



American Poolplayers Association of Tampa Bay Local Bylaws

Good luck and good shooting!

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FACEBOOK MEMBERS GROUP: [Tampa Bay APA Members](#)

We would like to welcome you & your team to the Tampa Bay APA of the American Poolplayers Association. This document explains the structure of the League at a Local Level and should be used in conjunction with the Official Team Manual on the APA Member Services App and poolplayers.com. These Local Bylaws have been created for the smooth and efficient operation of the League. Non-compliance could cost your team bonus points, a playoff spot, and a chance to advance to the Local or World Pool Championships. After all, the APA's motto is:

Have Fun. Meet People. Play Pool. ®

Section 1: Local League Information

Website

Our website address is www.tampabay.apaleagues.com This website allows you to:

- 1) Get the latest up to date information on Playoffs, tournaments or any other Tampa Bay APA events.
- 2) To claim your Member Services account, download the app on the Google or Apple IOS app store and search for Pool League.
 - Set up your Member Services Account to:
 - View schedules, team rosters, standings and individual records for your division; and
 - View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page <https://www.facebook.com/TampaBayAPA> and our Facebook Members Group [Tampa Bay APA Members](#) where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members. If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

Weekly Team Dues: All scheduled League match fees are considered Team Fees and are owed by each team. Teams may choose how to divide the amount between their team members, but all Team Fees MUST be paid-in-full within 24 hours of each completed scheduled match to avoid any penalties. This means that if any team member plays, then doesn't pay, that team is still responsible for the total team fees due for that night of play. Failure to pay total fees due may result in loss of bonus points and continued failure to pay could result in suspension from our APA League.

Our current Team Fees for all the formats that we offer are as follows:

- Open 8-Ball & 9-Ball Teams: \$50/Team Match
- Ladies 8-Ball Teams & Masters Teams: \$30/Team Match
- Destination Divisions: \$70/Team Match
- Doubles Teams: \$30/Team Match

- Each team is responsible for submitting the correct amount of fees owed for that scheduled period of play. This includes any membership dues and “Past Due” amounts which may be noted on your team scoresheet. The entire weekly team fee is due regardless of how many players played during the match. This includes playoff weeks, partial forfeits, and full team forfeits. Bonus points may be awarded at the discretion of the League’s Office. The League Office will not be responsible for fees that have not been paid by the Team Captain or other members designated by the team.

- Team fees, along with scoresheets (if applicable), should be submitted electronically or placed in an envelope and dropped in one of the approved drop off locations.

- **ELECTRONIC PAYMENT OPTION:** We have created a simple and integrated way for players to pay for their team’s weekly fees through the Member Services site and mobile app. Contact our office with any questions.
- Below are the other ways to submit weekly payments. Always include the team name and week of play in the notes if using Zelle, Cashapp, Venmo or on the envelope if paying by cash.
 - Cash: Your money envelope should then be sealed and dropped in one of the approved TAMPA BAY APA lock boxes. Please include your 5-digit Team Number and \$ amount on the outside of the envelope. Each team will be held fully responsible for all missing monies.
 - Zelle: 813-230-2286
 - Venmo: @TampaBayAPA
 - CashApp: \$TampaBayAPAoffice
- **Online/Drop-Off Scoresheet Delivery:** The Team is responsible, not the host location owner, for collecting all fees and delivering the envelope into the drop box within one day of the match. The League Office is **not responsible** for cash lost in the mail or in the drop box.
 - **A list of drop box locations is provided below:**
 - Brewlands - Carrollwood - 4802 Gunn Hwy #108, Tampa, FL 33624
 - Baluka Billiards & Lounge - 2072 Badlands Dr, Brandon, FL 33511
 - Stix Oldsmar - 13918 W Hillsborough Ave, Tampa, FL 33635
 - Mikey’s Place – 3412 W Baker St, Plant City, FL 33563
 - Rachel’s Place – 10061 W Hillsborough Ave, Tampa, FL 33615
 - Peabody’s - 15333 Amberly Dr, Tampa, FL 33647

*If you choose to drop off your Match envelopes other than how you normally submit your envelopes, please notify us by email at tampabay@apaleagues.com or text us at (813)230-2286.

