



# CENTRAL KENTUCKY APA LOCAL BYLAWS

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## **Introduction**

We would like to welcome you and 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 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. After all, the APA's motto is: **Have Fun. Meet People. Play Pool.**

Please read these Local Bylaws carefully and keep them with the APA Official Team Manual for your reference. All Local Bylaws with dates prior to the revision date of this document are null and void.

# Section 1: Local League Information

## Age Requirements

You must be 18 years of age or older to compete in the Central Kentucky APA. However, many of the host locations within our territory mandate you to be 21 or older to enter, as such, you may not be permitted to enter those locations should they host league and/or tournament play.

## Office Hours

League Office hours are outlined below but may be subject to change due to holidays and/or other events as notified via the league communication mediums listed later in this document.

- SUNDAY – THURSDAY ..... 2:00 PM – 10:00 PM
- FRIDAY ..... 3:00 PM – 6:00 PM
- SATURDAY ..... CLOSED
  - Additional hours will be made available during scheduled Tournament days.

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. For a faster response within business hours, please feel free to send us a text message. You may also email us at the email addresses listed above.

Players are encouraged to contact their respective division representatives with any questions before contacting the league office. Please check your Pool League app for your division rep's contact information.

## Website

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

This website allows you to:

- a) Get the latest and most up to date information on Playoffs, tournaments, and/or any other Central Kentucky 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.

All members are required to claim their member services account. This is the MAIN medium of communication for all league announcements.

## Online Presence & Community

In addition to the league website, we also maintain an active Facebook page. We encourage our members to Like and Follow our Facebook page as it will often have additional, valuable information for our members.

## **Team Fees**

Team Fees are \$40.00 per week plus \$10.00 greens fees for drop tables, regardless of the number of matches played. If you are paying by check, please make your check payable to Central Kentucky APA. There will be a \$35 charge for any returned checks, plus a loss of bonus points. FULL WEEKLY FEES ARE DUE FOR ALL MATCHES REGARDLESS OF THE NUMBER OF INDIVIDUAL MATCHES PLAYED AND/OR FORFEITED.

Full team fees are to be paid during session playoffs. This is regardless of how many players actually play (i.e. – match is only completed by “total points needed to win” and/or any forfeit matches)

See “Forfeits” below or contact your league official for more information.

If a team owes any past due money to APA, it must be paid prior to the WILD CARD 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 team envelopes will be delivered to the Host Location indicated on the Team Envelopes by a league representative on the night of scheduled play. Envelopes must be turned back into the league representative before the end of the night. Failure to return your team envelope will result in a loss of bonus points for the night.

In an effort to be respectful of the league representative’s time, please complete your team envelopes as soon as possible.

Most host locations are equipped with a gray drop-box that has been provided by local league management. All league materials must be returned to the league drop-box at the end of league night.

## **Bonus Points**

Your team will receive bonus points if **all** of the following occur:

- Innings are filled in for every game
- The winner and loser of every game is marked with the number of racks won
- Final match score is filled in
- Scoresheet is signed by both teams
- All fees are up to date
- Sportsmanship ranking is complete.
- On electronic scoring – all 5 games must be scored in match order for your team and scores submitted if there are no make-up games required. Failure to submit will result in a loss of points.

The bonus points awarded will be as follows:

- **8-Ball: 2 Possible Bonus Points**
  - 1 point will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees owed. If a team remains past due, bonus points will be forfeited until past due fees are paid.
  - 1 point will be awarded for accurate and complete scoresheets.

- **9-Ball: 12 Possible Bonus Points**

- 6 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees owed. If a team remains past due, bonus points will be forfeited until past due fees are paid.
- 6 points will be awarded for accurate and complete scoresheets.

Remember these are bonus points that are awarded at the sole discretion of the Local League Office and are not guaranteed.

