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## **INTRODUCTION**

We would like to welcome your team to the American Poolplayers Association!

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. After all, the **APA is all about having fun, meeting people, and playing pool!**

*Official Team Manual and Bylaws... Please read and share them with your team members.*

*Become familiar with the rules. READ THE BYLAWS. They are part of your rules. Bylaws overrule or change some rules in your Official Team Manual. Pay close attention to the section on score keeping. This area is very important so as not to let another team cheat you by keeping their handicap down. Read and pay attention to the section in the Official Team Manual dealing with conduct.*

## Section 1: Getting Started

### AGE REQUIREMENTS

The age requirement to participate in APA pool leagues is 18 years old. However, the Host Location/bar has the absolute voice on the age minimum to participate in APA in their establishment. The Host Location/bar has the option to only allow players 21 years of age or older to participate in League in their establishment.

If a team is found to have a player on their roster who was not eighteen (18) when he/she played, the team could lose their eligibility for any Higher-Level Tournament. The player will also be dropped from the roster.

### OFFICE HOURS

League Office hours are Monday through Friday, 10 AM to 9:00pm, 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.

### WEBSITE

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

This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other MS Gulf Coast APA events
- b) 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 at your Mississippi Gulf Coast APA 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.

**Even if you don't sign up for your Member Services account, please make sure we have your email address on file.** All announcements are made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The website and email are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep 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 you and your team need to know about the League.

### TEAM FEES

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

8-Ball division and 9-Ball division team fees will be \$40.00 per team, per week. Masters division team fees will be \$24.00 per team, per week. Doubles division team fees will be \$24.00 per team, per week. Ladies division team fees will be \$24.00 per team, per week.

All matches are to **be PAID in full** on the original night of play. Full team fees are due regardless of how many players actually play (i.e. - there is a forfeit in a match).

Full team fees are to be paid during session playoffs. This is regardless of how many players actually play (i.e. - match is completed with only 3 players needing to play).

If a team owes any past due money to APA, it must be paid prior to the WILDCARD DRAW or the team WILL NOT BE ELIGIBLE for the draw. In addition, any team **owing** the League money WILL NOT BE ELIGIBLE to play in playoffs or any Higher Level Tournament.

### **TEAM ENVELOPES**

THE HANDLING OF WEEKLY SCORESHEETS, TEAM FEES, APPLICATIONS Team Captains should collect all League fees, dues, and membership applications from the players on their teams. Scoresheets and weekly team fees should be placed in team envelope and turned in to the Host Location where you played your match. Membership dues and membership applications should also be placed in the team envelope with the "APA Membership Fees" form.

### **MEMBERSHIP FEES TO APA**

Membership fees for all APA players are **\$25.00** per year. All members' annual dues should be paid the first night they play, or by week 4 of the session (whichever comes first). New members should fill out a membership application in addition to following the guidelines established for new members. Teams **WILL NOT** earn bonus points if playing a player whose membership fees have not been paid.

### **BONUS POINT SYSTEM**

Teams will receive bonus points each week of regular session for meeting the following requirement:

Turning in **FULL** League fees on the scheduled night of play. The team must also NOT have a past due balance left unpaid.

Bonus Points will be awarded on a weekly basis as follows:

- 8-Ball = 3 Bonus Point
- 9-Ball = 10 Bonus Points
- 8-Ball Doubles = 3 Bonus Point
- 9-Ball Doubles = 10 Bonus Points
- Masters = 5 Bonus Points
- Ladies = 3 Bonus Points

Team Captains should ensure that the Bonus Point System Requirement is met prior to turning in your scoresheet and league fees to APA. Bonus Points will be used to determine division standings at the end of the session, including Big Dawg.

Team Captains should send an email to [mveglia@apaleagues.com](mailto:mveglia@apaleagues.com) if you feel your team did not receive its "earned" bonus points.

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

### **BONUS POINTS FOR BYE WEEKS**

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 all the paperwork was correct):

- 8-Ball – 8 Bye Points
- 9-Ball – 60 Bye Points

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

### **PAST DUE PROCEDURE**

**First Week Past Due:** Scoresheet will be stamped Past Due – Captain / Co-Captain will be called.

**Second Week Past Due:** Scoresheet will be stamped Final Notice – Entire Team will be called.

**Third Week Past Due:** Team Name will be changed to TEAM DROPPED DUE TO NON-PAYMENT and all players will be marked ineligible.

Any team that falls two weeks behind in 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 their share of 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 paid to a Team Captain or other team member not ultimately paid to the League. 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 required to replace their Team Captain with another, more responsible player.

