



## ***LOCAL BYLAWS***

Dan and April Shepherd

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## LOCAL BYLAWS

**Introduction** We would like to welcome your team to the American Poolplayers Association; your local League operates as Gulf Coast APA.

This document explains the structure of the League at a local level and should be used in conjunction with your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League and to help clear up common issues that will allow you to focus on your game. After all, **the APA is all about having fun, meeting people, and playing pool!**

Please read these bylaws carefully and keep them with your Official Team Manual for your reference. All previous local bylaw documents are now null and void.

You must be 18 years of age or older to compete in the Gulf Coast APA.

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**Office Hours** League Office hours are Sunday thru Thursday, 3:00pm to 10:00 pm. If no one is available to take your call, please leave a message, including your phone number and your call will be returned as soon as possible.

**Phone:** (251) 219-8902

**E-mail:** [gulfcoastapa@apaLeagues.com](mailto:gulfcoastapa@apaLeagues.com)

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**Team Captain Responsibilities** The Team Captain is the team organizer. The Team Captain must have a phone and e-mail address to allow for quick and effective communication with the League Office. The Team Captain's responsibilities and duties include:

1. Collecting weekly fees and APA membership dues from the team.
  2. Submitting payments, forms and other information to League Office in a timely manner.
  3. Distributing information from the League Office to all members of the team. This would include rule amendments, tournament announcements, and any other League business.
  4. Responsibility for the conduct and good sportsmanship of all team members during League play.
  5. Making sure that proper and accurate scorekeeping procedures are followed.
  6. Having team players at the scheduled match site on time.
  7. Returning team envelopes to the drop off location on time.
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**Division Representative Responsibilities** Division Representatives (Division Reps) are appointed by the League Operator or voted on by the Team Captains. He or she is a person that has played in the League for a long time, is a person of integrity and is well respected by League members.

Division Reps are your primary point of contact for questions about rules and other general inquiries about their division. They make sure that League information and notices are distributed and understood by their players. They are a spokesperson for their division and ensure that all concerns and questions from the division are addressed. They carry an Official Team Manual on League nights and are available to answer any questions when necessary. The Division Rep will call the League Operator on a League night if deemed necessary. You will find your Division Rep's phone number on each scoresheet.

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## Website

Our website address is [www.gulfcoastapa.com](http://www.gulfcoastapa.com)

This website allows you to:

- a) View schedules, team rosters, standings and individual records for your division
- b) Get the latest up to date information on playoffs, tournaments or any other Gulf Coast APA events

Additional communication tools are:

A Public Facebook page at Gulf Coast APA League where you can view and share pictures of tournaments, get updates about the League.

A Closed Members Group on Facebook at Gulf Coast APA Members

An APA App that can be downloaded and or viewed at [league.poolplayers.com](http://league.poolplayers.com)

Group Text List that can be joined by texting PLAYAPA to 313131

Please sign up for these to join our growing on-line community.

**Even if you don't sign up for the website, please make sure we have your e-mail address on file.** All announcements are always made first on-line and through our e-mail mailing list – don't miss out on valuable information! The website and e-mail are the Local League Office's most efficient communication tools, helping to ensure that you get the most out of your experience and keeping you up to speed on what is happening at all times, be it upcoming playoff match locations, wild card picks, tournaments or any other information pertinent to the League.

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## Team Fees

Team Fees are \$40 per week (\$80 for Double Jeopardy) regardless of the number of matches played including forfeits and playoffs. If you are paying by check, please make your check payable to Gulf Coast APA. There will be a \$25 charge for any returned checks plus subject to loss of bonus points.

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## Team Envelopes

The team envelopes will be delivered to the location that you are playing at. Envelopes are due at the Host Location immediately after the end of play, unless otherwise arranged with the League Office.

