



Nature Coast APA Pool League

Local Bylaws

Revised 5/17/19

League Operators – Ken & Leslie Wood

These bylaws have been read and approved by the American Poolplayers Association, Inc. The local bylaws are a secondary source of information created in accordance with and in addition to the Official APA Team Manual.

Office Hours:

Monday through Friday from 12 pm to 8 pm.

Phone: (352) 514 –7014.

If no answer, please leave your name, number, and a brief message and your call will be returned as soon as possible.

- 1. Team Fees:** Each team will be responsible for submitting a weekly fee of \$40.00 (\$30.00 for Masters) regardless of the number of games played, this includes playoffs or any forfeits. Team Captains are responsible for collecting fees and submitting them with the weekly paperwork. Any player wishing to pay their membership or League fees by check must also submit their driver's license number to the League Office. Checks for League fees will be made payable to "K&L Entertainment/APA". There will be a \$25 charge for any returned checks. Players responsible for bad checks will not be eligible to participate in any Playoffs, Tri-Cup or Higher Level Tournaments (HLT's) until their debts (check amount + \$25 returned check fee) are paid in full. Any returned checks that are not paid in full within 4 weeks of return will be turned over to the State Attorney for prosecution. Payments for returned checks must be made in cash or money orders.

 - A cost of living increase, for weekly team fees, will take place every 5 years, although, local League Management reserves the right to increase fees when needed. The next team fee increase is scheduled for the year, 2020.
- 2. Membership Fees:** Membership fees are to be paid the first night a player plays. Membership fees for any player who plays a match without paying for a membership will be subtracted from the weekly fees for that team and a past due will be incurred. Any player who has not played a match within 4 weeks of being placed on a team's roster and has not paid a membership fee, will be dropped unless prior approval is granted by the League Office. Players must be at least 18 years of age to participate in open divisions. However, some Host Locations do have age restrictions and the League Office cannot force them to allow anyone under 21 into their establishments.
- 3. Past Due Policy:** If, for any reason, a team falls behind in money owed to the APA, the following procedure will be used. The first week a team is past due, the past due amount will be highlighted on both team's scoresheets. The second week a team is past due, the Team Captain of the delinquent team will be ineligible to play. The third week a team is past due, the Co-Captain will also be ineligible to play. If a team is past due four weeks, the team will not be allowed to play that night unless the past due is paid prior to the match. If the past due is not paid, the team will be not be eligible to play until all fee's are paid in full. Past due teams will not earn their weekly fee bonus point until past due is paid in full (even if full weekly fee is paid). Teams past due in fees are not eligible to participate in any End of Session Playoff's, Wild Card drawings, Tri-Cup, or any HLT's until all debts are paid in full.
- 4. Starting Skill Levels For New Players:** The American Poolplayers Association was founded on the principal of fairness to all players. Therefore, accuracy of skill levels is very important. Team Captains are responsible for raising the skill level of any player on their team if the player's skill level is too low for any reason. Simply have the player play at their accurate skill level and write a note on the scoresheet. The Official Team Manual indicates that all new players coming into the league will start at a skill level 3, both men and women. 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 NEW player at their appropriate skill level. If a player's skill level should go up two or more levels in one session, penalties may be assessed against the offending team.
- 5. Adding Players:** New players may be added to a roster after the 4th week only with League Office approval prior to playing. No new players may be added two weeks prior to the end of the regular session play. Restrictions during Spring Sessions for qualified teams are listed in the Official Team Manual. Teams adding new players to their rosters must notify their opponents at the start of the team match. Teams must supply the League Office with the name, address, phone number and birthday for any new players they are adding. No changes can be made to rosters after the 4th week in the Spring session for World Qualifier qualified teams, non-qualified teams need League Office approval prior to changing your roster!!!

