

GREATER WASHINGTON DC APA

LOCAL BYLAWS



LOCAL LEAGUE OFFICE STAFF & CONTACT INFORMATION

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Travel Assistance Requests

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Senior Division Reps

Provided below is the contact info for the Senior Division Representatives (Reps). Please utilize your Division Rep which is listed on your team envelope first, and if they are uncertain of a rule the Division Rep should call one of the Senior Division Reps listed below for any rule clarifications.

Lou Randall (Head Referee)	louisdirandall@verizon.net	443-306-0598
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Visit our website www.TEAMAPA.com for important news, updates, and the calendar of events.

Stay in contact with us on Facebook at facebook.com/GreaterDCAPA/
or simply search for **Greater DC Area APA**

Download the APA Pool League App from the App Store.

Become familiar with the rules.

Please read these Local Bylaws and share them with your teammates. They are part of our rules and are used in conjunction with the Official Team Manual which is available on the APA Member Services App and poolplayers.com.

1. SPORTSMANSHIP AND CONDUCT DURING LEAGUE PLAY

HAVE FUN, MEET PEOPLE, PLAY POOL.® Good Sportsmanship is essential in the Greater DC APA. Repeated complaints against a player sandbagging, showing poor sportsmanship, or acting out in a violent or offensive matter can lead to suspension or cancellation of membership in the APA. For additional information please refer to the **Conduct During League Play** section of the Official Team Manual.

To assure that League night is fun, relaxing and fair, we rely on our players to communicate with the Local League Office should your League night not live up to this expectation. Also, we like to recognize exceptional sportsmanship as well and want to hear about it! To submit a sportsmanship write up (either good or bad) please simply send an email to office@teamapa.com with a subject line of "Sportsmanship".

2. THE HANDLING OF WEEKLY SCORESHEETS, TEAM FEES, APPLICATIONS

Team Captains and Co-Captains should ensure all team fees, membership dues, and membership applications are submitted and placed in the pay envelope. Procedures for turning in your team's weekly fees/scoresheets and team envelopes vary. Please see your Division Representative if you have any questions pertaining to scoresheets, team fees or applications for your team.

3. TEAM FEES

Open (8-Ball) and (9-Ball) division team fees are \$45.00 per team, per match. Masters division team fees are \$30.00 per team, per match. Ladies division team fees are \$21.00 per team, per match (both weekly & monthly teams). Most Host Locations have "green fees" that are charged in addition to APA team fees.

All matches are to **BE PAID IN FULL** on the original night of play. Full team fees are due regardless of how many players actually play (i.e. - there is a forfeit in a match). Failure to pay team fees in full will result in a loss of bonus points. If at any time a team is carrying an owed balance greater than \$45 they will lose all earned match points including bonus points.

Any team with a negative balance must pay the past due amount by the last week of the session or the team **WILL NOT BE ELIGIBLE** to play in Playoffs or any Higher Level Tournament.

During session Playoffs if your team fails to turn in their paperwork and full team fees, your team will lose the Playoff match and the losing team will advance.

If a team folds during the session after week 4, **ALL PLAYERS** will be responsible for the team fees owed for the remaining weeks of play multiplied by two (2). Total owed will be divided evenly amongst the rostered players.

We will not accept coins as payment. All coins will be sent back. The team's pay envelope will show a past due balance and bonus points will not be awarded unless there is a sufficient team balance to cover the difference.

4. SENIOR DISCOUNT

- Applies to players 70 years old or older
- **\$4 OFF** Player Fees on all teams
- Must be noted in the Fees Section of the scoresheet
- Cannot be combined with any other incentives (new team or fill-a-bye promotions)
- Senior player must play in order to receive the discount.
- Cannot be used for forfeits

5. MEMBERSHIP DUES TO APA

Any player (new or established) must have paid their annual membership dues by the completion of the match on week 4 of the session or they will be dropped from the roster. Additionally, if the unpaid player played in a match starting week 4, that player will lose any earned team points and the team will not earn their bonus points. In order to be reinstated on the team, the player's membership fee must be paid.