Bonus points will only be awarded if **all** of the following occur:

- Innings are filled in for every game
- Correct player numbers are recorded
- The winner and loser of every game is marked with the number of racks won/points earned
- Final match score is filled in
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written
- Sportsmanship rating is given

The bonus points awarded will be as follows:

- **8-Ball - 3 Bonus Points**  
*(1 point will be awarded for the entire weekly fee being included in the payment envelope and the team is current for all fees.)*  
*(1 point will be awarded for accurate and complete scoresheets.)*  
*(1 point will be awarded for a sportsmanship rating given to your opponent)*
- **9-Ball - 12 Bonus Points**  
*6 points will be awarded for the entire weekly fee being included in the payment envelope and the team is current for all fees.)*  
*(6 points will be awarded for accurate and complete scoresheets.)*  
*(3 points will be awarded for a sportsmanship rating given to your opponent.)*

Remember these are bonus points that are awarded at the discretion of the League Office.

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

**Past Due Procedure**

Any team that falls two weeks behind on paying their team fees will receive a FINAL NOTICE on their next scoresheet.

- If the fees are not brought current by the third week, **the team will be dropped from the League for non-payment.**
- All players on the team will become equally responsible for the fees that are due, including those for the remainder of the session and will not be able to rejoin the League until they have paid their portion.
- The League Office will not be responsible for fees or monies that have not been paid by the Team Captain or other members designated by the team. Teams having rosters with players who owe money to the League will not be able to participate in any matches until such monies are paid.
- Teams that are habitually late may be asked to replace their Team Captain with another, more responsible player.

**First Week Past Due:** Stamp Past Due

**Second Week Past Due:** Stamp Final Notice

**Third Week Past Due:** Change Team Name to TEAM DROPPED DUE TO NON-PAYMENT and mark all players ineligible.

Any team that does not show up for a match for two consecutive weeks will be deemed in default and will be dropped from the Division. Teams will be notified and failure to contact the League Office and settle accounts will result in a team default.

Teams that default for the two above reasons are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members, and players will be suspended from the League until their portion of the fees is paid. The League Office has the right to assign different portions of the outstanding fees to individual players as deemed necessary. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and no bonus points for the week if they play and do not clear their past due.

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**Abusive Language**

No abusive language directed at the League or the League Operator will be tolerated on the scoresheets. All concerns should be written up in a calm and professional manner. This will guarantee that your concern is looked at, documented and addressed. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

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**Patches**

Patches will be awarded each time the player meets the criteria for earning a patch. Patches available:

- **8-on-the-Break:** You make the 8-Ball on the break.
- **8 Break and Run:** You make at least one ball on the break and then run the rack.
- **9-on-the-Snap:** You make the 9-Ball on the break.
- **9 Break and Run:** You make at least one ball on the break and then run the rack for ten points.
- **Rackless (8-Ball):** Your opponent didn't break during your match. Rackless patches are only given with no E8, S8 or 8WP wins.
- **20-0 (9-Ball):** You win 20-0 in 9-Ball.
- **Mini Slam:** 8-on-the-Break and 8 Break and Run **or** 9-on-the-Snap and Break and Run within the same League night. Tournament play does not apply.
- **Grand Slam:** An 8-Ball Mini Slam and a 9-Ball Mini Slam earned within the same session. Tournament play does not apply.
- **I Won My 1<sup>st</sup> Match:** A brand new member to the APA may earn this patch by winning their first APA match. It only applies to the first night they play.
- **I Beat a 7:** A player who beats a 7 in the 8-Ball Format
- **I Beat a 9:** A player who beats a 9 in the 9-Ball format
- **I Beat the League Operator:** When a player beats the LO Rackless in 8-Ball
- **250/500/1000 Matches Played:** 250/500 Club & 1000 Club patches are awarded to players for reaching a longevity milestone with APA. Once a player reaches 500 or 1000 matches in 8-Ball or 9-Ball, they will receive a 500 Club or 1000 Club Patch for their accomplishment.

Patches are awarded the week after earned and will be in the team envelope. **Please mark clearly on your scoresheet so that your award does not go unrecognized.** If you don't receive your patch the week after you earned it, please write a note on the scoresheet so we can provide one next time.