PAST DUE: Missing and short weekly dues are shown on your scoresheet as **Past Due** amounts. They must be paid the week they appear on your scoresheet. Excessive past due amounts (\$100.00 or more) may result in that team not receiving any points the team has earned, including bonus points, until paid in full. These teams have 2 weeks, except for during playoff time, to pay the past due amount or be subject to suspension from the League.

- If a team owes any past due money to APA, it must be paid prior to the WILD CARD DRAW, or the team MAY NOT BE ELIGIBLE for the draw.
- Any team owing the League money WILL NOT BE ELIGIBLE to play in Playoffs or any Higher-Level Tournament

DROPPED TEAMS: Any dropped team, who doesn't pay any PAST DUE monies owed, either from a voluntary or forced removal from our League, will be subject to complete suspension from our APA League. A player from a suspended team may continue to play on other teams if they pay their share of what is owed in FULL. Depending on the specific circumstances, League Management reserves the right to reverse this decision.

Bonus Points: Bonus points are given as a reward and incentive to help us maintain a fair scoring and handicap system but may also be awarded for early team registration and for attending League activities or meetings. To ensure your team is awarded your bonus points, Teams should review score sheets and fees submitted before submitting your scoresheets for the night. The bonus points awarded will be as follows:

- **8-Ball (Open, Doubles & Masters): 2 Possible Bonus Points**
 - 1 point will be awarded for the entire weekly fee being included in the payment envelope or submitted electronically and the team being current on all fees owed.
 - 1 point will be awarded for accurate and submitted scoresheets.
- **9-Ball (Open & Doubles): 12 Possible Bonus Points**
 - 6 points will be awarded for the entire weekly fee being included in the payment envelope or submitted electronically and the team being current on all fees owed.
 - 6 points will be awarded for accurate and submitted scoresheets.

Remember these are bonus points that are awarded at the sole discretion of the Local League Office. Additional bonus points may be awarded throughout the session. Please pay close attention to the messages on your scoresheet as there are sometimes hidden bonus points listed.

Bye Week Points

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

- 8-Ball (Open Teams & Doubles): 8 Bye Points + 2 Bonus Points
- 9-Ball (Open Teams & Doubles): 60 Bye Points + 12 Bonus Points
- Ladies 8-Ball: 5 Bye Points + 2 Bonus Points
- Masters: 15 Bye Points + 2 Bonus Points

New Teams: -Current teams you are **encouraged** to help a new team and new players with scorekeeping and rules questions if asked. **THIS IS GOOD SPORTSMANSHIP!** Teams that refuse to help a new team or players learn the rules, proper scorekeeping or try to take advantage of this situation in any way will be dealt with by the League Office. The team will not be considered "new" after week 8 but helping the other team when they ask promotes harmony within the league. Making new teams and players feel comfortable and welcome is vital to the well-being of the league! Your Division Rep should also be available to assist.

- New teams will be given one point less (which includes bonus points) than the lowest ranked team in the division. If a team from the previous session joins after week 4 of the session, they will be given one point less than the lowest ranked team in the division MINUS the bonus points.

Schedule Changes and Dropped Teams: If a team drops after the 4th week of play, that team will be responsible for paying all the team fees for the rest of the League year. However, if any remaining members want to fill that team with new players, they can still do so without penalty.

Incentives: From time to time, we will run incentives and promotions for new teams, new captains, or new Host Locations. These could be free play opportunities, APA apparel, or a variety of other forms. All incentives will be posted online.

