUBLES MATCH (either SCOTCH DOUBLES 8-BALL or SCOTCH DOUBLES 9-BALL). In case of a 40/40 tie after the fourth match, the team that lost the 4th match gets to choose the format.

If a team chooses the 8-Ball Scotch Doubles format, then realizes, before the rack is broken, that they have no chance of winning (even if they win all of the 8-Ball games) they may switch over to the 9-Ball Doubles format without penalty. Simply notify the opposing team of the change. If not, and the rack is broken, then the points stand, which means they lose the team match.

Other Formats We Offer Locally

SHOOTING OUT OF ROTATION IN A DOUBLES MATCH

If during the "Doubles Match", a player shoots out of rotation, meaning that the same player shoots again, when it's their partner's turn at the table, the result is a ball-in-hand foul for the opposing team. The foul must be called while the player is still at the table shooting. If the foul (change of order) is noticed after the shooter "completes" their turn at the table, or later in the match, no foul can be called. The teams simply keep the new rotation order for the balance of the match.

APA Ladies 8-Ball Divisions

Ladies
only



Get the girls together for a fun night out!

APA Ladies 8-Ball Leagues

Teams Now Forming!

In-House and Travel Leagues Available!

The Equalizer® Handicap System

- 3-5 Players Per Team.
- Three Matches Per Night.
- Total Skill Level of the 3 players fielded in a team match cannot exceed 13 points.
- 3-Point Scoring System.
- Weekly Fees: \$10 Per Player (\$30/Team).
- One local Ladies Team will receive \$3,500 in Travel Assistance and advance to the APA Ladies Championship (Las Vegas, NV).



Everyone Can Play—Anyone Can Win!



Contact: Lauren Catsimanes
Phone: 410.255.5400 Ext. 111
Email: laurenc@apapool.com
Website: www.apapool.com



Two-Tier Format Locally - Both the Tier-1 & Tier-2 Divisional Champions (and the HPF team in our larger 13-16 team divisions) will advance to the Ladies Tri-Annals each session, and receive Championship T-Shirts or Trophies, along with a Host Location/Tavern Plaque and individual Championship patches. We will also advance our 2nd place Runner-Up teams until we grow and reach a total of six Ladies Divisions. The 2nd place teams will Runner-Up patches.

Two Winning teams each session advance from the Tri-Annals to our annual Ladies Local Team Championship (LTC) ... held in March of each year. Your Fall roster is the roster that is used for the Local Team Championship (Vegas Qualifier). The winning team at the Ladies LTC receives \$3,500 in travel assistance and advances to the APA Ladies World Team Championship (held in Las Vegas) ... in late April/early May. To participate in the Ladies World Championship, players must remain active on either an Open 8-Ball or Ladies 8-Ball team during the Spring Session.

APA TOURNAMENTS THAT WE OFFER LOCALLY



Our local **8-Ball Mega Singles** tournaments are held every session. Winners advance to either our October or March Regional Championships. If they win at the Regionals, they receive travel assistance and head to Vegas to play in our annual APA 8-Ball Classic, part of the Showdown Series of the Poolplayers Championships. The 8-Ball Classic is usually held in late April/early May.



Our local **9-Ball Mega Singles** tournaments are held every session. Winners advance to either our October or March Regional Championships. Regional winners receive travel assistance and head to Vegas to play in our annual APA 9-Ball Shootout (Showdown Series) - APA Poolplayers Championships. The 9-Ball Shootout is usually held in late April/early May.



Our local **3-Person Team Captains Tournament** (Vegas Qualifier) is held once a year (usually in March). Added Prize Money ... Payouts based upon full field of 32 teams. Entry fee is \$150 per team (pre-registration required). One APA Captains' Team will receive trophies along with \$3,500 in travel assistance and advance to Vegas to compete in the APA Team Captains Championship. Prize Monies paid down to 8th place. - 2nd Place \$500; 3rd-4th Place \$250; 5th-8th Place \$150. The APA Team Captains Championship is usually held in early to mid-August, in conjunction with the APA World Team Championships.

OTHER APA TOURNAMENTS THAT WE OFFER LOCALLY



Our local **Jack and Jill Scotch Doubles 8-Ball Tournament** (Vegas Qualifier) is held once a year (usually in February). Entry fee is \$100 per team (pre-registration required). Two Jack and Jill teams receive from \$1,500 - \$2,000 each in travel assistance and advance to Vegas to compete in the APA Jack and Jill 8-Ball Championship. Slot allocations and Travel Assistance are based upon two full 32-team boards. The APA Jack and Jill 8-Ball Championship is usually held in late April to early May in Las Vegas, in conjunction with the APA Poolplayers Championships.



