



Local Bylaws

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Introduction

I would like to welcome you and your team to the American Poolplayers Association!

This document explains the structure of the League at a Local Level and should be used in conjunction with the Official Team Manual on the APA Member Services App and poolplayers.com. These Local Bylaws have been created for the smooth and efficient operation of the League. After all, the APA's motto is: **Have Fun. Meet People. Play Pool.**®

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

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Section 1: Local League Information

Age Requirements

The age requirement to participate in APA pool League is 18 years of age. A team requesting someone under the age of 18 must first get the approval from the Local League Office and this player will ONLY be allowed to play in regular League play (no Playoffs or Higher Level Tournaments). However, the Host Location's may have a restriction on the age minimum to play/participate in their establishment.

If a team is found to have a player not approved by the League Office on their roster who was not Eighteen (18) when he/she played, the team could lose their eligibility for any Higher Level Tournament. The player will also be dropped from the roster.

Office Hours

Local League Office hours are Monday through Friday, 11 a.m. to 4 p.m. If you have a question during League play or an APA sponsored event, please call the office number at (919) 578-4758 and you will be directed to an on-call staff member. If we are not able to answer your call, please leave a message, including your phone number and your call will be returned as soon as possible.

Website

Our website address is raleigh.apaleagues.com. This website allows you to:

- Get the latest up to date information on Playoffs, tournaments or any other Raleigh Durham Chapel Hill APA events
- Set up your Member Services account to:
 - Use our Mobile app (available for IOS and android)
 - View schedules, team rosters, standings and individual records for your division; and
 - View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

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

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

Even if you don't sign up for your Member Services account, please make sure we have your email address on file. All announcements are made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The website and email are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep you up to speed on what is happening at all times, be it upcoming playoff match locations, wild card picks, tournaments or any other information you and your team need to know about the League.

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, all Playoff matches and forfeits must be paid:

- 8-Ball: \$40
- 9-Ball: \$40
- Double Jeopardy: \$80
- Aloha: \$65
- Scotch Doubles: \$20
- Ladies: \$30
- Masters: \$30

In addition to APA team fees, some Host Locations require a green fee which is to be paid directly to the Host Location. **DO NOT** put green fees in your team envelope. If the location has quarter operated tables, the teams should alternate paying for games throughout the team match, with each player on the team contributing equally.

If a team that has received a promotional discount forfeits an individual or full team match, they must pay for the forfeited match/matches for their team and for their opponent's team. This applies to teams receiving promotional discounts only, NOT to all forfeits!

Full team fees are to be paid during session Playoffs. This is regardless of how many players actually play (i.e. - match is completed with only 3 players needing to play).

If a team owes any past due money to APA, it must be paid prior to the **wild card draw** or the **team will not be eligible** for the draw. In addition, any team owing the League money 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.

Raleigh Durham Chapel Hill APA **does not** accept checks.

Team Envelopes

Team envelopes will be delivered to the Host Location prior to the start of League play. Every effort will be made to have them at the Host Location 24 hours prior to play. Envelopes are due at the same Host Location immediately after the end of play. You are required to put completed team scoresheets, new membership applications and all team fees in the envelope and seal it. Do not put green fees in the envelope. At the conclusion of the night seal the envelope, put your team name on it and put it in the bar folder.

Bonus Points

Teams will receive bonus points each week of regular session for meeting all of requirements below:

- Turning in correct and completed scoresheets (one error allowed). See APA Official Team Manual for how to correctly complete a scoresheet.
- Turning in full League fees on the scheduled night of play. The team must also NOT have a past due balance left unpaid.
- Not playing a player who owes money to APA, being either membership dues or past due balances (signified by \$\$\$\$ behind the players name).
- The team does not violate the Team Skill Level Limit rule.

All requirements must be met for a team to earn bonus points. Bonus points will be awarded on a weekly basis as follows:

- **8-Ball:** 2 Bonus Points
- **9-Ball:** 10 Bonus Points
- **8-Ball Doubles:** 2 Bonus Points
- **9-Ball Doubles:** 10 Bonus Points
- **Ladies:** 2 Bonus Points
- **Masters:** 5 Bonus Points

Team Captains should ensure that **ALL** Bonus Point System Requirements are met prior to turning in your scoresheet and League fees to APA. Bonus points will be used to determine division standings at the end of the session, including Big Dawg. Bonus points are NOT awarded the final two weeks of the regular session or during Playoffs.

