



LOCAL BYLAWS

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Introduction

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

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

Please read these Local Bylaws carefully and keep them with the APA Official Team Manual for your reference. All Local Bylaws with dates prior to the revision date of this document are null and void. Breaking these rules can cost you a Playoff, Tri-Annual, or World Qualifier (Regionals) spot by causing you to lose valuable points that you work so hard to win.

Section 1: Local League Information

Age Requirements

You must be 18 years of age or older to compete in CSRA Area APA LLC.

1. Teams that play anyone under the age of 18 will lose all points for the night.
2. Teams must notify all locations serving alcohol, the Owner, Manager, and Bartenders. Who on your team is not of legal drinking age?
3. All League Members under 21 will have an (under 21) by their name on their Team Roster. To designate that they are not of legal age to consume alcoholic beverages. (Please make sure that a member that is not of legal drinking age has been designated on their application.)
4. Teams that do not notify and have an under-aged member caught drinking alcohol will be dropped from the League. No person on this team will be reinstated to the League for at least 1 year.
5. Any League member that is under 21 and caught drinking alcohol will be suspended from the League until they have reached the legal drinking age.

Office Hours

League Office hours are Monday through Friday, 12:00 p.m. to 8:00 p.m. If no one can take your call, please leave a message, including your phone number, and your call will be returned as soon as possible.

Anyone cursing or verbally abusing any staff or League Officials will result in suspension for a minimum of 6 months.

Website

Our website address is csra.apaleagues.com.

This website allows you to:

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

In addition, we also have a Facebook page at your CSRA APA where you can view and share pictures of tournaments and get updates about the League. The League Facebook page is specifically for announcements, updates, and player recognition. There is a Zero tolerance policy for derogatory remarks and harassment on any League Facebook page. The 1st Offense will result in a warning and removal of such posts. 2nd Offense will suspension all League Facebook pages for 6 months. 3rd Offense will result in permanent suspension from all League Facebook pages.

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 ensure we have your email address and/or phone number 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 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 weekly fees

1. 8- Ball Regular Format: 45.00 per week regardless of the number of matches played.
2. 9- Ball Regular Format: 45.00 per week, regardless of the number of matches played.
3. 9- Ball Sunday Destination 50.00 per week, regardless of the number of matches played.
4. Ladies 8 ball format: 40.00 per week, regardless of the number of matches played.
5. Double Jeopardy: 80.00 per week, regardless of the number of matches played.
6. Ladies 9 -Ball Division: 45.00 per week, regardless of the number of matches played.
7. Destination Double Jeopardy: 90.00 per week, regardless of the number of matches played.

Full Team Fees must be paid for Playoff matches and forfeit. All monies should be up to date and current by playoffs or to participate in any tournament play. CSRA Area APA no longer accepts check payments. CSRA Area APA accepts payment through the Scorekeeper app and Cash app . Cash is still allowed. If the match has already been scored, you will have to send your weekly payment to the Cash App -

7065047896. If you need to make additional arrangements, Team Captain only is allowed to call Shante only @ 706-504-7896 or shante.brown@apaleagues.com. Do not call Derrick to discuss payments on your accounts.

Team Envelopes

How are team envelopes delivered and picked up? Host Locations:

- Rack and Grill 1
- Rack and Grill 2 (Cliffism's will pick up from Rack 2)
- Rack and Grill 3 (Bath Pool Room will pick up from Rack 3)
- Ralph 5 Pines
- 732 Bar and Grill
- Thunder Road Bar and Grill

Online/Drop-Off Scoresheet Delivery – CSRA Area APA is on electronic scorekeeping through the Scorekeeper app and paying through the Stripe app. If the Scorekeeper app is down, a team **must** complete the blank scoresheets, enter into the Score Keeper App once the app comes back up. The scoresheet(s) and team fees are due to the Local League Office the week of League Play. Each host location will have scoresheets at the Host Location in case, the scorekeeper app is down.

Bonus Points: When your team finishes the match for the night, your team will have until 9:00 am the following day to submit your scoresheet and weekly team fees to drop-off location.

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

- All fees are up to date.
- No abusive comments are written.
- All fees for the week are paid.
- You have completed sportsmanship points for the team you are playing on that night.