New Players: New players must fill out an APA application online and pay their \$30 membership fee the first night at join.poolplayers.com. *Contact the league office to have a new player added to the roster. To avoid delays, this should be done in advance and not at the last minute.*

- For an added player to participate in a League match, the opposing Team Captain **must** be notified that a new player is being added **before** the first team match begins. ***Please make sure to have your new players join Member Services and "Like" our FB Page and our Tampa Bay APA Members only Group***
- New players may be added to a roster up to week 4. Any time after these periods, new additions must be approved by the League Office, prior to playing.
 - THE ABOVE RULE DOES NOT APPLY IN SPRING SESSION TO QUALIFIED TEAMS. ***Refer to Official Team Manual pages 72-81 for more info regarding World Qualifier (WQ) Qualified Teams.***
 - **You should inform the new player that all players will need four matches played with your team to compete in Playoffs or Tri-Annals and 10 lifetime matches played on any team in that format by the end of the Spring Session to play in World Qualifiers.**
- **All new players, male and female will start as a 3.** Captains, if you know that your new player is a higher skill level than a 3, you should start them at the skill level you believe them to be. The League Office also has the authority to change a player's starting handicap. Team Captains may not start their new players lower than a 3, only higher.
- Spring Rosters Are World Qualifier Rosters: ***Refer to Official Team Manual pages 72-81 for more info regarding World Qualifier (WQ) Qualified Teams.***

Section 2: Local League Play

Regular Schedule: Details of individual team schedules are located on your League's website as well as on our free APA Pool League app. Match schedules for each division will be posted and updated on our website but may change during a session due to teams coming in or dropping out. Teams are expected to check our website weekly for any changes that may affect them.

HOLIDAYS: There are 8 national holidays that we do NOT schedule matches on. These holidays, in alphabetical order, are Christmas Eve (floating day), Christmas Day (floating day), Fourth of July (floating day), Labor Day (Mon), Memorial Day (Mon), New Year's Eve (floating day), New Year's Day (floating day), and Thanksgiving (Thu). Teams scheduled to play the day before or after one of the above holidays may contact their scheduled opponent and notify League Management to play their match early or reschedule, if necessary. Otherwise, we have league play on all other days as a regularly scheduled match. ***We strongly suggest you play your match before your regular match date rather than afterwards.***

Rescheduling Matches: Tampa Bay APA allows the rescheduling of matches to help teams avoid forfeiting when they don't have enough players to compete although, all team matches should always be played on the original scheduled date if possible. On occasion, a match may need to be rescheduled due to inclement weather, conflicts with other pre-qualified League obligations, or other reasons. You are required to reschedule a match if your match conflicts with your opponent's other pre-qualified League obligations and the opponent requests rescheduling. If you plan to reschedule a match due to inclement weather, or for other reasons, **you must notify the Local League Office.**

- Team matches may be played prior to the original match date to keep from having to reschedule. The following are rescheduling guidelines which apply to all rescheduled matches: If both teams can field at least 4 players, then the match should NOT be rescheduled. All Team Captains must notify their Division Rep if/when rescheduling a match. If a Division Rep isn't available, then Team Captains must notify the League Office. If both teams have a couple of players that can make it, then have them show up and play their matches then reschedule the rest. The more played at the scheduled time means less that must be made up later. It's always BOTH teams' responsibility, and not League Management's, to keep track of when their rescheduled matches must be completed. Rescheduled matches can be played one match at a time or scheduled to play all of them in one night. In some cases, teams want to play matches early so score sheets can be released ahead of time. If scoresheets are needed ahead of time, please contact the league office to have the scoresheets released.

- Teams must ALWAYS use the players' skill level which they are on the day their match is played, regardless of what is showing on the scoresheet. In traveling divisions, the team that is requesting a reschedule should play their make-up match at the opposing team's Host Location, if so requested.
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a higher level event that is scheduled by Tampa Bay APA or the National Office, such as, but not limited to, Poolplayers Championship or World Pool Championship.
- Rescheduled matches must be played within two weeks of the originally scheduled match date unless permitted otherwise by the League Office.
- Teams must pay for all matches by the scheduled match date.
- **No Rescheduling during the last 2 weeks of a session although you may choose to play your match before the originally scheduled date.**

Please use the following procedure:

- 1) Contact the Team Captain of the team you are scheduled to play in the match and notify them of your intent to reschedule. It is recommended that this be done 24hrs in advance but at least 4hrs prior to the start of the scheduled match.
- 2) Work with your opponent's Team Captain to select a date and time to play the rescheduled match. Rescheduled matches must be played within two weeks of the original scheduled match date. No make-up matches will be allowed in the last two weeks of the session, unless the Local League Office grants an exception, which will only occur as a result of special circumstances.
- 3) Full team fees are always due from both teams regardless of the outcome of a rescheduled match. Contact our office with any questions.

