

# Western Carolina APA Local Bylaws



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## **Introduction**

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

This document explains the structure of the League at a Local Level and should be used in conjunction with your Official Team Manual (OTM) 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 is all about having fun, meeting people, and playing pool!**

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

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

### **Age Requirements**

You must be 18 years of age or older to play in any Western Carolina APA Team/Single 8-Ball and 9-Ball Format.

Some Host Locations age requirements are 21 years and older. Please make sure if you play either on an in-house League or one that travels, that the Host Location age requirements will allow 18 to 20-year old patrons.

### **Office Hours**

Local League Office hours are **Monday through Friday, 2 PM to 10 PM**. If no one is available to take your call, please leave a message, including your phone number and your call will be returned as soon as possible.

### **Division Reps (DR)**

The Division Rep's contact number is located at the top of your scoresheet. Please contact your DR first concerning League Rules and Questions. If you are unable to get a response, please reach out to your Local League office at 828-507-4467.

### **Website**

Our website address is [westerncarolina.apaleagues.com](http://westerncarolina.apaleagues.com)

This website allows you to:

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

In addition, we also have a Facebook page at [www.facebook.com/apawesterncarolina](https://www.facebook.com/apawesterncarolina) 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, cell phone /text number on file.** All announcements are made first online, through our email mailing list and by text/messenger. Having an email address on file can keep you from missing valuable information! The website, email and texting 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.

### **Annual Membership Dues**

All Annual Membership Dues must be paid online unless approved by your Local League office.

### **Team Fees**

Team Fees are **\$50 per week**, **\$30 per week** for Masters teams, **\$30 per week** for Ladies teams, and **\$16 per week** for Jack and Jill teams, regardless of the number of matches played. Full Team Fees must be paid for Playoff matches and forfeits. **No shortages allowed ever unless other arrangements are made and approved by the League Operator!**

If you are paying by check, please make your check payable to **Western Carolina APA**. There will be a **\$50** charge for any returned checks, plus a loss of bonus points.

Any team that drops after the fourth (4<sup>th</sup>) week of the session will be charged all fees due as explained in the APA Official Team Manual (OTM); the members of the team will be suspended until their portion of the remaining dues are paid in full. **NO EXCEPTIONS!**

### **Team Folders**

The team folders will be **delivered to the Host Location at which you are playing**. Folders are due at the same Host Location immediately after the end of play, unless otherwise directed.

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

- Innings are filled in and tallied for every game
- Defensive Shots are tallied, and ND is entered if no Defensive Shots are played
- Team Put Up First filled in
- Team #, Player Name and Player Number filled in
- Games Must Win filled in (8-Ball)
- Games Won, Match Points Earned and Running Total filled in (8-Ball)
- Skill Level and Ball Count filled in (9-Ball)
- Total Points, Match Points Earned and Running Total filled in (9-Ball)
- Sportsmanship Rating Circle
- Time Start and Time End filled in
- Size Table is checked
- The winner and loser of every game is marked with the number of racks won (8-Ball)
- Final match points filled in (located at signature box)
- Both teams sign scoresheet
- Fee Section completed by Team Captain, initialed and Total is tallied
- All fees are up to date
- No abusive comments are written
- Must show tallied marks in the 8OB, 8B&R, 9OS, 9B&R

The entire scoresheet needs to be filled out to receive bonus points.

## **Bonus Points**

The bonus points awarded will be as follows:

- **8-Ball Team Format Only - 2 Possible Bonus Points**
  - 1 point will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
  - 1 point will be awarded for accurate and fully complete scoresheets.
- **9-Ball Team Format Only - 12 Possible Bonus Points**
  - 6 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
  - 6 points will be awarded for accurate and fully complete scoresheets.
- **All other Formats (Masters, Ladies, Jack & Jill, 8-Ball Doubles, and 9-Ball Doubles), will not receive Bonus Points.**

**\*Remember these are bonus points that are awarded at the sole discretion of the League Office.**

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

## **Bonus Points for Bye Weeks**

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

- 8-Ball – 8 Bye Points + 2 Bonus Points
- 9-Ball – 60 Bye Points + 12 Bonus Points

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

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

## **Past Due Procedure**

Scoresheets will be stamped Past Due – Team Captain and/or Co-Captain will be contacted.