The bonus points awarded will be as follows:

- **8-Ball (All Formats of 8 Ball): 4 Possible Bonus Points**
 - 4 points will be awarded for the weekly team fee paid in full for the week.
- **9-Ball (All Formats of 9 Ball): 4 Possible Bonus Points**
 - 4 points will be awarded for the weekly team fee paid in full for the week.

Please Note: For any Future Divisions created, the Bonus Points format will be structured for that division. Remember that these bonus points are awarded at the sole discretion of the Local League Office.

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

Points for Bye Weeks:

Whenever a division has an odd number of teams, each week will not have a match. In this instance, the team with the bye shall be given the following points for the week

- 8-Ball Divisions (Open & Doubles): 10 Points
- 9-Ball Divisions (Open & Doubles): 60 Points
- Ladies 8-Ball and 3 Person 8 Ball Divisions: 5 Points

Late Penalties:

Penalties for late or incomplete weekly team fees are the following:

8- Ball:

- 8 ball teams lose 1 point after being late or not completely paying weekly fees after the 2nd week.
- Any team over 3 weeks late will lose their chance to pull for a wildcard for the Division Championships at the end of the session.

- Any team owing any weekly fees or Session fees will not participate in any post-session play, INCLUDING Division Championships, Tri-Annual Tournaments, and Regional Tournaments,
- Captains or Co-Captains will not participate in the Annual Captains/Co-captains tournament.
- All past dues Must be paid by the End of the session, or the team will not be reinstated for the next session.
- Any player that was on a team that owed past dues will not be completely reinstated in the league until they have paid their share of the past dues that the team participated on. That player will not be allowed to play on any Singles boards, or Captains /Co-Captains tournaments, or Play in Division Championships, Cups Tournaments, or Regional Tournament. (Example: If your team owed a past due of \$120.00 and did not pay the amount at the end of the session, and your team had 6 members, the total amount will be divided by 6, and each member would owe \$ 20 each).

9-Ball:

- 9-Ball teams lose 10 points after being late or not completely paying weekly fees after the 2nd week.
- Any team over 3 weeks late will lose their chance to pull for a wildcard for the Division Championships at the end of the session.
- Any team owing any weekly fees or Session fees will not participate in any post-session play, INCLUDING Division Championships, Tri-Annual Tournaments, and Regional Tournaments.
- Captains or Co-Captains will not participate in the Annual Captains/Co-captains tournament.
- All past dues Must be paid by the End of the session, or the team will not be reinstated for the next session.
- Any player that was on a team that owed past dues will not be completely reinstated in the league until they have paid their share of the past dues that the team participated on. That player will not be allowed to play on any Singles boards, or Captains /Co-Captains tournaments, or Play in Division Championships, Cups Tournaments, or Regional Tournament. (Example: If your team owed a past due of \$120.00 and did not pay the amount at the end of the session, and your team had 6 members, the total amount will be divided by 6, and each member would owe \$ 20 each).

Forfeit Points:

A team match will result in a forfeit if a player is not at the table and ready to begin within 15 minutes of the appointed time. Real-Time, as opposed to Bar Time, is the official League Time. Occasionally a new team misreads or misunderstands the schedule. Some leniencies will be granted when new teams or new divisions are involved. Teams joined to play, not to receive forfeits. Full weekly fees are paid by both teams, regardless of how many individual matches are played. The following rules pertain to forfeits:

- a. A team may begin play with only one player present. Once a team match begins, play must be continuous. Upon completion of each individual match, the team must have another player available to play or the remaining match(es) will be forfeited. If a team does not have a player present for the next individual match, then forfeit points are awarded to the opponent. Forfeits do not count as matches played. Forfeit points are awarded only if the non-forfeiting team has a player present for the match in question who does not cause the team to break the Team Skill Level Limit rule.
- b. In the event both teams cannot field a player for a match, neither team will be

awarded any points. For example, if one team can field four players and the opposing team can only field three players, forfeit points are awarded for the fourth match, and ONCE A MATCH BEGINS, PLAY MUST BE CONTINUOUS General Rule s 27 neither team is awarded points for the fifth match. To record a forfeit, write down the name of the non-forfeiting team's player, their player number, and the non-forfeiting team number. Then write "forfeit" in the space provided for the name of the forfeiting team's player.