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**Bounty Award** From time to time players will have a "bounty" on their head. Their name will be highlighted on their scoresheet and their opponent's scoresheet. In addition, there will be a bounty coupon for a free week of League play (\$8.00 value) attached to the team's scoresheet of the identified "bounty" player. When the "bounty" player plays their match that night, if they win, they can use the free play coupon; if they lose, the free play coupon goes to their opponent to use. If the identified "bounty" player is not present that night or does not play a match that night, there is NO bounty and the coupon is invalid. The coupon must be used the night is issued.

When choosing the match up for the "bounty" match, if the player challenging the bounty player is more than 2 skill levels higher, **the reward automatically stays with the bounty player** (i.e. - if the bounty player is a skill level 4 and the opponent chooses a skill level 7 for the match, the bounty player keeps the free play coupon even if the skill level 7 wins). "Bounty" players will be chosen randomly and given out as described below:

- 8-Ball League – there will be one "bounty" player on each night of the week.
  - 9-Ball League – there will be one "bounty" player on each night of the week.
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**Incentives** From time to time, we will run incentives and promotions for new teams, new Team Captains, or new Host Locations. These could be in the form of team credits, free play or APA apparel. All incentives will be posted on-line as well as in the team envelopes. Any credits not used by the end of the session (including playoffs) will not be refunded. Players and or teams will only receive their incentive if they are a member in good standing.

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**Bye Weeks** Some divisions will have an odd number of teams, so one team each week will not have a match. In this instance, the team shall be given the following points for the week *Bye points will not be given until the 4<sup>th</sup> week of the session.*

- 8-Ball – 9 Bye Points
- 9-Ball – 65 Bye Points

**Note:** Teams do not need to submit paperwork or fees for bye weeks.

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**Forfeits** If a full team of five players fail to show for a match, the opposing team is awarded forfeit points.

A full team forfeit in 8-Ball will be worth 8 Points + 3 Bonus Points

An individual forfeited match in 8-Ball is worth 2 Points during regular session play and 3 Points during playoffs.

A full team forfeit in 9-Ball will be worth 60 Points + 15 Bonus Points

An individual forfeited match in 9-Ball is worth 15 Points during regular session play and 20 points during playoffs.

**FULL LEAGUE DUES ARE OWED FOR FORFEITED MATCHES.**

**The last two weeks of the session: full team forfeit points are as follows:**

8-Ball: 4 Points + 1 Bonus Point

9-Ball: 30 Points + 6 Bonus Points

Both teams are responsible for the full weekly fees for any week in which a match or portion is forfeited.

There will be no forfeits the first four weeks of the session. All attempts for makeup matches will be made, if a makeup match cannot be made by week 5, 8 bye points will be issued in 8-Ball and 60 bye points will be issued in 9-Ball.

A team may begin 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. 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. If any team forfeits 5 or more individual matches during regular session play, they will not be eligible for playoffs and/or the wild card draw. The only exception to this rule is in the situation where a team is forfeiting a match due to their skill levels forcing them to utilize the 4-19 Rule.

A No-Call/ No Show by a team will result in zero points for the team that scheduled week, plus a 10 Point Penalty.

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**Roster Changes**

Teams have until the end of the 6th week of play to make changes to their roster. (i.e. adding/dropping players). To add a player to your roster, write in their name and ADD next to their name. To drop a player from the roster, draw a line through their name and write DROP next to their name. All added players must be done at the start of the League night and communicated to the opposing Team Captain.

No changes will be allowed following week six of the session without League Operator approval. Players added to roster after week six without approval will count as a forfeit for the team to which they were added if they play a match and they will be dropped from the roster. In the situation where a team is given approval from the Gulf Coast APA League Office to add a player following week 6, the added player may be ineligible for playoffs and higher-level tournament play.

\*Teams that have gained eligibility to a World Qualifier Championships have until the 4th week of play to make changes to their roster in the Spring Session.

**Appropriate Skill Levels**

If team plays a player at a skill level that is lower than their actual skill level, the team will forfeit that individual match to their opponent. Ensure that you verify with the Gulf Coast APA League Office the correct skill level of any player not listed on your roster prior to playing them.

