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LOCAL BYLAWS

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INTRODUCTION

Welcome to the First Coast APA Pool League. These Local Bylaws govern League operations at the local level and are intended to be used **in conjunction with** the APA Official Team Manual (OTM) available on the APA Member Services App and at poolplayers.com.

These bylaws are designed to promote fairness, consistency, and smooth League operations while preserving the spirit of competition and sportsmanship. All prior Local Bylaws issued before the revision date of this document are **null and void**.

By participating in the League, all players and teams agree to abide by these Local Bylaws, the APA Official Team Manual, and all rulings issued by the First Coast APA League Office. These Local Bylaws **supersede any verbal guidance, social media posts, text messages, or informal communications**.

PART I - LEAGUE ADMINISTRATION & COMMUNICATION

Age Requirements

Players must be **18 years of age or older** to participate in the First Coast APA Pool League.

Office Hours

Monday–Friday: 12:00 PM – 8:00 PM
Saturday: 12:00 PM – 5:00 PM
If no one is available, please leave a voicemail or text with your name and number. Messages are returned promptly.

Website & Communication

Official League communications are delivered through the APA App, SMS, email, and League social media. Players are responsible for maintaining accurate contact information with the League Office.

If you have not already done so, please join our online community by signing up for an Online Member Services account at https://league.poolplayers.com/login. **Even if you don't sign up for your Online Member Services account, please ensure we have your email address on file**. All announcements are made on our APA app News section and then through our social media platforms. Emails will come from firstcoast@apaleagues.com.

In addition, we have a Facebook @FirstCoastAPALeague page where you can view upcoming tournaments, get updates about league play, and chat with fellow APA members. Like the page to follow us. We hope that you will interact with us on Facebook!

Division Representatives

Division Representatives (Division Reps) are appointed by the League Office with support from more than 50% of the division's team captains. These players are experienced, respected League members known for their integrity. Division Reps serve as the primary local point of contact, assist with dispute resolution, conduct meetings as needed, and act as referees during Higher Level Tournaments. Their contact information is listed on scoresheets and in the APA Member Services App. Additional details are available in the League Structure section of the Official Team Manual.

Players interested in becoming a Division Rep must complete the Division Rep Application and pass the Division Rep test with a score of at least 70%. If unsuccessful, the test may be retaken every three months.

PART II - LEAGUE FEES & FINANCIAL RESPONSIBILITY

Team Fees

Weekly Team Fees are due **in full** for all scheduled matches, including forfeits and makeup matches. All league payments must be submitted electronically or using a league-approved payment method. Payment must be processed no later than 10 am the morning following play to avoid late fees. A late fee of 10% will be assessed for payments not received by the designated deadline. Checks will not be accepted unless approved in advance by the league office. Returned checks will incur a $36 late fee.

- 8-Ball Open – $60
- 9-Ball Open – $60
- 8-Ball Doubles – $24
- 9-Ball Doubles – $24
- Masters – $36
- Ladies – $36
- Destination 8-Ball – $75
- Destination 9-Ball – $75

Past-Due Policy

- Week 1 Past Due: Captain and/or Co-Captain contacted
- Week 2 Past Due: Entire team contacted
- Week 3 Past Due: Team dropped from the League and all players marked ineligible

Players may be held financially responsible for unpaid fees. Fee allocation will be determined by the League Office based on **loss of revenue, overall participation level, and outstanding balances at the time of default**. Teams with unpaid balances lose eligibility for playoffs, wild cards, and tournaments.

Failing to Complete a Session

If a team prematurely drops from the League after the session has begun, each team member may be held accountable (in part or in whole) for any lost revenue due to their disbandment. Any player who drops from a team, resulting in the disbandment of a division, may be held liable for all lost revenue.

Teams in Default

A team that fails to show for two consecutive weeks, or remains unpaid for two consecutive weeks, may be deemed in default and dropped from the division or restructured by the League Office. Defaulting teams remain responsible for all team fees owed for the remainder of the session. Individual players may be held responsible for their share of unpaid fees and may be suspended from League play until balances are paid, with fee allocation determined by the League Office. Teams with past-due players on the roster will receive no points for that player's matches and no bonus points for any week unpaid fees remain outstanding.

PART III — MATCH NIGHT RULES

Match Start Times & Continuous Play

League play may begin early but must start **no later than 15 minutes after the scheduled start time**. There is no minimum number of players required for a match to begin, and play must start on time regardless of whether the Team Captain or Co-Captain is present.

Matches must be played **continuously**. Once an eligible player is available, a team may not delay play to wait for another player. Team Captains are responsible for ensuring players are ready to play when selected. A **one-minute grace period** is allowed for player selection. Breaks for smoking, drinks, or restrooms must be taken **before** a player is declared to play.

Captains may make brief mutual agreements if they do not delay play. The Local League Office will not intervene in informal agreements outside these rules.