Our local **8-Ball Scotch Doubles** tournament (Vegas Qualifier) is held once a year (usually in February). Entry fee is \$100 per team (pre-registration required). Two 8-Ball Scotch Doubles teams receive from \$1,500 - \$2,000 each in travel assistance and advance to Vegas to compete in the APA 8-Ball Doubles Championship (part of the Showdown Series of the Poolplayers Championships). Slot allocations and Travel Assistance are based upon two full 32-team boards. The annual APA 8-Ball Doubles Championship is usually held in late April to early May in Las Vegas, in conjunction with the APA Poolplayers Championships.



Our local **9-Ball Scotch Doubles** tournament (Vegas Qualifier) is held once a year (usually in February). Entry fee is \$100 per team (pre-registration required). Two 9-Ball Scotch Doubles teams receive from \$1,500 - \$2,000 each in travel assistance and advance to Vegas to compete in the APA 9-Ball Doubles Championship (part of the Showdown Series of the Poolplayers Championships). Slot allocations and Travel Assistance are based upon two full 32-team boards. The annual APA 9-Ball Doubles Championship is usually held in late April to early May in Las Vegas, in conjunction with the APA Poolplayers Championships.

Tournaments We Offer Locally



Our FREE local **APA 8-Ball Wheelchair Challenge** is held each year, in the early Spring. We award one APA member \$1,200 in Travel Assistance to Vegas to compete in the APA World 8-Ball Wheelchair Championship.

The APA World 8-Ball Wheelchair Championship is part of the Showdown Series of the Poolplayers Championships – which is held in late April or early May.



Our FREE local Veteran's Day 8-Ball and 9-Ball Tournaments are held each year to honor our vets. This event is held in November and is free to all active and prior military. God Bless Those Who Serve! Pre-Registration required. You may only register for one format (8-Ball or 9-Ball). You must be active in the format you choose, and you must have played at least 10 matches in that format over the past two years.

Winners will receive a plaque and advance to our Spring Regional Singles Championship (held in March). Win in the Spring Regionals and receive travel assistance to Vegas to play in the APA 8-Ball Classic or APA 9-Ball Shoot-Out, part of the Showdown Series of the Poolplayers Championships - which are held in late April to early May.



Each session we host a FREE local **MVP Tournament** for our MVP players from the previous session. All previous session MVPs are emailed an invitation and pre-registration is required. Winners of the MVP Tournament will receive a plaque and advance to the Singles Regionals.



Win in the Singles Regionals will receive travel assistance to Vegas to play in either the APA 8-Ball Classic or the APA 9-Ball Shoot-Out, part of the Showdown Series of the Poolplayers Championships - held late April to early May.



Division Rep Tournaments - Held each session. Open to all Division Reps who attend the BOG meeting. You may only register for one format (8-Ball or 9-Ball). You must be active in the format you choose, and you must have played at least 10 matches in that format over the past two years. Winners will receive a plaque and advance to one of two of our Spring Regional Singles Championships (held in March and October). Win in the Singles Regionals, and receive travel assistance to

Vegas to play in the APA 8-Ball Classic or APA 9-Ball Shoot-Out, part of the Showdown Series of the Poolplayers Championships - which are held in late April to early May

OTHER THINGS WE OFFER OUR LOCAL APA MEMBERS

For more detailed information, visit our local website ... www.apapool.com

Local APA E-Newsletters - Sent monthly to all active APA Members

Email Notifications - Upcoming Tournaments, Events, and other items of interest

Like the APA on Facebook – Enter Local APA Sweepstakes – Win prizes!

Two-Tier Playoff Format Every Session - Twice the number of teams make it into the playoffs.

APA Divisional Playoffs – Over \$30,000 in Awards Given Out Every Session. Divisional Playoffs are held every session. The Divisional Champion advances to the Tri-Annuals and receives Divisional Champion patches and T-Shirts (or Trophies). The Runner-Up receives Runner-Up patches. The Divisional Champion’s Host Location receives a Host Location plaque.

Two-Tiered Tri-Annuals – Over \$100,000 Paid Out Each Session in prize money (travel assistance) and awards. Winning teams receive trophies and advance to the APA World Qualifier.

APA “Spin & Win” is Now Back at The APA Tri-Annuals & NOW DURING OUR WORLD QUALIFIERS – Tri-Annual teams that win and qualify for our local APA World Qualifier can spin the APA Wheel at the Tri-Annuals and earn extra cash! New! World Qualifier winning teams also get to spin the wheel after winning and qualifying for a Vegas Trip!

APA World Qualifier – (\$200,000 Annually in Travel Assistance and Awards) Winning Teams receive individual trophies, APA Vegas Shirts, a Host Location trophy for their Tavern, along with their share of over \$160,000 in Travel Assistance for Vegas (\$6,500/team).