A player must be *established* (i.e. - have a minimum of ten (10) matches) in a format for their skill level to be converted to an alternate format.

For example, if a male player has only played 3 matches in 9-Ball and is ranked a 3, the player must still start 8-Ball as a skill level 4 because he is not yet “established” in 9-Ball. Contact the Gulf Coast APA League Office if you have questions regarding the number of matches played and the skill level a player should start at.

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**Preventing Forfeits (Player May Play Twice on One Night)**

General Rule 20 in the Official Team Manual states “**YOU MAY ONLY PLAY ONCE** in a team match.” to help prevent forfeits and for matches to be awarded on the table rather than by forfeit, **one** player shall be allowed to play twice (we will call this a Replay Player) on the same night in the following circumstances:

A team that has enough players present is not allowed to use the Replay Player rule unless they cannot comply with the 23-Rule. Any other reasons must be approved by the League Office.

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 Player rule should be reported to the League Office by means of an official protest form.

Teams must notify their opponent of the need to use/ or potential need to use the Replay Rule **prior to the start of the 4<sup>th</sup> individual match.** The team has the choice to allow the replay or take the forfeit.

The opposing team gets to pick which player from the other team will play twice as long as it does not force that team to go over the 23-Rule. All players who have already played must be available as a choice for the “replay” match.

The “replay” must be played in the last match of the night. If a “replay” is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams.

Both teams may utilize the Replay Player 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 5<sup>th</sup> match puts up first.

Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If the team’s other player shows up prior to the start of the “replay” match, (balls being broken) the “replay” match is cancelled and the 5<sup>th</sup> player must play.

“Replays” will NOT be allowed during playoffs, or during Higher Level Tournament play.

Full team fees are still due if the “replay” is used in a team match (fees for the “replay” match should be split between the players that played the team match.)

**The “Replay Player Rule” will only be in effect for the first 6 weeks of the session. This rule will not be allowed in the last week of regular weekly League play of the session, playoffs, Tri-Cup Tournaments or the WQC.**

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**Picking Up the Cue Ball**

A coach or any player from the shooters team is NOT allowed to just walk up to the table and pick up the cue ball and hand it to the shooter's opponent.

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**Rescheduling Matches**

On occasion, usually due to holidays or inclement weather, a match may need to be rescheduled. If you plan to reschedule a match, **you must notify the League Office.** Please use the following procedure:

- Contact the Team Captain of the team you plan to reschedule with and notify them of your intent to reschedule.
  - If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a National Tournament.
  - Rescheduled matches must be played within two weeks of the original scheduled match date. Exceptions with special conditions may be made by the League Office.
  - No rescheduled matches will be allowed to be played the last two weeks of the session.
  - Players must play as their skill level at the time the match was scheduled, if found that a player plays at an incorrect skill level, the match will be considered a forfeit.
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**Inclement Weather**

The League Office will use school closings and state warnings to determine whether reschedules due to inclement weather will be granted. If you feel that weather conditions may interfere with your match, contact your Division Rep for additional instructions.

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**Sportsmanship**

It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is big part of playing in the APA. This is a weekly night out for many people and a break from the regular work grind. 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.

There is a fine line between cheering for your player and against your opponent. As a rule, cheer for your player’s accomplishments and not the opponent’s misfortunes. Individuals who are consistently deemed to not be displaying sportsmanship values may be subject to match forfeits, probation, suspension or termination of League and/or APA membership. For example, jumping out of your

chair during a match that you are watching to say a hit was bad or the 8-Ball was not marked, will be deemed poor sportsmanship, and the player is liable to a suspension. It is fine to cheer for an 8-on-the-Break, but it is considered poor sportsmanship to cheer for the cue ball to scratch as it heads towards a pocket. When you are not playing, please sit, watch and enjoy the match. Let the two players get on with their own match. They will ask for your input if necessary.