### **TEAMS FAILING TO APPEAR FOR A SCHEDULED MATCH**

Any team failing to appear to play a scheduled match will be considered dropped from the League unless the League Office is notified, by the next day, after the scheduled night of play. All team fees must be paid before the team can resume play. If a team fails to appear for a match and forfeits all five (5) matches, the team scheduled to play will receive 8 points in 8-Ball or 60 points in 9-Ball. If the same team fails to appear for a second match, the team will be dropped from the division and the team will become a bye or possibly eliminate a bye. Should a team drop during the regular session, the fees for the remainder of the session plus the week of playoffs would still be owed. Thus, each member listed on that team would not be able to resume play as an APA member until their portion of any unpaid balance is paid in full.

### **COMMENTS ON SCORESHEETS**

All concerns should be written on the 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.

## **PATCHES**

Patches are available for the following accomplishments:

- 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: Your opponent didn't break during your match.
- Clean Sweep Patch: For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Sweep Patch.
- Skunked: You win 20-0 in 9-Ball.
- Mini Slam: 8-on-the-Break and 8-Break-and-Run **or** 9-on-the-Snap and 9-Break-and-Run on the same League night. Not available during tournament play.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*

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 appropriate section on your scoresheet and fill out the Patch Request form. Patches will be awarded each time the player meets the criteria for earning a patch as long as the Patch Request form is completed and sent in to the League Office.

Patches are awarded the week after they are earned and will be included in your team envelope.

## **Section 2: League Play**

### **RESCHEDULING MATCHES**

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you wish to reschedule a match, **you must make a request to the League Office.** Upon receiving approval from the League Office please use the following procedure:

- Contact the Team Captain of the team you are scheduled to play and notify them of your intent to reschedule
- If requested to do so, 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. No make-up matches will be allowed in the last two weeks of the session. Exceptions with special conditions may be made by the League Office.
- Teams must pay for all matches by scheduled match date or they will lose bonus points.
- Rescheduled matches are to be played at players current skill level

### **INCLEMENT WEATHER**

Rescheduling for inclement weather is generally a result of snow or icy conditions but can result from any condition that makes it dangerous for players to travel to their match locations The League Office will use school closings and state warnings to determine whether it is appropriate to reschedule matches due to inclement weather. If you feel that weather conditions may interfere with your, or your team's ability, to get to your scheduled match location, contact the League Office for additional instructions.

## **HOLIDAYS**

All matches scheduled on holidays must be rescheduled should a team request to do so at least 72 hours in advance. Matches may be played prior to the original match date or up to two weeks after the original match date. Pre-playing the match is recommended. PLEASE NOTIFY THE LEAGUE OFFICE IF YOU ARE RESCHEDULING YOUR MATCH.

## **TEAMS IN DEFAULT**

Any team that does not show up for its match for two consecutive weeks will be deemed to be in default and will be dropped from the Division.

Additionally, any team that has not paid their League fees for two consecutive weeks can be dropped from the Division. Teams who have failed to pay their League fees for two consecutive weeks will be notified of the past due status. If their account is not made current in a timely manner, the team will be deemed in default and may be dropped from the division.

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying his/her share of the team fees owed. The defaulting team's 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 it deems appropriate. 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 any week they play while their fees are past due.

## **ROSTER CHANGES**

Teams have until the end of the sixth 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. No changes will be allowed following week six of the session without APA approval. Players added to roster after week six without APA 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.

Teams that have gained eligibility to a the WPQ have until the fourth week of play in Spring Session to make changes to their roster (i.e. – adding/dropping players).

## **8 & 9 BALL DOUBLES DIVISIONS**

Doubles will follow 8 and 9-Ball Rules, please check Official Team Manual.

Teams must begin division play at a skill level of 10 or less. Teams will be allowed to advance to Las Vegas if their team skill level increases to 11 or 12 by using the modified race chart. If their skill level increases to 13, players must be replaced in order to reduce the team skill level back to 10. Areas that allow three person rosters, the handicaps for the two lowest skill level players must begin at 10 or less.

Maximum of three players will be permitted on a roster. The match will consist of two singles matches and a doubles match. Only two players will be eligible for the Doubles Championship in Vegas.

## **FILLING A BYE**

If a BYE is filled in a division, make-up matches may be required. APA will send scoresheets for any matches that need to be made up due to filling the BYE with your regular week's scoresheet. Keep the scoresheet and turn in the make-up once the match is completed in full.