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 + 2 Bonus Points
- 9-Ball: 60 Bye Points + 12 Bonus Points

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

## **Past Due Procedures**

1. First Week Past Due: "PAST DUE" will be stamped on dues collection envelopes.
2. Second Week Past Due: "FINAL NOTICE" will be stamped over the top of the roster names/member numbers on both the collection envelope and the scoresheets for the past due team.
3. Third Week Past Due: The OFFENDING PLAYER(S) will be made INACTIVE on the scoresheet and be ineligible to participate in league play.
4. Fourth and Final Week Past Due: Team name will be changed to "Team Dropped Due to Non-Pay" on the scoresheet and be ineligible to participate in league play until all past due fees have been paid.

## **Late Penalties**

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next scoresheet and points will be taken away. Additionally, the Team Captain (and other players) may be marked ineligible to play by being made INACTIVE on the team. If payment is not received at this time the team will be given notification that they will be dropped from the League for non-payment. If the fees are not brought current by third week or arrangements made to pay the past due balance, the team will be dropped. All players on the team will become equally responsible for the fees that are due, including fees for the remainder of the session, and will not be permitted to rejoin until their portion is paid.

Teams that are habitually late will be required to select a new, more responsible team captain.

## **Players Past Due in Fees**

Players that have fallen behind in fees are **not** eligible for **any** awards, events, or special programs. These players will be subject to suspension at the discretion of the League Office. If your team has a player that is past due on your roster, your team 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.

## **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 their 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 Local 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.

## **Patches**

There are several patches available to be earned through the Central Kentucky APA Patch Program.

In order to receive your patch you **MUST** complete the patch request form. This must be done within three (3) weeks of earning a patch. The patch request form can be accessed by scanning your league team packet, accessing our Facebook page, scanning our local league posters, or contacting your local division rep(s) and/or league operator(s).

Patches are given each time an accomplishment has been met with a maximum limit of two (2) per session of each type. Each additional earning of a patch in excess of the seasonal limit of two (2) will result in a raffle ticket. These raffle tickets will be utilized to award a variety of prizes at the annual league banquet or similar event.

Patches shall be awarded the following week of the accomplishment or completion of the patch request form. Depending on patch inventory levels, there may be a delay if more of a certain patch needs to be ordered.

For a full list of available patches please visit our league website. Some examples of patches are listed below along with any format specific limitations:

- 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.
- Rack-less: Your opponent didn't break during your match. **(8-BALL ONLY PATCH)**
- 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. Players on the team who did not play will not receive the patch.
- (20-0 Shutout): You win 20-0 in 9-Ball. **(9-BALL ONLY PATCH)**
- Mini Slam: 8-on-the-Break and 8-Break-and-Run **or** 9-on-the-Snap and 9-Break-and-Run earned during the same league year. Not available during tournament play.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam at any point during your membership with CKY APA.*
- Sportsmanship: You may nominate a player for a good sportsmanship patch. Write the nomination on your scoresheet and the Local League Office will determine if the patch will be awarded.
- I Beat a Skill Level (6,7,8,9): Earned by beating a higher skill level player. These are only earnable by a player if they play someone equal to or higher than their current skill level or -1 lower than their skill level.
  - Beat a 6 is only available in 8-Ball Format
  - Beat an 8 & 9 is only available in 9-Ball Format

On occasion, we will announce and host a "Patch Trade-In Event" where we will allow players to trade in their non-unique duplicate patches for additional raffle tickets. Each patch traded in will yield two (2) or more raffle tickets.

## Section 2: Local League Play

### Order of Play

Once a player has been put up, he/she must play. You cannot change players once a player has been named for a match. The only exception to this rule is if a team puts up a player whose handicap will force them to break the "23"-Rule. The team has the right to change to another player on the team whose handicap will not violate the "23"-Rule. They must change the player **before** the balls are broken otherwise the 23-rule will apply and it will result in a loss of points for the team.

### Re-Play 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, the Central Kentucky APA has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows ONE (1) player (the "Replay 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. 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, 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. In this example, the team would exceed the 23-Rule.

- The Replay Team's need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office. Any team that is found to be abusing this rule will no longer be able to use it.
- The Replay Team notifies 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 opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.
- The opposing team gets to pick which player from the other team will be the Replay Player. The opposing team can 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. All players who have already played must be available as a choice for the "replay" match.