- 6. Individual Match Requirements:** There are a minimum number of matches a player must have to be eligible for certain events within the APA.
- End of Session Playoff's: Four matches during the session.
 - *Tri-Cup*: Four matches on the team during the session and six lifetime matches
 - *Best of the Best*: Seven matches within the qualifying session
 - Singles: Ten lifetime matches within the last two years
 - World Qualifier /*World Pool Championship*: Four matches on the team during the Spring Session and ten lifetime matches by the end of the Spring Session
- 7. Bonus Points:** Up to two bonus points can be awarded to each team per week in 8-Ball and twenty in 9Ball. One bonus point (8-Ball) and ten bonus points (9-Ball) will be awarded each week for teams that have their envelopes ready for pick-up and have the full League fee's. The team must also NOT have a past due balance! The second bonus point (8-Ball) and the second ten bonus points (9-Ball) will be given to teams that have completed and legible scoresheets turned in the evening of play. Be careful that you do not lose your bonus points! Envelopes are to be left at the location of play on the night of play. Teams with past due balance will NOT receive their fee bonus points until the past due is paid!
- 8. Replays:** If a team is short a player on a designated League night, their opponent may allow them to use the "Replay Rule". The "Replay" rule allows the team that is short a player to play a player twice in the same match. The following criteria must be followed when using the "replay" rule:
- Teams must notify their opponent of the need to use/or potential need to use a "replay" prior to the start of the 4th individual match. If a team has a 5th player show up prior to the start of the 5th match, and their skill level is within the 23 rule. The replay is canceled and the arriving player is to play the last match.
 - The use of a "replay" is not a guaranteed option; the opponent must agree to allow the team to utilize the "replay" rule.
 - Once a team agrees to allow their opponent to use a replay, they cannot change their mind. In order to ensure all fairness, the team using a replay should have the opponent sign their scoresheet in the message center section at the time the opponent agrees to allow the replay.
 - The player that plays the 5th match when a "replay" is used is chosen by the team's opponent. If team A requests a "replay" and team B agrees, team B chooses which player on team A will play that "replay". The player chosen to play the "replay" should be notified as soon as possible and by the 4th match (thus, other players can leave if not chosen).
 - The player chosen to play the "replay" match must still allow the team to comply with the **23-Rule** (or "4-19-Rule" if it applies to the team in question).
 - Full team fees are still due if the "replay" rule is used in a team match (fees for the "replay" match should be split between the players that played in the team match that night).
 - Teams are only allowed to use one "replay" per League night.
 - The "Replay" must be used during the last individual match (i.e. 5th match). The "replay" may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match if the 4 & 5th individual matches are forfeited. Once a "replay" is used, the remaining matches must be forfeited, even if another player shows up during said "replay".
 - "Replays" will NOT be allowed the last two weeks of the session, during playoffs, during TriCup, or during World Qualifier.
 - Both teams may utilize the "replay" rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to put up a player in the 5th match would put up first.

- A team that has enough players present is not allowed to use the “replay” rule: they have to play a player that has not yet played in the match. The only exception to this rule is in the event that the team cannot comply with the 23-Rule with the 5 players present to play. The team may then request a “replay” from their opponent. The request must still be made by the start of the 4th individual match.
- A “replay” may NOT be used to play a roster line-up that would not be legal without the replay rule (ex – you cannot play a 7,7,3,3 that equals 20 and ask for a replay to comply with the 23-Rule unless you have a 2 or 3 on your roster but not present at League). In other words, you cannot play an illegal line-up and try to utilize the replay rule to make it legal. That is considered a violation of the 23-Rule.
- In the event a team’s opponent will not allow the use of the “replay” rule. The team MUST FORFEIT the remaining individual match (es). Makeups are NOT an option!
- If the “replay” is used in a match other than the last individual played match of the night, the re-played match and all subsequent matches will be forfeited by both teams.

A player may not be sent home and/or made unavailable so that a team may request a “replay” from their opponent. Attempts to take advantage of the “replay” rule should be reported to the Division Representative and also to the Nature Coast APA League Office by means of an official protest. Excessive use of the replay rule may result in team penalties such as lost points, eligibility for wildcard draw and/or tournament entry.