Online Videos - Dr. Cue teaches you how to improve your pool game! APA videos show you how to keep score in both 8-Ball and 9-Ball. The “Venom”, Florian Kohler will show you some unbelievable trick shots!

Special Team Referral Incentives - \$100 Cash for Referring New Teams to the APA (new teams must consist of at least five new players or ex-players who haven’t played in the APA for at least 12 months). Replacing players on an existing team does not meet the New Team criteria. Refer more teams, earn more Referral Cash!

New Team Rewards - See our website or call our Sales and Marketing Manager for current promos and for eligibility requirements.

APA LOCAL PATCH PROGRAM

Locally, we offer FREE MVP patches; Divisional Finals Champion and Runner-Up patches; and World Qualifier patches. When earned, we NOW give out one free Break and Run patch (in each format) and one free On-The-Break/Snap patch (in each format) ... EACH AND EVERY SESSION. Additional Break and Run and On-The-Break patches (along with various other specialty patches, i.e. Team Sweep, Rackless Night, Mini-Slam, Grand Slam, I Beat A 6, I Beat a 7, I Beat an 8, I Beat a 9, etc.) may NOW be PURCHASED (WHEN EARNED) on our APA PATCH STORE (located on our website - apapool.com) at a nominal cost of \$1.50/patch.

FREE PATCHES - The following patches are available to all members under our local APA patch program.



We also have similar patches available for our Masters players.



If during weekly play, you qualify for one or more of the above FREE patches, you must TYPE A NOTE in the COMMENTS BOX on the SCOREKEEPER APP, before submitting your match.

Your first 8-On-The-Break, 8-Break & Run, 9-On The Snap, and 9-Break & Run are free (EACH SESSION). If you earn additional patches, you may order them on the APA Patch Store for \$1.50 each. Patches purchased, along with all patches earned (during the session and in the playoffs) will be recorded in your player record and mailed out weekly.

SPORTSMANSHIP PATCHES

Sportsmanship patches are awarded (free of charge) towards the end of every session to the players on the top sportsmanship team in each Division.



APA Local Patch Program

MVP PATCHES

Every session, we award our MVP patch to the best in category in each division. One winner in each of three 8-Ball skill level categories ... SL 2-3, 4-5, and 6-7 and one winner in each of three 9-Ball skill level categories ... SL 1-3, 4-5, and 6-9 ... those with the highest PERFORMANCE AVERAGE “PA” (highest winning percentage of available points). All winners in all categories, in both 8-Ball and 9-Ball are invited to our MVP Invitational Tournament. Invitations, along with MVP Patches will be mailed out around week #4 of the session and a list of all invitees will be posted on our website. **Invitees who wish to participate must register online by the deadline.** If you have a problem registering online, you may simply call our Tournament Manager on extension 112.

MVP Tie-Breaking Procedure: If two or more players within a specific Skill Level category end up tied, with the same Percentage Of Available Points (PA), the tie is broken by comparing each player’s Total Number Of Matches Played. If a tie still exists, then we compare their Win Percentage ... then their Performance Points, and if a tie still exists, we compare their lifetime win percentage to finally break the tie.



DIVISION REP & TEAM CAPTAIN PATCHES

We provide free Division Rep patches to our Reps, as well as free Team Captain patches to our team leaders. It’s extremely difficult to keep track of Captains from session to session, so let us know if you need a patch (your first one is free).



APA Local Patch Program

TOP SKILL LEVEL PATCHES

Every year (during the Spring session), the APA sends a patch to the top players in the League (SL-7s in 8-Ball, SL-9s in 9-Ball).



SPECIAL RECOGNITION PATCHES

We now have patches that have been designed to recognize those APA members who have reached or surpassed certain plateaus in our local APA League area. We now offer a 250 Club patch, a 500 Club patch, a 1000 Club patch, and a 1500 Club patch. Eligibility is determined as of December 31st of each year and patches are sent out during the Spring Session.

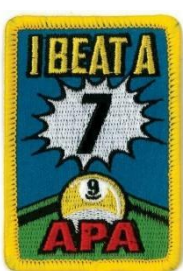


We also present special Awards to those who reach the 2,000 ... 2,500 ... and 3,000 matches played plateaus.