**League Operator(s) Exception:** When a league operator is assisting a team by fulfilling a substitute role, the league operator(s) are excluded from selection for the re-play match. League operators are **NOT** regular players on a team – but instead are there to help grow a team. The remaining regular team members should be prioritized when selecting a re-play player.

\* Should the league operator(s) be willing to play a second (2<sup>nd</sup>) time, they can be permitted to do so. However, the league operator(s) cannot be made to play a re-play match by the opposing team.

- The "replay" must be played as 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 Rule on the same night if necessary. In this situation, both teams put up their own player. The team scheduled to put up a player in the 5<sup>th</sup> match designates their Replay Player first.
- Once a "replay" is used, 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 "replay" match, the "replay" match is cancelled and the new player must play.
- There is no limit on how often a team can use the Replay Rule during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in affect during the last week of regular weekly League play of the session, Playoffs, the World Qualifier, or other tournament level play.

If the team that does not have enough players present to play all five (5) individual matches and chooses NOT to utilize the re-play play rule, it is at the discretion of the opposing captain to either allow a make-

up match to be rescheduled or force the other team to forfeit the remaining match(es) for the night. If BOTH teams do not have enough players and refuse to utilize the re-play rule, a make-up match must be scheduled.

## **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, following 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, plus potential bonus points. 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.

## **Holidays**

All matches scheduled ON holidays can be rescheduled and 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.

## **Forfeits**

If any team forfeits eight (8) or more individual matches during regular session play, they will not be eligible for the playoffs and/or the Wild Card drawing. The only exception to this rule is the situation where a team is forfeiting a match due to their skill levels forcing them to utilize the 4 matches 19-Rule.

Of the eight (8) total forfeits for the season, no more than three (3) can take place within the last two (2) weeks of regular season play.

REGARDLESS of the number of forfeits – all nightly league fees must be paid in full. Any match fees for forfeit matches should be split equally amongst the players present or risk forfeiting bonus points.

## **World Qualifiers**

All teams participating in a World Qualifier Tournament that conflicts with their regularly scheduled weekly match MUST RE-SCHEDULE THEIR WEEKLY LEAGUE MATCH. Due to the timeframe that qualifying tournaments occur 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 scoresheets must be turned in as soon as the match is completed. If matches are unable to be completed in full in the designated time frame, Team Captains must call APA to for approval to complete the match at a later date.

## **Rescheduling Matches**

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.

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. If you need their contact information, please contact your local league office.
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. Teams must pay for the rescheduled match by the original scheduled match date, or the non-paying team will not be awarded bonus points.

### **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 and/or Facebook page 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.

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

### **Comments on Scoresheets**

All concerns should be written on the scoresheet or entered in the comment section on the mobile scoring app following match completion, 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.

### **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**

Central Kentucky APA shall honor the suspensions of all other league areas.

## Section 4: Local League Playoffs and Tournaments

### **Tournament Eligibility: Individual Player # Matches Played**

In order for a player to be eligible to participate in the session playoffs, he/ she must have played at least five (5) matches with the team during the session, prior to playoffs beginning.

In order for a player to be eligible to participate in the World Qualifier, 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. If the player does not have 10 lifetime matches by the end of the Spring session, they will not be permitted to participate in the World Qualifiers – no exceptions. Forfeits do not count as a match played!!!

### **Tournament Eligibility: Team**

- If a team qualifies for the World Qualifier from the **Summer Session** Play-offs 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 World Qualifier from the **Fall Session** Play-offs 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 World Qualifier from the **Spring Session** Play-offs or an automatic bid from the Spring Session, the team must play in the upcoming Summer Sessions or forfeit their 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 playoffs. 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. The last place team will receive 1 entry into the Wild Card, the 2nd to last place team will receive 2 entries into the Wild Card Draw, the 3rd to last place team will receive 3 entries into the Wild Card Draw, and so on.

Setup for session playoffs may vary session to session and is at APA discretion. Teams may sometimes gain automatic eligibility to Tri-Cups and/or World Qualifier Tournaments 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.