Roster changes are allowed through week 6 (refer to # 8 in the Local Bylaws for additional information).

If playing on multiple nights of the week, the membership dues must be paid on the first night of the week which the player participates in a match. Ex: A player cannot play a match on their Monday team then pay their dues on their Wednesday team.

We strongly recommend that players pay their membership online @ www.poolplayers.com

You must be a current member of the APA in order to participate in any APA event.

Some events take place over a period of many months and current membership must be maintained in order to continue and remain eligible.

6. CHECK POLICY

The Local League Office will only accept checks from APA members. If a player bounces multiple checks, the Greater DC Area APA reserves the right to refuse checks as payment. If a check is returned to the Local League Office for insufficient funds, the player is responsible for paying the amount of the check, plus a \$20.00 fee for the returned check. The past due balance will be denoted behind the player's name on the scoresheet with dollar signs (\$\$\$\$\$).

7. INDIVIDUAL PLAYER PAST DUE FUNDS

Individual player past due balances will be denoted behind the player's name on the scoresheet with dollar signs (\$\$\$\$\$). Every time a player with \$\$\$ plays, they must pay a minimum of \$10 (unless it's less than \$10) towards the owed balance or they will lose any points they earned, and the team will not receive their bonus points for the week. If the player fails to pay off the owed balance prior to Playoffs, penalties may be assessed.

8. BONUS POINT SYSTEM

Teams will receive bonus points each week of regular session for meeting the following requirements:

- 1) Turning in correct and completed scoresheets. Refer to **How To Use Scoresheets and Score Matches** section of the Official Team Manual to correctly complete a scoresheet.
- 2) Turning in full League fees on the scheduled night of play.
- 3) Starting in week 4, all members that played have to have paid their annual membership dues.
- 4) If a player that owes money played, they need to put in **AT LEAST \$10 TOWARDS MONEY OWED.**

All four requirements must be met in order for a team to earn bonus points. Bonus points will be awarded per team match as follows:

- **8-Ball = 3 Bonus Points**
- **9-Ball = 10 Bonus Points**
- **Masters = 5 Bonus Points**
- **Ladies = 3 Bonus Points**

Team Captains should ensure that all their bonus point system requirements are met prior to turning in your scoresheet and team fees. Team Captains should notify the Local League Office during operation hours, if you feel your team did not receive its “earned” bonus points. Mistakes in awarding bonus points will only be given if notified within two weeks of scheduled date of play in question.

9. ROSTER CHANGES THROUGH WEEK SIX (6)

Teams have until the end of the 6th week of play to make changes to their roster (i.e. – adding/dropping players). No changes will be allowed following week six of the session without Local League Office approval. Players added to roster after week six without approval will count as a forfeit for the team to which they were added if they play a match and they will be dropped from the roster. Refer to **Rosters** in the General Rules section and **World Pool Championships** in the Tournament Information and Rules section of the Official Team Manual for additional details on roster changes for Qualified Teams.

Altering the roster of a qualified team after week four of the Spring Session will result in the team losing its qualification.

10. ROSTER CHANGES AFTER WEEK SIX (6)

In the situation where a team is given approval from the Local League Office to add a player after week six (6), the added player must play the required number of matches to be eligible for Session Playoffs.

11. MAKE-UPS, PRE-PLAYS & RESCHEDULING FULL MATCHES

- **Individual Make-Ups the First Four (4) Weeks of a Session.**

New teams will be allowed to do make-ups the first four (4) weeks of a session to allow them time to help stabilize their rosters. ***To be considered a new team, the team must have no more than (3) original players on their week 1 roster.*** In order for established teams to be granted any make-ups ***BOTH*** teams must agree to it. If an established team does not agree to do a make-up, then they must write forfeit on the scoresheet. Teams have 3 weeks from the original play date to complete the make-ups.

- **Rescheduling Full Team Matches**

A ***FULL MATCH*** is defined as all individual matches that complete a team match on a scheduled night. If both Team Captains mutually agree on rescheduling of full matches the Local League Office must be notified two (2) days (48 hours) prior to the scheduled match date. Rescheduled matches must be made up within three (3) weeks of the originally scheduled date. The only exception granted will be in extreme circumstances and only with Local League Office approval. A rescheduled match must be submitted by the deadline or zero points will be awarded for both teams and all team fees will be owed.