- c. If a team finds it necessary to forfeit individual matches due to a shortage of players, the forfeit(s) must be the last match(es). If a team knows they will be short players, they cannot choose which individual matches to forfeit.
 - d. Deliberate forfeits will not be tolerated. If Local League Management determines that a team deliberately forfeited a match or conspired to receive a forfeit, the team or teams involved will be subject to penalties.
 - e. Team matches may be rescheduled if both Team Captains agree and receive approval from Local League Management. All make-up matches must be played using current skill levels.
- 8-Ball Open - 2 points are awarded for a forfeited individual match during regular session play; 3 points in Playoffs and Tournaments. 8 points are awarded for a full team forfeit.
 - 9-Ball Open – 12 points are awarded for a forfeited individual match during regular session play; 20 points in Playoffs and Tournaments. 60 points are awarded for a full team forfeit.
 - Ladies 8-Ball and 3-Person 8-Ball – 2 points are awarded for a forfeited individual match during regular session play; 3 points in Playoffs and Tournaments. 5 points are awarded for a full team forfeit.
 - Ladies 9-Ball and 3-Person 9-Ball – 12 points are awarded for a forfeited individual match during regular session play; 20 points in Playoffs and Tournaments. 60 points are awarded for a full team forfeit.
 - Doubles - 2 points are awarded for a singles 8-Ball match, and 15 points are awarded for a singles 9-Ball match. The doubles match will be awarded double points (4 for 8-Ball or 30 for 9-Ball)

Patches:

Patches are available for the following accomplishments:

- 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 would receive a Sweep Patch.
- Skunked: You win 20-0 in 9-Ball.
- 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.*
- I beat the League Operator Patch: Beat the League Operator (Derrick) you will receive an I beat the league, Operator Patch and possibly be entered in a future tournament.
- Sportsmanship: You may nominate a player for a good sportsmanship patch. Write the

nomination on your scoresheet, and the Local League Office will determine if the patch will be awarded.

- 8- ball and 9 Ball World Qualifier patch: When you win an 8-ball or 9-ball World Qualifier Championships slot.
- APA Captain and Co-Captain: When a player Captain /Co-Captain, a team for a session.
- APA Division Championships Fall Patch: When a team of players wins the Session championships.
- APA Division Championships Spring Patch: When a team of players wins the Session Championships.
- APA Division Championships Summer Patch: When a team of players wins the Session Championships.
- I Beat a 6 Patch (Offered in 8 ball Only): When a player beats a Skill level 6 player.
- I Beat a 7 Patch (Offered in 8 ball and 9 Ball): When a player beats a Skill Level 7 Player.
- I Beat an 8 Patch (Offered in 9 Ball Only): When a player beats a Skill Level 8 Player.
- I Beat a 9 Patch (Offered in 9 Ball Only): When a player beats a Skill Level 9 Player.
- I Won My 1st Match: When a player wins their first match.

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, mark it in the appropriate section on your scoresheet. If it is a specialty patch, please submit your request to the Captain of your team for that session. Captains, you are responsible for putting the specialty patch in the comments section of the scoresheet. Patches are awarded the week after they are earned and will be included in your team envelope. Please remember that specialty patches have a two-week turnaround before being placed in the team envelopes.

Section 2: Local League Play

Rescheduling Matches

It has always been the custom of our League that if a team calls 24 hours before the scheduled match, the match will be rescheduled.

- Any time after 24 hours, it will be up to the team that has been asked to reschedule either to take a forfeit or reschedule the match.
- 2 hours before the team match will be a

forfeit. Teams are to do the following:

1. Contact the Team Captain of the team you are scheduled to play in the match and notify them of your intent to reschedule.
2. If requested to do so, captains must reschedule matches if the team has other pre-qualified League obligations, such as a National Tournament.
3. Rescheduled matches must be played within two weeks of the original scheduled match date. It is **recommended** that rescheduled matches be played PRIOR to the original scheduled date. No make-up matches will be allowed in the last two weeks of the session. The League Office may make exceptions with special conditions.
4. Teams must pay for all matches by the scheduled match date, or they will lose bonus points.
5. If teams can't agree to a rescheduled date, League Operator will set a date, and that is when the match will be played. Teams will forfeit if the match is not played on the date the League Operator has scheduled.