## **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 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.

## **Handicaps**

The lowest skill level in 8-Ball is a 2. Both males and females are allowed to play as a skill level 2 during regular League play. However, all males with a skill level less than 3 must play as a skill level of 3 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. All males with a skill level less than 3 must play as a skill level of 3 in all Higher-Level Tournaments.

## **Session Playoffs**

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three (3) individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.

During each session, Playoffs will be scheduled on the same day of the week as your regular League play. Regardless of the number of matches played, FULL team fees are due for playoff matches and forfeits.

The next session will begin the week following Playoffs unless previously specified by local league management.

In accordance with Official Team Manual, the Session Playoff Site will be chosen at or prior to the Team Captains' Meeting at the beginning of the session and will be indicated on the schedule. It is possible a Playoff match will be held at a neutral location or at the home location of one or both of the teams involved.

Eligibility will NOT be passed to teams finishing directly behind an already qualified team in the Playoffs. Should a team "double qualify" for the world qualifier, those teams will be among those eligible to play against any BYEs in the World Qualifier Tournaments.

**The structure for Playoffs shall be as follows in the SUMMER SESSION ONLY:**

<b>Number of Teams in Division (at the end of the session)</b>	<b>World Qualifier (WQ) Qualification Playoff Structure</b>	<b>Session Award Structure</b>
<p><b><u>4-5</u></b></p> <p><b><u>One</u></b> Team Qualifies for World Qualifier</p>	<p>1<sup>st</sup> Place vs. Wild Card</p> <p>Winner advances to World Qualifier</p> <p>In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.</p>	<p>Playoff Winner will receive the 1<sup>st</sup> Place</p> <p>Session Awards</p> <p><b>Playoff Winner</b> will receive the 1<sup>st</sup> Place Session Awards.</p>
<p><b><u>6-11</u></b></p> <p><b><u>TWO</u></b> Teams Qualify for World Qualifier</p>	<p>1<sup>st</sup> Place vs. Wild Card 2<sup>nd</sup> Place vs. 3<sup>rd</sup> Place</p> <p>Winner of <b><u>EACH</u></b> playoff match advances to the WQ</p>	<p><b>Awards:</b></p> <p>The <b>highest seeded winner</b> of the two (2) Playoff matches will receive the 1<sup>st</sup> Place Session Awards</p>
<p><b><u>12-16</u></b></p> <p><b><u>FOUR</u></b> Teams Qualify for World Qualifier</p>	<p>1<sup>st</sup> Place vs Wildcard (WC) 2<sup>nd</sup> Place vs 7<sup>th</sup> Place 3<sup>rd</sup> Place vs 6<sup>th</sup> Place 4<sup>th</sup> Place vs 5<sup>th</sup> Place</p> <p>Winner of <b><u>EACH</u></b> playoff match advances to the WQ</p>	<p><b>Awards:</b></p> <p>The <b>highest seeded winner</b> of the four (4) Playoff matches will receive the 1<sup>st</sup> Place Session Awards</p>

**The structure for Playoffs shall be as follows in the FALL & SPRING SESSIONS:**

<b>Number of Teams in Division (at the end of the session)</b>	<b>World Qualifier (WQ) Qualification Playoff Structure</b>	<b>Session Award Structure</b>
<b><u>4-5</u></b>  One team qualifies for World Qualifier	1 <sup>st</sup> Place vs. Wild Card  Winner advances to World Qualifier  In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.	<b>Awards:</b>  Playoff Winner will receive the 1 <sup>st</sup> Place Session Awards.
<b><u>6-11</u></b>  One team qualifies for World Qualifier	1 <sup>st</sup> Place vs. Wild Card 2 <sup>nd</sup> Place vs. 3 <sup>rd</sup> Place  Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ.	<b>Awards:</b>  Playoff Winner will receive the 1 <sup>st</sup> Place Session Awards.
<b><u>12-16</u></b>  Two teams qualify for World Qualifier	1 <sup>st</sup> Place vs Wildcard (WC) 2 <sup>nd</sup> Place vs 7 <sup>th</sup> Place 3 <sup>rd</sup> Place vs 6 <sup>th</sup> Place 4 <sup>th</sup> Place vs 5 <sup>th</sup> Place  Winner of 1 <sup>st</sup> vs WC will play Winner of 4 <sup>th</sup> vs 5 <sup>th</sup> Winner Of 2 <sup>nd</sup> vs 7 <sup>th</sup> will play Winner of 3 <sup>rd</sup> vs 6 <sup>th</sup>  Winner of each Playoff Final match advances to the WQ	<b>Awards:</b>  The highest seeded winner of the two (2) Playoff Finals matches will receive the 1 <sup>st</sup> Place Session Awards