**Second Week Past Due:** Scoresheet will be stamped Final Notice if communication and arrangements have not been made with the League Operator – Entire Team could be contacted.

**Third Week Past Due:** Team Name will be changed to TEAM DROPPED DUE TO NON-PAYMENT and all players will be marked ineligible unless other arrangements have been made with the League Operator.

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

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

**Any team/player owing the League money after the final notice to pay, WILL NOT BE ELIGIBLE to play in the Playoffs or a Higher-Level Tournament, regardless of their standings.**

### **Comments on Scoresheets**

All concerns and complaints must be in writing and must be written on the scoresheet in a courteous and professional manner and/or, text to 828-507-4467, sent through Messenger, or emailed to [amaloney@apaleagues.com](mailto:amaloney@apaleagues.com), within 24 hours. This will guarantee that your concerns and/or complaints are considered, documented, and addressed. Abusive language directed at the League will not be tolerated on the scoresheets or in emails, etc. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

### **Patches**

Patches are available for the following accomplishments at no cost:

- 8-on-the-Break: You make the 8-ball on the break.
- 8-Break-and-Run: You make at least one ball on the break and then run the rack.
- 9-on-the-Snap: You make the 9-ball on the break.
- 9-Break-and-Run: You make at least one ball on the break and then run the rack for ten points.
- Rackless: Your opponent didn't break during your match.
- Clean Sweep Patch: For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Clean Sweep Patch.
- Shutout: You win 20-0 in 9-Ball.
- MVP: End of session highest win percentage per division, per last match of regular play.
- Mini Slam: 8-on-the-Break and 8-Break-and-Run **or** 9-on-the-Snap and 9-Break-and-Run on the same League night. Not available during tournament play.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*
- Sportsmanship: You may nominate a Team for good sportsmanship patches. Be sure to put a circle of the appropriate Sportsmanship Rating on your scoresheet and the Local League Office will determine if the patches will be awarded.

**There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet.**

Grand Slam, MVP, and Sportsmanship Patches are awarded at the end of each Session and will be included in your team envelope.

## **Section 2: Local League Play**

### **Forfeits**

**A team must begin playing if they have one player present.** Once the first match is over, the team putting up next has one (1) minute to name a player, and then the opposing team has one (1) minute to name a player. If the player is not at the table ready to play in that time limit, it is considered a sportsmanship violation and should be reported to the Local League Office, as stated under Comments on Scoresheet. Sportsmanship violations can result in suspension.

**Forfeits and byes do not count as matches played.**

## **Preventing Forfeits**

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

The Official Team Manual states, “**YOU MAY ONLY PLAY ONCE** in a team match.” However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, **Western Carolina APA** has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows up to two players (the “Replay Player”) from a team (the “Replay Team”) to play twice on the same night in the following circumstances:

The Replay Team’s need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.

The Replay Team notifies their opponent of the need to use / or potential need to use the Replay Rule **prior to the start of the 4<sup>th</sup> individual match.** The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.

The opposing team gets to pick which player from the other team will be the Replay Player. The opposing team can pick any player present except those whose play would cause the Replay Team to violate the 23-Rule. All players who have already played must be available as a choice for the “replay” match.

Teams utilizing the replay rule must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.

The “replay” must be played as the last match(es) of the night. If a “replay” is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams.

**Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own players. The team scheduled to put up a player in the 5<sup>th</sup> match designates their Replay Player first.**

Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the “replay” match, the “replay” match is cancelled and the new player must play.