Inclement Weather

Rescheduling for inclement weather is generally a result of snow and icy conditions. Still, it can result from any conditions but can result from any condition that makes it dangerous for players to travel to their match locations. The 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 team's ability to get to your scheduled match location, Captains contact your Local league Office.

Holidays:

All Matches scheduled on holidays can be rescheduled and played prior to the original match date or up to two weeks after the original match date. Pre-playing the match is recommended. PLEASE NOTIFY THE LEAGUE OFFICE IF YOU ARE RESCHEDULING YOUR MATCH.

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.

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

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying 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 Local League Office has the right to assign different portions of the outstanding fees to individual players as it deems appropriate. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and no bonus points for any week they play while their fees are past due.

Section 3: Sportsmanship and Conduct

Refusal to Do Business With

The vast majority of players have a great time in the league and display true sportsmanship. We seek to promote those who personify the APA spirit. Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

At any time, at the sole discretion of the League Operators and Board of Governors, CSRA AREA APA can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps, or who otherwise belittle the League in public.

Comments on Scoresheets

All concerns should be written on the scoresheet in a courteous and professional manner. This will guarantee that your concern is considered, documented, and addressed. Abusive language

directed at the League or the League Operator will not be tolerated on the scoresheets. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

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

CSRA APA League will honor any suspensions from all APA areas.

Conduct for Players:

1. Use of any electronic device, including headphones, earbuds, smartwatches, is prohibited while playing ANY APA match.
2. Leaving the pool table to go outside and smoke during a match in a nonsmoking establishment will immediately forfeit that match.
3. Any league member that curses at another member or uses innuendos to harass an opponent will be suspended for a minimum of 8 weeks.
4. Anyone hitting another league member will lose their membership in the CSRA APA League and not be allowed back in for a minimum of 2 years, if not longer or permanent.
5. Any conduct issues, will be taken to the Board of Governor and the Board of Governors will decide which of the following action will take place:
 - 1st Offense: Warning
 - 2nd Offense: 6 months suspension
 - 3rd Offense: 12 months Suspension
 - 4th Offense: Banned from the League

Please note that time does not start over if you come off a suspension, for example, if you are on a 6-month suspension and another offense happens, you go to 12-month suspension. So, if you don't do an offense for a year and you were on the 3rd offense prior too, you will move to the next steps on the offense or sportsmanship.

Coaching Rules:

Coaching is defined as giving advice to a teammate during their turn at the table. What constitutes as coaching is sometimes open to interpretation. Therefore, when your opponent finishes their turn, you are advised not to continue talking to your teammates. Go to the table and begin your turn.

1. 1 Minute time outs
2. 2-time outs per rack for 2 & 3's in 8- ball & 1's, 2's, & 3's in 9 Ball.
3. Skill level 4's and above in 8 & 9 -Ball 1 time out each rack.
4. New League members get 2-time outs per rack, the 1st night of league play.
5. During a ball in hand situation, the coach can touch & place the cue ball. If the coach fouls the cue ball, it is a ball in hand for the sitting player.
6. Only the coach may approach the table during a time out. No other person may approach the table.
 - 1st Offense by the team: Warning
 - 2nd offense by the team: May result in Ball in hand & ball in hand for any offense afterwards. Only the shooting player & their coach may call a time out.

7. The shooting player can't refuse a called time-out by the coach.
8. A coach can refuse a time-out called by the standing player and not be charged for the time out.
9. Any team member may call a foul, but the foul must be addressed to the coach.
10. Any player that calls a foul that is not a foul & continues to do so will cause a ball in hand to be called against their teammate that is shooting.
 - The 2nd offense will result in the offending team forfeiting that match.
 - Anymore offenses will result in the team forfeiting all 8 points in 8-ball, 60 Points in 9 ball.
 - The player or players that have made the offense will be suspended from all League play for 1 month or more.

Matching Players:

Both teams have a total of 2 minutes to put up players. The team that puts up the 1st player has 1 minute, and the matching team has 1 minute to have a player up to the table to play.

The teams cannot pull players back if the team captain has officially stated the name of the player out loud. The only time players can be recalled is if the team is about to break the 23 rule. Then both Teams can recall the players they have put up. The 2 minutes will restart for matching up players.