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**Refusal to Do Business With**

At any time, at the sole discretion of the League Operator and with qualified input from Division Reps, Board of Governors Gulf Coast APA can refuse to do business with any individual. These individuals will not be suspended from the APA but will not be welcome in our League. This will typically be used for people who are disruptive to the League, constantly complain about handicaps or otherwise, and deride the League in public.

Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

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**Banned Players**

If a Host Location has banned a player from entering their establishment, the team must play without him/her that evening. The League has no right to insist a Host Location allow a person in to their establishment for a League match.

**Gulf Coast APA will honor any suspensions from a neighboring APA area.**

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**Ladies League**

The Ladies League will play an alternate schedule of once a month, playing double matches. The format will consist of once a month play. Two matches will be played on the designated day of the month. Roster sizes will be 5 ladies on a roster of which 3 will play under a 13 handicap limit. The team fee for the match will be \$30.

Bonus Points: 3 Bonus Point will be available for teams that are current on all fees and have accurate scoresheets.

Bye Points: 4 Points + 2 Bonus Points

Individual Forfeit Points: 2 Points during regular session play and 3 Points during playoffs.

Full Team Forfeit Points: 4 Points + 3 Bonus Points

Awards will be given to the teams that earn the Division Champion title by winning the highest amounts of points during the session. Each member of the team will receive an award. The Championship Team will earn the travel assistance to compete in Las Vegas at the Ladies 8-Ball Championship. Subject to change based on team count

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**Session Playoffs** The following table displays the playoff structure:

<b>Number of Teams in Division (at Week 12)</b>	<b>Playoff Structure</b>
<p style="text-align: center;"><b><u>4-7</u></b></p> <p><i>1st Place receives qualification to the Tri-Cup Tournament</i></p>	<p><b>Playoffs:</b> 2<sup>nd</sup> vs Wild Card</p> <p><b>Tri-Cup Tournament</b> Winner of Playoffs</p>
<p style="text-align: center;"><b><u>8-11</u></b></p> <p><i>1st Place receives qualification to the World Qualifier Event</i></p> <p><i>2<sup>nd</sup> Place receives qualification to the Tri-Cup Tournament</i></p>	<p><b>Playoffs:</b> 3<sup>rd</sup> vs Wild Card</p> <p><b>Tri-Cup Tournament</b> Winner of Playoffs</p>
<p style="text-align: center;"><b><u>12-15</u></b></p> <p><i>1st Place receives qualification to the World Qualifier Event</i></p> <p><i>2<sup>nd</sup> and 3<sup>rd</sup> Places receive qualification to the Tri-Cup Tournament</i></p>	<p><b>Playoffs:</b> 4<sup>th</sup> vs Wild Card 5<sup>th</sup> vs 6<sup>th</sup></p> <p><b>Tri-Cup Tournament</b> Winner(s) of Playoffs</p>
<p style="text-align: center;"><b><u>16</u></b></p> <p><i>1st and 2<sup>nd</sup> Places receive qualification to the World Qualifier Event</i></p> <p><i>3<sup>rd</sup> and 4<sup>th</sup> Places receive qualification to the Tri-Cup Tournament</i></p>	<p><b>Playoffs:</b> 5<sup>th</sup> vs Wild Card 6<sup>th</sup> vs 7<sup>th</sup></p> <p><b>Tri-Cup Tournament</b> Winner of Playoffs</p>

\*Qualifications may pass down to the non-qualified teams. (Subject to League Operator approval)  
Wild Card/ Playoff teams are subject to ineligibility if they have: forfeited more than five individual matches during the course of the session, are not current with all League Fees and or deemed ineligible by the League Operator.

**Playoffs: will be scheduled on corresponding League nights.**

**The next session will begin the following week.**

**Tri-Cup Tournament(s): will be scheduled two weeks after Playoffs matches at a predetermined location.**

Player Eligibility: Players must have played at least 6 times with the team during the session to participate in any subsequent events pertaining to the team.

**Tri-Cup  
Tournament**

The Tri-Cup Tournament is a session ending event. Teams that advance from the event will be eligible to for the World Qualifier. The session ending roster and skill levels will be used for the event.