Player Availability & No-Show Rules

If only one player is present for a scheduled team match, that player may still play their match. If the player refuses to play, the match will be scored as a **no-show** for that team. If no match occurs due to a team failing to appear or refusing to play, the showing team will be awarded all applicable match points and the non-showing team will receive no points. Forfeit scoring will follow rules found in PART IV — SCORING, POINTS & PENALTIES.

Skipping an Individual Match

(Double Jeopardy Divisions Only)

Once per team, per night, an individual match may be skipped if a player is actively competing in the opposite format. This applies only to **matches 1–4** during regular session play and does not apply to crossover divisions. The skipped match must be played later by the same players who were originally called.

Splitting Tables

Team matches are normally played on one table. If a second table of the same size is available and the **fourth match has not started within two hours and thirty minutes** of the official League start time, teams must begin play on a second table. The fifth match will be played on the first table that becomes available.

A forfeit for the fifth match may not be declared until the fourth match is completed. Teams that deliberately prevent the use of a second table or refuse to split matches may be subject to penalties. Splitting a match may only be waived if **both teams agree** to complete play on a single table.

Preventing Forfeits / Replay Rule

To help prevent forfeits and ensure matches are decided on the table whenever possible, the First Coast APA has adopted the **Replay Rule**, approved by APA National. This rule allows one player (the **Replay Player**) to play twice in a team match under the conditions outlined below.

To use the Replay Rule for skill-level purposes, the team **must already have a valid roster combination** that could legally reach 23 without using a replay. The Replay Rule may not be used to bypass roster construction limits. To comply with the 23-Point Rule, the Replay Player may only substitute for an eligible player on the roster of equal or better skill. The team must be able to show **five unique players** whose combined skill levels meet the 23-Point Rule, with one player replaying in place of another.

The Replay Rule **may not** be used if the situation is caused by a player being sent home, intentionally made unavailable, or removed to manipulate eligibility. Attempts to abuse the Replay Rule should be reported to the Local League Office.

When the Replay Rule May Be Used

- A team does not have enough players present, **or**
- A team cannot play the players present **without violating the Team Skill Level Limit (23-Rule)**

Notification & Declaration

- The Replay Team must notify the opposing team of the need, or potential need, to use the Replay Rule **before the start of the 4th individual match**
- The opposing team **must allow** the Replay Rule when criteria are met and may not demand a forfeit instead

Double Jeopardy Exception: In a Double Jeopardy match, if the only available player for the final match of one format is actively competing in the final match of the other format, leniency may be applied to the requirement to declare before the 4th match. In this situation, a replay may be used **only if all eligible players who previously played are present and available for selection**.

Selecting the Replay Player

- The opposing team selects the Replay Player
- If the player selected chooses not to play again, the forfeit goes to the team with enough players
- Any player present may be selected **except** those whose replay would cause a violation of the 23-Rule, or A violation of the Limited Senior Skill Level rule

- Players who have already played must be available for selection if eligible

How the Replay Is Played

The replay **must be played as the final match of the night.** If a new eligible player arrives before the replay match begins, the replay is canceled and the new player must play. Once a replay is used, all remaining matches must be forfeited, even if another player arrives later

Both Teams Using the Replay Rule

If both teams need to use the Replay Rule on the same night:

- Each team designates its own Replay Player
- The team scheduled to put up a player in the **5th match** designates first

Restrictions & Enforcement

There is no limit to how often a team may use the Replay Rule during the regular session, provided all criteria are met each time

The Replay Rule may not be used:

- If a player being intentionally made unavailable to manipulate eligibility
- During the final week of a session
- During the final month of alternate divisions
- During Playoffs, Tri-Annuals, or the World Qualifier

The League Office reserves the right to **restrict or prohibit** Replay Rule use if it is found to be used excessively or in bad faith.

PART IV — SCORING, POINTS & PENALTIES

Match Scoring Overview

Team match points are awarded based on the results of individual matches played each league night. Points vary by format and division and are used to determine standings, playoff eligibility, and postseason qualification. All scoring must accurately reflect the order of play and match outcomes as recorded in Scorekeeper.

Bonus Points

Bonus points are awarded at the sole discretion of the League Office when all of the following conditions are met:

- All matches are entered in the order played
- Scoresheets are completed accurately and submitted on time
- All team fees are current
- Sportsmanship ratings are completed
- No abusive or inappropriate comments are submitted

Bonus points by division are as follows:

- **8-Ball:** 2 bonus points

- **9-Ball:** 10 bonus points
- **Masters**: 2 bonus points
- **Ladies**: 2 bonus points
- **8-Ball Doubles**: 2 bonus points
- **9-Ball Doubles**: 10 bonus points

Teams with past-due balances may lose bonus point eligibility and may also forfeit eligibility for Wild Cards, Playoffs, or tournaments.

Penalty Points

Penalty points may be assessed for violations of League rules, sportsmanship standards, or Host Location policies, including but not limited to abusive behavior, failure to follow League procedures, or misuse of League rules. Penalty points may also be assessed against the home team for failure to return house balls after league night.