9. Rescheduling & Makeup Matches: Nature Coast APA with the replay rule in place, there will no longer be makeup matches. The only exceptions to this rule are noted below:

a. Severe Weather

If severe weather occurs, and the LO cancels league or host locations are closed, the Team Captains should reschedule the match within two weeks. *Please notify the league office if/when you are rescheduling your match.*

b. Holidays

All matches scheduled on holidays can be rescheduled and played prior to the original match date. *Please notify the League Office if you are rescheduling your match.*

c. World Qualifier Tournament

All teams participating in a World Qualifier tournament that conflicts with their regularly scheduled weekly match MUST RE-SCHEDULE THEIR WEEKLY LEAGUE MATCH. Due to the timeframe that World Qualifier, pre-playing the match is not always possible; however, is still preferred. Therefore, these teams have until Week 7 of the session to complete these matches. All monies and scoresheets must be turned in on or before Week 7 of the session. If matches are unable to complete in full in the designated timeframe, Team Captains must call APA for approval to complete the match at a later date.

d. Filling a BYE

Teams are allowed to fill a bye in a division on or before week 6 of play. If a BYE is filled in a division, makeup matches will be required. The League Office will send the scoresheets to the Host Location for all matches that need to be made due to filling a BYE. These teams have until week 7 of the session to complete these matches. To avoid an excessive amount of makeups, only three weeks of makeups will be required (the three weeks directly prior to the date the team added). If adding after week 4, the team filling the BYE will receive points

equal to the last place team for the weeks beyond the required makeup weeks. The opponent in the week of matches not made up will receive BYE points. **Please note:** *When playing makeup matches, you should always play as your current week's skill level, not the skill level listed on the makeup scoresheet as those skill levels may not be up to date.*

e. **APA Championship Tournaments – Poolplayer and World Pool**

The APA Poolplayer Championships and APA World Pool Championships frequently coincide with the playoffs in the Spring and Summer sessions. Pre-plays and makeup matches will be allowed for all players attending the Championship events. Pre-plays are always preferred and should be completed whenever possible. If pre-plays are not possible, the matches can be made up, but must be completed prior to the last week of the session. Opponents must be willing to work with players/teams attending the Championship events. However, the players/teams attending the Championship events must make arrangements with their opponents in a timely manner. Full and partial matches can be rescheduled. In the event of partial matches are being rescheduled, the specifics of how many matches will be reschedule and what players that are attending the Championship events will be playing a reschedule match must be divulged to the opponent. *(In other words, a team missing one or two players cannot decide they want to reschedule the last one or two matches the night they are playing when the team has 5 players present. The specifics must be determined ahead of time. This is to prevent abuse or manipulation of the rule by teams). This is for qualifying teams only, not for those who decide to join others out in Vegas. If you and your team decide to go to Vegas your only option is to pre play your matches.*

10. No Shows/Forfeits: If no match takes place, the showing team will be awarded fifteen match points plus the bonus points in 8-Ball and sixty points plus the bonus points in 9- Ball. No points will be awarded to the non-showing team. The showing team must still submit proper weekly fees for the match points to be awarded. The non-showing team will be past due and must pay immediately. Players written in against a forfeit do not earn a match played. Teams forfeiting more than five matches in a session may be ineligible for Tri-Cups following that session and will not be eligible to participate in the Wild Card Draw.

There is no minimum as to how many players must be present for a match to start. If only one or two players show for a scheduled match then they may begin to play those matches. Once the first match is over, the team putting up next has 2 minutes to name a player, and then the opposing team has 2 minutes to name a player. The match must start immediately once both players are named for the match. If the team does not have a player available that entire match will be forfeited. Each team will then be responsible for paying their weekly League fees. If either or both players refuse to play, then the points for those matches will be awarded to the opponent along with the forfeit points for any un-played matches: forfeits in 8-Ball will be scored 2-0 and forfeits in 9- Ball will be scored 12-0.

NOTE: In 8 Ball- Any team deliberately forfeiting a match to prevent their opponent from possibly receiving a 3-0 win, will have 3 penalty points assessed to their team and the opponent will be awarded a 3-0 win for the individual match. In 9 Ball – Any Team deliberately forfeiting a match to prevent their opponent from possible receiving more than 12 points, will have 20 penalty points assessed to their team and the opponent will be awarded a 20-0 win for the individual match. Final decision resides with League Office.