Slow Play Penalties

Slow play is not allowed during league. To ensure fair and timely match play the following procedure will be used to address individual slow play. Refer to OTM for match guidelines 20 seconds for a normal shot and 45 for a difficult shot situation.

1. Verbal warning given by opposing team captain.
2. Second infraction Shot Clock Implementation on bot players for the remainder of the individual match.
3. On third violation Ball in hand Foul Assessed.
4. On the fourth infraction loss of rack or game. 8 ball loss if game 9 ball loss of rack. (captains annotate on scoresheet comments.
5. On the 5th infraction loss of individual match.

Section 4: Roles and Responsibilities of Board of Governors, Captains, and Co-Captains

Board of Governors:

A Board of Governors will be utilized to settle player complaints of excessive bad sportsmanship, player misconduct, and all hardships. The Board of Governors will consist of 9 people. The Board of Governors will investigate all claims and make recommendations to the League Operator. In some instances, a vote will be allowed to decide on the consequence that needs to happen for a specific matter.

Team Captains:

1. Team Captains are the person in charge of the team during of the team during the League session matches or tournaments that the team participates in.
2. Team Captains are the 1st person listed on the Roster of your score sheet.
3. Co-Captains are listed 2nd. Co-Captains take care of the team when the Team Captain isn't available.
4. Team Captain & Co- Captains must have a Phone & Email Address. That is currently

registered with the League Office.

5. No one can be a Team Captain with Sportsmanship issues in the League.
6. Team Captains will be told to step down (may result in termination from the league) and for the following reasons.
 - Weekly Teams dues are missing or if the Captains are mishandling the money (for example, Team pays the captain their full session fees and the captain does not pay the weekly dues every week and on time and let a balance accrue.)
 - Membership fees are missing.
 - Team Scoresheets and fees are constantly late.
 - The team will be notified by the League Operator and another Captain elected by the team.
7. Make sure that your team is present and on time.
8. Collect all League weekly fees and ensure that your team's weekly dues are paid through Stripe or Cash is left in the box, or pay the weekly invoice.
9. Ensure all new members have completed the membership application online and the National APA membership is paid online.
10. Ensure that all your teammates have their current phone numbers, mailing addresses, and email address updated on their profiles.
11. Make sure that your Team knows the Rules!
12. Captain should report a player debt to the Local League office by 2nd to last week of the session; however, the Captain/team is still responsible for the weekly fees, and the person that owes the debt at the end of the session will not be allowed to play in any tournaments, cups, world qualifiers, or playoffs unless the balance the player owes is paid to the captain. The captain MUST report to the Local league office that the balance owed has been paid.
13. Take charge of your team when bad sportsmanship is shown by your team or your opponent.
14. Make sure your team always acts in a sportsmanship-like manner.
15. Make sure that you communicate with your team all-League materials, single board notices, CSRA APA Facebook page members, and fliers sent out to you via text or email. If you have not received something, don't hesitate to contact your Division Rep.
16. To report any intentional manipulation of the Handicap system to your Division Rep.

Section 5: Local League Playoffs and Tournaments

Number of Matches Needed to Participate in Playoffs/ Tri-Annual/World Qualifiers / World Pool Championship

In order for a player to be eligible to participate in the session playoffs or Tri-Annuals he/she must have played at least four (4) matches with the team during the session, prior to playoffs beginning.

In order for a player to be eligible to participate in the Tri- Annuals, World Qualifiers, or the World Pool Championship, a player must have played at least (4) matches with the team during the spring session and have a skill level based on at least 10 actual League Scores in the format in which he/she is advancing. The 10 scores must be attained by the end of the Spring Session in the League year corresponding to the World Pool Championship in which the player is advancing.

Forfeits do not count as a match played!!!!

Session Playoffs

During the last week 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.

There will be one week of playoffs. During each session, the 1st round of Playoffs will be scheduled on the same day of the week as your regular League play. Next Session starts after the first week of Playoffs.

In accordance with the Official Team Manual, the Session Playoff Site will be chosen at or prior to the Team Captains' Meeting at the beginning of the session and will be indicated on the schedule. It is possible a Playoff match will be held at a neutral location or at the home location of one or both teams involved. Player Eligibility: Players must have played at least 6 times with the team during the session to be eligible to play in the Session Playoffs.