- **Individual & Full Team Match Pre-Plays**

All reasonable pre-play requests by a team will be granted. Opposing teams must be given a minimum of two (2) weeks of notice for pre-plays unless both teams agree otherwise. *Note that if playing individual pre-play matches, scoresheets must be returned to the Local League Office or the players assume all risk of losing points if playing outside their skill level.*

There will be absolutely NO rescheduled full matches during the last 4 weeks of the session with the exception of pre-played matches. Partially played matches will not be accepted after the fourth (4th) week of the session with the exception of Pre-Plays and Severe Weather Make-Ups.

Please utilize Rescheduling of full matches or shooting a player twice.

- **Skill Levels**

Current skill levels must be used for rescheduled and pre-played matches.

- **Tri-Cups & APA World Pool Championships/Poolplayer Championships**

All teams or individuals participating in a Tri-Cup and/or APA World Pool Championships/Poolplayer Championships that have a conflict with a regularly scheduled match must be allowed to reschedule or pre-play the match(es). *****The team that needs to reschedule MUST communicate with their opponent ahead of time!*****

12. SEVERE WEATHER - LIBERAL PLAY POLICY

To confirm that liberal play is in effect, you can text (410) 429-2822

If a weather emergency has been declared in your playing area, and you are unable to play, contact the Local League Office, leaving a message if necessary, and give your name, division and team number. Hold onto your scoresheet, but try to return your team envelope to a drop-off location. Also indicate the make-up date that both teams have agreed to (must be within three (3) weeks of the regularly scheduled match). Otherwise, the matches will be re-schedule for play at the same location, at 2 pm on the Saturday immediately following your regular night of play, weather permitting, of course. If a PHASE II SNOW EMERGENCY has been issued by your local radio or TV news, League play is automatically cancelled for the evening and must be rescheduled, as above, unless both Team Captains agree to play that evening.

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

13. SHOOTING A PLAYER TWICE

If a team is short a player on a designated League night, their **OPPONENT MAY ALLOW** them to shoot a player twice. The following criteria must be followed when shooting a player twice.

- This rule should not cause teams to feel obligated to allow a player to shoot twice. Not being a guaranteed option both teams must mutually agree. **EXCEPTION, DURING THE FIRST FOUR (4) WEEKS OF THE SESSION WHILE TEAMS ARE STABILIZING THEIR ROSTERS, TEAMS WILL ALWAYS BE GRANTED SHOOTING A PLAYER TWICE**
- Teams must notify their opponent prior to the completion of the 2nd individual match. If a team has a player show up prior to the start of a player shooting twice, the arriving player is entitled to play if both teams agree to it.
- Once a decision is made, neither team can change their mind. In order to ensure all fairness, the team shooting a player twice should have the opponent sign their scoresheet in the designated location in message center section.
- The player shooting twice is chosen by the team's opponent and should be notified before the start of the previous match. (thus, other players can leave if not chosen).
- The player chosen to play the match cannot cause their team to break the Team Skill Level Limit (**23-RULE** and the ladies 13-Rule). Full team fees are still due.
- Only the last played individual match may use a repeat player. All remaining individual matches will be forfeited.
- Only one repeat player is allowed per team.

- **NOT** allowed the last four weeks of the session, Playoffs, or Higher Level Tournaments (*exception: Allowed in Masters throughout the entire session, except for Playoffs and Higher Level Tournaments*). A team that has enough players present is not allowed to shoot a player twice. The only exception to this rule is in the event that the team cannot comply with the Team Skill Level Limit (23-Rule) with the 5 players present to play.
- In the event a team's opponent does not allow a player to shoot twice, the team **must forfeit** the remaining individual match(es). Make-ups are not an option after week 4.
- If any of the following occur, the illegal matches will not be entered and neither team will receive points for those individual matches:
 - More than one repeat player plays in a team match
 - A team shoots a player twice in the last 4 weeks of the regular session
 - The player chosen to shoot twice causes their team to break the Team Skill Level Limit (23-Rule)
- **A player may not be sent home and/or made unavailable so that a team may purposely request a player to shoot twice. If this takes place call your Division Rep and make them aware of what's happening. Attempts to take advantage of this rule should be reported to the Division Representative and also to the Local League Office.**