11. Final Week of a Session: A team must have a minimum of three players present the final night of the session to remain eligible to participate in the Wild Card Draw.

12. Byes: Scheduled Byes will be worth eight points plus the bonus points in 8-Ball. Scheduled byes in 9Ball will be scored fifty points plus the bonus points. No weekly fees will be due. Byes do not count as teams when determining division Tri-Cup participants.

13. Male 1's & 2's: Male two's will be allowed in all APA events except Local (World Qualifier) and World Pool Championships. All male two's will play as skill level 3's for the Local (World Qualifier) and World Pool Championships. In 9-Ball, male one's will be allowed in all APA events except Local (World Qualifier) and World Pool Championships. All male one's will play as skill level two's for the Local (World Qualifier) and World Pool Championships.

14. 23-Rule Violations: If a 23-Rule violation occurs, the violating team will lose all points for the evening. No Exceptions!

15. Order of Play: Once a player has been put up, he/she must play. You cannot change players once a player has been named for a match. The only exception to this rule is if a team puts up a player whose handicap will force them to break the "23"-Rule. The team has the right to change to another player on the team whose handicap will not violate the "23"-Rule. They must change the player before the rack is broken.

16. Lagging: The cue ball is **NOT** to be used for lagging. All other balls can be used, even the 8 and 9 balls.

17. Simultaneous Hit: A simultaneous hit is considered a good hit.

18. Changing Sticks: A player can change sticks during a game. It is not loss of game.

19. Jumping: With the exception of the Master's Divisions, no player shall use any cue to jump a ball within any other Nature Coast APA league format.

20. Coaching: Any member of the team can be the coach. The coach does not have to be designated until a time-out is called, and a different coach can be designated for each time-out, it doesn't have to be the same person. (Please refer to the APA Official Team Manual.

Any member of the shooting team may call for a time-out, but only the coach for that time-out can approach the player and the table during the time-out. Therefore, the coach for a time-out should be designated before any member of the team approaches the table.

The coach must completely leave the table and/or playing area before a player attempts their shot following a time-out. In addition, during a time-out, the coach is not allowed to mark the playing surface in any way as a means of helping a player aim their shot. Placing table chalk is not considered marking the table. Only members of a team can ask the shooter if he wants a coach. If a Team Captain or any team member asks a shooter if they want a time out that is then considered a coach.

Encouraging comments (i.e – "you can do it", "good try", " good leave", "great shot") and reminders (i.e. "mark your pocket", "chalk up") are acceptable and not considered coaching.

21. Marking The Table: A player is not allowed to mark the playing surface in any way as a means of helping aim their shot. This includes making a chalk mark with the cue stick on the felt and pressing the tip of the cue under the cushion of the rail leaving a chalk mark. However, placing a piece of chalk on the hard surface of the rail as an aiming device is permissible. This applies to the player shooting the match throughout the duration of the match and to the coach during a time-out.

22. Additional Tie Breaking Procedures: All ties will be broken as outlined in the APA Official Team Manual, unless there is a tie between two or more teams that have not played against each other during the regular session. In that case this additional step will be incorporated. Team points will be totaled for the LAST three weeks of the session. The team with the most points (including Bonus Points) will be declared the tie-breaking winner. If the point total of the last three weeks still produces a tie, then the last four weeks will be totaled, etc., until a winner is determined.

23. Wild Card: There will be one Wild Card team drawn from each division. Any team that did not finish in the required points position for their division size, is current with all League fees, and has no less than three players present on the final night of regular session play may be eligible to draw for the Wild Card position. The Wild Card will be done live via our league Facebook page. We will use the pill bottle and pills with the number for each team eligible for the draw.

24. End of Session Playoffs: Setup for session playoffs may vary session to session, and is at APA discretion. Teams may sometimes gain automatic eligibility to the World Qualifier Tournament based on session qualification guidelines. End of session playoffs will be scheduled on your regular night of play, played at the higher placed teams Host Location and is to be paid based on the following.