There is no limit on how often a team can use the Replay Rule during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in effect during **the last week of regular weekly League play of the session, Playoffs, Tri-Cup Tournaments, or the World Qualifier.**

**\*If the Replay Rule is abused by Teams repeatedly, these Teams may lose privilege to use it.**

**The “Replay Rule” only applies to 8-Ball and 9-Ball Open Team Formats.**

## **Rescheduling Matches**

**Western Carolina APA does not allow make-up matches.** On occasion, usually due to inclement weather, a match may need to be rescheduled. If you wish to reschedule a match, **you must make a request to the Local League Office.** All non-weather-related Make-Up Matches **must be rescheduled before the actual day of Play,** not receiving approval from the Local League office can result in a Forfeit(s).

Upon receiving approval from the Local League Office please use the following procedure:

- Contact the Team Captain of the team you are scheduled to play and notify them of your intent to reschedule.
- If requested to do so, Team Captains **must** reschedule matches if the team has other pre-qualified League obligations such as a Championship in Las Vegas.
- Rescheduled matches **must be played within one week** 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.**
- Teams must pay for all matches by the scheduled match date or they will lose bonus points.
- Holidays can be rescheduled and pre-played prior to the original match date.
- **HANDICAP FOR MAKE-UP MATCHES** - Any match that needs to be made up - for whatever reason - you must use your current handicap. **If you have gone up since the original scoresheet, you must play at your current handicap.**

### **Inclement Weather**

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 you, or your team's ability, to get to your scheduled match location, Team Captain's should reschedule with the opposing team as soon as possible. Most important, ***please be safe*** and do not risk injury if you feel the travel conditions are unsafe.

### **Teams in Default**

Any team that does not show up for its match for two consecutive weeks will be deemed to be in default and will be dropped from the division.

Additionally, any team that has not paid their League fees for two consecutive weeks can be dropped from the division. Teams who have failed to pay their League fees for two consecutive weeks will be notified of the past due status, per page 4 under Past Due Procedure. 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 in addition to immediate suspension until past dues are paid.

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 player(s) will be suspended from the League until their portion of the fees are paid. The Local League Office has the right to assign different portions of the outstanding fees to individual players as it is deemed 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.**

### **Player(s) in Default**

Any player that has not paid their League fees for two consecutive weeks can be dropped from the division and suspended. Players who have failed to pay their League fees for two consecutive weeks will be notified of past due status. If their account is not made current in a timely manner, the player will be deemed in default and may be dropped from the division in addition to immediate suspension.

### **Minimum Skill Levels**

During Higher Level Tournaments, ladies may participate at their assigned skill level, even if that assigned skill level is lower than a SL3. All other players must participate at a skill level 3 or higher.

### Section 3: Sportsmanship and Conduct

#### Sportsmanship Violations

Any player or team receiving more than two formal sportsmanship violations within 12 months may be dropped from the League. Dropped teams or any suspended player will forfeit all benefits, trophies, awards, and prize money. Sportsmanship violations include, but are not limited to sharking, abusive language, sandbagging, delay of game, inappropriate physical contact, arguing League rules and policies, booing a team, or cheering for missed shots or scratches, and intentionally crowding the play table. Teams must stay clear of the play table, giving room for players to shoot, or face a possible team sportsmanship violation.

The chart below provides some basic guidelines for sportsmanship violations and penalties. The League office will have full discretion over what penalties might be assessed for a player or a team and may consult with the Board of Governors, consisting of all division representatives, to determine the specifics of an allegation or penalty. Any member who is suspended from Western Carolina APA may appeal to the Board of Governors within one week of suspension. If the appeal is denied, then the player must serve out a minimum of 50% of the suspension sentence before submitting a request to the Board of Governors for the appeal to be overturned.