Team Captains should notify APA during League specified office hours, if you feel your team did not receive its “earned” bonus points. Mistakes in awarding bonus points by APA will only be given to the team if APA is notified within two weeks of scheduled date of play in question.

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

Points for Bye Weeks (Including Bonus Points)

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

- **8-Ball:** 8 Bye Points + 2 Bonus Points
- **9-Ball:** 60 Bye Points + 10 Bonus Points
- **8-Ball Doubles:** 5 Bye Points + 2 Bonus Points
- **9-Ball Doubles:** 35 Bye Points + 10 Bonus Points
- **Ladies:** 5 Bye Points + 2 Bonus Points
- **Masters:** 15 Bye Points + 5 Bonus Points

Note: Teams do not need to submit paperwork or fees for bye weeks.

Patches awarded for League Play

Please see your Division Representative to receive a patch earned during APA League play on the night the patch is earned. Rackless patches are limited to a skill-based win (the other player did not give you a game by scratching, making the 8-ball in the wrong pocket or out of turn).

If a player chooses, they can forego receiving an earned patch, and instead receive a coupon for an entry into a drawing for a trip to Vegas. The coupons are obtained from the Division Representative on the night it is earned. The coupon must be filled out by the player and submitted with the team's scoresheet (that shows the patch was earned) that night so that the coupon can be validated. There is not a limit on the number of coupons/entries a player can earn/receive, but the player can only receive a coupon/entry OR a patch, NOT both. The number of trips to Vegas that are given away will be dependent upon the number of coupons/entries received by APA. One trip to Las Vegas will be given out for every 1000 coupons turned in to APA.

Section 2: Local League Play

Membership Dues to APA

Membership dues for all APA players are owed per year. All members' annual dues **MUST** be paid the first night they play, or by week 4 of the session (whichever comes first). New members should fill out a membership application in addition to following the guidelines established for new members.

Teams that put up a player that has not paid their membership

- Lose bonus points for that week
- Will show a team past due of \$25 (Local League Office will pay the players membership from team fees).

Roster Changes

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 League Operator approval**. Players added to roster after week six without APA 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. All players on the roster must play on or before week 6 of the session or the player will be dropped from the roster.

Jeopardy

After week six (6), if a team declares “Jeopardy” (due to a drop in team members forcing them to add players to their roster) they will not be eligible for the Playoffs or Higher-Level Tournaments, if they have to add 3 or more players.

Rescheduled & Make-Up Matches

Make-up matches are not allowed in the APA Raleigh, Durham, Chapel Hill except **by request and with approval of the League Operator at least 24 hours prior to the scheduled match time**. If you do not receive authorization from the Local League Office to reschedule a match and make arrangements with the opposing team, your team will forfeit the match and be responsible for all team fees. Upon receiving approval from the Local League Office please use the following procedure:

- If requested to do so, Team Captains must reschedule matches if the team and/or member has other pre-qualified League obligations such as a Higher Level Tournament.
- Rescheduled matches **must be played within two weeks** of the original scheduled match date. No make-up matches will be allowed in the last two weeks of the session. Exceptions with special conditions may be made by the Local League Office.

Exceptions:

- **Severe Weather:** If severe weather occurs, the Team Captains should reschedule the match as soon as possible. **Please notify the Local League Office if/when you are rescheduling your match.** Rescheduling for inclement weather is generally a result of snow or icy conditions but can result from any condition that makes it dangerous for players to travel to their match locations. The Local League Office will use school closings and state warnings to determine whether it is appropriate to reschedule matches due to inclement weather. If you feel that weather conditions may interfere with your, or your team’s ability, to get to your scheduled match location, contact the Local League Office for additional instructions.
- **Holidays:** All matches scheduled on holidays can be rescheduled and played **prior** to the original match date. **Notify the Local League Office if you are rescheduling your match.**
- **City Tournament:** All teams participating in a City Tournament that conflicts with their regularly scheduled weekly match **must re-schedule their weekly League match**. Due to the timeframe that Cities occur following the start of the session, pre-playing the match is not always possible (however, it is still preferred). Therefore, they have 2 weeks to complete their matches.
- **APA Championships:** The APA Poolplayer Championships and APA World Pool Championships frequently coincide with the Playoffs in the Spring and Summer Sessions. Pre-plays and make-up matches will be allowed for all players attending the Championship events. Pre-plays are always preferred and should be done whenever possible. If pre-plays are not possible, the matches can be made up, but must be completed prior to the end of week 1 the following session unless it is the last week of the session and scores are required to determine Playoffs. Opponents must be willing to work with players/teams attending the Championship events. However, the players/teams attending the Championship events must make arrangements with their opponents in a timely manner (**i.e. – the night Playoffs are determined or the following day**). Full and partial matches can be rescheduled. In the event partial matches are being rescheduled, the specifics of how many matches will be rescheduled and what players that are attending the Championship events will be playing a rescheduled match must be divulged to the opponent. (*In*