14. FORFEITS

There will be no **deliberate or intentional forfeits**. If you are playing a match and in middle you decide to forfeit because you are fighting for MVP or Playoff spot, the penalty will be forfeit points equivalent to Playoffs and Higher Level Tournaments.

- **Forfeits during the Last 4 Weeks of a Session**

As a part of our ongoing effort to promote fairness and to prevent teams from gaining an unfair advantage during the last four weeks of play the following rules apply:

- Any team's opponent who is a NO-SHOW during the last four (4) weeks of regular session play will not receive regular forfeit points. Instead, they will receive their average weekly points earned.
- However, if 3 or 4 individual matches are played, regular forfeits points will be awarded for any un-played individual match(es).

15. SPLITTING MATCHES DURING WEEKLY LEAGUE PLAY

Refer to **Splitting Matches** in the General Rules section of the Official Team Manual. On occasion, team matches may be lengthy making it logical to split matches to speed up play and completion of the team match. Either Team Captain may ask their opponent to split tables based on this timeframe. The match must be split if one team wants to do so based on the chart below. If a team refuses to split to a second table, the requesting team will be awarded a forfeit. If both teams agree, play can continue on one table. This rule applies to both standard 8-Ball and 9-Ball formats. Teams aren't required to split matches during Playoffs.

Format	4 th Match Not Started By:	5 th Match Not Started By:
8-Ball Open	Start Time Plus: 2 hrs. 30 min	Start Time Plus: 3 hrs. 15 min
9-Ball Open	Start Time Plus: 2 hrs.	Start Time Plus: 2 hrs. 45 min

16. HANDICAPS

The lowest skill level in 8-Ball is a 2 and a 1 in 9-Ball. All players are allowed to play at these skill levels during regular League play, Playoffs and Tri-Cup play pending a handicap review by the Local League Office. During the World Pool Qualifiers and World Pool Championships, ladies will be allowed to play at those skill levels, all other players must participate at a skill level 3 or higher. Refer to Minimum Championship Skill Levels in the Tournament Information and Rules section of the Official Team Manual.

17. CONVERTING SKILL LEVELS FROM ONE FORMAT TO ANOTHER

Refer to **New Players** in the General Rules section of the Official Team Manual. A player must be “established” (i.e. - have a minimum of ten (10) matches) in a format for their skill level to be converted to a different format. For example, if a player has only played 3 matches in 9-Ball and is ranked a 2, the player must still start 8-Ball as a skill level 3 because they are not yet “established” in 9-Ball. If they have an established skill level in their current format (say 4 in 8-Ball) they come in as the equivalent (4) in 9-Ball. Contact the Local League Office if you have questions regarding the number of matches played and the skill level in which a player should start.

18. PLAYING A PLAYER AT A SKILL LEVEL LOWER THAN APPROPRIATE

If a team plays a player at skill level that is lower than their actual skill level, the team will forfeit that individual match to their opponent. Therefore, ensure that you verify with the Local League Office the correct skill level of any player not listed on your roster prior to playing them.

19. MEMBERS BARRED FROM HOST LOCATIONS

Host Locations have the final say in refusing entrance or service to any patron. If a team has a member on its roster who is barred from a Host Location, that member will only be allowed to play in that location with the permission of the Host Location owner or manager.

20. TABLE CHOICE

Home team will have table choice, unless tables are assigned by the Host Location or Local League Office. If there is a 7-foot table available, it **MUST** be used unless both teams agree to use another table. Table size must be noted on your scoresheet.

21. EQUIPMENT

The home teams are allowed to introduce balls and/or a cue ball that is not typically used in the Home Team’s establishment with permission from the Host Location. All balls must be available a half hour prior to League start time for the opposing team to practice with.