8-Ball Format will qualify as follows:

Summer Session: 3 Teams

Fall Session: 5 Teams

Spring Session: 8 Teams

9-Ball Format will qualify as follows:

Summer Session: 1 Teams

Fall Session: 2 Teams

Spring Session: 3 Team

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**Second Chance  
8-Ball  
Tournament**

The Second Chance 8-Ball Tournament will be held after the Spring Session Tri-Cup Event. All Teams who lost in the final matches of a Tri-Cup Tournament and are not qualified for the World Qualifier will be invited to play. Spring Session roster and session ending handicaps will be used.

The event will be a Single-Elimination event. All Team matches will be played under the 3-15 Rule. The winning team will advance to the World Qualifier Event.

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**World  
Qualifier(s)**

The World Qualifiers is an annual tournament that takes place at the end of the League year in which the winning team(s) win travel assistance to Las Vegas and the opportunity to represent Gulf Coast APA in the World Pool Championships.

There will be team travel assistance for each player that is on a team when the team qualifies for the World Pool Championships (8-Ball & 9-Ball), Masters Championship, Ladies Championship, Jack & Jill Championship, 8-Ball Doubles Championship, and the 9-Ball Doubles Championship.

In addition, each winning team will receive a team National Qualifier Trophy and individual trophies for each player.

Should a team/even a player 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 Gulf Coast 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 World Pool Championship, they will not receive any money as the money is for travel assistance, not a cash payout.

If a player receives the travel assistance and then does not go to Las Vegas for the National Tournament, the player will be required to pay back the travel assistance 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 World Pool Championships, the team that finished second in the Local Team Championship will advance to the World Pool Championships.

**Team Eligibility** All teams must be active in the subsequent session that the event is held in to be eligible to participate. (At least 4 originals of the Spring Roster.)

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**MVP Program**

The MVP program recognizes players for their performance during the session. Players earn a point percentage average or PPA, which is used to calculate MVP standings. A player must play a minimum of 8 times per team to show in the standings.

8-Ball Example: In an individual 8-Ball match, a player has 3 points available to win. If he/she played 10 matches, they had 30 points available to win. If they won a total of 13 points, then their PA is 43%.  $10 \text{ matches} = 30 \text{ points available}$   $13 \text{ points} = 13 / 30 = 0.43 = 43\%$

9-Ball Example: In an individual 9-Ball match, a player has 20 points available to win. If he/she played 10 matches, they had 200 points available to win. If they won a total of 162 points, then their PA is 81%.  $10 \text{ matches} = 200 \text{ points available}$   $162 \text{ points} = 162 / 200 = 0.81 = 81\%$

There are three tiers for MVP in 8-Ball and three tiers for MVP in 9-Ball. If a player participates in multiple divisions, Gulf Coast APA will use the division with the highest point total for a player when calculating final MVP Standings. Points from participating in multiple divisions will not be combined. Players can view their personal MVP standings throughout the session in your Online Member Service Account.

At the end of the session Gulf Coast APA will combine all the divisions and generate a final MVP Invite List for an overall event to win cash and awards.

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**Team Captains Tournament**

A Team Captain Tournament may be held for each session of the League year. The tournament is to show appreciation for all the time and effort each Team Captain contributes. The Team Captain event will be used to sending a Gulf Coast APA Team to represent the area in the National Team Captain Championship.

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**Player Eligibility**

All players must be on a roster in the current session to participate in the Gulf Coast APA events. (*Only exception is for eligible World Qualifier players.*) Online registration (if available) is preferred to participate. If you register online, you are committing to the entry fee of the tournament. If you are unable to participate the day of the tournament, you are subject to be held responsible for the entry fee. Dollar signs (\$\$) will be placed next to your name on your scoresheet and you will not be allowed to play a match until the past due money is current. If a team plays a player owing money all points earned by the player will be forfeited.

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**Feedback**

We welcome feedback on these bylaws, so please submit your feedback to [gulfcoast@apaLeagues.com](mailto:gulfcoast@apaLeagues.com) and we may incorporate them into the next revision.

Good Luck and Good Shooting!

Approved