Bye Week Points

When a division has an odd number of teams, one team will receive a scheduled bye. Teams with a bye are awarded points automatically and are not required to submit paperwork or fees for that week. Bye weeks do not count as teams when determining division size.

Bye points, including bonus points, are as follows:

- **8-Ball**: 8 points
- **9-Ball:** 60 points
- **8-Ball Doubles**: 8 points
- **9-Ball Doubles**: 60 points
- **Masters**: 15 points
- **Ladies**: 5 points

Forfeits & No-Show Scoring

A team may forfeit up to four individual matches per team match. If no match occurs due to a team failing to appear or refusing to play, the showing team is awarded all applicable match points and the non-showing team receives none. Once any match is forfeited, **all remaining matches must also be forfeited.**

Teams that forfeit more than five individual matches in a session may lose eligibility for Wild Cards, Playoffs, and postseason tournaments at the League Office's discretion.

8-Ball Team / Doubles Individual Match: - Session: 2 points - Playoffs: 3 points *Full Team Forfeit: 8 points includes bonus points*	**Masters** Individual Match: - Session: 5–0 - Playoffs: 7–0 *Full Team Forfeit: 17 points includes bonus points*
9-Ball Team / Doubles Individual Match: - Session: 15–0 - Playoffs: 20–0 *Full Team Forfeit: 60 points includes bonus points*	**Ladies League** Individual Match: - Session: 2 points - Playoffs: 3 points *Full Team Forfeit: 8 points includes bonus points*

Note: Any team deliberately forfeiting a match to prevent an opponent from earning a full individual match score will be assessed penalty points equal to the points avoided, and the opponent will be awarded the full individual match score.

PART V — ROSTERS, SKILL LEVELS & FAIR PLAY

Adding New Players

New players may be added to a team roster at any time during the session up to the final four weeks of play, unless otherwise restricted by Spring Session World Qualifier Rules outlined in the OTM. Teams adding a player after the eighth week of play must obtain approval from the Local League Office before the player participates in a match.

All new players must complete APA membership registration prior to playing by creating an account at **join.poolplayers.com** - Players may not compete until membership is processed.

Starting Skill Levels for New Players

The APA is founded on fairness, and accurate skill levels are essential to maintaining competitive balance. New players typically begin at the APA standard starting skill level; however, if a player's known ability exceeds that level, the team **must ensure the player starts at an appropriate skill level.**

Team Captains are responsible for requesting skill level increases when a player's assigned level is too low for any reason. If a player's skill level increases by two or more levels within a single session, **penalties may be assessed.**

When using Scorekeeper, new players default to Skill Level 3. If a new player's ability exceeds this level, the Local League Office must be contacted at least one hour prior to match time so the skill level can be adjusted before play begins. If the League Office cannot be reached, the match should be scored on paper and a photo of the completed scoresheet must be submitted for processing.

Handicap Reviews & Scorekeeper Comments

Most concerns should be noted courteously and professionally when submitting scores through Scorekeeper. Requests for handicap reviews must be submitted using the official Handicap Review Form at https://bit.ly/322Review and must be completed in full to be considered.

The League Office will review and respond to handicap review requests. For privacy reasons, details regarding a player's skill level will only be discussed with the individual player involved.

Abusive, offensive, or inappropriate comments directed toward the League Office or League Operators will not be tolerated and may result in penalties or disciplinary action. See Part X for Conduct & Disciplinary Actions.

Preventing Abuse & Maintaining Fair Play

Teams are expected to compete in good faith at all times. Any attempt to manipulate skill levels, misuse League rules, or gain an unfair competitive advantage undermines League integrity and may result in penalties, loss of eligibility, or disciplinary action.

The League Office reserves the right to review match data, player performance, and patterns of play to ensure fairness across all divisions. All determinations are made in good faith, with consideration to consistency, precedent, and the overall health of the League.

PART VI — SCHEDULING & INTERRUPTIONS

Open Format vs. Alternate Format Scheduling

League scheduling and eligibility requirements vary by division format. Teams and players are responsible for understanding the format in which they compete.

Open Format Divisions

Open Format divisions are scheduled to play four matches per month. Most divisions play weekly, while some may play double matches every other week based on scheduling needs.

- Minimum session length:
  - Summer & Fall: 10 weeks
  - Spring: 12 weeks
- Player eligibility details can be found in **Part VIII**
- Makeup matches must be completed within one week of the original scheduled date, unless otherwise approved by the League Office

Alternate Format Divisions

Alternate Format divisions are scheduled to play two matches per month, typically on one designated date each month.