If matches are unable to be completed in full in the designated time frame, Team Captains must call APA for approval to complete the match at a later date

## **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 Fourth individual match. If a team has a Fifth player show up prior to the start of the Fifth match, the player is still entitled to play, even if a "replay" was requested.
- The use of a "replay" is not a guaranteed option; the opponent must agree to allow the team to utilize the "replay" rule. The team may still opt to make their opponent forfeit instead of allowing a replay.
- 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 designated location in message center section at the time the opponent agrees to allow the replay.
- The player that plays the Fifth match when a "replay" is used is chosen by the team's opponent. The player that is chosen to play the "replay" should be notified by the opponent at the start of the Fourth 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.
- Teams are allowed to use one "replay" per League night.
- The "replay" must be used during the last individual match (i.e. – Fifth match). The "replay" may be used in the Fourth individual match if the Fifth individual match is forfeited or the Third individual match is the Fourth & Fifth individual matches are forfeited. Once a "replay" is used, the remaining matches must be forfeited, even if another player shows up.
- "Replays" will **NOT** be allowed during playoffs, or during any Higher-Level Tournament play.
- 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 Fifth match puts 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 Fourth individual match.

- 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). Make-ups are not an option.
- If a 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 APA by means of an official protest form.

### **FORFEITS**

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 8 or more 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.

### **JEOPARDY**

After week eight (8), if a team declares "Jeopardy" (due to a drop in team members forcing them to add players to their roster) they will not be eligible for the playoffs or Higher Level Tournaments, if they have to add 3 or more players.

### **CELL PHONE/HEADPHONES**

If a player answers a cell phone during a game, whether it is their turn at the table or not, it is considered a time out. If the player has already had their maximum timeouts, this will be considered a sportsmanship violation and repeated offenses can lead to a "loss of game" situation. Be courteous, do not use your cell phone while playing a match. Headphones are allowed for music ONLY during regular League play. Headphones are NOT allowed during Playoffs and Higher Level Tournaments.

### **TABLE CHOICE**

Home team will have table choice, unless tables are assigned by the Host Location.

### **PAYING FOR GAMES/TABLE TIME**

Both teams shall pay equally for table use during the match. Loser pays is not acceptable unless both players agree.

### **On coin-operated tables**

Teams should alternate paying for games throughout the entire team match. If teams choose, quarters can be purchased jointly by both teams to be used throughout the match with the leftover quarters split at the end of the match. As long as the table cost is shared equally, it is up to the teams how they choose to do so.

### **On time tables**

On tables where the Host Location charges by the hour, there will be a flat rate per team for the use of the table for their match.

### **LAGGING**

The cue ball **IS NOT** to be used for lagging.

## **Section 3: Sportsmanship and Conduct**

### **BANNED PLAYERS**

If a Host Location has banned a player from entering their establishment, the team must play without him/her 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**

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

### **COMPLAINTS**

Sportsmanship complaints, handicap complaints, and official protests must be submitted in writing, the night of play or within twenty-four (24) hours of play. No fee shall be required to issue a complaint or to file an official protest.

## **Section 4: League Playoffs and Tournaments**

### **SESSION PLAYOFFS**

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.

**During each session, the Playoffs will be scheduled on the same day of the week as your regular League play.**

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

### **8-Ball Leagues:**

In a division of 4 teams, the first place team and one Wild Card team advance to playoffs. There will be one week of playoffs and one team will advance to the session's Tri-Cup.

In a division of 5 teams, the 1st through 3rd place teams and one Wild Card team advance to playoffs. There will be one week of playoffs and two teams will advance to the session's Tri-Cup.

In a division of 6-9 teams, the first-place team will automatically advance to the session's Tri-Cup. The 2nd through 4th place teams and one Wild Card team will advance to playoffs. There will be one week of playoffs and two teams will advance to the session's Tri-Cup.

In a division of 10-14 teams, the first-place team will automatically advance to the session's Tri-Cup. The 2nd through 6th place teams and one Wild Card team will advance to playoffs. There will be one week of playoffs and three teams will advance to the session's Tri-Cup.

In a division of 15-16 teams, the first-place team will automatically advance to the session's Tri-Cup. The 2<sup>nd</sup> through 8<sup>th</sup> place teams and one Wild Card team will advance to playoffs. There will be one week of playoffs and four teams will advance to the session's Tri-Cup.

**Teams must stay in the top half of their division or the team is subject to lose its eligibility.**

### **9-Ball Leagues**

In a division of 4-6 teams, first place team and one Wild Card team advance to playoffs. Winner advances to the World Pool Qualifier.

In a division of 7-11 teams, the first-place team advances to World Pool Qualifier. 2nd Place vs. wild card. Winner advances to the World Pool Qualifier.