22. AGE REQUIREMENT

The minimum age to participate in the APA is 18, however, the Host Location has the ability to require players to be 21 years of age or older to enter and/or remain in their establishment.

23. TIME-OUTS

Refer to **Coaching** in the General Rules section of the Official Team Manual. During time-outs, only the designated coach and one other person will be permitted in the playing area at a time, per team. Please ensure the player playing in the match walks away to a neutral area if another team member enters the playing area to avoid a sportsmanship violation.

It is permissible for a player to call a timeout on them self during their own individual match to enable a coaching time-out at another table for a teammate. However, the (1) minute time restriction is still in effect. **This is not allowed during Higher Level Tournaments.**

Reminder: Time-outs are restricted to one (1) minute

24. ELECTRONICS

No cell phone, headphone, ear bud, or Bluetooth listening devices may be used while playing a match. If a player answers a cell phone during their turn at the table it is considered a time-out. If the player has already received their maximum timeouts, this will be considered a sportsmanship violation and repeated offenses can lead to further disciplinary action. Recording matches is prohibited unless all parties in view consent to being recorded.

25. MARKING THE POCKET IN 8-BALL

- Refer to **Marking the Pocket** under How to Win a Game in the Game Rules section of the Official Team Manual.
- When marking the pocket in 8-Ball, the marker must be placed on the rail between the middle diamond and pocket in which you are trying to make the 8-ball.
- Placing the marker inside the pocket is not acceptable as the marker is not visible to your opponent.
- A stand-alone piece of chalk will **NOT BE RECOGNIZED** as a pocket marker, however a personal item that contains chalk (*ex: chalk holder*) will be recognized.

26. SESSION PLAYOFFS

- **Number of matches needed to be eligible for players and Higher Level Tournaments**
 - **ALL PLAYERS** must have played **AT LEAST FOUR (4) MATCHES** with a team during the session, prior to Playoffs beginning.
 - **NEW PLAYERS** (Less than 8 lifetime matches in the format) must have **AT LEAST EIGHT (8) LIFETIME MATCHES** (4 of which need to be during the session), prior to Playoffs beginning to be eligible to participate in Playoffs. New players must have ten (10) lifetime matches played in the format to be eligible to participate in the World Pool Qualifier (WPQ). Playoffs and Tri-Cup matches count towards the ten (10) matches required for a new player.
 - **Examples:**
 - If a player starts the session with 2 lifetime scores in 9-Ball, they must play 6 times that session to qualify for Playoffs with their 9-Ball team.
 - A brand-new player joins 2 different 8-Ball teams. On Team A, they play 6 matches, but on Team B they only play 2. They have met the minimum of 8 lifetime matches with 4 matches played in the session to be eligible for Team A, but not Team B.
 - ***Forfeits do not count as a match played!***
- **Weighted Drawing For Playoffs:**

When drawing for the wild card to participate in Playoffs, the drawing will be weighted according to final standings of the teams that did not earn an automatic bid into the Playoffs. The number of entries into the wild card draw will be dependent on the number of teams in the division, as well as a team's final standing in a division. The last place team will receive 1 entry into the wild card, the 2nd to last place team will receive 2 entries into the wild card draw, the 3rd to last place team will receive 3 entries into the wild card draw, and so on.

Setup for Session Playoffs may vary session to session, and is at the Local League Office discretion. Teams may sometimes gain automatic eligibility to Tri-Cups based on session qualification guidelines.

When a team earns a spot to the Session Playoffs, they are required to participate in the Playoffs. If the team chooses not to participate, the team is still responsible for paying the applicable team fees for Session Playoffs. The only situation in which a team may forfeit their Playoff spot is in the event that the Session Playoffs for the division can be filled (another team willing and eligible to participate).

In a travel division, the Playoffs will be played at higher seeded team's Host Location.