other words, a team missing one or two players cannot decide they want to reschedule the last one or two matches the night they are playing when the team has 5 players present. The specifics must be determined ahead of time. This is to prevent abuse or manipulation of the rule by teams).

Replays

If a team is short a player for a designated League match (8-Ball, 9-Ball, Ladies or Masters), their opponent **MUST** allow them to use the “Replay” rule. The “Replay” rule allows the team that is short a player to play a player twice in the same match. The following criteria must be followed when using the “replay” rule:

- Full team fees are still due if the “replay” rule is used in a team match (fees for the “replay” match should be split between the players that played in the team match).
- Teams are allowed to use one “replay” per League night.
- The “replay” must be used during the last individual match (i.e. – 5th match). The “replay” may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match is the 4th & 5th individual matches are forfeited. Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up.
- “Replays” will NOT be allowed the last two weeks of the session, during Playoffs, or during any Higher-Level Tournament play.
- Both teams may utilize the “replay” rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to put up a player in the last match puts up first.
- A team that has enough players present is not allowed to use the “replay” rule; they have to play a player that has not yet played in the match. The only exception to this rule is in the event that the team cannot comply with the Team Skill Level Limit rule with the 5 players present to play. The team may then request a “replay” from their opponent. The request must still be made by the start of the 3rd individual match.
- If any team uses the replay rule 8 or more matches during regular session play, they will not be eligible for Playoffs or advancement to post session play. In yearlong divisions, if a team uses the replay rule 16 or more times during the course of the year, they will be ineligible for Playoffs or advancement to post session play.

8-Ball and 9-Ball, All Divisions

- Teams must notify their opponent of the need to use/or potential need to use a “replay” prior to the start of the 3rd individual match. If a team has a 5th player show up prior to the start of the 5th match, the player is still entitled to play, even if a “replay” was requested.
- The player that plays the 5th match when a “replay” is used is chosen by the team’s opponent. The player that is chosen to play the “replay” should be notified by the opponent at the start of the 4th match (thus, other players can leave if not chosen).
- The player chosen to play the “replay” match must still allow the team to comply with the Team Skill Level Limit rule.
- A replay may NOT be used to play a roster line-up that would not be legal without the replay rule (ex - you cannot play a 7, 7, 3, 3 that equals 20 and ask for a replay to comply with the Team Skill Level Limit rule unless you have a 2 or 3 on your roster but not present at League). In other words, you cannot play an illegal line-up and try to utilize the replay rule to make it legal. That is considered a violation of the 23-Rule.
- If a replay is used in a match other than the last individual played match of the night, the replayed match and all subsequent matches will be forfeited by both teams.

Ladies and Masters Divisions

- Teams must notify their opponent of the need to use/or potential need to use a “replay” prior to the start of the 2nd individual match. If a team has a 3rd player show up prior to the start of the 3rd match, the player is still entitled to play, even if a “replay” was requested.

A player may not be sent home and/or made unavailable so that a team may request a “replay” from their opponent. Attempts to take advantage of the “replay” rule should be reported to the Division Representative and also to the Local League Office by means of an Official Protest Form.

Forfeits

A team may begin play with one player present. The match must start immediately once both players are selected for the match. If the team does not have a player available, that entire match will be forfeited, see below. Teams will receive bye points when an opposing team forfeits a full team match.