In a division of 12-16 teams, the first-place team advances to the World Pool Qualifier. 2nd through 4th place teams and one Wild Card team will advance to playoffs. Winners advance to World Pool Qualifier.

**Teams must stay in the top half of their division or the team is subject to lose its eligibility.**

### **8 and 9 Ball Doubles Leagues:**

In a division of 4, first place team and one Wild Card team advance to playoffs. Winner advances to the Doubles Championship Qualifier.

In a division of 5-6 teams 1st through 3rd place teams and one Wild Card team advance to playoffs. Winners advance to the Doubles Championship Qualifier.

In a division of 7-11 teams, the first-place team advances to the Doubles Championship Qualifier. 2nd through 4th place teams and one Wild Card team will advance to playoffs. Winners advance to Doubles Championship Qualifier.

In a division of 12-16 teams the first-place team advances to the Doubles Championship Qualifier. 2nd through 6th place teams and one Wild Card team will advance to playoffs. Winners advance to Doubles Championship Qualifier.

**Teams must stay in the top half of their division or the team is subject to lose its eligibility.**

### **Ladies Division**

In a division of 4-6 teams, first place team and one Wild Card team advance to playoffs. Winner advances to the Ladies Championship Qualifier.

In a division of 7-11 teams, the first-place team advances to Ladies Championship Qualifier. 2nd Place vs. wild card. Winners advances to the Ladies Championship Qualifier.

In a division of 12-16 teams, the first-place team advances to the Ladies Championship Qualifier. 2nd through 4th place teams and one Wild Card team will advance to playoffs. Winners advances to Ladies Championship Qualifier.

**Teams must stay in the top half of their division or the team is subject to lose its eligibility.**

**Masters Division**

In a division of 4, first place team and one Wild Card team advance to playoffs.. Winner advances to the Masters Championship Qualifier.

In a division of 5-6 teams 1st through 3rd place teams and one Wild Card team advance to playoffs. Winners advances to the Masters Championship Qualifier.

In a division of 7-11 teams, the first-place team advances to the Masters Championship Qualifier. 2nd through 4th place teams and one Wild Card team will advance to playoffs. Winners advances to Masters Championship Qualifier.

**Teams must stay in the top half of their division or the team is subject to lose its eligibility.**

**Weighted Drawing for Playoff Wild Card:**

When drawing for the Wild Card to participate in playoffs, the drawing will be weighted according to final standings of the teams that did not earn an automatic bid into the playoff

The number of entries into the Wild Card Draw will be dependent on the number of teams in the division, as well as a team's final standing in a division.

Setup for session playoffs may vary session to session and is at APA discretion.

Teams may sometimes gain automatic eligibility to Tri-Cups based on session qualification guidelines.

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 is still 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).

In a travel division, the highest-ranking team will be the home team for each designated playoff match and playoffs will take place at the home team's location. Home team will have table choice.

Double Jeopardy playoff locations may be moved or rescheduled to accommodate teams with multiple matches.

**HIGHER LEVEL TOURNAMENT SKILL LEVEL**

All players must enter Higher Level Tournaments at their highest session ending skill level or current skill level, whichever is higher. This rule applies to all formats.

## **HANDICAPS**

The lowest skill level in 8-Ball is a 2. Females are allowed to play as a skill level 2 during regular League play and in all Higher-Level Tournaments. NO males are allowed to play at a skill level of 2, they must play as a skill level of 3 during regular League play and in all Higher-Level Tournaments.

The lowest skill level in 9-Ball is a 1. Females are allowed to play as a skill level 1 during regular League play and in all Higher-Level Tournaments. NO males are allowed to play at a skill level of 1, they must play as a skill level of 2 during regular League play and a 3 in all Higher-Level Tournaments.

## **NUMBER OF MATCHES NEEDED TO PARTICIPATE IN PLAYOFFS/TRI- CUPS TOURNAMENTS**

In order for a player to be eligible to participate in the session playoffs or Tri-Cups, he/she must have played **at least six (6) matches** with the team during the session, prior to playoffs beginning.

In order for a player to be eligible to participate in the WPQ (World Pool Qualifier) in June, a player must have a skill level based on at least 10 actual League scores in the format in which he is advancing. The 10 scores must be attained by the end of the Spring Session in the League year corresponding to the World Pool Championship in which the player is advancing.

***Forfeits do not count as a match played!!!***

## **TRI-CUPS**

A Tri-Cup will be held at the end of each Summer, Fall, and Spring Session for 8- Ball. Automatic qualifiers and playoffs winners from each session will participate in the Tri-Cup to gain eligibility to the WPQ. Each Tri-Cup will qualify teams for the WPQ that will be held every June.