Inclement Weather: The Local League Office will use school closings and state warnings to determine whether matches will be cancelled and rescheduled due to inclement weather. If you feel that weather conditions may result in League play being cancelled or postponed, check our Local League Website for the most up-to-date information. Contact the Local League Office if you have additional questions or concerns, but only after you have checked the website. Most important, ***please be safe*** and do not risk injury if you feel the travel conditions are unsafe.

Schedules Byes: Divisions that have an odd number of teams will have a Bye team inserted to make an even schedule. League Management will always try to eliminate any Bye team in a division by adding new teams. Teams scheduled with a BYE are not charged Team Fees since they are not considered scheduled matches.

Section 3: Sportsmanship and Conduct

It is expected for all teams to treat each other with mutual respect during a match. Sportsmanship is a big part of playing in the APA. This is not a money league, and any sharking, hustling or anything of that nature will not be tolerated. We are all here to have fun and a good time. Please do not spoil it for others!

Comments on Scoresheets: All concerns should be submitted on the comment section of scoresheet in a courteous and professional manner. This will guarantee that your concern is considered, documented, and addressed. Abusive language directed at the league, or the League Operator will not be tolerated on the scoresheets. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately. Sportsmanship complaints, handicap complaints, and official protests must be submitted in writing, the night of play or within twenty-four (24) hours of play. Complaints should be submitted on the appropriate form by email or on the comment section of your scoresheet. No fee shall be required to issue a complaint or to file an official protest. Sportsmanship complaints or comments should be taken up between both CAPTAINS, not team members, to resolve. If it cannot be resolved, then it should be resolved with Division Rep listed at the top of our scoresheet and on our website. Otherwise, your Division Rep will contact the League Office by email or write in a written complaint. All issues should be resolved immediately while all parties are present. ***Making comments, complaints, taunting, particularly about someone's skill level, is not appropriate to discuss on league night and is considered poor sportsmanship to accuse a team of sandbagging or question their integrity.*** If your captain has tried to address these types of

complaints to the other captain or division rep, please make sure to write down any complaints in writing by email or you can submit the form electronically from the website under "Contact Us". These complaints will be addressed by the league office. For Handicap Complaints or Evaluations, please provide the Members name, their member number, what their current skill level is, what you believe it should be and what your reasoning is that gives your League Operator reason to look deeper than their scores or stats. This information should be something beyond any computer stats since we already have that information. We would want some type of observation analysis based on more than just their score since the system already considers their scores.

Physical Contact (Altercations): Physical contact is the hostile physical contact between two players.

IMMEDIATE ACTION - If hostile physical contact occurs, THE MATCH IS OVER! Team Captains and League Management will take the appropriate actions to rectify the matter. **See the official Team Manual for full disclosure of immediate actions.**

Banned Players: If a Host Location has banned a player from entering their establishment, the team must play without them when playing at that location. The League does not have the right to require a Host Location to permit access to a banned person for a League match.

Suspended Players: Tampa Bay APA will honor all suspensions for all APA areas. Any individual or team suspended from League play will immediately lose certain other membership privileges, including eligibility for APA tournaments, until and unless the suspension is lifted. If they qualified for any tournament, locally or nationally, qualification is forfeited. Once a player is suspended, that player will not have the privilege to coach their team, keep score or put-up players, until their suspension has been lifted. Breaking this rule may result in a much lengthier suspension and would cost their team the entire match if the suspension rules are broken.