During the final two (2) weeks of the regular session if a team forfeits three (3) or more individual matches (6 or more in once-a-month/alternate formats), they will be ineligible for Playoffs and/or the wild card draw or advancing as a division winner (if applicable). The only exception is during 8-Ball and 9-Ball only where a team is forfeiting a match due to their skill levels forcing them to utilize the Team Skill Level Limit rule of 4 to 19. If **ANY** team forfeits 8 or more individual matches during regular session play, they will not be eligible for Playoffs and/or the wild card draw or advancing as a division winner (if applicable). In yearlong divisions, if a team forfeits 16 or more individual matches during the course of the year, they will be ineligible for Playoffs or advancement to post session play.

Teams in Default (No Shows and Past Due)

Any team that does not show for a regularly scheduled match will forfeit all matches for that date and be responsible for both teams’ match fees. The opponent must note the nights forfeit on their scoresheet and will receive bye points for the night and prior to declaring a full team forfeit, notify the Division Representative or contact the Local League Office.

Any team that does not show up for its match for two consecutive weeks will be deemed to be in default and will be dropped from the division. Additionally, teams that do not pay weekly fees on time will be notified of the past due status. If their account is not made current in a timely manner, the team will be deemed in default and may be dropped from the division.

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying their share of the team fees owed. The defaulting team’s players will be suspended from the League until their portion of the fees is paid. The League Operator has the right to assign different portions of the outstanding fees to individual players as it deems appropriate. If your team has a player that is past due on your roster, you will receive no points for that person’s match (even if they win) and no bonus points for any week they play while their fees are past due. No team or player with a past due will be eligible for post-session play or awards including but not limited to Playoffs or wildcard draw, Big Dawg, Division Winner and Higher Level Tournaments.

Continuous Match Play

When teams choose a player for the next match, it is to begin immediately. It is the Team Captains responsibility to ensure that breaks are not taken between matches and that players are ready to play when they are chosen to play. If players need to smoke, use the bathroom, get a drink, etc. it must be done before it is time for them to play. Each Team Captain must have a player ready to start the next match and it must begin immediately.

Double Jeopardy

Teams participating in Double Jeopardy should be strategic in the way players are chosen for matches so conflicts do not arise where a player is participating in a match, but also needed to play a match on another table. A player must be finished playing one match to be “put up” in and begin another.

Masters Leagues

Masters Division rules are now outlined in the APA Official Team Manual (please review the rules carefully). Our Local League will follow the APA rules as outlined in the Official Team Manual.

- All Local Masters Play - The winner is determined by the team who wins the most points, not the best 2 out of 3 matches.
- All Local Masters Play - In the case of a tie at the end of a team match, the tie would be broken by a best 2 out of 3 Playoff.
- **Tournaments** in the Masters format, there are 16 weeks of play and no Playoff weeks. The top 16 Masters teams and top 16 junior Masters teams, based on points won during the session, will qualify for the City Tournament. There will be one Masters and one Junior Masters City Tournament following each session. If a qualified team chooses not to participate in the City Tournament, the next team, based on highest point total, will be eligible to participate to try and ensure a full tournament board. Teams must remain active the next session with a minimum of two players (50%) on the same roster. Junior Masters teams are defined as a team whose entire roster consist of players with an 8-Ball skill level of 6 or below. Masters teams are defined as a team that has one or more player with a skill level of 7 in 8-Ball or any player not currently active in the 8-Ball format on the roster. City Tournaments will be seeded based on points earned during the session. APA Raleigh, Durham, Chapel Hill will request one (1) slot for the Masters Championship event for every ten (10) teams we have participating in the Masters League format. Therefore, tournaments will be Vegas qualifiers/cash tournaments, based on our team count and slots awarded by the national office. In order for a player to participate in the City Tournament, they must have played **at least six (6) matches** with the team during the session. In addition, to be eligible to participate in the Junior Masters City Tournament, a player must be active in the **8-Ball** format to ensure an up-to-date skill level for the player.

Scotch Double Leagues

APA offers a Doubles League format in both 8-Ball and 9-Ball. Teams consist of two players and a third can be added as an alternate. Matches consist of two Singles Matches and a Doubles Match. The maximum skill level for the two players in the doubles match is a combined 10.

Active teams will be eligible to play in a Showdown Series Qualifier prior to the Spring Poolplayers Championships. During Showdown Qualifiers, teams will break down into 2-Person teams and only the doubles portion of the format will be played (maximum handicap of 10). Players must play a minimum of 6 singles matches during the session and 20 matches in the last two years by the entry deadline to play in the Poolplayers Championships.