- Player eligibility is different from Open Format, find details in **Part VIII**
- A full Alternate Format session consists of a minimum of 20 total matches

- All Alternate Format divisions conclude with the Spring Session
- Makeup matches must be completed within four (4) weeks of the original scheduled date, unless otherwise approved by the League Office
- For postseason purposes, Alternate Format teams are treated as Spring Session teams for:
    - Tri-Annual qualification
    - Big Dawg
    - Hot Shot
    - MVP consideration

Inclement Weather

Matches may be rescheduled due to inclement weather or other conditions that make travel unsafe, including but not limited to severe storms or hurricane-related events. The Local League Office will determine whether matches should be postponed based on official weather advisories, school closures, and safety considerations.

Teams concerned about weather conditions affecting their ability to attend a scheduled match must contact the Local League Office for instructions. Matches may not be rescheduled due to weather without League Office approval.

Pre-Plays & Rescheduled Matches

Matches may be pre-played or rescheduled only with written approval from the Local League Office. The team requesting a reschedule must notify the opposing Team Captain. If the request is due to a pre-qualified League obligation, such as a Championship tournament, the opposing team must cooperate.

Makeup matches must be played by the division's next scheduled date and are not permitted during the final two weeks of the session. If a makeup match is not completed within the allowed timeframe, the match will be scored as a **double forfeit,** unless an exception is approved by the League Office.

All team fees must be paid by the original scheduled match date to remain eligible for bonus points.

Once a makeup match is agreed upon and reported to the League Office, it may not be converted to a forfeit unless both teams agree. Player lineups may not be finalized until the agreed makeup date. If a player is declared before that date, the lineup may be changed without penalty.

Opposing teams may refuse reschedule requests made less than 24 hours before the scheduled match. When a reschedule is approved, the opposing Team Captain must provide two available dates and times, from which the requesting team must promptly select one.

Scheduling Limits & Priority

Teams may have no more than two open makeup matches at any time. All regularly scheduled League matches take priority over any pre-played or makeup matches. Teams may not delay the start of a scheduled League match to complete a pre-play or makeup match.

Team Captains are responsible for organizing pre-plays and makeup matches in a timely and cooperative manner. The Local League Office must be notified immediately once a makeup date and time are agreed upon.

PART VII — END-OF-SESSION RESTRICTIONS

End-of-session rules are designed to protect competitive integrity and prevent manipulation of standings, eligibility, and postseason qualification. These restrictions are enforced strictly.

Final Two Weeks of a Session

(Open / Weekly Divisions)
During the final two weeks of regular session play, teams may not forfeit more than three individual matches total, and no more than two individual matches in the final week. The Replay Rule may not be used during the final week of play.

Teams that violate these restrictions will forfeit eligibility for Wild Card draws and all post-session team tournaments.

Final Month of a Session

(Alternate / Monthly Divisions)
In alternate divisions, the final month (two weeks of play) is treated as the final week of a session and follows all end-of-session restrictions. During this period, teams may not forfeit **more than four individual matches total and may not use the Replay Rule.**

Teams that fail to comply will lose eligibility for Wild Card draws and Championship Qualifiers.

Anti-Manipulation & Deliberate Forfeits

Any team that deliberately forfeits an individual match to prevent an opponent from earning a full match score will be penalized. In such cases, the opposing team will be awarded the **full individual match score** (3–0 in 8-Ball or 20–0 in 9-Ball), and the forfeiting team will be assessed **penalty points equal to the points avoided.**

Attempts to manipulate standings, eligibility, or postseason outcomes through forfeits or player availability may result in additional penalties or loss of postseason eligibility at the League Office's discretion.

PART VIII — POSTSEASON STRUCTURE

Eligibility Requirements

Post-session eligibility is determined based on matches completed prior to the start of the applicable event. These requirements apply to Playoffs, Tri-Annuals, and Destination Qualifiers, unless otherwise stated.

Non-Established Players

(Fewer than 10 lifetime match scores in the format)

- Minimum 6 lifetime match scores, and
- Minimum 4 matches played on the team roster in the current session

Established Players

(10 or more lifetime match scores in the format)

- Minimum 4 matches played on the team roster in the current session

Alternate / Monthly Divisions

- Minimum 6 matches played in the session

MVP Eligibility

- MVP eligibility is independent of playoff eligibility
- Minimum 6 matches played in the current session
- Players must be in good standing with the league office

World Qualifier Eligibility

- Minimum 4 matches played on the team roster in the spring session
- Minimum of 10 lifetime matches played by the end of Spring Session in the same format

Fun Tournament Eligibility

- Minimum 6 lifetime matches played in either format
- Currently active on any First Coast APA Team
- Masters only players may have restrictions

Eligibility determinations are made by the Local League Office and applied in good faith, with consideration to League integrity, consistency, and precedent.

Wild Card Selection

The Wild Card provides eligible teams an opportunity to advance to postseason play regardless of final standings. One Wild Card team is selected per division using a seeded draw, where teams finishing with higher point totals receive additional draw opportunities.

To be eligible for the Wild Card draw, a team must:

- Not have qualified for the Playoff or Tri-Annual based on standings
- Have at least four players on their roster who meet eligibility requirements for post session play
- Be current on all League fees
- Have not violated forfeit limits

Additional details regarding the draw process may be obtained from the Division Representative or Local League Office.