Preventing Forfeits GHOST/REPLAY RULE – Player May Play Twice on One Night) Refer to Team Match Play in the General Rules section of the Official Team Manual, which states "YOU MAY ONLY PLAY ONCE in a team match." However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, Tampa Bay APA has chosen to adopt the Replay "Ghost" Rule approved by the APA National Office. This rule allows one player (the "Ghost Player") from a team (the "Replay Team") to play twice on the same night in the following circumstances:

- The Replay Team does not have enough players present or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit had all 5 players been there and played. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule had all 5 players been there and played. In this example, the team would exceed the 23-Rule.
- The Replay Team's need to invoke the Ghost Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Ghost Rule should be reported to the Local League Office.
- The Replay Team notifies their opponent of the need to use/or potential need to use the Ghost Rule prior to the start of the 2nd individual match. The opposing team must allow the replay and choose the ghost player by the end of the 3rd individual match; they cannot demand a Replay Team forfeit a match or 0 points will be given to both teams in that individual match.
- The opposing team gets to pick which player from the other team will be the Ghost Player. All players who already played in that team match must be available as a choice for the Ghost match. If the opposing team does not notify the Replay team of their choice of Ghost Player by the end of the 3rd individual match, the opposing team will pick any player present except those whose play would cause the Replay Team to violate the Team Skill Level Limit rule (23-Rule) or the Limited Senior Skill Level rule.

- The Ghost match must be played as the last match of the night unless approved by the league office. If a Ghost is used in a match other than the last match of the night without prior approval, the re-played match and all subsequent matches will be forfeited by both teams.
- Both teams may utilize the Ghost Rule on the same night if necessary. In this situation, both teams put up their own players. The team scheduled to put up a player in the 5th match designates their Ghost Player first.
- There is only One(1) Ghost match per team per night. Once a Ghost match is started (balls broken in the first rack), the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the Ghost match, the Ghost match is cancelled, and the arriving player must play as long as they do not cause the team to break 23-rule or Limited Senior Skill Level rule.
- The Ghost Rule will be allowed during any week of the regular scheduled session. It is not allowed during Playoffs, Tri-Annual Tournaments, or in the World Qualifier.

NOTE: Double Jeopardy Divisions can use the Ghost Rule in each format (8 ball & 9 ball). If there is only one player available to use and they are still playing a match, a 15-minute grace is allowed to finish up their current match and start the next one.

Forfeits: A team may begin to play with one player present. Once the first match is over, the team putting up next has two (2) minutes to name a player, and then the opposing team has two (2) minutes to name a player.

- If the team does not have a player available, there will be a 15min grace period, but after the grace period has expired, that entire match will be forfeited. Should your opposing team forfeit the entire team match, both teams must still submit a scoresheet and team weekly fees. If any team forfeits 8 or more TEAM matches during regular session play, they will not be eligible for the wild card draw. If a team finds it necessary to forfeit an individual match, the forfeit(s) must be the last match.
- **Preventing Forfeits:** To help prevent forfeits and for matches to be awarded on the table rather than by forfeit, the Ghost Rule (or Ghost rule) should be applied. This rule allows one player to play twice in one night. **If a team does forfeit, regular game fees apply and are due by both teams on the night of the forfeit.**
- **Forfeit Points:**
 - **8Ball – 2 points per match (3 points in playoffs & tournaments)**
 - **9Ball – 15 points per match (20 points in playoffs & tournaments)**
 - **Ladies – 2 points per match (3 points in playoffs & tournaments)**
 - **Masters – 5 points per match (7 points in playoffs & tournaments)**
 - **Doubles – 4 points per match in 8ball/30 points per match in 9Ball**

Failing to Complete a Session: If a team prematurely drops from the League after the session has begun, each member of that team may be held accountable (in-part or in-full) for any lost revenue due to their disbandment. Those members will not be eligible to continue playing in the League on any other team that they are on until the past due is paid.

Splitting Teams: When a qualified team splits 50/50 - with 4 players going to one team, 4 to another - BOTH teams will remain qualified. In all other situations, the qualified spot goes to the team that has the majority of original members-minimum of four (4) - to stay eligible for Higher Level Tournaments.

DIVISION REPS: All Division Reps will be chosen by League Management to aid in the growth and coordination of all our division(s). League Management reserves the right to, or not to appoint Division Reps. If a Division Rep is appointed, he/she will be the first point of contact for all Team Captains and players in their division(s). The Division Rep's name and contact number will be on the front of each team's score sheet or listed on the scorekeeper app. If your division does not have a designated Division Rep, please contact the office with questions. Specific patches, benefits, responsibilities, and incentives will be given to our Division Reps. League Management reserves the right to remove a Division Rep from their position at any time. Loss of position will include loss of the benefits and incentives that go along with the position.