- **Big Dawg**

For standard Open 8-Ball and 9-Ball format divisions with 8 or more teams, the team with the most regular session points in their division will **AUTOMATICALLY** advance to the Tri-Cups – **NO PLAYOFFS!**

- **Playoff Schedule**

Teams

Sunday Teams
 Monday Teams
 Tuesday Teams
 Wednesday Teams
 Thursday Teams
 Friday Teams
 Saturday Teams

Round #1

Saturday @ 1pm
 Sunday @ 1pm
 Sunday @ 6pm
 Normal Day/Time
 Normal Day/Time
 Normal Day/Time
 Normal Day/Time

Final Round

Normal Date/Time
 Normal Date/Time
 Normal Date/Time
 Saturday @ 6pm
 Saturday @ 1pm
 Saturday @ 6pm
 Normal Day/Time

- **Playoff Brackets**

- Byes do not count towards division team count
- Round #1 winners will play each other in final round of Playoffs. Final round winners will proceed to Tri-Cups.
- Brackets will be based on team count at the midpoint of the session.
- In a 4-team division, entry into the Tri-Cup will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

STANDARD 8-BALL & 9-BALL

DIVISIONS	ROUND #1		FINAL ROUND
4-5 Team Divisions			
Playoffs	2 nd vs. Wild Card	N/A	1 st vs. Winner
6-7 Team Divisions			
Playoffs	1 st vs. Wild Card	2 nd vs. 3 rd	Round #1 Winners
8 Team Divisions			
Playoffs	5 th vs Wild Card		2 nd vs Round #1 Winner
	4 th vs Wild Card		3 rd vs Round #1 Winner
9 Team Divisions			
Playoffs	5 th vs 6 th		2 nd vs Round #1 Winner
	3 rd vs Wild Card	4 th vs 7 th	Round #1 Winners
10+ Team Divisions			
Playoffs	2 nd vs. Wild Card	5 th vs 6 th	Round #1 Winners
	3 rd vs Wild Card	4 th vs 7 th	Round #1 Winners
Wild Cards	Teams 8 th , 9 th & 10 th	Draw for Wild Card spots	

- **Masters**

Teams that play in Masters Divisions compete each session for two tournaments, the World Pool Qualifier (WPQ) and the Masters Money Mania.

- **World Pool Qualifier (WPQ)**

- In divisions that have 6-10 teams, the 1st place team will automatically advance to the WPQ and the rest of the division will have Playoffs to qualify a 2nd team.
- In divisions that have more than 10 teams, 1st and 2nd place will automatically advance to the WPQ and the rest of the division will have Playoffs to qualify a 3rd team.
- Except for 4-team divisions, if a team who won the Playoff finals is already qualified for the WPQ, the qualification would then go to the team who lost in the Playoff finals.
- Winner is determined by wins, not points. (2 out of 3)

- **Masters Money Mania**

- Masters Money Mania is a cash prize tournament for teams that win their division each session
- Teams CAN qualify each session for the Masters Money Mania regardless of whether they already qualified for the WPQ in the previous sessions or not. (This includes both winners in 6-10 team divisions and all 3 winners from 11+ divisions)

- **Ladies**

- In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.
- In divisions with 6-10 teams, the 1st place team automatically advances to the WPQ.
- In divisions with 11+ teams, the 1st and 2nd place teams automatically advance to the WPQ

MASTERS & LADIES

DIVISIONS	ROUND #1		FINALS	
4 Team Divisions				
Playoffs	1 st vs. 4 th	2 nd vs. 3 rd	Round #1 Winners	
5 Team Divisions				
Playoffs	1 st vs. Wild Card	2 nd vs. 3 rd	Round #1 Winners	
6-7 Team Divisions				
Playoffs	2 nd vs. Wild Card	3 rd vs. 4 th	Round #1 Winners	
DIVISIONS	ROUND #1		ROUND #2	FINALS
8 Team Divisions				
Playoffs	3 rd vs. 8 th	4 th vs. 7 th	Round #1 Winners	Round #2 Winners
Playoffs	5 th vs. 6 th	N/A	2 nd vs. Round #1 Winner	
9-10 Team Divisions				
Playoffs	2 nd vs. 9 th	3 rd vs. 8 th	Round #1 Winners	Round #2 Winners
Playoffs	4 th vs. 7 th	5 th vs. 6 th	Round #1 Winners	
11+ Team Divisions				
Playoffs	3 rd vs. 10 th	6 th vs. 7 th	Round #1 Winners	Round #2 Winners
Playoffs	5 th vs. 8 th	4 th vs. 9 th	Round #1 Winners	

27. HIGHER LEVEL TOURNAMENT SKILL LEVEL

All players must enter Higher Level Tournaments at whichever is higher, their highest session ending skill level or as evaluated by handicap review.