- **8-Ball Doubles League:**
 - The 3-Point Scoring System will be used for 8-Ball Doubles.
 - Each Singles match is worth up to 3 points.
 - The Doubles match is worth up to 6 points.
- **9-Ball Doubles League:**
 - Each Singles match is worth 20 points with the split based on points earned by each player.
 - The Doubles match is worth 40 points.
 - There is a total of 80 points that can be earned in a given match, plus 10 bonus points.

Section 3: Sportsmanship and Conduct

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without them when playing at that location. The League does not have the right to require a Host Location to permit access to a banned person for a League match.

Suspended Players

APA Raleigh, Durham, Chapel Hill will honor any suspensions from all APA areas.

Reporting a Problem or Concern During League Play

Any concern you have during League Play (sportsmanship, handicap and official protests) must be submitted in writing the night of play or within twenty-four (24) hours of play. Forms are obtainable through your Division Representative and are available online. No fee shall be required to issue a complaint or to file an official protest. If you have a situation that needs immediate attention, please contact the League Operator at that time.

Section 4: Local League Playoffs and Tournaments

Big Dawg Award

The 8-Ball team and the 9-Ball team with the most points earned for weeks 1-16 of the session (unless otherwise noted prior to start of the session) will receive the Big Dawg Award. In the event that two or more teams are tied for Big Dawg, both/all teams tied will receive the award. Each team earning the Big Dawg Award will receive a cash prize of \$200.00 and an award for each member on the team.

With respect to 4 and 5 team divisions, if one of these divisions wins **Big Dawg**, they will be the only team advancing to Cities and there will not be a Playoff match. In divisions with 6 or more teams, if one of these divisions wins **Big Dawg**, the 2nd place team still plays a Playoff match, they will not get the first-place automatic bid to Cities.

Session Playoffs

There will be 1 week of Playoffs at the end of each session. During each session, Playoffs will be scheduled on the same day of the week as your regular League Play and the next session will begin the week following Playoffs.

In accordance with the Official Team Manual, Session Playoff site selection will be made at, or prior to, the Team Captain meeting at the beginning of the session. Teams that qualify for Playoffs will be notified of the site selection. It is possible a Playoff match will be at a neutral location, or it is possible the Playoff site might be at the home of either or both of the teams involved.

The teams qualifying for Cities will be determined by the number of teams in the 8-Ball, 9-Ball or Ladies Divisions:

- **10 or More Teams Divisions**
 - 3 teams will qualify for Cities
 - 1st place team will get an automatic bid to Cities.
 - 2nd place will play a wild card and the winner will qualify for Cities
 - 3rd place will play 4th place and the winner will qualify for Cities
- **6 to 9 Team Divisions**
 - 2 teams will qualify for Cities
 - 1st place team will get an automatic bid to Cities.
 - 2nd place will play a wild card and the winner will qualify for Cities
- **4 and 5 Team Divisions**
 - 1 team will qualify for Cities
 - 1st place will play a wild card team and the winner will qualify for Cities
 - In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.
- **Ladies Divisions**
 - The Playoff structure will be dependent on the number of teams participating in the format and may vary year to year.

Wild Card Drawing For Playoffs

When drawing for the wild card to participate in Playoffs, the drawing will not be weighted and all the teams that did not earn an automatic bid into the Playoffs will have an equal chance to make Playoffs. Setup for session Playoffs may vary session to session, and is at the League Operator discretion. 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).

City Tournament Eligibility

Teams must maintain their eligibility to participate in the City Tournament by playing in the session following the session the team gained their eligibility with at least four original members, (the session during which the City Tournament is to be held). Once a team wins a slot to the World Pool Championships in Las Vegas, they are not eligible to play in another City Tournament in the same APA League year.

No teams may defer their City Tournament bid to another session and no teams will gain an automatic bid to another City Tournament.

Required Matches: Established players, those with at least 10 lifetime matches, must have 6 matches played, with their team in the current session, to qualify for post-session play. New players must have 9 matches to qualify for Playoffs and 10 matches for City Tournaments. ***Forfeits do not count as a match played!***

Automatic Entries into City Tournaments

Any team that gains an automatic entry into the City Tournament (by winning Big Dawg, finishing first place in their division) does not play in the session Playoffs. If a team chooses to play in the session Playoffs, the team forfeits their automatic entry into the City Tournament.