INFRACTION	FIRST OFFENSE	REPEAT OFFENSE
Arguing Rules & Policies	Warning letter	30-Day Suspension
Verbal Abuse (includes excessive profanity)	Warning Letter to a 30 – 60 Day Suspension	60 – 90 Day Suspension
Sharking	Warning Letter to a 30 – 60 Day Suspension	60 – 90 Day Suspension to a 1-Year Suspension
Manipulating Scoresheets	Warning Letter to a 1-Year Suspension	30 Day Suspension to a Permanent Suspension
Threatening Remarks, Threatening Behavior	Warning Letter to a 1-Year Suspension	30 Day Suspension to a Permanent Suspension
Throwing Objects, Breaking Objects	60 – 90 Day Suspension	1-Year Suspension to a Permanent Suspension
Discrimination (based on race, ethnicity, class, gender, sexual orientation, or religion)	Suspension (length to be determined by due process) to a termination of Membership by the American Poolplayers Association	
Physical Fighting or Other Physical Contact	Suspension (length to be determined by due process) to a termination of Membership by the American Poolplayers Association	



Theft of Pool Cue and/or Equipment or stealing from a Host Location	Suspension (length to be determined by due process) to a Termination of Membership by the American Poolplayers Association
Fraud – Impersonating another player or intentionally putting up a player under false pretense	Suspension (length to be determined by due process) to a Termination of Membership by the American Poolplayers Association

### **Complaints**

Sportsmanship or handicap complaints must be submitted in writing about the night of play or within twenty-four (24) hours of play. They will not be accepted at a later time. **NO EXCEPTIONS!**

- a. Phone calls are **not** allowed.
- b. No fee shall be required to file a protest.
- c. If a team files a complaint against an individual or team, then fails to show up at the Board of Governors the complaint gets thrown out.

### **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**

Western Carolina APA will honor any suspensions from all neighboring APA areas.

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

### **Session Playoffs**

Number of Teams in Division (at Week 6)	WQ Qualification Playoff Structure	Session Award Structure
<b><u>4-5</u></b> One team qualifies for World Qualifier	1st Place vs. Wild Card  Winner advances to World Qualifier	<b>Awards:</b>  Playoff Winner will receive the 1 <sup>st</sup> PLACE SESSION trophies
<b><u>6-11</u></b> One team qualifies for World Qualifier	1st Place vs. Wild Card 2nd Place vs 3rd Place  Winner of each round 1 match will play in the Playoff Finals to determine who advances to World Qualifier	<b>Awards:</b>  Playoff Winner will receive the 1 <sup>st</sup> PLACE SESSION trophies

<p style="text-align: center;"><b><u>12-16</u></b></p> <p style="text-align: center;">Two teams qualify for World Qualifier</p>	<p style="text-align: center;">Division Point Leader advances directly to the World Qualifier</p> <p style="text-align: center;">2nd Place vs. Wild Card 3rd Place vs. 4<sup>th</sup> Place</p> <p style="text-align: center;">Winner of each round 1 match will play in the Playoff Finals to determine who advances to World Qualifier</p>	<p style="text-align: center;"><b>Awards:</b></p> <p style="text-align: center;">Playoff Winner will receive the 1<sup>st</sup> PLACE SESSION trophies</p>
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During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.

**During each session, the 1<sup>st</sup> round of Playoffs will be scheduled on the same day of the week as your regular League play.**

**The 2<sup>nd</sup> round of Playoffs will be scheduled for the following week on the same day as your regular League play, place of play will be determined and announced before Session Playoffs.**

**The next session will begin the week following the 2<sup>nd</sup> round of 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.

Player Eligibility: Players must have played at least **4** times with the team during the session to be eligible to play in the Session Playoffs.

#### **Masters, Ladies and Jack and Jill Teams Only**

**Please Note:** You must have a minimum of ten (10) 8-ball matches played in the current league year if Ladies, Masters, and/or Jack and Jill League is your only format. You must also have 4 matches played in the Spring Session in order to compete in the Ladies, Masters, and Jack and Jill Vegas Qualifier events. PPC

The home field advantage for Division Playoffs will go to the highest seeded team from the end of the regular session point standings, **unless otherwise designated by the League Operator.** For all travel divisions, your League Operator or Division Rep will assign tables.  
For all in-house divisions, matches will be played on the home team's assigned table.

