



JACKSONVILLE APA POOL LEAGUE LOCAL BYLAWS

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League Operators

League Office Hours:
Monday – Friday, 10 AM – 6PM


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Welcome to the American Poolplayers Association, Inc. in Jacksonville, FL!


This document explains the structure of the League locally and should be used in conjunction with the APA Official Team Manual. These 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!**

All local bylaw documents with dates prior to the revision date of this document are null and void.


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"Jacksonville APA Members"



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The website and social media accounts above are a great source of information regarding upcoming events and you will regularly find posts celebrating the successes in our league. Liking or following our social media accounts and joining our Members only Facebook group will help you get connected with the Jacksonville APA community and ensure you enjoy all the benefits a Jacksonville APA membership offers.

Member Services

APA Member Services offers a suite of services and information you will need to maximize your APA membership. You can create a Member Services account at <https://join.poolplayers.com/>. If you need help logging in to Member Services, our office can help troubleshoot.

Through your Member Services account you can access the two apps we use weekly in the Jacksonville APA.



The **Pool League** app is where you'll find your stats, schedules, standings, learn about Jacksonville APA events and news, etc. Make sure Notifications are turned on and Jacksonville APA is selected as your default league in the settings so you'll be the first to see announcements and updated standings each week.

The **Scorekeeper** app is how we keep score during league play. The Scorekeeper app works on all Android and Apple devices and is very user-friendly and easy to operate. It's really helpful to your team to have the Scorekeeper app for league so all players can participate in scorekeeping.



Download both apps here: <https://poolplayers.com/apps/>

Team Fees

The Weekly Team Fee varies by format:

- Standard format 8-Ball and 9-Ball = \$60 per match (\$120 for Double Jeopardy)
- Masters and Ladies = \$36 per match
- Doubles Divisions = \$40 per match

Full team fees are due each week regardless of the number of matches played. Team fees must be paid via the APA Pool League app. Only one player on the roster submits payment to the Jacksonville APA League Office. Any player on the team roster can add the match fee to their cart in the Member Services app and submit payment on the team's behalf.

Payment must be made by 10 AM the morning following the scheduled match for teams to receive full bonus points. If payment is not received by 10 AM, the amount owed will be reflected as past due. Past due amounts can be taken care of at our website. All past due payments will be charged a \$5 administrative fee.

Note: Teams that fall behind in payments will lose bonus points each week the team is past due unless an alternative arrangement is made with the Local League Office for payment. Teams with past due amounts may also lose the opportunity to compete in playoffs or higher-level tournaments if the team has a past due balance at the end of regular session play.

Bonus Points

Bonus points can be earned anytime a match is scheduled. Bonus points cannot be earned or lost during a scheduled Bye week.

There are two ways to earn bonus points for each team match played: (1) submitting complete and accurate scores and (2) the team fee is paid in full.

Complete and Accurate Score

It is the responsibility of every team to keep accurate score of every match.

Teams are eligible to earn one (1) bonus point in 8-Ball and five (5) bonus points in 9-Ball only if **all** the following conditions are met:

- Innings and defensive shots are properly recorded for all matches

- Final match score is verified with the opponent and any discrepancies are addressed in the electronic scoresheet comments
- Electronic matches are Submitted via Scorekeeper at the conclusion of league play
- **Any matches scored on paper are submitted to the League Office via picture text message or email**
- No abusive comments are submitted with the scoresheet

Team Fee is Paid in Full

A team will earn one (1) bonus point in 8-Ball and five (5) bonus points in 9-Ball if the weekly team fee is paid on time, along with any additional fees owed, and there is no past due balance.

Note: Once a past due balance is paid, the team will not receive prior bonus points lost.

Teams Joining Late

Teams may be added to a division at any point in the session with League Office approval. Teams joining late should discuss their eligibility for advancement with the League Office prior to joining. Teams joining late will receive equal to last place points as of the week they join.

Roster Change Procedures

Teams can make their own roster changes on the APA Scorekeeper app during the first four weeks of the session as long as the player is a current Jacksonville APA member. Teams must contact the League Office to add an established player who does not have a local Jacksonville APA member number.

After week 4, team captains need to text all roster change requests to the League Office for approval prior to the player participating in league play. **Texting roster change requests while the League Office is open is strongly encouraged** so changes have time to be approved and made before league matches start, also enabling matches for new team members to be scored electronically using the APA Scorekeeper app.