- When a team earns a spot to the session playoffs, they are required to participate in the playoffs. If the team chooses not to participate, the team will still be responsible for paying the applicable team fees for session playoffs. The only situation in which a team may forfeit their playoff spot is in the event that the session playoffs for the division can be filled (another team willing and eligible to participate).

23. Top Dawg Award: The 8-Ball team and 9-Ball teams with the most points earned across all Nature Coast APA divisions within the same format will receive the Top Dawg Award. In the event that two or more teams are tied for Top Dawg, both/all teams tied will receive the award. Each team earning the Top Dawg Award will receive a trophy to rotate among their Host Locations per session. Tied teams will share the trophy during the session. It's the teams responsibility to ensure the Top Dawg Award Trophy is in a safe and secure location within the HL. Damage or loss of the Top Dawg Trophy will require reimbursement to Nature Coast APA in the amount of \$400. In addition to the trophy/plaque, the team(s) will gain an automatic bid to the World Qualifier tournament (without needing to participate in playoffs). Thus, the second, third, and fourth place teams, plus a wild card in the winning team(s) division will participate in playoffs.

24. Automatic Entries into World Qualifier Tournaments: Any team that gains an automatic entry into the World Qualifier tournament (by winning Top Dawg, or winning their division (6+ teams) for 2 or more sessions in a League year) does not play in the session playoffs. If a team chooses to play in the session playoffs, the team forfeits their automatic entry in the World Qualifier tournament.

25. Tri Cup/Higher Level Tournament Skill Level: All players must enter Tri-Cup/ World Qualifier tournaments at their highest session ending skill level. Example: If you play 2 times a week and your team qualifies for the Tri-Cup/ World Qualifier Tournament and you are a 5 that night, but bumped to a 6 on another night, then you must play as a 6 in the tournament. This rule is the same for 8Ball and 9-Ball; however, 8-Ball and 9-Ball handicaps do not affect each other.

26. 8-Ball Session Playoff & Tri-Cups: Tri-Cup tournament boards will be based on a random draw.

- The number of teams advancing from a division will be based on the size of the division.
- The teams advancing to Tri-Cup will be based on their standings and playoff outcomes (see below).
- The Tri-Cup Event will be held after the following session begins and over a scheduled weekend.
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27. 8-Ball Playoff Advancing Teams:

- Divisions of 4-5 Teams: 1st place and Wild Card
- Divisions of 6-7 Teams: 1st place, Playoff winner of 2nd Place and Wild Card, Playoff winner of 3rd Place and 4th Place
- Divisions of 8-11 Teams: 1st place, 2nd place, Playoff winner from 3rd Place and Wild Card, Playoff winner from 4th Place and 5th Place
- Divisions of 12-16 Teams: 1st Place, 2nd Place, 3rd Place, 4th place, Playoff winner from 5th Place and Wild Card, Playoff winner from 6th Place and 7th Place

You must place or win in playoffs to advance to Tri-Cup. Players that are ineligible, for whatever reason, will not be printed on scoresheets during the Tri-Cup tournament in any round and their skill level cannot be used for skill level purposes or forfeits.

The World Qualifier tournament slots will be based on the total number of Tri-Cup Tournament teams from each session and Big Dawg. The number of teams/slots per session advancing to the World Qualifier at the end of the League year will be based on the following:

- 6 to 8 Tri-Cup teams = 2 World Qualifier teams
- 9 to 16 Tri-Cup teams = 4 World Qualifier teams
- 17 to 24 Tri-Cup teams = 6 World Qualifier teams ➤ 25 to 32 Tri-Cup teams = 8 World Qualifier teams
- Big Dawg Advancement
- Teams, in a division of 6 or more teams, finishing as Division Champs in 2 or more sessions during a league year (summer, fall or spring) will automatically advance to the World Qualifier.

Seeding for World Qualifier will be based on League Office random draw. Teams with common players will not receive special treatment and will be matched up based on the League Office random draw.