City Tournament Requirements

The Official Team Manual states that a City Tournament is held once a year; however, APA Raleigh, Durham, Chapel Hill, will hold a City Tournament after every session. The number teams allowed to qualify from the World Qualifiers from 8-Ball and 9-Ball City Tournaments will depend on the team count for the Spring Session prior to the date of the APA World Pool Championships in that format (one following Summer Session, one following Fall Session, and all subsequent slots following Spring Session).

- A minimum of 16 teams must participate in the Cities. The number of teams participating in each City Tournament may vary due to the variation in the number of teams participating during each session of regular League play.
- All established players must have a minimum of six (6) actual matches each session.
- All new players must have a minimum of ten (10) actual matches their first session.
- Once a team qualifies for Las Vegas, each player must have a minimum of six (6) matches on that team in all following sessions of that League year to remain eligible.
- **Forfeits & byes do not count for the minimum matches required.**
- Only League Operator approved players with a minimum of 10 scores may be added to a qualified team.
- Once a team has won a slot to Las Vegas for the APA World Pool Championship that team must finish in the top 50% of their division in all following sessions of the League year or they will be *subject* to lose their eligibility.
- Members of the teams that qualify for the Fall Session City Tournament must have their membership paid for the following year in order to participate in the City Tournament. Unpaid members cannot play in the City Tournament.

City Tournament Travel Assistance and Payouts

Travel assistance will be awarded to each team for winning an event that qualifies them for the APA World Pool Championships. Team Travel Assistance is listed below:

- 8-Ball: \$6400.00
- 9-Ball: \$6400.00
- Masters Championship: \$3200.00
- Ladies Championship: \$4000.00
- Team Captains Championship: \$4000.00

If a player qualifies on more than one team/format, they will receive the travel assistance for each team/format in which they qualify. 8-Ball Doubles, 9-Ball Doubles and Jack & Jill will receive a payout (not to exceed \$1600.00 per team) from the qualifying tournament based on entry fees collected if no division is being played in that format.

Should a team elect not to go to the APA World Pool Championships, the team will forfeit all awards and monies for Travel Assistance. If the team has already received the money for Travel Assistance, the team/players will be required to repay the entire amount to the APA Travel Fund. Failure to do so will result in suspension of membership for each member of the team until the Travel Assistance money has been repaid. If a player that qualifies for Las Vegas chooses not to participate in the APA World Pool

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Championship, they will not receive any money as the money is for Travel Assistance, not a cash payout. If a player receives the Travel Assistance and then does not go to Las Vegas for the APA World Pool Championship, the player will be required to pay back all of the Travel Assistance received to the League before the player will be allowed to resume playing in the League.

In the event a qualified team decides not to participate in the APA World Pool Championships, the team that finished second in that City Tournament will advance to the APA World Pool Championships.

Prize money will be awarded in each Standard 8-Ball and Standard 9-Ball Open City Tournament to the individuals that make it into the finals. The team finishing in Second Place in the City Tournament will receive \$600.00 cash or up to \$800.00 for a Shared Tournament if one is available.

Trophies and Awards

- All teams that win a World Qualifier will receive an award.
- Each member of a team that plays in the finals of a City Tournament will receive an award.
- Each member of the division winning team will receive an award.
- Each member of the Big Dawg team will receive an award.

World Pool Championship Eligibility and Requirements

For World Pool Championship qualified teams, a team remaining active refers to the entire team (not just a 50% roster as with City Tournaments). The following stipulations apply to weekly and biweekly 8-Ball, 9-Ball, and Masters Divisions:

- If a team qualifies for the APA World Pool Championships in the Summer Session, the team must play both the Fall & Spring Sessions and **each player must** be on an active roster in the same format of the following League year's Summer Session or forfeit their eligibility.
- If a team qualifies for the APA World Pool Championships in the Fall Session, the team must play in the Spring Session and **each player must** be on an active roster in the same format of the following League year's Summer Session or forfeit their eligibility.
- If a team qualifies for the APA World Pool Championships in the Spring Session **each player must** be on an active roster in the same format of the following League year's Summer Session or forfeit their eligibility.