Roster requests made outside of posted League Office open hours are subject to the availability of League Office Staff and may not be approved in time for the player to participate in a match.

Adding New Players

Players new to the APA must join the APA online at <http://join.poolplayers.com> before they can be added to a team roster.

First Singles Board Free Promotion: Jacksonville APA offers new players their first singles board free (up to a \$30 value). Players new to the APA will receive a coupon via email to play on one singles board after they have 10 matches played in one format.

Coupons will not be reissued in the event they are misplaced. Players must notify the League Office within their first session of league to request a coupon if the coupon is not received. Coupons are valid only through the next singles qualifying season.

Adding Existing APA Members

Teams should always contact the League Office when adding a previous APA member who hasn't played APA in a long time or who has never participated in the Jacksonville APA league area to ensure the player starts at the correct skill level. Teams may receive penalty points, per the APA Official Team

Manual, if starting unranked players below a skill level that best represents their known playing ability.

Memberships Must Be Paid

All players must be APA members and pay their membership dues before they play their first match. In the event a player that is not a current APA member plays a match, the League Office will pay the player's membership on their behalf and will place a \$30 past due balance on the team for the cost of the membership. The team will lose bonus points for any matches the player participated in during that league night and until the past due balance is paid. The team remains liable for the past due balance even if the player leaves the team. A \$5 administrative fee is assessed for memberships paid by the Jacksonville APA League Office.

Starting Skill Levels

The APA Official Team Manual indicates that all new players start at a skill level 3 in both 8-Ball and 9-Ball. In most cases this is appropriate. However, a team adding a new player who is known to have ability *higher* than the standard starting point must, in the interest of fairness, start the player at their appropriate skill level.

Likewise, Team Captains are responsible for raising the skill level of **any** player on their team, new to the APA or not, if the player's skill level is too low for any reason.

Penalties may be assessed on individual players, captains, or teams, who knowingly play a player at a skill level lower than their ability.

Team Responsibilities & Penalties

It is the team's responsibility to know the rules concerning current memberships, appropriate skill levels of both new and established players, and local minimum match requirements for new and established players when making roster changes. These rules are outlined in the APA Official Team Manual and/or later in these Bylaws. Penalties may be imposed for teams who do not follow these rules and guidelines when making roster changes, regardless of whether the team was aware of the rule or not.

Replay Rule

Leniency and flexibility are expected during the first four weeks of a new session, when teams are attempting to fill out their team rosters. To reduce the number of forfeited matches during this time, teams can play one (1) player twice per team match. **This rule may only be used during the first four weeks of a new session.**

Guidelines

- A player can only play twice during the final individual match (i.e. a team cannot select *when* to apply this rule during the match – it only applies to the last match played).
- Teams must play the players present if there is a combination of 23 or less without playing a player twice (i.e., if a team has 6 players present and 5 of them can be played without violating the 23-Rule, those 5 players **MUST** be played).
- A team cannot sit a player in order to play a different player twice.
- Players may not intentionally be sent home in order to play a player twice.
- If an eligible player arrives prior to the start of a match in which a player is playing twice, then the eligible player **must** play and no player will then play twice (i.e. even if a player has been selected to play twice, they will not play if an eligible player arrives prior to the start of the match).

- After the match in which a player is playing twice begins, all subsequent unplayed matches are declared a forfeit, even if the match in which a player is playing twice is **not** the 5th match and another eligible player arrives.

Note: This rule may be used beyond the first four weeks of the session in new divisions, or it may be allowable for new teams under certain circumstances, but **only with League Office approval**. Matches using the Replay Rule outside of the first four weeks without League Office approval will be forfeited at the League Office's discretion.

Procedure

The opponent of the team playing a player twice selects who will play twice if more than one player present is eligible to play (see eligibility guidelines below). If both teams are in the position of choosing to play a player twice in the 5th match, then that match will be treated as a normal match and each team will choose their own players.

The team choosing to play a player twice MUST:

1. Notify the opposing team of their intent to play a player twice as early as possible during the match to allow the opponent a reasonable amount of time in which to plan their playing strategy. Intentionally withholding this information to gain some kind of advantage could result in a forfeit rather than being allowed to play a player twice.

Note: On the first night of a session many teams do not know until late in the match that a player or players they expected are not joining the team after all. In these cases, the League Office asks that opponents show leniency and allow this rule to be implemented.