TEAM CAPTAINS/CO-CAPTAINS: Team Captains are listed as the first name on their team's roster. They are considered leaders in our APA community and our main link between our APA office and the other players. Team Co-Captains are listed as the second name on their team's roster. Being the Team Captains' second in command, they help with the team and fill in for the Team Captains when they are not there. Team Captains/Co-Captains receive special recognition, awards, and incentives such as Team Captain/Co-Captain Patches, special Tournaments, etc.

Our Team Captains and Co-Captains are responsible for:

- Maintaining a current email address for communication with their Division Rep and League Office.
- Attending all Team Captain Meetings deemed necessary by the local League Management.
- Their team's image and behavior during League play.
- Sharing any League messages printed on their score sheets or inserted in their packets with their team.
- Making sure their players know how to keep score properly and where they are playing each week.
- Turning in accurate score sheets and the correct monies due for each night of play.

Section 4: Local League Playoffs and Tournaments

Playoffs and Tri-Annals: So, you're the best in your division, but how do you match up against other teams from the Tampa Bay Area? Teams compete in 12–17-week sessions to see who finishes in the top of their division. At the end of each session, our top teams in each division then compete in their Division Playoffs. These Playoffs are played in a Single-Elimination format and the winners advance to Tri-Annals for that session.

- For a team member to participate in the end of session Playoffs or Tri-Annals, the player must have played at least four (4) matches with that team during the regular session.
- There will be one week of Playoffs, and the winner(s) will advance to the session's Tri-Annual.
- **Wild Card:** The Playoff Wild Card team is picked at random from teams that do not place in the Playoffs by ranking during the regular session.
- **Setup for session Playoffs may vary from session to session and is at APA discretion. Teams may sometimes gain automatic eligibility to Tri-Annals and/or Vegas Qualifying Tournaments based on session qualification guidelines.**
- When a team earns a spot in the session Playoffs, they are required to participate in the Playoffs. If the team chooses not to participate, the team is still responsible for paying the applicable team fees for session Playoffs. There are some situations that will allow a team to forfeit their playoff spot (teams that are already qualified for WQ or Vegas Qualifier). If the team drawn for the Wild Card cannot participate, another Wild Card will be drawn. All other playoff matches will stand as the playoff structure listed below.

Our Session Tri-Annals are usually held within the first full month of the following session. The winning teams of these Session Tri-Annals will win CASH awards and advance to our annual APA World Qualifiers, which are typically held in June.

Playoff Structure for All Divisions including 8-Ball Teams, 9-Ball Teams, Ladies, Masters and Doubles.

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

World Qualifier

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent your League name here in the APA World Pool Championships.

*A maximum of 36 teams will participate in the 8-Ball World Qualifier:

***Summer** – 12 Teams from the Tri-Annual

***Fall** - 12Teams from the Tri-Annual

***Spring** – 12 teams from the Tri-Annual

*A maximum of 36 teams will participate in the 9-Ball World Qualifier:

***Summer** – 12 teams from the Tri-Annual

***Fall** - 12 Teams from the Tri-Annual

***Spring** - 12 Teams from the Tri-Annual

*subject to change based on team count

- Teams that qualify for the Tri-Annual, World Qualifier and World Pool Championships must remain active in the APA here to retain their qualified status.
- All players on Qualified teams must remain active in the APA and format they are qualified in, in order to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.

Higher Level Tournament Skill Level: All players must enter Higher Level Tournaments at their highest session ending skill level. Ex: If you play two (2) times a week and your team qualifies for the World Qualifier Tournament, and you are a five (5) that night, but a six (6) on another night, then you must play as a six (6) in the Tournament. This rule is the same for 8-Ball and 9-Ball; however, 8-Ball and 9-Ball handicaps do not affect each other. Session-Ending Skill level is NOT the SL that you were during your last week of play. It is the Skill level you are calculated as after all weeks including the last week of regular scheduled play, Playoffs, or Tri-annuals have been entered and reviewed.