Division Playoffs

Division Playoffs take place on the division's regular night of play during the week following the final week of regular session play. Teams qualify for playoffs based on final division standings or by securing the Wild Card.

Playoff structure is determined by division size. Scheduled byes do not count as teams when determining division size.

Tri-Annual Tournaments

Tri-Annual Tournaments are team events held at the end of each League session (Summer, Fall, and Spring). Teams qualify through Division Playoffs or by final standings, as outlined in the playoff structure. Teams must be current on all League fees, and all players must be in good standing to participate.

Tri-Annuals are played as Double Elimination tournaments over multiple days. Teams advancing through the winner's bracket are eligible for cash prizes. Teams qualifying through the one-loss side earn eligibility advancement but do not receive cash awards.

World Qualifier

The World Qualifier is an annual tournament held at the end of the League year. Winning team(s) earn Travel Assistance to Las Vegas and the opportunity to represent First Coast APA at the APA World Pool Championships. Teams qualification pathways follow the Tri-Annual option in the APA Official Team Manual, pages 76–77.

All rules not specifically modified below are governed by the APA Official Team Manual (OTM), pages 76–81, under Tournament Information and Rules.

Participation in the World Qualifier is capped and allocated by session as follows and is subject to change based on team count and funds collected:

8-Ball World Qualifier (maximum 48 teams):

- Summer: up to 15 teams from Tri-Annuals
- Fall: up to 15 teams from Tri-Annuals
- Spring: up to 18 teams from Tri-Annuals

9-Ball World Qualifier (maximum 48 teams):

- Summer: up to 12 teams from Tri-Annuals
- Fall: up to 15 teams from Tri-Annuals
- Spring: up to 15 teams from Tri-Annuals

Player Eligibility & Roster Requirements

All players participating in the World Qualifier must:

- Have played **a minimum of four (4) matches** with their team during the **Spring Session, or**
- Have played **a minimum of six (6) matches** on an Alternate Format schedule
- Meet the **lifetime match requirements** outlined in the OTM (page 79)
- Have completed the Team Certification Form
- Have an active APA Membership

Roster freezes, original-player requirements, and rules regarding adding or removing players are governed by the OTM (pages 78–80) and enforced without exception.

8-Ball and 9-Ball Division Playoff Structure		
4-5 One Team Qualifies For Tri-Annual	**1st Place vs Wildcard** 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 1st Place Session trophies
6-7 Two Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual **2nd Place vs Wildcard** Winner advances to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies
8-11 Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual **2nd Place vs Wildcard** **3rd Place vs 4th Place** Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies
12-14 Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual **2nd Place vs Wildcard** **3rd Place vs 6th Place** **4th Place vs 5th Place** All winners advance to Tri-Annuals	Awards: Top Point Finisher will receive the 1st Place Session trophies
15-16 Five Teams Qualify For Tri-Annual	Division Point Leader advances directly to ri-Annual 2nd Place advances directly to Tri-Annual **3rd Place vs Wildcard** **4th Place vs 7th Place** **5th Place vs 6th Place** All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies

Skill Levels & Handicap Enforcement

All players will compete at their **Highest Skill Level**, as defined by the OTM (pages 79–80). The **23-Rule** is enforced at all levels of the World Qualifier. Skill levels may be adjusted at any time during High Level Tournament by:

- The Equalizer®
- Team Certification Forms
- National Office Handicap Review Committee
- League Operator Handicap Review

Travel Assistance (World Qualifier Winners)

The Travel Assistance Fund is used to offset travel and participation expenses for teams advancing to the APA World Pool Championships. Travel Assistance:

- Is not prize money
- Has no cash value
- Must be distributed equitably among traveling team members
- May require proof of travel arrangements

If a qualified team chooses not to attend the World Championships, the slot and Travel Assistance will be awarded to the team they last eliminated on the World Qualifier board, consistent with OTM guidance (page 81).

PART IX — LEAGUE AWARDS & RECOGNITION

The First Coast APA Pool League recognizes achievement, improvement, and sportsmanship through a variety of team and individual awards. All awards are subject to eligibility requirements, League Office verification, and good standing.

Patches & Player Accomplishments

Players may earn accomplishment patches for notable achievements during League play. Patch eligibility is based on skill level:

- Skill Levels 1–5: All patches are free
- Skill Levels 6 and above: First patch is free; additional patches are available for $1

Recognized accomplishments include, but are not limited to:

- First Match Win
- 8-Ball: 8-on-the-Break, Break-and-Run
- 9-Ball: 9-on-the-Snap, Break-and-Run
- 20–0 Win (9-Ball)
- Team Sweep
- Mini Slam / Grand Slam
- “I Beat a 7” (8-Ball, Skill Level 5 or below)
- “I Beat a 7, 8, or 9” (9-Ball, Skill Level 5 or below)
- “I Beat the LO”

Patches must be **requested within the session they are earned**. Patches earned during the final week or postseason will be distributed the following session.