All teams participating in a Tri-Cup Tournament that conflicts with their regularly scheduled weekly match **MUST RE-SCHEDULE THEIR WEEKLY LEAGUE MATCH**. Due to the time frame that occurs in following the start of the session, pre-playing the match is not always possible (however, it is still preferred). Therefore, the match can be played prior to the original match date or up to two weeks after the original match date. All monies and score sheets must be turned in as soon as the match is completed. If matches are unable to be completed in full in the designated timeframe, Team Captains must call APA for approval to complete the match at a later date.

**If a team qualifies for the Tri-Cup in the Summer Session, the team must play in the Fall Session or forfeit their eligibility.**

**If a team qualifies for the Tri-Cup in the Fall Session, the team must play in the Spring Session or forfeit their eligibility.**

**If a team qualifies for the Tri-Cup in the Spring Session, the team must play in the Summer Session or forfeit their eligibility.**

## **DIVISION AWARDS**

End of session awards will be given to the team that finishes in first place in points in the session, in their division. Each member of the team will receive an award. Awards will be given out on regular league night play.

### **SPORTSMANSHIP AWARD**

You may nominate a player from each team in your division for good Sportsmanship. The players with the most votes will receive a sportsmanship award.

### **BIG DAWG AWARD**

The 8-Ball team with the most points earned in a session out of all the divisions competing in that format in the entire League area will receive the BIG DAWG AWARD. In the event that two or more teams are tied for Big Dawg, both/all teams tied will receive the award. Each team earning the BIG DAWG AWARD will receive a plaque for each member on the team. In addition to the plaque, the team will gain an automatic bid to the WPQ (without needing to participate in playoffs or Tri-Cups).

**The team must stay in the top half of their division or the team is subject to lose its eligibility.**

### **AUTOMATIC ENTRIES INTO WPQ**

Any team that gains an automatic entry into the WPQ (by winning Big Dawg) does not play in the session playoffs and or Tri-Cups. If a team chooses to play in the session playoffs, the team forfeits their automatic entry into the WPQ

### **WORLD QUALIFIER**

The World Qualifier is an annual tournament that takes place at the end of the League year. The winner of the World Qualifier receives travel assistance to Las Vegas and the opportunity to represent MS Gulf Coast APA in the World Pool Championships. The WPQ will be held once a year in June for 8-Ball and 9-Ball. Teams that have gained eligibility via the session Tri-Cups or automatic eligibility via Big Dawg will compete in this tournament for the chance to advance to the World Pool Championships in Las Vegas. There will be two qualifiers a year from the 8-Ball WPQ and one qualifier a year from the 9- Ball WPQ.

There will also be a Championship Qualifier once a year in February for 8-Ball Doubles and 9-Ball Doubles. Teams that gain eligibility via the session playoffs will compete in this tournament for the chance to advance to the APA Showdown Series in Las Vegas.

There will also be a Championship Qualifier once a year in June for Masters and Ladies. Teams that gain eligibility via the session playoffs will compete in this tournament for the chance to advance to the APA Showdown Series in Las Vegas.

**If a team qualifies for the WPQ /Championship Qualifier from the Summer Session Tri- Cup or an automatic bid from the Summer Session, the team must play in the upcoming Fall, Spring, & Summer Sessions or forfeit their eligibility.**

**If a team qualifies for the WPQ /Championship Qualifier from the Fall Session Tri-Cup or an automatic bid from the Fall Session, the team must play in the upcoming Spring & Summer Sessions or forfeit their eligibility.**

**If a team qualifies for the WPQ/Championship Qualifier from the Spring Session Tri- Cup or an automatic bid from the Spring Session, the team must play in the upcoming Summer Sessions or forfeit their eligibility.**

### **TRAVEL ASSISTANCE FOR THE WORLD POOL CHAMPIONSHIP**

Each **8-Ball** team (2 team slots per League year) and each **9-Ball** team (1 team slot per League year) winning a WPQ to qualify for the World Pool Championships in Las Vegas will receive 'individual player travel assistance' for each player that is on a team when the team qualifies for the World Pool Championships. Each of those players will receive \$625.00 travel assistance. If a player qualifies on more than one team/format, they will receive the travel assistance for each team/format in which they qualify.

In addition, each winning team will receive a team National Qualifier Trophy and/or individual trophies 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 suspension of membership for each member of the team until the travel assistance money has been repaid.

In the event a qualified team decides not to participate in the World Pool Championships, the team that finished second in that WPQ will advance to the World Pool Championships.