World Qualifier Tournament: The World Qualifier is an annual tournament that takes place at the end of the League year for 8-Ball and 9-Ball. The winner of the World Qualifier receives Travel Assistance to Las Vegas and the opportunity to represent **Tampa Bay APA** in the **World Pool Championships**. Teams that have gained eligibility via winning the session Tri-Annuals or The 2nd Chance Tournament will compete in this tournament for the chance to advance to the World Pool Championships in Las Vegas.

- If a team qualifies for the **World Qualifier Tournament** from the Summer Session Tri-Annual, the team must play in the upcoming Fall, Spring, & Summer Sessions or forfeit their eligibility. If a team qualifies for the **World Qualifier Tournament** from the Fall Session Tri-Annual, the team must play in the upcoming Spring & Summer Sessions or forfeit their eligibility. If a team qualifies for the **World Qualifier Tournament** from the Spring Session Tri-Annual or an automatic bid from the Spring Session, the team must play in the upcoming Summer Sessions or forfeit their eligibility.
- **2nd Chance Tournament:** Teams that lost in the finals of any session Tri-Annual during the league year leading up to the World Qualifier that have not already captured a spot in the World Qualifier will be eligible for the **2nd Chance Tournament** that will take place after the Spring Session Tri-Annual has concluded. The number of teams that will advance to the World Qualifier from the 2nd Chance Tournament may vary based on the number of teams participating. Teams must meet the same match requirement and active status criteria as other qualified teams. 2nd Chance Tournament and World Qualifier roster will be the Spring roster leading up to the Tournaments.

Travel Assistance for the World Pool Championships: The Travel Assistance Fund will be used to pay travel expenses actually incurred by the members of those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board.

- Each 8-Ball and 9-Ball team slot winning the Tampa Bay APA Championships to qualify for the World Pool Championships in Las Vegas will receive Travel Assistance.

- In addition, each winning team will receive an Individual Trophy for each player.
- Note: Ladies Division, Masters, and Doubles payouts may vary due to earned slots to Championships on a yearly basis and team count.
- Should a team elect not to go to the World Pool Championships; the team will forfeit all awards and monies for Travel Assistance.
- If the team has already received the money for Travel Assistance, the team will be required to repay the entire amount to the APA travel fund. Failure to do so will result in the suspension of membership for each member of the team until the Travel Assistance money has been repaid.

Tournament Registration:

ALL TOURNAMENTS will be listed on our calendar via our website, our App and/or Facebook. Players and teams are encouraged to PRE-REGISTER through our website TAMPABAY.APALEAGUES.COM. This feature helps give us an estimated number of players attending so we are prepared with supplies and helps us inform the host location on the expected number of attendees that day.

- On the left, click on “Tournament Registration” and select the tournament you are registering for.

Section 5: Patches, Trophies and End of Session Awards

Patches: There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure it is marked in the message section on your scoresheet. ***Patches will only be issued if requested in the message section or by filling out the patch request form on the website.***

Available patches are listed on the website under Awards & Accomplishments and then Patches.

Division Champions: Each session (Summer, Fall, and Spring) there is a Division Champion. The Division Champion is the team that has the highest team points at the end of the session prior to playoffs. Each member of the first-place team will receive an award. In addition, each team may also receive a team plaque that can be put on display at their Host Location to show off their accomplishment!

Captain’s Choice Award: Each session Captains can select a member of the team that they deem to be an integral part of the team, whether by their play, attendance, sportsmanship, or team spirit. Captains must submit their selections before the last 2 weeks of the session or by date specified by the League Office. Nominations can be requested by Captain’s Choice Form, via text or by email to Tampabay@apaleagues.com. After such time, the award(s) will be ordered, and captains forfeit their opportunity to receive one for their team member.

MVP Award: We will have an Invite Only FREE MVP tournament after each session. Invitees are players who end the session in 1st or 2nd place in their division and tier. 1st Place MVPs will also receive an MVP patch at the tournament. The players who were the top MVP in their respective tier for the ENTIRE LEAGUE will receive a plaque celebrating their accomplishment.

The League Office reserves the right to change the way we award teams or players for such awards. I.e., instead of giving patches or medals, we may choose to hold a tournament specific to those winners.