2. Keep all team members eligible to play twice present until the opponent has selected who will play twice. Failure to do so could result in a forfeit of the individual match.

Note: Notify the opposing team if an eligible team member has to leave early, and give them the option to either play what would be the last match prior to that member leaving, or choose another player from those remaining.

The Opponent:

1. Selects which of the **eligible** team members will play twice.
 - a. The player selected to play twice must have a minimum of 10 matches in the last two years in that format.

New APA players are not eligible to play twice.

- b. The opponent may not select a player that violates the 23-Rule.
2. Notifies the opponent of which player they have selected to play twice by the start of the 3rd match.
 3. May not change their selection once having selected a player to play twice.
 4. Cannot select a player that has already left in order to receive the forfeit (assuming they were properly notified of the eligible player's intent to leave early and given the option to choose that player prior to them leaving, as outlined above).
 5. Forfeits any right to file complaints about their selection once they have chosen a player to play twice.
 6. Cannot choose the same player to play twice in both formats in double jeopardy divisions, unless that is the only eligible player that keeps allows the team to stay within the 23-Rule.

Note: The Final Match Rule outlined below is still in effect when one player is needed to play twice in both formats.

Scheduled Matches

Players sign up to participate in certain divisions at certain times, and they have chosen those divisions because the schedule works well with their other commitments. We ask that players and teams respect the commitment made by other players and teams to participate in the division during the scheduled time and prioritize playing matches at that time.

In the event teams are unable to field a full team match during the scheduled match time, teams are strongly encouraged to contact their opponent to request preplaying matches. Teams can request to preplay any number of matches but should limit their request to only the number of matches required for the team to successfully field the full team match. Approval from the League Office to preplay matches before the scheduled date is not required, however, it is up to the opponent whether to grant the preplay request or not. Opponents may decline a preplay request with no penalty to their team.

Makeup matches are matches that take place after the scheduled match date and **should be used sparingly**. Teams **MUST** call the League Office to obtain approval for makeup matches and makeup matches will only be approved in **extreme** cases, such as a medical emergency or an emergency at the host location. Approved makeup matches must be completed within two weeks of the originally scheduled match date, and prior to the last four weeks of the session. **No makeup matches will be approved in the final four weeks of play regardless of the circumstances.**

Preplay or makeup matches *should* not be scheduled during regular league play as these matches can disrupt player availability and continuous play on league night. Host locations may or may not provide tables to accommodate preplay or makeup matches outside of the scheduled match time. The team requesting the preplay or makeup match should be prepared to pay table rental fees to complete the match, if needed. Additional time to complete the match will not be granted due to player or table availability during league play or because the location was charging rental fees for the match.

Note 1: *The League Office, at its discretion, has the authority to mandate a makeup match be scheduled and played. Refusal to arrange and play a makeup match mandated by the Local League Office will result in forfeiture of points by the team refusing to play and full weekly League fees will be assessed.*

Note 2: *Makeup matches and preplays cannot be requested as a competitive strategy. Teams deliberately telling players to stay home or requesting preplays or makeups in an effort to arrange a more favorable matchup will face penalties, up to and including a loss of all match points earned.*

Forfeits

A team will receive two (2) points for each individual match forfeited in 8-Ball and fifteen (15) points in 9-Ball. A team may forfeit up to four individual matches in a given match before it becomes a full team forfeit (see below for guidelines pertaining to full team forfeits). **Each team is responsible for paying the full Team Fee regardless of the number of matches played.**

Note: *Teams may be awarded full match points possible for any match that is intentionally forfeited after it starts at the League Operator's discretion (3 points in 8-Ball and 20 points in 9-Ball).*

A **full team forfeit** occurs if no individual match takes place on the scheduled match date (one team fails to show or present players refuse to play) and no makeup matches were approved by the League Office. In the event of a full team forfeit, the showing team will be awarded the equivalent of bye points: 8 match points (8-Ball) or 60 match points (9-Ball), and any bonus points earned according to the criteria

outlined above. **The forfeiting team may be placed on probation for the remainder of the session and/or risk losing their eligibility for post-session play.**

***Note:** Any team that forfeits an entire team match during the last two weeks of a session is not eligible for the wild card draw or any Higher-Level Tournaments they may have qualified for through their division standings.*

Double Jeopardy Forfeits

Teams are **not** allowed to trade forfeit points. (Example: Team A gives forfeit points to Team B in 8-Ball, and Team B gives Team A forfeit points in 9-Ball). Either one team forfeits both formats, or, if neither team has enough players to play or cannot play due to the Team Skill Level Limit rule or the Limited Number of Senior Skill Level Players rule, the matches are double forfeited and neither team receives any points for the forfeits.