28. 9-Ball Session Playoff & Tri-Cups: Tri-Cup tournament boards will be based on a random draw.

- The number of teams advancing from a division will be based on the size of the division.
- The teams advancing to Tri-Cup will be based on their standings and playoff outcomes (see below).
- The Tri-Cup Event will be held after the following session begins and over a scheduled weekend.

29. 9-Ball Playoff Advancing Teams:

- Divisions of 4-5 Teams: 1st place and Wild Card
- Divisions of 6-7 Teams: 1st place, Playoff winner of 2nd Place and Wild Card, Playoff winner of 3rd Place and 4th Place
- Divisions of 8-11 Teams: 1st place, 2nd place, Playoff winner from 3rd Place and Wild Card, Playoff winner from 4th Place and 5th Place
- Divisions of 12-16 Teams: 1st Place, 2nd Place, 3rd Place, 4th place, Playoff winner from 5th Place and Wild Card, Playoff winner from 6th Place and 7th Place

You must place or win in playoff to advance to Tri-Cup. Players that are ineligible, for whatever reason, will not be printed on scoresheets during the Tri-Cup tournament in any round and their skill level cannot be used for skill level purposes or forfeits.

The World Qualifier tournament slots will be based on the total number of Tri-Cup Tournament teams from each session. The number of teams/slots per session advancing to the World Qualifier at the end of the league year will be based on the following:

- 6 to 8 Tri-Cup teams = 2 World Qualifier teams
- 9 to 16 Tri-Cup teams = 4 World Qualifier teams
- 17 to 24 Tri-Cup teams = 6 World Qualifier teams
- 25 to 32 Tri-Cup teams = 8 World Qualifier teams
- Big Dawg Advancement
- Teams, in a division of 6 or more teams, finishing as Division Champs in 2 or more sessions during a league year (summer, fall or spring) will automatically advance to the World Qualifier.

Seeding for World Qualifier will be based on League Office random draw. Teams with common players will not receive special treatment and will be matched up based on the League Office random draw.

30. Plaques/Awards: The 1st place team in each division at the end of regular session will receive a Host Location plaque and individual plaques/trophy for each member of the team that played at least 4 matches with that team in the session they came in 1st place - "Division Champions".

31. "Best of the Best": Players that played a minimum of seven matches within the regular session (TriCup matches are not considered "regular" session matches) and attained a PPA greater than 50% will be eligible for the Best of the Best calculation. Players MUST be on an active roster the session following their qualification in the format they qualified to be eligible to play. Best of the Best for 8-Ball will be broken down into three skill level categories or groupings. They are: Skill levels 2 & 3, Skill levels 4 & 5, and Skill levels 6 & 7. Your skill level at the end of the session determines your skill level category/group. Sixteen players from each skill level grouping will be entered into the Best of the Best tournament. Best of the Best for 9-Ball will be broken down into three skill level categories or groupings. They are: Skill levels 1-3, 4& 5 and Skill levels 6-9. Your skill level at the end of the session determines your skill level category/group. Sixteen players from each skill level grouping will be entered into the Best of the Best tournament. All Best of the Best tournaments are single elimination. Your weekly play skill level at the time of the tournament or your skill level at the time of qualification will be used, whichever is higher. Using regular session play data (Tri-Cup not included), the qualifying players will be determined by the using the following calculation to determine their "PA" percentage (Points Available)

32. Points Earned/Points Available: Example – 8-Ball: In every 8-Ball match, a player has three points available to win. If a player played ten matches, they had thirty points available to win. If they earned a total of thirteen points in those ten matches, then their calculation would be: $13/30 = 0.43$ or 43% meaning that player won 43% of the points available "PA" during the session.

Ties will be broken in the following order using regular session play data:

Total number of matches played, win percentage, performance points, and life-time win percentage. Finally, a player may only play in a Best of the Best tournament if they remain an active player on a team in that given format in the subsequent session.