Accomplishments achieved in alternate divisions with fewer than 10 teams (Ladies, Doubles, Masters) are not eligible for free patches but may be purchased for $1.25.

Patch Raffle - APA Vegas Experience

Each accomplishment patch earned automatically enters the player into a drawing for the APA Vegas Experience. Drawings are held at the end of each session after entries are publicly posted. The number of winners selected is based on total team participation and available funds.

MVP Program (Individual Tournament)

The MVP Program recognizes top individual performance each session by skill level tier. Player rankings are determined by **Points Available Percentage (PA%)**, calculated as points earned divided by points available. Every division, regardless of size will honor two player per tier every session.

- **Tier 1:** Skill Levels 1–3
- **Tier 2:** Skill Levels 4–5
- **Tier 3:** Skill Levels 6–9

To be eligible, a player must:

- Play at least **6 matches** during the session
- Have at least **10 lifetime matches** in the format

The top two players from each tier in both 8-Ball and 9-Ball divisions are recognized each session and receive:

- A **$10 Singles Board voucher**
- Entry into the **MVP Tournament**

Player rankings are determined by **Points Available Percentage (PA%)**, calculated as points earned divided by points available.

Ties are broken using the following criteria, in order:

1. Total matches played in that division
2. Division Win percentage
3. Lifetime win percentage

Hot Shot (Individual Award)

At the end of each session, the League Office generates a **Performance Points Report** to recognize players based on both **participation** and **strength of competition**. Performance points are calculated by **adding the skill levels of all opponents a player defeats during the session**.

This system rewards players who:

- Play **more matches** during the session, and
- Successfully compete against **higher skill-level opponents**

Performance points are used for qualification in select League awards and tournaments. In the event of a tie, **all tied players are recognized and awarded equally**.

Best of the Best (Individual Tournament)

The Best of the Best Tournament is an elite singles event for:

- Players finishing in the top 25% of an MVP Tournament, or
- Players named Hot Shot of their skill level League-wide

This tournament is played as a double-elimination APA-handicapped event. Winners receive premium prizes, including the top prize of a Premium Cue Sticks, with awards given separately for 8-Ball and 9-Ball formats.

The Big Dawg (Team Award)

The Big Dawg is awarded each session to the Open 8-Ball and Open 9-Ball teams with the highest average points per week across the League. Average points are calculated by dividing total points earned by the total number of weeks in the session.

Ties are broken by:

- Highest point total in the final week
- The preceding week, and so on

In the event of a tie:

- The team with the higher point total in the final week of play will be ranked higher
- If still tied, the previous week will be examined

Big Dawg teams will receive:

- Team plaques
- Big Dawg team shirts
- Eligibility for the Champion of Champions Tournament, provided the team maintains a minimum of four (4) original players
- Preferred placement for byes in Tri-Annual Tournaments

Spring Big Dawg standings are used to:

- Determine bye placement for the World Qualifier (WQ)
- Establish preferred hotel room placement for teams that win the World Qualifier

Champion of Champions (Team Tournament)

The Champion of Champions is an exclusive, high-level team tournament held after the World Qualifier. This tournament offers the highest local cash prize and represents the pinnacle of team achievement within the League.

Eligible teams include those that:

- Double-qualify for the World Qualifier
- Win the Big Dawg award
- Are eliminated from the World Qualifier with only one loss

Teams compete using the Team Captain format and their Spring session roster. Teams that qualify more than one time will receive multiple bracket entries and may field multiple lineups from their eligible team roster. Players may only play in one lineup per round.

PART X - CONDUCT & DISCIPLINE

The First Coast APA Pool League is committed to maintaining a respectful, fair, and enjoyable environment for all players, captains, host locations, and staff. Sportsmanship and appropriate conduct are required at all times.

Sportsmanship Ratings

Sportsmanship ratings must be completed weekly through Scorekeeper. These ratings are used to monitor conduct, identify patterns of behavior, and help maintain a positive League environment.

The League Office reserves the right to **review, adjust, or override sportsmanship ratings** if abuse, retaliation, or manipulation is detected. Teams or players who repeatedly receive poor sportsmanship ratings may be subject to penalties, loss of eligibility, or disciplinary action.

Banned Players

Players banned by a Host Location are not permitted to participate in League play at that location for the duration of the ban. Host Location bans are honored by the League Office and may impact a player's eligibility to compete in specific divisions or matches.

Suspended Players & Disciplinary Action

The League Office may suspend players or teams for violations including, but not limited to:

- Unsportsmanlike conduct
- Abusive or threatening behavior
- Harassment of players, staff, or host locations
- Repeated rule violations or attempts to manipulate League outcomes
- Past due balance

Local suspensions may be as long as two years, depending on severity and prior conduct. Suspended players are not eligible to participate in League play, postseason events, or tournaments during the suspension period. Players may not play makeup matches from matches scheduled during their suspension.