In a 4-6-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

Tri-Annual – One Week of the Playoffs for All Division Sizes

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

World Qualifier (if using Tri-Annuals)

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) are awarded Travel Assistance to Las Vegas and the opportunity to CSRA APA in the APA World Pool Championships. For teams to qualify for the World Qualifier tournament they **must** Place in the top 8 or final 8 teams in the Tri-Annual tournament bracket of the qualifying session for 9 ball and must place top 6 in the tri-annual bracket for 8 ball. If a team is already world qualified and eliminates a team that is not world qualified within the top 8 for 9 ball or top 6 for 8 ball the non-qualified time will then become qualified.

*A maximum of 18 Teams will participate in the 8-Ball World Qualifier:

***Summer** - 6 Teams from the Tri-Annual

***Fall** - 6 Teams from the Tri-Annual

***Spring** -6 Teams from the Tri-Annual

*A maximum of 24 teams will participate in the 9-Ball World Qualifier:

***Summer** - 8 Teams from the Tri-Annual

***Fall** – 8 Teams from the Tri-Annual

***Spring** - 8 Teams from the Tri-Annual

*Subject to change based on team count

- Teams that qualify for the Tri-Annual, World Qualifier and World Pool Championships must remain active in the CSRA APA to retain their qualified status for the current league year.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or can possibly risk the loss of their qualified status.
- The Travel Assistance Fund will be used to provide travel assistance to those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated on their World Qualifier board.

Trophies

End-of-session awards will be given at the start of the Session meeting after the Playoffs. Each member of the first-place team will receive an award.

Qualified Teams: Once your team becomes qualified for the World Qualifier, your team must finish within the top half of your division until the World Qualifier to avoid possible disciplinary action from the Local League Office. Also, once teams have qualified for the World Qualifier, 4 original members **must** remain active. **Example:** Summer-qualified teams must play in the Fall and Spring sessions. Fall-qualified teams must also play in the Spring Session. All higher-level qualified teams or singles programs must remain active on a team leading to the qualified event(s) to retain qualifications.

Teams that Qualify for the World Qualifiers that have a full 8 player roster will have the incentive to split the team into 2 teams the following session (4 original players on each WQ roster) both

teams will be qualified for World Qualifiers.

Travel Assistance for the APA World Pool Championships (WPC) and Pool Players Championships in Las Vegas:

The travel assistance Fund is a stipend that is given to each player of those teams advancing to the APA World Pool Championships and or Pool Players Championships in Las Vegas and does not cover all travel expenses Non-attending players will not receive a cash substitute. If an entire team chooses not to go to this event the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on the World Qualifier Board. Each 8- Ball team and each 9 Ball Team winning a World Qualifier to qualify for the World Pool Championships/Pool Player Championships in Las Vegas will receive "individual player assistance" for each player that is on the team when the team qualifies for the World Pool Championships. If a player qualifies on more than team/ format, they will receive travel assistance for each team / format in which they qualify. Any Player who receives financial assistance, whether for tournament participation or travel-related expenses, shall be subject to applicable tax reporting requirements. All such payments will be reported in accordance with federal regulations, and receipts will be issued a form 1099 when required.

MVP Program/ Awards: An MVP trophy will be awarded to the player who finishes at the top of the MVP standing at the end of the session. MVP plaques will be awarded to players who finish ahead of everyone else in their skill level tier. Playoff matches do NOT count toward this award. The maximum amount of MVP matches that will count toward the award will be 14 in the Summer Session and 16 in the Fall and Spring Sessions. If you happen to play more than the maximum scheduled matches because of the Playback Rule, you will only receive your first 14 or 16 matches of MVP points. To be eligible to win the MVP award, you must play a minimum of 8 matches within the current session. (In collaboration with the beat, the league operator MVPs may also be qualified to enter additional tournaments at the league operator's discretion).

MVP Tournament:

Players must finish in the Top 2 in each Skill Level Grouping to qualify for the session-ending MVP tournament. All MVP Qualifiers must remain active in the format they qualify in, from the time they qualify to the time of the MVP Tournament. It is the responsibility of each individual player to remain active on a team.