Skip Rule

This rule only applies to double jeopardy divisions or divisions playing two weeks of play simultaneously.

Once per team, per night, **an individual match may be skipped due to a player playing for their team in the opposite format.** For example, Team A declares a player in 8-ball and the player Team B would strategically like to declare is currently playing an APA 9-ball match because the team plays double jeopardy. Team B is allowed to declare the player participating in an APA league match in the other format and then move on to the next match, declaring the next player. Each team should still select the two players chosen in the Scorekeeper app, in the correct match order, before continuing to declare the next match. The named players must then complete the match as soon as both players and a table are available. This rule only applies to matches 1-4 in regular session play for double jeopardy divisions (i.e. you cannot "skip" match 5; a different eligible player must be declared if one is available).

***Note:** This rule **does not** apply to players unavailable because they are running late or due to their participation in another league.*

Final Match Rule

This rule only applies to double jeopardy divisions or divisions playing two weeks of play simultaneously.

It is the responsibility of both teams to ensure **continuous play** during double jeopardy matches throughout the entire league night, including starting the final match of play. Teams should plan their matchups appropriately throughout the night so the same player is not required to play the 5th match in both formats. In circumstances where the same player is declared to play the 5th match in both formats, **a forfeit will be declared in favor of the opponent if the player is still participating in another match and unavailable to play the other format 15 minutes after the 4th match has ended.** This rule only applies if the same player is declared as the 5th player in both formats. This rule **does not apply** if a team is waiting to start the 5th match because the only available eligible player is currently participating in matches 1-4 of the other format.

Sportsmanship

Sportsmanship is our #1 priority – we truly believe that **“good sportsmanship makes it fun for everyone.”** We rely on league members to hold each other accountable and to alert the League Office when a sportsmanship issue arises. Sportsmanship complaints will be evaluated by the League Operators and handled as they deem appropriate, given the situation. Consequences may range from verbal warnings to suspension or termination from the League. Any players and/or teams that have been suspended for sportsmanship violations will lose their eligibility to participate in any weekly play, tournaments, or other APA sponsored events.

Handicap Complaints: The Local League Office monitors the handicap of all players each week. Concerns regarding under ranked or over ranked players must be submitted to the Local League Office on our website. Concerns should be written in a courteous and professional manner to guarantee the concern is considered, documented and addressed. Abusive comments or complaints are considered unsportsmanlike and will be handled accordingly.

Captain's Responsibilities

The Captain plays a critical role in in the APA. Any player is qualified and eligible to Captain a team, provided they adhere to the responsibilities outlined here. Captains in the League are expected to keep their contact information up to date in Member Services and to be prompt in their communication with the League Office. Captains who routinely do not return phone calls or text messages from the League Office may be asked to step down and will be replaced by another player on the team.

Captains are also **responsible for knowing the rules outlined in the APA Official Team Manual (OTM) and the Local League Bylaws**. Abiding by the rules ensures League night is enjoyable for all members. In addition, it is the Captain's responsibility to see that matches are properly scored and scoresheets are complete at the end of the match so players' skill levels will reflect their true playing ability. Captains that do not adhere to the Local Bylaws or routinely violate the rules outlined in the OTM will face penalties, including removal from Captain role or possible suspension from the League.

Ignorance of rules will not result in exceptions to rules by the League Office.

Wild Card

There will be one wild card team drawn in each division each session. The team winning the wild card draw will participate in the division playoffs the week following the last week of regular session play. All teams that do not qualify for the division playoffs based on their points position for their division size will qualify for the wild card draw, unless they meet any of the following criteria:

- The team is already World Qualified.
- The team has a past due balance.
- The team forfeited a full team match during the last two weeks of regular session play.
- The team forfeited more than 5 individual matches throughout the session
- The team is otherwise not in good standing with the League Office.