#### **Qualification of Teams**

8-Ball and 9-Ball Teams that qualify for WQ in the summer or fall session via a division playoff or 1st place finish, and then qualify again via either method in a different session will receive a \$100 team bonus (paid to team at the World Qualifier). If you re-qualify a second time, your team will receive a \$100 team bonus plus a \$200 bonus for the triple qualification (total of \$400).

#### **Awards**

End of session awards will be given following the final round of playoffs. Each member of the first-place team will receive an award and the final winner of the playoffs will receive an award.

### **World Qualifier**

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning Team of the World Qualifier receives travel assistance to Las Vegas and the opportunity to represent Western Carolina APA in the World Pool Championships. **To remain eligible to Play in the World Pool Championships in Vegas the winning Team(s) must be active in the Summer Session following the 8-Ball/9-Ball World Qualifier event the Team won in. No exceptions.**

### **Travel Assistance for the World Pool Championships**

There will be Team Travel Assistance, split between each player that is on a team when the team qualifies for the APA World Pool Championships (8-Ball Open, 9-Ball Open, Ladies Division, Masters Division, and Jack & Jill Division), and Poolplayers Championship Showdown Series events (8-Ball and 9-Ball Doubles Divisions). Therefore, any player that qualifies for Vegas, in one of the formats mentioned above, will receive Travel Assistance. Travel Assistance is determined by the number of Teams that play in each Session (Summer, Fall, & Spring). If a player qualifies on more than one team/format, they will receive Travel Assistance for each team/format in which they qualify. In addition, each winning team will receive a team World Qualifier Trophy.

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/player 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 the 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 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 the travel assistances money awarded to the League before the player will be allowed to resume playing in the League.

If a Player that qualifies for Las Vegas and then is Suspended after winning the World Qualifier, that Player will not be allowed to participate in the APA World Pool Championship, they will not receive any money as the money is for Travel Assistance, not a cash payout.

In the event a qualified team decides not to participate in the APA World Pool Championships, the team that finished second in the Western Carolina APA World Qualifier will advance to the APA World Pool Championships and/or Poolplayers Championships Showdown Series events, which ever applies.

\*Teams that Win the World Qualifier **must remain active in the Summer Session** with Western Carolina APA to retain their qualified status to play in the APA World Pool Championships.

\*Master, Ladies, and Jack and Jill Teams that win the World Qualifier **must remain active in the Spring and Summer Sessions** with Western Carolina APA to retain their Qualified status to play in the APA Poolplayers Championships.

### **Big Dawg Award for 8-Ball & 9-Ball**

The 8-Ball team and 9-Ball team with the most points at the end of the Spring Session, no matter how many weeks that Division plays, will receive the "Big Dawg Award", and will be awarded at the Western Carolina APA World Qualifier.

**\*Big Dawg awards are awarded at the sole discretion of the Local League Office.**

### **MVP Award for 8-Ball, 9-Ball, Ladies, and Jack and Jill Division Only**

A Tournament will be held for all winners after the Spring Session, dates to be determined; each winner will receive a \$200. All winning Players **must remain active in the Summer and Fall Sessions.** No exceptions.

### **Tournament Miscellaneous**

All players must be on a roster in the current session to participate in any of the events (Single Boards, Team Captains, 8-Ball, and 9-Ball Doubles, etc.) Online registration (if available) is required to participate. If you register online, you are committing to the entry fee of the tournament. If you are unable to participate the day of the tournament, you will be held responsible for the entry fee. Dollar signs (\$\$) and amount due will be placed next to your name on your scoresheet and you will not be allowed to play a match until the past due money is current. If a team plays a player owing money all points earned by the player will be forfeited.

### **Right to Refuse Service**

Western Carolina APA, in its sole discretion, has the right to refuse to do business with any individual, at any time, regardless of whether the individual's membership is in good standing, without explanation.