28. TOURNAMENT RULES

Higher Level Tournament Rules will be used in the following tournaments: Tri-Cups, World Pool Qualifiers (WPQ), Singles Regional and MVP. Please visit our Local League or National website for complete Tournament Rules (www.TeamAPA.com or www.poolplayers.com)

In order to conduct a fair and equal tournament for all APA members, this includes strict enforcement of Rules of Conduct, skill level disqualification and sportsmanship violations which may result in penalties assessed by a Tournament Director or Head Referee only.

29. TRI-CUPS

Tri-Cup brackets will be seeded based on average weekly points from regular session play in which teams qualified.

- **Teams qualified to play in the Tri-Cups must remain active in the subsequent session.**
(Remaining Active: Consisting of at least 4 original team players)

30. WORLD POOL QUALIFIER (WPQ)

WPQ brackets will be seeded based on highest weekly average points, *starting from the session they gain eligibility through the Spring Session prior to the WPQ.* A team can raise their WPQ seeding by outperforming their previous regular session ending high points.

Please Note:

- **Once a team qualifies for the WPQ they must remain active through the following Summer Session or forfeit their eligibility.** *Ex: If a team qualifies for the WPQ in the Summer Session, the team must play in the following Fall, Spring & Summer Sessions or forfeit their eligibility.*
- **ALL PLAYERS must be on an active roster and must have a minimum of 10 lifetime matches in the qualified format to compete in the WPQ.**
- Teams with multiple qualifications to the WPQ will be the first teams to be awarded any available BYE's in the first round of the WPQ

31. TRAVEL ASSISTANCE TO CHAMPIONSHIP TOURNAMENTS

There will be an "individual player Travel Assistance" for each player on teams that qualify for the World Pool Championships, Poolplayer Championships or any of the Showdown Series events. In addition, each winning team will receive a team Championship Qualifier Trophy and individual trophies for each player. Proof of itinerary must be emailed to Travel@teamapa.com before any travel assistance is dispersed.

- **8-Ball, 9-Ball, and Masters Championship.** Any player that qualifies for the Championship Tournament, in one of the formats mentioned above, will receive \$700.00 Travel Assistance per player. (That is \$5,600 for a standard 8-Person team) If a player qualifies on more than one team/format, they will receive the Travel Assistance for each team/format in which they qualify.
- **Ladies Championship:** Any player that qualifies for Vegas on a Ladies team will receive \$500 in Travel Assistance. *****Note: All ladies must be active on a Greater DC Area APA Summer Session 8-Ball roster*****
- **Jack & Jill Championship, 8-Ball Doubles Championship, 9-Ball Doubles Championship, Wheelchair Championship, Border Battle, and Team Captains Championship:** Travel Assistance is awarded based on entry fees received per qualifying tournament.

If a player that qualifies for a Championship Tournament chooses not to go, they will not receive any money, as the money is for Travel Assistance and not a cash payout. If a player receives the Travel Assistance and then does not go to the Championship Tournament, the player will be required to pay back the total Travel Assistance given to the League Travel Fund. *(Please see individual play past due funds)*

In the event a qualified team decides not to go to the Championship Event, the team that finished second in that Local Qualifier will advance.

32. BYES

- **POINTS AWARDED DURING BYE WEEKS**

Teams that have a BYE during the session will receive the following points:

8-Ball = (8 + 3) 9-Ball = (60 + 10) Masters = (15 + 5) Ladies = (5 + 3)

- **FILLING A BYE AND NEW TEAM PROMOTIONS**

These teams can be allowed to play at a discounted rate or for free during the session in which the team is created. When the team is entered, they will be tied with the last place team in the division.