Division Playoffs

Division playoffs take place during the division's normally scheduled time of play, the week following the last week of regular session play. Teams qualify for division playoffs based on their division standing at the completion of the last week of regular League play in a session, or by drawing the wild card for their division. Teams must be registered to compete in the following session to participate in playoffs. Playoff qualification will be passed to the next eligible team, if a team that is not registered to play the following session, or if a team that is already qualified for the World Qualifier finishes in a points position that would gain entry to playoffs and they choose not to participate. The playoff matches will be as follows, based on the division size. Byes do not count as teams in determining a division's size.

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p align="center"><u>4-5</u></p> <p align="center">One Team Qualifies For Tri-Annual</p>	<p align="center">1st Place vs Wildcard Winner Advances to Tri-Annual</p> <p>In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1st Place Session trophies</p>
<p align="center"><u>6-7</u></p> <p align="center">Two Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual</p> <p align="center">2nd Place vs Wildcard Winner advances to Tri-Annual</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1st Place Session trophies</p>
<p align="center"><u>8-11</u></p> <p align="center">Three Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual</p> <p align="center">2nd Place vs Wildcard 3rd Place vs 4th Place Both winners advance to Tri-Annual</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1st Place Session trophies</p>
<p align="center"><u>12-14</u></p> <p align="center">Four Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual</p> <p align="center">2nd Place vs Wildcard 3rd Place vs 6th Place 4th Place vs 5th Place All winners advance to Tri-Annuals</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1st Place Session trophies</p>
<p align="center"><u>15-16</u></p> <p align="center">Five Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual</p> <p align="center">2nd Place advances directly to Tri-Annual</p> <p align="center">3rd Place vs Wildcard 4th Place vs 7th Place 5th Place vs 6th Place All winners advance to Tri-Annual</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1st Place Session trophies</p>

Post-Session Tournaments

We want as many Jacksonville APA Pool League members to win as possible. In an effort to ensure

opportunities for all teams and skill levels, the following tournaments will be available to current Jacksonville APA members meeting the eligibility requirements outlined below and in the Official Team Manual, if applicable.

Tri-Annuals

Overview: The Tri-Annual Tournament is a team event that takes place at the end of each League session (Summer, Fall and Spring). Teams compete for qualification to the World Qualifier as well as cash payouts at this event. The number of teams gaining eligibility for the World Qualifier from this tournament and the amount of cash payouts will be determined at the end of each session by the total number of teams participating in the event and the funds collected during the session. Teams must participate in the event to receive qualification or any cash awards.

Team Eligibility: Teams qualify for this tournament through division playoffs or by their points position at the end of the last night of regular League play, as outlined in the playoff structure above. **Teams must be current in all fees due to be eligible for this tournament.** Summer and Fall eligible teams must be registered for the next session with at least four original players to maintain eligibility.

Player Eligibility: Players must have a minimum of four (4) matches played with their team within the regular session, and at least six (6) lifetime matches by the time of the tournament to be eligible to play in this event (8-Ball or 9-Ball).

Format: Tri-Annual is a double elimination event. There are no cash payouts for the one-loss bracket.

***Note:** Teams that are already qualified for the World Qualifier at the end of the Fall and Spring sessions have the option to participate in the Tri-Annual Tournament. Already qualified teams in the Fall and Spring session, who opt to bypass the Tri-Annual Tournament, will be invited to the Jacksonville Elite Cup instead (details below).*

World Qualifier

Overview: The World Qualifier is an annual tournament that takes place at the end of the League year (after the Spring session). The winning teams at the World Qualifier receive travel assistance to Las Vegas and the opportunity to represent Jacksonville APA Pool League in the APA World Pool Championships. The number of teams advancing to the APA World Pool Championship is determined by the total number of teams in each format (8-Ball or 9-Ball) in the Jacksonville APA Pool League area.

Team Eligibility: Teams gain eligibility for the World Qualifier event by winning a Tri-Annual Tournament. Teams can gain eligibility for the World Qualifier in any League session but must remain active in all subsequent sessions of the League Year to maintain their qualification status.

Player Eligibility: To participate in the World Qualifier, players must have four matches within the regular session with their team to be eligible to play and a minimum of 10 lifetime match scores prior to the end of the Spring Session leading into the World Qualifiers. Matches played during division playoffs and the Tri-Annual Tournament count toward the 10-match requirement. Players must be active in the format at the time of the event to be eligible.