Appeals

Players or teams may submit a written appeal to the League Office at any time, unless otherwise specified. Appeals will be reviewed in good faith and evaluated based on behavior history, compliance, and League integrity. The League Office's decision on appeals is final.

PART XI - SPECIAL DIVISION ADDENDUMS

Ladies Division Addendum

Unless otherwise stated below, all **General League Rules** apply. Refer to the following sections for additional details:

- **Wild Card Selection & Player Eligibility:** Part VIII — Postseason Structure
- **Final Month of Play Restrictions:** Part VII — End-of-Session Restrictions
- **Bye Points & Forfeit Scoring:** Part IV — Scoring, Points & Penalties

Match Structure

- Maximum **five (5) players** per team
- **Three (3) players** compete in each team match

- Combined skill levels of the three players may not exceed **13**
- Divisions scheduled **once per month** playing two matches will follow all Alternate Format rules. Divisions scheduled **four times a month** will follow all Open format rules

Playoffs

Playoffs take place after the final week of play and wildcard drawing have completed. Players are responsible for knowing eligibility rules and minimum match requirements.

Ladies Alternate Format Division Playoff Structure		
4-7 Teams Divisions 3 teams advance	**1st place team** advance to the Ladies Championship **Playoffs** 2nd Place VS Wildcard -> winner advances 3rd VS 4th -> winner advances	Awards: Top Point Finisher will receive the 1st Place Session trophies
8-11 Teams Divisions 4 teams advance	**1st place team** advance to the Ladies Championship **Playoffs** 2nd Place VS wildcard -> winner advances 3rd VS 4th -> winner advances 5th VS 6th -> winner advances	Awards: Top Point Finisher will receive the 1st Place Session trophies

Championship Qualifier

The Ladies Championship Qualifier is held at the end of the session. The winning team earns Travel Assistance to Las Vegas and the opportunity to represent the First Coast APA in the APA Ladies Championship.

- Format: **Modified Single Elimination**
- Players who have qualified for the Ladies Championship must maintain good standing with the league office and sign the Team Certification Form to retain eligibility.
- Team Certification forms will be provided prior to the Championship, all rules outlined in the Team Certification Form will supersede any bylaw rules
- Teams do not need to be registered for the following session to participate

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Masters Division Addendum

Unless otherwise stated below, all **General League Rules** apply. Refer to the following sections for additional details:

- **Wild Card Selection & Player Eligibility:** Part VIII — Postseason Structure

- **Final Month of Play Restrictions:** Part VII — End-of-Session Restrictions
- **Bye Points & Forfeit Scoring:** Part IV — Scoring, Points & Penalties

Match Structure

- Maximum **four (4) players** per team
- **Three (3) players** compete in each team match
- Skill levels are not applicable for this format
- Divisions scheduled **once per month** playing two matches will follow all Alternate Format rules. Divisions scheduled **four times a month** will follow all Open format rules
- To maximize Travel Assistance no patches will be awarded.
- In addition to standard eligibility requirements found in Part VIII, Players who play weekly and have qualified for the Masters Championship **must remain active in the division for all subsequest sessions leading to the Championship** to retain eligibility.

Playoffs

Playoffs take place after the final week of play and wildcard drawing have completed. Players are responsible for knowing eligibility rules and minimum match requirements. There is a separate chart for alternate format division and weekly play divisions.

Masters Alternate Format Division Playoff Structure		
4-7 3 teams advance	Division Point **Leader advances directly** to the Masters Championship. **Playoffs** 2nd Place VS Wildcard -> winner advances 3rd VS 4th -> winner advances	Awards: Top Point Finisher will receive the 1st Place Session trophies
8-11 4 teams advance	Division Point **Leader advances directly** to the Masters Championship. **Playoffs** 2nd Place VS wildcard -> winner advances 3rd VS 4th -> winner advances 5th VS 6th -> winner advances	Awards: Top Point Finisher will receive the 1st Place Session trophies

Teams that play weekly (four times a month) have three sessions to qualify. Qualification will not trickle down; teams that qualify more than once will have favorable placement on the Championship bracket.

Masters Open Format Division Playoff Structure

4-5 One Team advances	**1st Place vs Wildcard -> winner advances** *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 1st Place Session trophies
6-7 Two Teams advance	Division Point **Leader advances directly** to the Masters Championship. **2nd Place vs Wildcard -> winner advances**	Awards: Top Point Finisher will receive the 1st Place Session trophies
8-11 Three Teams advance	Division Point **Leader advances directly** to the Masters Championship. **2nd Place vs Wildcard -> winner advances** **3rd Place vs 4th Place -> winner advances**	Awards: Top Point Finisher will receive the 1st Place Session trophies
12-16 Four Teams advance	Division Point **Leader advances directly** to the Masters Championship. **2nd Place vs Wildcard -> winner advances** **3rd Place vs 6th Place -> winner advances** **4th Place vs 5th Place -> winner advances**	Awards: Top Point Finisher will receive the 1st Place Session trophies

Championship Qualifier

The Masters Championship Qualifier is held at the end of the session. The winning team earns Travel Assistance to Las Vegas and the opportunity to represent the First Coast APA in the APA Masters Championship.