APA Local Patch Program

SPECIALTY PATCHES

The following are specialty patches which are available for purchase online (www.apapool.com) ... to those players who actually qualify for the award. The cost is \$1.50 per patch, with the exception of the Grand Slam patch which is free to those who earn them. The MINI-SLAM IS EARNED by obtaining a "BREAK & RUN" AND AN "ON-THE BREAK/SNAP" in the same match. The GRAND SLAM IS EARNED by obtaining an 8-ON-THE-BREAK, 8-BREAK AND RUN, 9-ON THE SNAP, AND 9-BREAK & RUN, all in the SAME SESSION. The GRAND SLAM (WHEN EARNED) IS FREE and will be mailed out to the recipient the following session. Notify the League Office if you have not received your earned Grand Slam patch by week # 6.



Tournament Awards

HIGH POINT FINISHER PATCHES

At the end of each session, we provide free patches to each of the players on the High Point Finisher team in each Division.



DIVISION CHAMPION & RUNNER-UP PATCHES

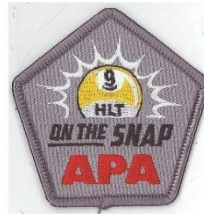
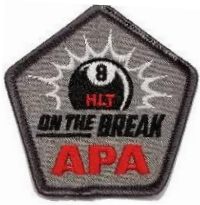
At the end of each session, we provide Division Champion and Division Runner-Up patches to the players on the Tier-1 and Tier-2 Divisional Finals winning teams.



Other Awards Provided Locally

HLT PATCHES

We provide special HLT patches at our Tri-Annuals and World Qualifiers. Your first one in each category per HLT event is free. If earned, you may purchase additional patches for \$1.50 each.



WORLD QUALIFIER PATCHES

We provide World Qualifier (WQ) patches to the players on the teams who win in the Tri-Annuals and advance to the World Qualifier.



HOST LOCATION PLAQUES

Each team that wins their division and advances to the Tri-Annuals will receive a plaque for their Host Location. Each plaque will include a picture of the team.



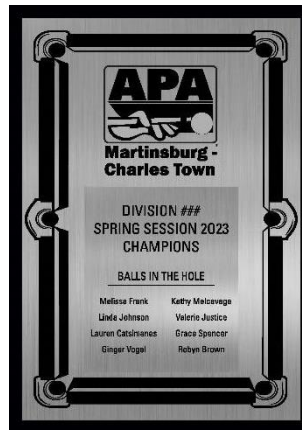
12" W x 15" H

Other Awards Provided Locally

DIVISION CHAMPION T-SHIRTS AND TROPHIES

Teams winning their Divisional Finals and advancing to the Tri-Annuals will have the option of receiving either APA Division Champion T-Shirts, Division Champion Plaques, or cash. We cannot mix and match between the three options, so the team will have to choose either all T-Shirts, all Trophies, or all cash. We will send out forms during the playoffs, which will allow the winning teams to make their choice. Your team's T-Shirts, Plaques, or cash will be waiting for you at the Tri-Annuals.

DIVISION CHAMPION PLAQUES



DIVISIONAL CHAMPION & HIGH POINT FINISHER T-SHIRTS

Front of T-Shirts (Sizes Available: Small - 5X)



Other Awards Provided Locally

Back of T-Shirts

Maryland APA Members



WV APA Members



TRI-ANNUAL TROPHIES

Teams that win in the Tri-Annuals will receive individual and Hosting Location trophies and have their pictures taken. The pictures of the winning teams are then displayed in Photo Albums on Facebook for free downloading and printing.



Other Awards Provided Locally

WORLD QUALIFIER TROPHIES

Teams that win in the World Qualifier will receive individual and Hosting Location trophies and have their pictures taken. The pictures of the winning teams are then displayed in Photo Albums on Facebook for free downloading and printing.



ELECTRONIC SCORING!

Electronic Scorekeeper App – This proprietary scoring software, designed by the APA National Office, is NOW AVAILABLE to all our local APA teams. Please note that we have DISCONTINUED the use of TEAM ENVELOPES and have switched over to transmitting and receiving scoresheets ELECTRONICALLY. Teams may either use the APA SCOREKEEPER APP to submit their ELECTRONIC SCORESHEET ... or ... if they choose to continue to keep score on paper, they may use the MEMBER SERVICES APP to DOWNLOAD AND PRINT A PAPER SCORESHEET, then EMAIL a completed copy of their paper scoresheet (using the CAMSCANNER APP) to the League Office. Weekly Fees and Membership dues are now to be submitted Electronically through either the Scorekeeper App or Member Services.



Electronic Payments – This service is now available locally to all our APA Teams/Members. You can now use the APA App to pay, not only your annual APA Membership Fee, but also your Team's Weekly Fees.

Your Local APA is still #1 in the World!



Need help finding a team to join?

We can now help individual players find teams - and help teams find players!

Join and post in our local APA Facebook Group Page:

<https://www.facebook.com/groups/APAMaryland/>



Or Contact Lauren

410-255-5400 Ext. 111

laruenc@apapool.com