***Note:** The World Qualifiers are the Local Level of the World Pool Championships. Information on this tournament, as well as **additional requirements for maintaining team qualification and player eligibility**, are outlined in the Official Team Manual. It is the responsibility of all players on the team to ensure these guidelines are followed, or qualification can be lost.*

Jacksonville Elite Cup

Overview: The Jacksonville APA Elite Cup is a winner-take-all cash tournament that is held after the World Qualifiers.

Team Eligibility: Teams become eligible for the Jacksonville APA Elite Cup by finishing in Playoff or Tri-Annual position in a session **after** becoming World Qualified. Teams that choose not to participate in Playoffs or a Tri-Annual tournament (after becoming qualified for the WQ), will receive an invitation to the Jacksonville APA Elite Cup instead. All teams participating in the semi-finals of the World Qualifier will also earn eligibility for the Jacksonville APA Elite Cup, if they are not already qualified.

Player Eligibility: Teams will play at the Jacksonville APA Elite Cup with the same roster they play with at the World Qualifier but will be able to make up to 3 roster changes, if needed. Players must have at least 10 lifetime match scores and be active in Jacksonville APA in the format of the event to be eligible.

Other Awards

Division Champion Awards (*Team Award*)

At the end of regular session play the team with the highest points will be awarded individual plaques (for those players who played at least four matches with the team during the session) naming them “Division Champions” for their division.

River City Shark (*Team Award*)

The 8-Ball and 9-Ball team with the most points earned in a session out of all the divisions competing in that format in the entire Jacksonville APA Pool League area will be crowned the River City Sharks (River City 8-Ball Shark/River City 9-Ball Shark). If two or more teams are tied as the River City Sharks, the team with the most points in the final week of regular session play will win the award; the second to last week of play will be used in the event of a tie, and so on. The winning teams will be recognized on the River City Shark Trophy for that format and each team member, with no less than four (4) matches played with the team that session, will receive an award package.

Note: *New divisions in their first session of league are not included in the River City Shark standings.*

MVP Award (*Individual Award*)

The MVP Award recognizes individual players who perform at the top of their Skill Level Tier each session. Skill levels will be divided into three tiers: Tier 1 = skill levels 1, 2 and 3; Tier 2 = skill levels 4 and 5; and Tier 3 = skill levels 6 through 9. Any player that plays a minimum of six (6) matches within the regular session and meets the match requirements of 10 matches played in the format in the last two years will be eligible for the MVP Award.

Division MVP standings can be viewed throughout the session on the APA Pool League app. Each session, the top three players from each Skill Level Tier in each 8-Ball and 9-Ball division in the Jacksonville APA Pool League, who meet the match requirements outlined above, will receive an award package for their achievement. In the event of a tie, both players will be eligible for the MVP award package.

Note: *The APA Pool League app will only show players meeting the minimum six (6) matches played in that division in the MVP standings, unless you click on the “All” tab to the immediate right of the “Qualified” tab. Players must also meet the 10-match requirement to be eligible to receive the award.*

LADIES & MASTERS ADDENDUM

The following Bylaws pertain only to Ladies and Masters divisions. Unless otherwise addressed here, all Bylaws above also apply to any Ladies or Masters divisions.

Ladies Team Rosters

Ladies rosters consist of 3-5 female players of any skill level. Players do not have to be active in any other format in the Jacksonville APA to participate on a Ladies division team.

Masters Team Rosters

Masters is intended for our highest skill level players. While skill levels do not determine the match race, there are skill level requirements for the players and teams participating in these divisions in the Jacksonville APA.

- To maintain the integrity of these divisions, team rosters must consist of players who are an 8-Ball or 9-Ball skill level 5 or higher.
 - If a player is active with at least 10 matches played in the last 2 years in both 8-Ball and 9-Ball, then they must be at least a skill level 5 in one format to participate in a Masters division.
 - If a player does not have at least 10 matches played in the last 2 years in one format but they do in the other (8-Ball or 9-Ball), then only the active format skill level will be used.
- Players must be active on a standard-format team with at least 10 matches played in the last 2 years at the time they join a team to be eligible for the Padawan division.
- Skill level 7s and above are not eligible to participate in the Padawan division.
 - Should a player move up to a skill level 7 after playing a match in the Padawan division, the player will be allowed to finish the session with the team but will not be allowed to renew with a team in the Padawan division the following session.
- Players do not have to be active in any other format in the Jacksonville APA to participate on a Jedi Masters team.