- Format: **Modified Single Elimination**
- Players who have qualified for the Ladies Championship must maintain good standing with the league office and sign the Team Certification Form to retain eligibility.
- Team Certification forms will be provided prior to the Championship, all rules outlined in the Team Certification Form will supersede any bylaw rules

Teams do not need to be registered for the following session to participate

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Destination Division Addendum

Unless otherwise stated below, all **General League Rules** apply. Refer to the following sections for additional details:

- **Wild Card Selection & Player Eligibility:** Part VIII — Postseason Structure
- **Final Month of Play Restrictions:** Part VII — End-of-Session Restrictions
- **Bye Points & Forfeit Scoring:** Part IV — Scoring, Points & Penalties

Destination Divisions are designed to provide teams with opportunities to earn **Travel Assistance** toward approved APA Interleague Tournaments or team travel experiences.

Match Structure

- Weekly Team Fee: **$75**
- Open-format Destination divisions complete **three sessions per year**, each providing an opportunity to qualify
- Monthly Destination divisions complete **one session per year**, providing a single qualification opportunity

Playoffs

Playoffs take place after the final week of play and wildcard drawing have completed. Players are responsible for knowing eligibility rules and minimum match requirements. There is a separate playoff chart for alternate format divisions and weekly play divisions.

Destination Alternate Format Division Playoff Structure		
4-7 3 teams advance	**1st place team** advance to the Ladies Championship **Playoffs** 2nd Place VS Wildcard -> winner advances 3rd VS 4th -> winner advances	Awards: Top Point Finisher will receive the 1st Place Session trophies
8-11 4 teams advance	**1st place team** advance to the Ladies Championship **Playoffs** 2nd Place VS wildcard -> winner advances 3rd VS 4th -> winner advances 5th VS 6th -> winner advances	Awards: Top Point Finisher will receive the 1st Place Session trophies

Teams that play weekly (four times a month) have three sessions to qualify. Qualification will not trickle down; teams that qualify more than once will have favorable placement on the Championship bracket. A team must compete in two of the three sessions to be eligible for the Championship. To be eligible to play in the Championship Qualifier, all players must have played a total of four matches on their team.

Destination Open Format Division Playoff Structure		
4-5 One Team Qualifies For Tri-Annual	**1st Place vs Wildcard** 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 1st Place Session trophies
6-7 Two Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual **2nd Place vs Wildcard** Winner advances to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies
8-11 Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual **2nd Place vs Wildcard** **3rd Place vs 4th Place** Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies
12-14 Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual **2nd Place vs Wildcard** **3rd Place vs 6th Place** **4th Place vs 5th Place** All winners advance to Tri-Annuals	Awards: Top Point Finisher will receive the 1st Place Session trophies
15-16 Five Teams Qualify For Tri-Annual	Division Point Leader advances directly to ri-Annual 2nd Place advances directly to Tri-Annual **3rd Place vs Wildcard** **4th Place vs 7th Place** **5th Place vs 6th Place** All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies

Destination Qualifiers

- The Destination Qualifier is held at the end of each applicable session.
- Winning team(s) earn Travel Assistance toward an approved APA Interleague Tournament or may elect to apply Travel Assistance toward a **team cruise**
- Travel Assistance has **no cash value** and is **non-transferable**
- If additional funds are available, a **second-place team** may receive a consolation award

***Note**: If tournament slots are available for an approved Interleague Tournament and the winning team elects to cruise instead, players active on any Destination Division team may form a team and attend at their own expense. The League Office may also conduct qualifiers or fundraising events to supplement Travel Assistance.*

Final Note on Addendums

Addendums exist to modify specific division rules only. Any situation not explicitly addressed within an addendum will be governed by the General League Rules and the APA Official Team Manual. The League Office retains final authority on interpretation and enforcement.

PART XII — FINAL AUTHORITY

These Local Bylaws are intended to supplement, not replace, the rules and policies contained in the APA Official Team Manual (OTM). All players, captains, and teams are responsible for being familiar with both documents.

When a rule, procedure, or eligibility requirement is not specifically addressed in these Local Bylaws, the APA Official Team Manual governs. In the event of any conflict or inconsistency between these Local Bylaws and the APA Official Team Manual, the APA Official Team Manual shall prevail.

The First Coast APA League Office is responsible for administering and enforcing these Local Bylaws and any local policies adopted in accordance with APA guidelines. All decisions are made at the League Office's discretion, applied in good faith, with fairness, consistency, and League integrity as guiding principles.

Situations not explicitly covered by either these Local Bylaws or the APA Official Team Manual will be resolved by the League Office using the intent of the rules, established precedent, and guidance from APA National when necessary. Decisions made under this authority are final unless superseded by APA National rulings.