- 33. Patch Prize Bonus:** In the Open Divisions, there will be two cash bonus awards available each session per format: one for the most “8 On The Breaks”, “8-Ball Break & Runs”, “9 On The Breaks”, and also for “9-Ball Break & Runs”. The prize fund for each of these awards will begin at \$50. If there is a tie between 2 or more players at the end of a session, the prize fund will roll over to the next session and another \$50 will be added. Similarly, in the Masters Divisions, there will be two cash bonus awards available each session per format: one for the most “8 On The Breaks”, “8-Ball Break & Runs”, “9 On The Breaks”, and also for “9-Ball Break & Runs”. The prize fund for each of these awards will begin at \$25. If there is a tie between 2 or more players at the end of a session, the prize fund will roll over to the next session at another \$25 will be added. It will be the responsibility of each individual to make sure their scoresheets are accurately marked to reflect any of these accomplishments. To claim a patch prize bonus you must remain on an active roster for the following session. The League Office will not research past scoresheets in search of unmarked accomplishments.
- 35. Scotch Doubles Las Vegas Qualifiers:** Tournament to be held for the teams playing within the Nature Coast APA Scotch Doubles Division.
- 36. World Qualifier:** This tournament is held at the end of the League year. The winning team(s) will advance to the World Pool Championship in Las Vegas. There are a minimum number of teams necessary to hold an World Qualifier in a given format.
- 37. Maintaining Post-Session Tournament Eligibility:** Teams that qualify for the World Qualifier’s must remain active with at least 4 original players and current in all League fees. Teams playing in the World Qualifier must have all players active on a team during the subsequent Summer Session to keep skill levels accurate and current. Teams advancing to the World Pool Championship in Las Vegas must have all players play at least 4 matches in that format during the Summer Session leading up to World Pool Championship. Individuals that qualify for the Best of the Best events must also remain on an active team in the format in which they qualified. All individual and/or team debts must be paid in full prior to any post session event.
- 38. Travel Assistance Fund:** Throughout the League Year, monies will be collected from participating teams to assist in covering the airfare and hotel costs for teams advancing to the World Pool Championships, Pool Players Championships. This fund has no cash value. Winning teams cannot opt to receive cash instead of the trip to the World Pool Championship. Should a team elect not to go to the APA World Pool Championships, Pool Players Championships the team will forfeit all awards and monies for travel assistance. If the team has already received the money for travel assistance, or flights and hotel room have already been paid for, the team/players will be required to repay the entire amount back to the APA Travel Fund. Failure to do so will result in suspension of membership for each member of the team until the travel assistance money has been repaid. If a player that qualifies for Las Vegas chooses not to participate in the APA World/Pool Players Championships, they will not receive any money as the money is for travel assistance only, not a cash payout. If a player receives the travel assistance and then does not go to Las Vegas for the APA World/Pool Players Championship, the player will be required to pay back in full all monies received to the League before the player will be allowed to resume playing in the League.
- In the event a qualified team decides not to participate in the APA World Pool Players Championships, the team that finished second in that World Qualifier will advance to the APA World Pool Championships.

39. Sportsmanship: Good sportsmanship will ensure that everyone in the League enjoys themselves. Any team or individual receiving three written warnings for sportsmanship violations will be suspended indefinitely from the league. All players need to review the Sportsmanship flyer in the team package to gain a better understanding of the sportsmanship guidelines. The actions of any individual who is “with” a team, (i.e., a team member, their spouse, friend or associate) could affect an entire team. This League is designed for all to have fun, friendly competition. Teams should police themselves to maintain this atmosphere. The League Office reserves the right to determine if a team or individual’s actions constitute a sportsmanship violation. Any players and/ or teams that have been suspended for sportsmanship violations may lose their eligibility to participate in any post-session tournaments, HLT’s or APA sponsored events.

40. Refusal to Do Business: At any time, at the sole discretion of the League Operator, Florida's Nature Coast 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 deride the League in public.

All Team Captains and players should keep this in mind as they play every week: “Relax, enjoy yourself and play within the Spirit of the Rules as well as the written rule...Win at the table and not from the chair is a generality that promotes harmony, camaraderie and good times. That's what the League is all about.” - APA Official Team Manual, Good Luck & Have Fun!