## **League Awards**

Session awards for “Division Champion” shall be awarded in accordance with the playoff structure ‘award’ section listed above. In addition, each team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishment – should the host location wish to have one. These awards will be handed out as quickly as they can be produced. This should be within 3-4 weeks after session ends. Other awards may be presented at the discretion of the local league office for various accomplishments, milestones, etc.

## **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 Central Kentucky APA in the World Pool Championships.

## **Travel Assistance for the World Pool Championships**

Each 8-Ball and 9-Ball team winning the World Qualifier Tournament and advancing to the World Pool Championships in Las Vegas shall receive "Individual Player Travel Assistance" for each player that is on the team when the team qualifies for the World Pool Championships.

Each member of the qualifying team shall receive a portion of \$6,000.00 'travel assistance' for the 2024-2025 League Year. The 2023-2024 travel assistance allocation will remain as \$5,000.00. If a player qualifies on more than one team/format, they will receive the 'travel assistance' for each team/format in which they qualify.

ALL MEMBERS OF THE WINNING TEAM RECEIVING TRAVEL ASSISTANCE MUST SIGN APPROPRIATE DOCUMENTS REQUIRED BY THE LOCAL LEAGUE OFFICE AND THE STATE OF KENTUCKY DEPARTMENT OF REVENUE.

In addition, each winning team will receive a team "World Qualifier Champion" trophy and/or individual trophies for each player. Should a team elect not to go to the World Pool Championships, the team will FORFEIT all awards and monies for the 'travel assistance'. If the team has already received the money for 'travel assistance' the team will be required to REPAY the entire amount back to the CKY APA travel fund. Failure to comply will result in an immediate suspension of the player(s) until the money is returned.

The player(s) responsible for any financial obligations pertaining to "Individual Player Travel Assistance" must pay the balances back in full before they are permitted to participate in league play or any league Tournaments.

In the event a qualified team decides not to participate in the World Pool Championships, the team that finished SECOND in the World Qualifier will advance to the World Pool Championships and receive the aforementioned awards and 'travel assistance'.

In the event that an individual player from a qualified team decides not to attend the World Pool Championships in Las Vegas, their portion of the 'travel assistance' is forfeit and is retained/returned to the CKY APA travel fund.

## **Section 5: Miscellaneous**

### **Lagging**

The cue ball IS NOT to be used for lagging.

### **Simultaneous Hit**

A simultaneous hit is considered a good hit.

### **Changing Sticks/Breaking Down Sticks**

A player can change sticks during a game. It is not a loss of game.

## **Coaching**

The coach must completely leave the table and/or playing area before a player attempts their shot following a time-out.

During this time-out, the opponent and his/her coach may also approach the table. However, they should do so briefly and then return to an area away from the table, as not to interfere with the shooting player's time-out.

## **Cell Phone & Breaks**

If a player is on the phone or away from the table when it comes their turn to shoot, 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/Earbuds/Smart Watches are not allowed during play.

## **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 never an acceptable scenario.

## **Mark Your Pocket (8-ball Only)**

Marking your pocket is not only good form as it reduces the chance of miscommunication – it is also the rule.

Failure to mark your pocket will result in the loss of the game. This is regardless if "both players agree to call their pockets." If you are called out for violating this rule, you may receive a warning for repeated violations.

The HOUSE CHALK cannot be used to mark your pocket. You must utilize another item to indicate which pocket is your intended target.