Promotions are not guaranteed and may vary from session to session. These additional stipulations apply:

- Moving a team from a current division to a division to fill a BYE or create a new team is not allowed. This incentive is only applicable for teams created to fill the BYE or brand-new teams to the League.
- Must not contain 4 or more common players from a team within the division from the prior session.
- Teams may still owe applicable green fees to the host location. That is at the discretion of each Host Location.
- To prevent abuse of this incentive, League Operators have the right to deny the incentive if deemed necessary.

33. MVP

Points Available Percentage (**PA%**) is the way the MVP is determined. At the completion of every APA match each player earns a % of total points available in that match. In 8-Ball, there are 3 total points available and in 9-Ball, there are 20 total points available. A simple way to calculate a player's PA% is to divide Points Per Match (PPM) by Points Available Per Match (PAPM). Throughout session, players earn points towards the PA% that will potentially earn them a spot in a MVP tournament held every session. The League's Elite 16 Players (highest PA% by team) from each skill level in 8-Ball and 9-Ball will be invited with the exception listed below.

- SL 1 & 2 and SL 8 & 9 will be combined in 9-Ball format with guaranteed 4 players from each skill level in the combined brackets
- Full Skill Level Races
- Modified Single Elimination Format
- Separate Bracket for each Skill Level with the exception listed above

Requirements to participate include: Must play 6 matches on a team in the session. Must remain on an active roster in qualified format.

If a player cannot attend the MVP Tournament, players further down the list will fill those spots. If all spots cannot be filled, top seeds will receive byes in their bracket.

34. DIVISION REPETITIVE (REP) GUIDELINES

- **Senior Division Reps**
 - Will be appointed by the League Operators
 - Must be in good standings with the APA and Local League Office
 - At the discretion of the League Operator, privileges can be revoked for failure to meet obligations and maintaining good standings with APA and Local League Office
 - **Perks**
 - 1) Complimentary (**FREE**) Yearly APA membership paid for by the Local League Office
 - 2) All Weekly APA League fees are complimentary (**FREE**)
 - 3) Incentives to promote player/team growth in the League
 - **Duties**
 - 1) Be available to help referee events (Tri-Cups, MVP, WPQ) limited drinks and food will be provided
 - 2) Attend the Senior Rep meeting each session
 - 3) Be a liaison between the Local League Office, Division Reps and the players
 - 4) Be advocates for direction and decisions of the League
 - 5) Run at least a minimal of one (1) single board per session
 - 6) Available to host/help with Score Keeping Clinics
 - 7) Must be available to players, Division Reps and Local League Office (Cell phone needed)
 - 8) Be knowledgeable on Local Bylaws and National Rules
 - 9) Pass yearly Division Rep test

- **Division Reps**
 - Elected by the players and appointed by the League Operator and Senior Division Reps
 - Must be in good standings with APA and Local League Office
 - At the discretion of the League Operator, privileges can be revoked at any time for failure to meet obligations and maintaining good standings with APA and League Office
 - **Perks**
 - 1) Complimentary (**FREE**) Yearly APA membership paid for by the Local League Office
 - 2) Weekly APA League fees are complimentary (**FREE**) when playing in the division for which you are assigned as the Division Representative (*Must be noted in the Fees section of the scoresheet*) *Exception: cannot be used for forfeits or playing twice*
 - 3) Incentives to promote player/team growth in the League and running Singles Boards
 - **Duties**
 - 1) Communication between the players, Senior Division Reps and Local League Office
 - 2) Must be available to players and the Local League Office during night of Division Representation
 - 3) Pass yearly Division Rep test
 - 4) Run at least a minimal of one (1) Single Board per year. (*APA League Year starts with the beginning of the Summer Session through the end of the Spring Session*)
 - 5) Be in attendance during Division Playoffs.
 - 6) Active in Division's Preregistration process
 - 7) Available to host player/team meetings as needed
 - 8) If unsure of an answer/response a Senior Division Rep or Local League Office must be contacted
 - 9) Assist with team growth and introducing new players to the APA
 - 10) Attendance at Division Rep meetings