Bonus Points

Bonus points are awarded in Ladies divisions following the same guidelines outlined above for standard 8-ball divisions.

Masters teams are expected to submit Weekly Team Fees following the same procedures outlined above for standard format divisions. Just like standard format teams, Masters teams earn one (1) bonus point if the weekly team fee is paid on time on the APA Pool League app following the guidelines outlined for standard format teams, all memberships are paid, and there is no past due balance.

Masters matches are not scored using the app, therefore different guidelines apply for scoring on paper and submitting scoresheets (see below).

Teams are eligible to earn bonus points if all of the following conditions are met:

- Player numbers are accurately written for each match player
- The winner and loser of every game is correctly marked with the accurate number of racks won
- Final match score is filled in and accurate
- Scoresheet is signed by both teams No abusive comments are written

Forfeits

Individual forfeited matches are scored as 5-0 in Masters and 2-0 in Ladies. Up to 2 individual matches can be forfeited in Ladies and Masters matches. If no match takes place (one team fails to show or present players refuse to play), the showing team will be awarded 15 match points in Masters and 5 match points in Ladies, as though the match was a Bye, and any bonus points earned according to the criteria outlined above. **The forfeiting team may be placed on probation for the remainder of the session and/or risk losing their eligibility for post-session play.**

Each team is responsible for paying the full Team Fee regardless of the number of matches played.

***Note:** Any team that forfeits an entire team match during the last two weeks of a session is not eligible for the wild card draw or any post-session play they may have qualified for through their division standings, at the League Operator's discretion.*

Wild Card

There will be one wild card team drawn in each division each session. Any team that did not qualify for the Masters/Ladies Championship Qualifier based on their points position for their division size, is current in all League fees, and did not forfeit an entire team match in the final two weeks of regular session play is eligible to participate in the wild card drawing.

Masters and Ladies divisions will use a weighted wild card draw. A "weighted" wild card means that the teams eligible for the wild card drawing are ranked according to final division standings, with higher ranked teams having more chances of winning the wild card draw than lower ranked teams (all teams still have a chance of winning, however). The "wild card" will be drawn using tickets, with each eligible team having tickets according to their standing in the division at the end of regular session play. The lowest ranked team earns one ticket in the wild card drawing, the second lowest ranked team earns two tickets, etc. with the highest ranked eligible team earning the most tickets. The example below shows how many tickets teams earn based on their position at the end of regular session play in an 8-team division.

Final Position in Division	Number of Wild Card Tickets Received
1 st place	Does not participate in wild card draw, already advancing.
2 nd place	Does not participate in wild card draw, already advancing.
3 rd place	Does not participate in wild card draw, already advancing.
4 th place	Will play the team winning the wild card draw in a playoff match.
5 th place	4 tickets in the wild card draw
6 th place	3 tickets in the wild card draw
7 th place	2 tickets in the wild card draw
8 th place	1 ticket in the wild card draw

Championship Qualifiers

The Masters/Ladies Championship Qualifiers are annual tournaments that take place at the end of the League year. Each format will host its own Qualifier. The winning team(s) at the Masters and Ladies Championship Qualifiers receive travel assistance to Las Vegas and the opportunity to represent Jacksonville APA Pool League in the APA Masters and Ladies Championships.

The number of teams advancing from a division to the Masters/Ladies Championship Qualifier will depend on the division size. Byes do not count as a team when determining the size of a division.

- In divisions of 12 teams or fewer, the top 3 teams in points at the end of the regular session will automatically qualify. The 4th place team will play the Wild Card team in a playoff match in which the winner gains eligibility for the Masters/Ladies Championship Qualifier.
- In divisions of 13 to 16 teams, the top 5 teams in points at the end of the regular session will automatically qualify. The 6th place team will play the Wild Card team in a playoff match in which the winner gains eligibility for the Masters/Ladies Championship Qualifier.

To be eligible to play in the Masters/Ladies Championship Qualifier, all players must have played a total of eight (8) matches with the team in the Masters or Ladies format. The Championship Qualifiers will be seeded, modified single-elimination tournaments.

Masters Only: The Championship Qualifier matches will be played in the same format as regular League play, i.e. individual matches are worth up to 7 points and the team with the most individual match points wins. Note that at the APA Masters Championship in Las Vegas each individual match is worth one team point and teams advance by winning 2 of the 3 matches.